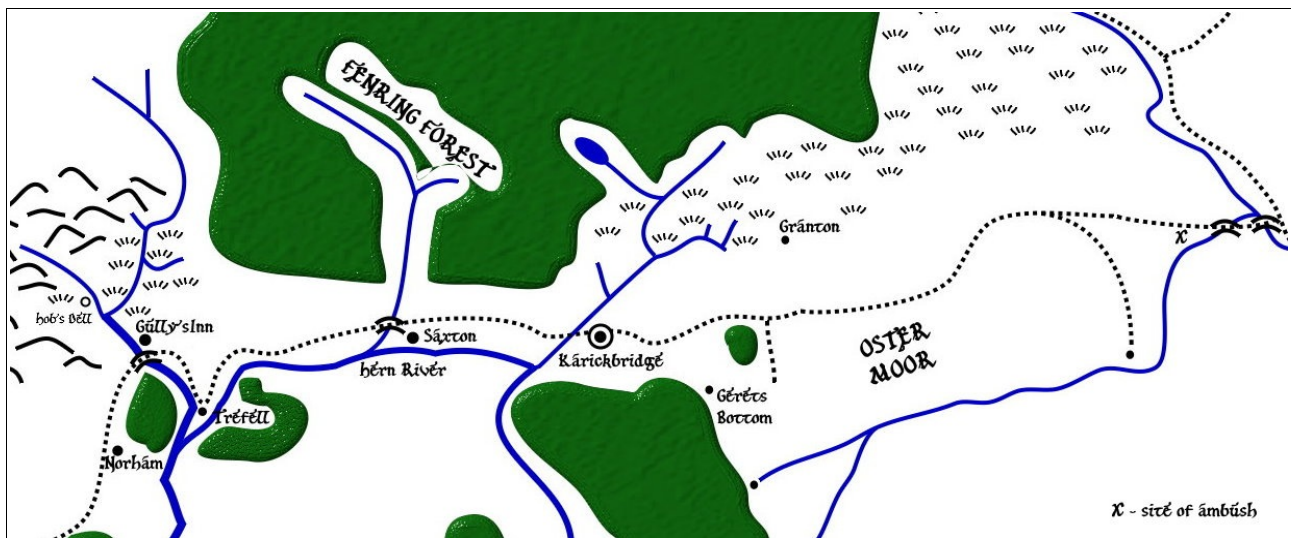


The Goblins, The Witch and The Whitecloaks

Introduction

An iron ore delivery is ambushed by goblins on the way to Karickbridge. An army of zealous knights with a thing against witches is abroad. A herbalist and her granddaughter go missing from a nearby hamlet. How are these events connected? Are they connected?

This scenario takes place in the form of several encounters around Karickbridge than a classical adventure. Most can be done as a day trip from Karickbridge. There were a couple of dramatic reasons for the encounters in our group; one was to introduce the party to the Crux Incindiae, an independent Order of roaming knights with their base in southern Albion. Another was to bring Elathan (our party's knight) into Grimm's debt so that he can make him a new suit of platemail (having lost his in the river in „The Shadow on the Mist“). Lastly it gave Elowyn (a mystic) a chance to meet Sarah Herbage, a local herbalist. The other members of the party are Isembard, the dwarven nephew of the garrison's blacksmith, and Nah'ban, an assassin who lost his way and ended up in Albion.



