

# MISSION 1.1: WAGONS WEST

The western border of Dardarrick, the area of the kingdom adjacent to the chaotic savannah of the Wildlands, has always been a source of trouble for the local Dardarrian folk. Farmers and travellers often go missing and savages from further west are a common sight beyond the campfires at night. It is a dangerous land that is never far from the thoughts of the people of Dardarrick – especially those who live within one night’s march from the border.

Now a new threat has arisen and the Wraith Recon strike teams need to stop it. They do not yet know what this threat is, but the arcanists at Spellcaster Command have noticed a few raids out west that might just be part of larger plot against Dardarrick.



## \*\*CLASSIFIED INFORMATION\*\*

### Mission Background

Several Dardarrian cattle herds in the west have been attacked by a monster under the direct control of an orcish tribe. Although part of a much larger scheme, the only thing known at this time are the results of these raids – a half-dozen dead or missing ranchers and over a hundred dead cattle.

The Brotherhood first learnt of this when the town of Tradeston reported their food supplies were running low because these cattle drives had not yet arrived. Although bad for morale and harmful to food stores, this was not believed to be a situation that demanded manpower be taken away from the efforts against Lorn. Thus, the Arcanist General decided to send in a Wraith Recon team.

What they will find is the precursor to a dangerous scheme aimed at Dardarrick’s western towns and people, allowing the Wildlands savages to push deeper into the Lion’s flank.

## Mission Assignment 1.1: Wagons West

**Mission Start Date:** 14<sup>th</sup> day of Sunning, 1,209 YBD

**Deployment Location:** Rivermarck, Dardarrick

**Deployment Method:** Overland by wagon.

**Primary Mission Goal:** Reconnaissance of the sites and areas surrounding known cattle massacres 100 miles northeast of Tradeston.

**Secondary Objectives:** Do not alarm local citizens. Give proper burial to the remains of any Dardarrian citizen. Eliminate any unexpected threats.

**Expected Resistance:** None; perhaps some wild scavengers.

**Useful Information:** There are three known massacre sites, but they are not marked on any current map in SpellCom's possession.

### Pre-Mission Briefing:

*Good morning Wraiths, I hope you all had a good breakfast because where you are headed we are looking at a situation where there may soon be food shortages.*

*Several cattle drives headed to the west, specifically to Tradeston, have been attacked. When the meat supplies began to run low in Clawspire, the boot sloggers realised that something was up and started to look for the missing caravans. Scouts discovered many slaughtered cattle a few days' walk from the city limits. They reported to their superiors, and their superiors reported to SpellCom.*

*SpellCom handed this information over to us. They do not want to send a unit of soldiers away from the front in Lorn just to look into a few dozen killed cattle, but Raspeng says that something more might be going on... so here we go.*

*In Rivermarck I have arranged for a pair of wagons for you to use to move to the ranchers starting point. From there, go to the caravan trails and find out what has happened. I do not expect any trouble out in the plains, but be on the look out for scavenging predators – that much beef stewing in the sun will surely attract them.*

*This should be nothing to worry about Wraiths; just get it done and find out what happened.*

to the ranch where the massacred cattle left from – Rancho Grausson. Getting to the ranch will require them to avoid natural hazards on the plains for several days, camping in the wilds on the way. They will have several encounters on the way to their destination.

### Complication 1 – Fellow Waggoners.

*As you cross the grassland plains from out of Rivermarck, you approach another wagon off the side of the trail. 'Ho there!' the portly man standing next to it says, 'Pull up and join us by our fire, I have too much lamb for just us.'*

This skill challenge gives the Wraiths a chance to interact with a few of the locals without giving away their true nature and hopefully discover some information about the west.

**Setup:** The characters will need to use their social skills to interact with the travellers in order to get past without raising their suspicions.

**Level:** Lower than the level of the team.

**Complexity:** 1 (requires 4 successes before 2 failures)

**Primary Skills:** Bluff, Diplomacy, Intimidate

**Bluff (easy DC):** You try to cover up your true nature of your team through misinformation.

**Diplomacy (moderate DC):** Using kind words and pleasantries you do your best to get through the conversation without revealing too much while learning about the areas that the travellers have been through.

**Intimidate (easy DC):** If a Wraith uses fear to dissuade the waggoners, they automatically eliminate any chances of them revealing any information to the characters.

**Success:** The team manages to get through a full conversation/meal/evening with the civilians without revealing their true roles. Depending on the ratio of successes to failures at the challenge's close, the travellers have some information for the Wraiths.

4 Successes/0 Failures – *'Be careful going out west, friends. Old man Bennisson's farm was attacked last week and he cannot be found. I heard it was goblins, but ol' Bennie was not a small guy. He would not be a pushover for a bunch of gobs, y'know?'*

4 Successes/1 Failure – *'You headed west, toward Tradeston? Careful, mates. Things have become pretty dangerous out there; goblins and the like.'*

## Mission Segment 1.1.1: The Trail to Rancho Grausson

Wraith Recon Four have picked up two horse wagons in Rivermarck and have begun their week long journey



# MISSION 1.4: GET HARGROVE

The attacks by the Redscale Tribe have devastated several small towns and villages in the northwestern borderlands of Dardarrick. Wraith Recon Four has butted heads with them enough times now to know that there is something larger going on than just a few savages getting uppity. With the added mystery surrounding the abandoned air cavalry base and the symbol left behind by its commanding officer, Spellcaster Command is not done looking into the matter.

