

Campaign Start

Overview

The campaign starts with the players residing in a wooden fort known as *Jebediah's Bastion*. The fort sits at the foot of the *Reznor Mountains* and the western end of once was the *Wallace Pass*. Fewer than one hundred people live here and they are led by *Sterling*, a Paladin of Delaquain.

Jebediah's Bastion was to be hub to of a new territory, but two years after the *Wallace Pass* was cleared and the fort built, a great earthquake forever sealed the pass when a large section of the mountain collapsed. Leaving those at the fort to fend for themselves.

The area surround the Jebediah's Bastion is called the *Dark Land*, due to the sun rarely ever peaking over the mountains that surrounds this area on three sides. Very little is known of the surrounding lands other than it is filled with goblinoids.

Before the earthquake four villages were established. Two of which have been destroyed. *Stockton* and *Cason* remain. But there is very little contact between the fort and the villages. Stockton, now led by Albator, no longer wants anything to do with the fort and stopped sending shipments of food after their request for more trained soldiers was denied.

Jebediah's Bastion

Jebediah's Bastion is a wooden palisade with a stone tower guarding what was one the west end of Wallace Pass. *Nardin* is in charge replacing the palisade with the construct of a stone wall being built within the fort. The fortification has been tested recently with more aggressive attacks by the goblinoids.

The primary food source is fish from the Frost River. Luckily there is an abundance of fish. Sterling assigns hunting parties to bring in meat from the abundant wildlife. But, hunting has become more problematic during the past few months due to the increasing presence of the orc tribe, The Unblinking Eye.

Sterling is in command, but relies heavily on the counsel of *Hendrix*, a Cleric of Gywra. Sterling has 25 1st level fighters under his command. His second in command, *Quinn* has not been seen for over two months.

There are two other significant martial groups; the first is *Waldron's Swords*, a mercenary group that started with twenty-five strong, but has diminished in numbers to six. Waldron still commands the five men he has remaining. They will assist in the defense of the fort, but

any requests to do things outside the fort Waldron insists on compensation. The other groups are the five *adventurers* (not including the PCs) that reside in the fort.

There is very little in the way of merchants other than Jonathan who deal with general goods, but has very little left in his inventory.

Women are scarce. The fort was not open to families since the area had not been established yet. There are no children in the fort. The only women in the fort are the washer women and Marta, Jonathan's wife.

Reznor Mountains

These high treacherous mountains were impassable until the Wallace Pass was found. They are known to be infested with orcs, goblins and other horrific creatures. Flying over the mountains is not an option either since several large bird species make their homes here and the legendary roc, Madar.

It is rumored that these mountains are rich with gem and mineral deposits. The dwarves have wanted to get into these mountains for ages.



Wallace Pass

The pass was discovered by Wallace of Morta. A renowned ranger who has made of a living out of discovering things lost or thought did not exist. It did not take long for the pass open to traffic. And with the construction of Jebediah's Bastion no one feared an attack. But a little of one year of its discovery a great earthquake closed the pass forever.

Dark Land

The Dark Land is the land between the two outstretched arms of the Reznor Mountains. The long shadows of the mountains block out the sun most of the time. The Dark Land is also home to orc and goblin tribes. Orgres and trolls have been sighted as well hobgoblins and bugbears. The main tribe currently giving Jebediah's Bastion the most problems is orc tribe, The Unblinking Eye.

The Dark Land is rich in natural resources. The Frost River has an abundance of fish and shell fish

available. Small and large game animals are also in abundance, but there are many wolves, including dire wolves that hunt in the area. And a few of the soldiers say they spotted a giant brown bear.

Just off the slopes of the Reznor Mountains is the lush Gangrel Forest. The farmers say they could use the land to plant crops, but it would take some time to clear the land. The villages were established along the river and were able to plant thin strips of crops along the banks.

Law

When a law has been broken or two parties feel that they have been wronged he will randomly select five members of the fort to sit on to judge if the person is guilty, or not guilty. If the person or persons are found guilty Sterling decides the punishment.

Sterling has only had to punish a handful of people. The harshest penalty he has is to place someone in the pit and given half rations. The most popular penalty is digging a new latrine.

Money

There is a finite amount of coins in the fort. Only what people carried in with them and what is in the fort treasury. And since there is only one merchant in the fort there is little use for gold and silver. But some in the fort still want coins over trade. Most residents use food, pelts, services or items.

Religions

There is a mix of religions within the fort. A small shrine pays respect to Delaquain, Gwyr, Sarrath, Hommikus, Mantrive and Lavinia. A couple of the dwarves have constructed a shrine to Cragesh in the mountainside, outside the fort.

The leader of the shrine is Hendrix. He treats everyone equally and makes sure their needs are tended to. While there is some tension between the followers of Delaquain and Sarrath it has only escalated into heated arguments so far.

Stockton Village

Albator, a druid, leads the village of Stockton. Stockton is the primary farming village and had successfully grown crops with the aid of Albator's magic. When request for soldiers was denied Albator became enraged and ceased all shipments of food and requests for sanctuary within Stockton's walls.

It has been months since anyone had any communication from Stockton. Some of the rumors suggest that spies from Stockton have stolen weapons and armor.