Episode 1: A Delivery of Ore

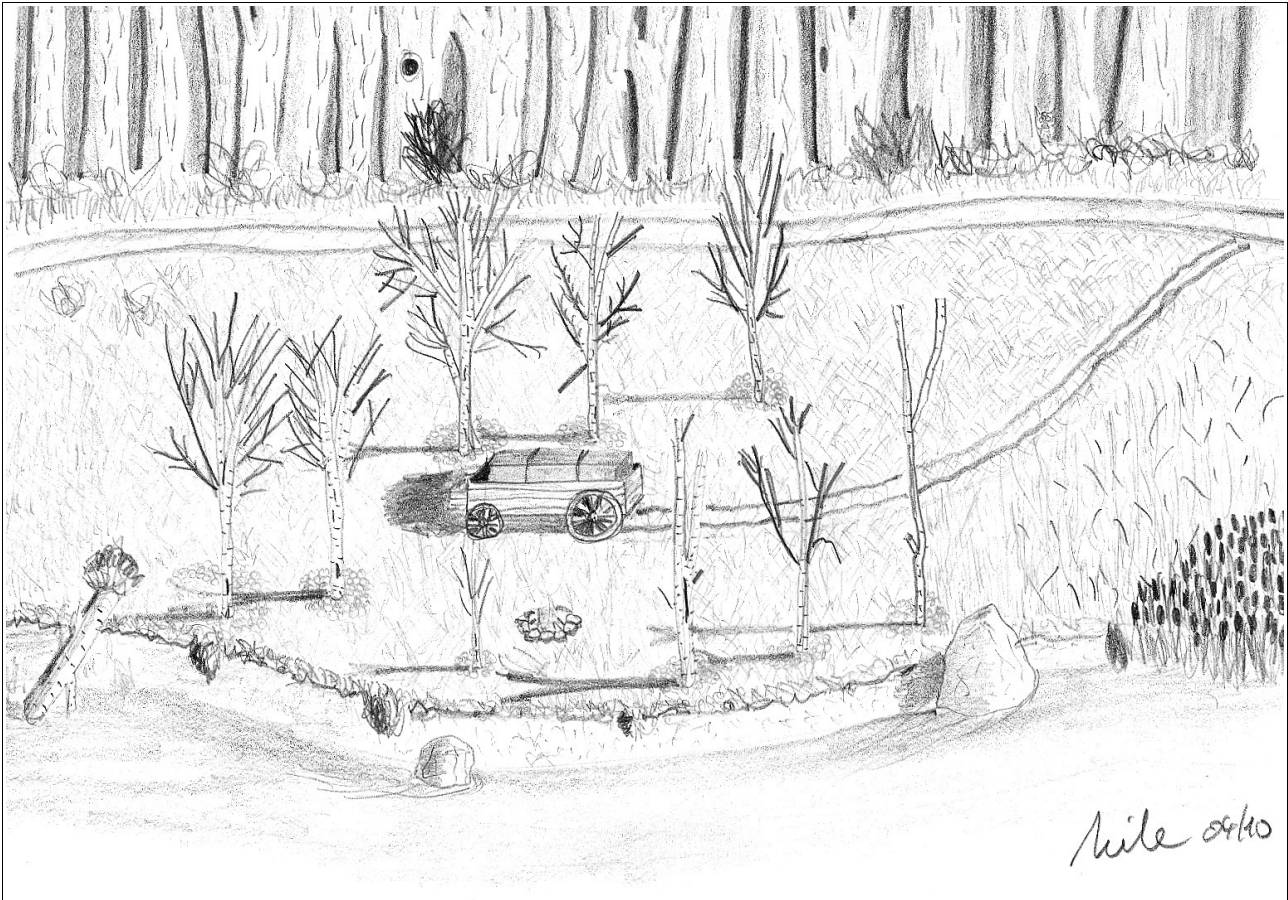
It's in the middle of the night on wet night and Isembard and Nab'han are woken by hammering on the front door followed by excited voices. After only a minute or so you hear the stomp of footsteps on the stairs and Grimm bursts into your room. „Quick“ he says „my delivery of ore is under attack two hours from the castle. Nah'ban run down the road and get Elathan and Elowyn. Isembard run up to the castle to get three horses and two of the mules ready. I've a lot of money riding on this load and I'm not about to lose it to a bunch of goblins!“

The ore was under way from Brymstone via Corvallen Castle – an order that had already been placed and paid for before the blackmailers were dealt with (see Grimm's Meisterwerk). The cart, escorted by 6 mercenaries and the driver were setting up for the night when one of the mercenaries was taken down by a goblin arrow in the neck. Their quick-thinking sergeant immediately sent one of the guards to get help from Karickbridge whilst the rest of them tried to dig into a rudimentary defense position using the cart and felled trees.