With one of Dardarrick's leading hippogriff trainers and high ranking officers currently missing, perhaps AWOL, there is no choice but for Wraith Recon to get back out in the field to find Wing Leader Hargrove and bring him home. Whether this is a rescue or an arrest is yet to be seen.

## \*\*CLASSIFIED INFORMATION\*\*

### Mission Background

The Redscale orcs and their new githyanki allies somehow learned about the existence of Ironwing airbase and set their sights upon the goods and personnel there. Planning to use the base's assets for their own project, they stealthily dropped into the base and killed any staff they could find. Only the base's commanding officer was to be spared; everyone and everything else was stalked and killed, their corpses given to the chimeras to be devoured, and the Githyanki then ensured no evidence of their attack was left behind.

When captured, Aleksandre Hargrove placed his command sash and badge in a particular manner when he was taken by the orcs and their new allies from Ironwing Base. He draped it over the swords on his

wall knowing that it would be seen as odd by whoever came to investigate the silent base. Now he has been whisked away to a holding area where he and several other animal experts are being held captive.

## Mission Assignment 1.4: Finding Hargrove

**Mission Start Date:** 6<sup>th</sup> day of Harvest, 1,209 YBD

**Deployment Location:** Unknown Wildlands Territory

**Deployment Method:** Air Deployment via Pegasus Cavalry

**Primary Mission Goal:** Find and obtain Wing Leader Aleksandre Hargrove

**Secondary Objectives:** Eliminate any Redscale orcs encountered. Gather reconnaissance on the area surrounding Hargrove's location.

**Expected Resistance:** Magically-assisted orcs, common Wildlands threats, potentially Hargrove.

**Useful Information:** Hargrove's mastery of mounted combat is legendary. If he is an adversary, you cannot allow him to reach a steed of any variety.

**Additional Support Equipment:** 1 *Linked Portal* ritual scroll and materials to cast it.

### Pre-Mission Briefing:

*It is always a dark day when we have to question the loyalty of one of our own, but at this time of we have no choice. It is even worse when we have to rely upon hunches and limited intel.*

*The lord commander of the deserted Ironwing air cavalry base is missing. He has not been home in over a month, his command badge and sash were found at the base like an announcement of his leaving, and not one soldier stationed at Ironwing has checked in for two weeks. Now, we do not know exactly what happened. We have to assume the worst; that Hargrove has gone AWOL and is working for the enemy.*



*Arcanist diviners at SpellCom have already spent long hours tracking his location down to a large area in the Claws. It is a rather extensive section of the mountain range, and it is over the Wildlands' border, so this will not be a pleasant or simple journey.*

*Put on your fake military scouting uniforms for the trip, as you will be riding into the Claws with the Third Wing Coachmen on the back of their pegasi. As far as they know you are a group of scouts with the 4th Legion on a survivalist training course, and you cannot let them know otherwise. Once they drop you off, you are to start looking for the landmarks on this list.*

*At the centre of those landmarks is supposed to be the cave that leads to where the arcanists tracked Hargrove down. Find him and get him out of there. Whether or not he is a traitor, he needs to come back here – dead or alive.*

*You are working in enemy territory and beyond our borders, Wraiths. Do not get sloppy and do not get captured. Leave nothing behind that could link you back to Dardarrick, and most of all... get Hargrove.*

This skill challenge puts the Wraiths in a situation where they have to cover up their mission to fellow Dardarrians.

**Setup:** The team has to ride for twelve hours with their comrades, searching for their landing area while doing their best not to tell them too much.

**Level:** Lower than the level of the team.

**Complexity:** 1 (requires 4 successes before 2 failures)

**Primary Skills:** Bluff, Diplomacy.

*Bluff (easy DC):* You stick with your given story, telling the cavalrymen what they need to hear.

*Diplomacy (moderate DC):* You use your friendly demeanour and pleasant misdirection to steer conversation away from classified information.

**Success:** The team makes it all the way to the first landmarks without giving away any classified intelligence about Wraith Recon. The air cavalrymen drop you off and leave without question; they do not linger to be caught and killed by the enemies in Complication 3.

**Failure:** The air cavalrymen do not buy your team's cover story, making the secret of the existence of Wraith Recon less secure.

## Mission Segment 1.4.1: Finding the Cavern Entrance

Wraith Recon Four is being airlifted by a unit of pegasi into the Wildlands' side of the Claws. Not only will they have to get through the trip without giving away what they are up to, but they must also find the right landmarks on the ground to locate the cavern where he is hiding/being held without getting lost or attacked by the local wildlife.

### Complication 1 – Travelling Companions

*The clouds whip by beneath the hooves of your steeds as you fly over the plains of Dardarrick. The ride is not perfect as the pegasi soar across the sky, but you cope with the discomfort of the unfamiliar flight saddle.*

*'So, corporal,' the air cavalryman shouts over his shoulder, 'what in Mortessal's name brings you lot all the way out here?'*



# The Breeding Grounds