Village of Cason

The farthest village established from the fort. The leader at Cason, Jorgensen, was killed during hunting expedition. The fort has not heard from the village since then. The increase in goblin activity has made it nearly impossible to make the journey.

Cason was trying to establish a second farming village, but a small group of dwarves had discovered rich deposits of coal in the area and began to build a mine.

Notable People

Sterling (commander)

Sterling is the commander of Jebediah's Bastion and a Paladin of Delaquain. He was the temporary commander until Jebediah returned with reinforcements. Then the earthquake struck and he continues to act as commander.

He has proven himself to be fair to all, those of different race and those of differing religious beliefs. He is intolerant of anything that in dangers the people of the fort or the walls.

He is very accessible to everyone in the fort. He and Waldron are at odds over many things. When Waldron demanded payment for he and his mercenaries to perform guard duty, Sterling demanded double the amount for rent.

Hendrix (priest)

A cleric of Gwyr, he is an older man who could still crush an ogre's skull with his mace and then recite the death rites in his resounding baritone. He is the main counsel of Sterling and is the main source of healing within the fort.

He has done what he could to build a shrine within the precious space of the fort. When he heals he often requests the person do a few days work within the shrine.

Waldron (mercenary)

Leader of Waldron's Sword, he leads the remnants of his mercenaries. He continually tests Sterling. Second guesses his defense plans, the continuing construction

within the fort, where resources should be allocated and he and his men's worth.

Thomas the Mad Minstrel (*bard*)

Thomas is the minstrel no one can understand unless he sings. When he talks he grumbles, when he walks he talks to himself and he always seems to be batting imaginary bugs off his arms and shoulders. No one knows much about him except he likes to smoke his pipe and seems to have an unending amount of tobacco.

In battle, his drum resounds over the din of battle raising the morale of the men. He is also unafraid to jump into battle and sing his wild songs as he cuts down enemies.

Thomas has many strange habits that irritate everyone inside (like urinating where ever he feels the urge) but at night when he is strumming his lute and humming a strange tune everyone forgives him.

Jonathan & Marta (*merchant*)

Jonathan is the only merchant within the fort. He came here to open a general equipment store. Most of his inventory was confiscated when the attacks became more serious.

He and Marta were compensated by giving them one of the private buildings. Jonathan continues to trade minor items for food and pelts. He is an excellent fisherman and the one who made the nets for the fort. Although he is a nice, he still has bouts of worry that he will not be able to provide for Marta.

Marta is an attractive young woman whose main skill was to get men to buy things they did not need. She does not leave their house often.



Marshall, Prall & Smock (*farmers*)

These three are farmers have become the most important people within the fort. Sterling understands that to remain here long term they will eventually need to plant crops. Marshall, Prall and James are brothers who have tending to the small vegetable gardens in the fort.

There is not enough arable land near the fort to plan crops. Most of the workable farmland was near Stockton.

These two are not permitted to assist in combat. They are sent to the stone tower.

Bear (*trapper*)

Bear came here to trap. He had with him over 100 traps and is the main source of the pelts within the fort. He trades his pelts for food and repairs. He prefers to live outside the fort. He stays along the mountains in a well built cabin. He had a large dog with him, but it was killed in one of the earliest fights with the goblinoids.

He keeps to himself, but if Sterling needs him to do anything he does it. He doesn't complain nor celebrate so it is difficult to know where one stands with him.

Nardin (*engineer*)

Nardin is a nervous man who is overseeing the construction of the stone walls. He is thin and sweats even when it is cold out. He rarely eats and is always repairing, checking the wall or pacing. It is difficult to speak with Nardin and the difficulty increases with every attack.

He has the most control over where the twenty general laborers are assigned.

Henry (*blacksmith*)

Henry is overworked and loves it. He keeps the weapons and armor in the best shape he can. He always tells the soldiers to take the goblins' weapons so he can use their 'shit' metal to make more weapons.

He takes his job very serious knowing he can make the difference in a battle. He is working on making armor out of the scraps.

Russell (*fletcher*)

Russell is a half-elf who is the fort fletcher. He does an amazing job at supplying the fort with hundreds of arrows every month. He no longer makes bolts because all the soldiers use bows. Someone can request bolts, but he will want a favor in return.

Russell lost an eye in an earlier battle. He still wears a bandage over that eye. This hasn't slowed his production. He asks all feather from the game birds be given to him.

Current Situation

Sterling gathered everyone in the fort, Bear standing with him as well as Hendrix. *“Bear has just informed me that a group of goblins and dire wolves have gathered and positioning themselves for an attack tonight. I want everyone armed immediately and I want everyone available on the wall.”*

In the afternoon a series of thumping drums echo within the vale. Thomas stands on the wall shouting back at the goblins in an undecipherable rage pounding his drum in answer to theirs.

In the fading light, the drums can be heard as well as a chorus of howls from the wolves.

Sterling has given the party the assignment to guard the rear of the fort. Though they have never been attacked in that direction he has a feeling that may change tonight. *“I know it may seem a demotion of your talents, but this is the most important assignment I can give. If the goblins breach the rear of the fort we will be overrun. I trust you men to keep us safe.”*