The goblins were a scouting party. After the mercenaries remaining with the cart took two of them down, the others fled back to their camp in Fenring to get reinforcements. The mercenaries settled

in for the night after digging rudimentary defences and set up a watch. One of the them was injured in the leg during the skirmish and won't be available for any more fighting (but could load crossbows).

As the party arrives the cart, four bands of 20 goblins each led by a hobgoblin are not far off. The party will have an hour or so to set up before two of the bands charge down out of the forest.



The first attack wave will be accompanied by a flight of 20 arrows from goblin short bows. For the sake of determining attack roll modifiers, the rolls should be made at +2 for medium range, +3 because of the defences (total +5, meaning that the goblins will need roll an 8 or less to hit). At the same time two of the hobgoblins will summon 7 bats each at random PCs.

How the goblins attack will depend on how the PCs and NPCs arrange themselves around the barricade. The river is at their back and the cart will presumably be in front of them, though the cart is high enough that goblins can creep underneath unless this has somehow been prevented.

Whoever is exposed to the goblins will have to deal with two each per round with the associated DEFENCE penalties. The intention of this battle is to scare the players rather than to (permanently) kill all the characters off. Because the goblins use short swords (d8,3), it is highly unlikely that any fatal blows will be struck (i.e. taking a character below -3 HP). The arrival of a platoon of knights of the Order Crux Incindiae should prevent any characters from being killed outright.

Goblins: Attack: 13, Def: 7, AF: 1, HP: d6+4

Hobgoblins: Attack: 16, Def: 10, AF: 1, HP: d6+9

Mercenaries: 1x 3rd rank, 3x 2nd rank, 2x 1st rank

The following table assumes that mercenaries 1-3 are fighting with swords and that mercenary 4 is shooting a crossbow each round (mercenary 5 is loading for him):

Round	Goblins Killed Total	Grimm HP 16 Goblins	Merc 1 HP 14 Rank 3 Goblins	Merc 2 HP 12 Rank 2 Goblins	Merc 3 HP 11 Rank 2 Goblins	Merc 4 HP 15 Rank 1 Goblins
1	0	0 10	0 14	0 9	0 8	0 15
2	0	0 10	0 14	0 9	0 11	0 15
3	2	1 7	0 14	0 9	0 8	1 15
4	2	1 7	0 14	0 9	0 5	1 15
5	4	1 4	1 11	0 6	0 5	2 15
6	6	2 4	1 11	1 6	0 5	2 15
7	9	2 4	2 11	1 6	0 5	3 15
8	9	2 4	2 5	1 6	0 5	3 15
9	9	2 4	2 2	1 6	0 5	3 15
10	9	2 1	2 2	1 3	0 5	3 15
11	10	2 1	2 2	1 3	0 2	4 15
12	10	2 1	2 X	1 3	0 2	4 15
13	11	2 X	2 -1	1 3	0 2	5 15
14	13	2 -2	2 -1	2 3	1 2	5 15
15	13	2 -2	2 -1	2 XX	1 2	5 15
16	14	2 -2	2 -1	2 -6	1 X	6 15
17	15	2 -2	2 -1	2 -6	1 -1	6 15
18	16	2 -2	2 -1	2 -6	1 -1	7 15
19	17	2 -2	2 -1	2 -6	1 -1	7 15
20	17	2 -2	2 18	2 -6	1 -1	7 15

The number of goblins killed are a cumulative total. X indicates the mercenary is knocked unconscious, XX indicates dead.

Theoretically the party will finally succumb to the mass of the goblins:

As you go down under the goblin's black blade, the last thing you hear is a hunting horn and the sound of horse hooves thundering down from the road. Between the trees you see a number of warriors dressed in white descending on the goblins. Has God sent his angels for you?

The first thing that you become aware of a while later is the gurgling sound of the river and then the warmth of the spring sun on your face. You must be in heaven! "Sergeant Tobias, Captain Dromeir, they're coming round!" says a low voice and two voices that you find you were aware of mumbling in the background stop. One of the voices was very familiar; Elathan and Elowyn's father, Captain Dromeir has arrived.

The stranger addresses you first: "Well fought my noble knights, well fought!" The stranger has ruddy hair and a thick bushy moustache. Over his impeccably polished plate mail armour he is wearing a spotless white cloak. Elowyn is aware of her father trying to catch her eye. You can sense him trying to tell you to keep quiet. "My lady" the stranger continues "Never have I seen one so fair deal so well with ones so foul. My lords, you discharged yourselves well in battle. I am only sorry that we missed most of the fun. Please, I'm forgetting my manners. Allow me to introduce myself: Tobias de Montfort, Sergeant of the Order of Crux Incindiae at your service."

As the last of the party was going down under the goblin throng, the Whitecloak Platoon was riding along the road above the Hern River. Hearing the sounds of battle below near the water and seeing the goblins, Sergeant de Montfort ordered a charge that ultimately saved the party's lives.

Not having heard from them, Dromeir set out from Karickbridge on his own around midday. He's since got most of the story from Sergeant de Montfort and Grimm, who came round a while ago.

Dromeir is very pleased to find you all alive. He looks a little strained, but also relieved that you're all ok. He and Grimm seem to be avoiding each other - it looks as though they might have had words already. Two freshly dug graves indicate that two of the mercenaries did not survive the battle, and with the exception of the Whitecloak who has been tending your wounds, the others are gathering up goblin bodies and stacking them on a huge fire.

When Sergeant de Montfort leaves to deal other matters, Dromeir comes up to Elowyn and whispers to her: "Don't forget what I said about the Whitecloaks: They're dangerous people. If he even suspects that you have any talent for magic he'll have you arrested and carted off and against a whole platoon of them I wouldn't stand a chance to free you."

Rather than risk another night in the open it's decided that you should head back to Karickbridge immediately once it's clear that you're fit to travel. At the gate Dromeir thanks Sergeant de Montfort again for saving your lives, which he modestly accepts: "It was nothing Captain Dromeir. I remain at your service!"

You're all whisked up to the castle and into Alric's capable hands for your wounds to be cleaned and dressed.

Alrick is castle Karickbridge's aged physician.

Crux Incendiae

The Order of Crux Incindiae (the fiery cross) is a dangerous group of soldiers whose self-appointed purpose is the eradication of sorcery in Ellesland. The Order is comprised for the most part of soldiers returned from the Crusades. Their centre of operations is a castle in southern Albion, though they wander far and wide through Albion and Cornumbria. Unsurprisingly they are not commonly welcome in Ereworn, Glissom or Thuland.

The Order's emblem is a red cross on a white background, representing the purifying power of the Saviour's Cross. Most distinctive, however, are the white cloaks that the members of the Order habitually wear, hence the vernacular name 'Whitecloak' for their soldiers.



Patrols of Whitecloaks are variously found abroad in Albion. A patrol will commonly comprise 11 soldiers under a sergeant. Several patrols will comb the countryside in one particular area, convening after a month or so in order to hold trials and carry out sentencing. The sentence for witchcraft is generally burning at the stake. The methods used by the Order in order to bring about convictions would not have been a surprise to those familiar with the Spanish Inquisition; denouncements, witness statements as well as torture-extracted confessions.

The basis for the Order's authority is part Patriarchal Decree and Right of Arms. Anyone questioning them will be loudly denounced as being against the True Faith. Some Barons and towns do not permit the Order to enter their lands; Lord Karick, for example, has decreed that members of the Crux Incindiae not be permitted entrance to Karickbridge.

Their members are for the most part knights, footmen and chaplains returned from the Crusades finding themselves returned to Ellesland with little to do.

The Order is led by Grand Master Louis-Emilien Labarre. Witchcraft trials are generally held before Witchfinder General Gilbert de Blays and the Order's Chaplain, Bishop Melmouth.

Possibly the scariest fact about the Order is that they believe themselves to be in the right, to be serving God, Albion and The Church by irradiating all traces of sorcery in the Lands of Legend.

Episode 2: The Secret of the Salve

The party's wounds are severe. Alric knows of a salve that would help heal them quicker. Unfortunately his supply has dried up – the herbalist that makes it has been arrested by the Whitecloaks.

"Ah yes, well that isn't one of my own concoctions you know. I get it from Woodwyck down on Castle Street, but he gets it from a healer down by Gerrets Bottom I believe, a little village out on the road to Port Clyster - a couple of hours by horse. If you want to learn how to make the salve I'm afraid you'll have to visit her home."

, then the following can be read out.

Gerrets Bottom is little more than a large open field with around half a dozen farmsteads dotted around. Wood smoke rises from several of the cottages and there is clucking and bleating livestock all over the place. A couple of faces look up from their field work as you arrive to study you. The folks do not seem unfriendly.

Asking after Sarah Herbage, one of the villagers points to one of the cottages without smoke. "That's 'er house, ain't there though. The Whitecloaks came an' got 'er a two-day hence. Terrible sad. She never did nowt to no one. Terrible sad!"

If the party decide to investigate Sarah's house, they will find the front door open (no one locks their doors around here). Inside the house is a mess, with herbs, spices, salts and the like scattered all over the place amid broken shards of pottery and glass. Someone has done a thorough job of taking this place apart.

As you open the door, you're immediately struck by two things: There are broken pots and jars everywhere, their contents strewn all over the floor. There's a heavenly smell, lavender, rosemary, spices and herbs. Gradually you become aware of a soft crying sound coming from the rafters above you. In the dim light reaching up into the roof you can just make out a little man, scarcely more than a foot tall and wearing bright red and green clothing crying his little heart out. The bucket below him on the floor is almost full to brimming - not a bad feat for one so small.

"Where have they taken my Treffain?" he asks you. "She was always so kind to me, leaving me some milk and bread and honey. Where is she? Where have they taken her? Will you help me get her back? Oh please say you will!"

The little man is Jeremy (Jem) O'Cranny, is one of the Wee Folk. Sarah, steeped in the Old Ways as she is, encouraged her granddaughter in the customs of encouraging the little folk; leaving milk and food out in return for favours around the house. Without his heroin, Jem is quite distraught and will encourage the party to rescue her from the Whitecloaks who have taken her. Jem is afraid of nothing and will jump at the chance to join the party to help the rescue, insisting on getting his noble steed (Betty the goat), his helmet (an enamelled milk pan) and his lance (a poker from the fire).

If the party agree to find Treffain (and Sarah of course), Jem will be over the moon (almost literally):

"Wheeee, we're going to get her. We're going to get Treffain. We'll bop them and hop on them, we'll bash them and trash them. We'll cut them and - do something else to them that rhymes with cut - ah we'll gut them. We'll turn their white cloaks red and rescue my lady. Wu-hooo! When can we go? Can we go now? Can we go and find them?"

As well as being brave, Jem is also quite mischievous and will be more than willing to help spring Sarah and Treffain from the encampment, though with his boundless enthusiasm and lack of regard for safety he could end up being as much of a burden as a boon. Jem can turn invisible at will, can turn into a hedgehog. Whilst invisible he can move items (though none too heavy) and can poke people with his tiny sword or pinch people painfully, all without losing cover.

Jem's Stats: (v. high defence + evasion)

Brownie promise? Each will find a gold crown in their purse at the end of the adventure.

Asking around the village, the party will find out the following in conversation:

- Sarah Herbage had lived in Gerrets Bottom for 20 years or more.
- She made her living from selling herbs and herbal remedies
- She was a friendly person and much loved by nearly all in the hamlet
- She was often out in the fields, marsh and woods collecting herbs, together with her 6-year old granddaughter Treffain
- A group of 6 Whitecloaks (knights of the Order Crux Incindiae) came and took both of them two days ago
- One of the villagers, Grant Sandsedge, had recently fallen out with Sarah after his wife had died
- The reason for the falling out was that Sarah's healing balm failed to heal his wife's illness and he now blames her
- Four days ago, Grant was spotted speaking with two Whitecloaks, who went into his house with him, coming out half an hour later
- Anyone specifically asking where Treffain's mother is (either now or later) will be informed that she died in childbirth and that Sarah was unable to do anything about it
- Grant has a sister who lives on the outskirts of the village. She shares the village's high opinion of Sarah. If the party speaks with her, she may be able to talk Grant over.

The Whitecloaks had been sending pairs of riders through the local villages looking for reports of witchcraft and the like. When two of them spoke with Grant Sandsedge four days ago, he signed a statement stating that Sarah had killed his wife using magic (what had actually happened was that she was too ill to respond to Sarah's treatment; even though she refunded Grant the price for the medicine, he's still bitterly upset and in denial). Two days ago, a larger group came back through the hamlet and arrested Sarah and her Granddaughter after looking for further evidence in her cottage.

The two of them are currently under guard at the Whitecloaks' camp near Gully Inn. The various patrols that were sent out through the countryside are meeting there and waiting for the Witchfinder General and his Chaplain to join them before the various prisoners can be tried and executed.

The villagers don't know where the Whitecloaks have set up camp, but expect that this is known in Karickbridge

Episode 3: A Brief Encounter in Karickbridge

The party should return to Karickbridge before trying to track the Whitecloaks down (even if they could do this using a pursuit spell). In town they accidentally bump into Sergeant de Montfort, who will be delighted to see them.

Walking up Castle Street you are half surprised to see the distinctive red hair and moustache of Sergeant de Montfort walking up the street towards you dressed in a grey monk's habit. After all, Lord Karick does not permit the Whitecloaks to enter Karickbridge. He waves in greeting, apparently pleased to see you. „Sir Elathan, Lady Elowyn, it's a blessing to see you up and well so soon. I was just in Karickbridge visiting some friends of mine at the chapel. In fact I'm just headed there now for Vespers, why don't you join me?

If Elathan and Elowyn decide to join Sergeant de Montfort at the chapel (Nah'ban and Isembard won't be welcome), they will be treated to an address on the evils of sorcery which extols the Order of Crux Incindiae. The Sergeant will be introduced. The party might also see Ganal, Sir Beorn's last

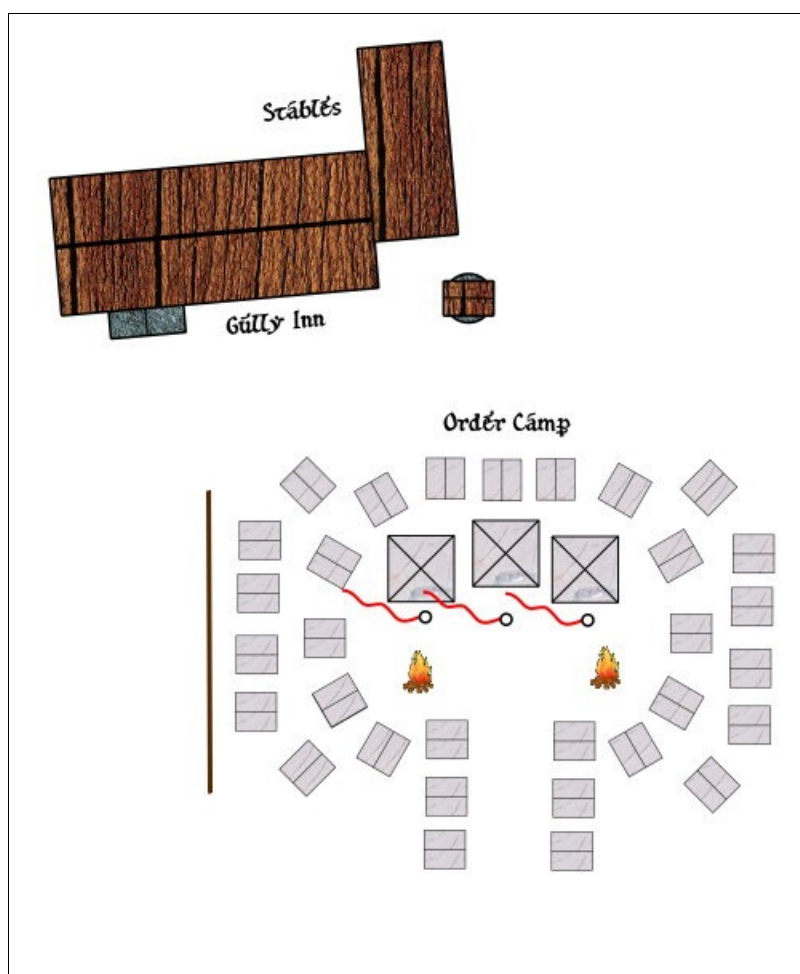
surviving henchman, present at the service. He will be seen addressing the Sergeant after the service. Leaving the chapel, Sergeant de Montfort will wish the characters a good night and adieu.

- Released Beorn's henchman joins CI, tells on party (leans over and whispers in Sergeant's ear – frown passes over face – then all light again)
- If any of party has healed too quickly, de Montfort will also become suspicious
- If asked about Sarah Herbage he will not confirm actually having her but will indicate that if this is the case then she will be being held in their camp near Gully's Inn
- If asked about how she could be set free, the party will be told that there would be written evidence against her and the case is clear. She will be burnt after her trial, her granddaughter given over to a convent.

Episode 4: At Gully's Inn

It's raining again as you approach the Whitecloak camp at Gully's Inn. Despite the mud, their white tents appear immaculate and all perfectly arranged. Around two-dozen soldiers can be seen practicing swordplay and there's a small smithy being run, also by one of the Order. Unlike other military camps that you've seen, here there are no camp attendants. The soldiers themselves are doing all the chores around the camp that would otherwise be left to 'lesser folk'. Two of the tents have guards posted outside. One has people going in and out and would appear to be the command tent. The other doesn't appear to enjoy any traffic at all.

The second guarded tent is the prisoners' tent.



Springing the prisoners:

There are only two prisoners in the tent - Sarah and Treffain. There are four patrols of 12 Order soldiers each already camped at Gully's Inn with two more due in in a couple of days (each with a new prisoner - these will be bona fide sorcerers) and a final 7th platoon with Witchfinder General Labarre and the Order's Chaplain - Bishop Dufour due in in four days. On the day five the trials will be held and those guilty burned at the stake. Treffain will not be executed but put in a convent.

The party therefore has five days to come up with a plan to get Sarah and Treffain out of the camp.

Two obvious solutions would be:

1. Persuade Grant Sandsedge to withdraw his accusations at the trial. This will not be easy as Grant is still in grief (one possible way of appealing to his better nature would be to remind him that Sarah wasn't able to save her own daughter; whatever the arguments used, kid gloves are more likely to be successful than brute force). He would also have to go to the camp at Gully's Inn and take back the statement, where he will probably also be fined for contempt of court (150 F – which he hasn't got, the party should offer to put this up for him).
2. Somehow get the soldiers to leave the camp leaving just a small core behind. Sarah and Treffain could then be sprung by stealthily cutting the back of the tent open (easier without the other two prisoners). Stealing some white cloaks from the washing line could help... The iron manacles on Sarah would somehow have to be silenced before transport (and then removed). Treffain isn't manacled, but is likely to be scared and liable to cry. One possible distraction would be for the party to open Hob's Dell and get Tuanammon to chase them back to Gully's Inn.
3. Other inventive solutions should be allowed by the GM.

Wrapping Up

If the party manage to rescue Sarah and Treffain they will have to be hidden somewhere. Sarah knows of two brothers in Fenring where they could lie low for a while. If she knows of any magic users in the party, she will also suggest that these lie low there for two weeks too, until the Whitecloaks return south. This time could easily be used to teach the PC how to make the would-healing salve as well as one other herbal remedy, selected from:

- Sleeping draught (must be ingested, save vs. strong poison or sleep for 4-6 h, save leaves victim at -3 ATTACK, -6 DEFENCE for this time).
- Cure specific disease (chosen from standard DW disease list on page 126 of the Rulebook). Successful save vs. normal poison indicates cure works.
- ???

XP Awards:

Surviving their first battle: 4 XP

Freeing Sarah and Treffain: 3-5 XP

(at GM's discretion, depending on how well thought-through the solution is)

Any magic users escaping detection by the Whitecloaks: 2 XP (for player only)

NPCs

Sergeant Tobias de Montfort

Knight Rank 4

Strength: 12 Reflexes: 17 Intelligence: 16 Psychic Talent: 7 Looks: 10
Attack: 18 Defence: 12 Evasion: 4 Stealth: 14 Perception: 7
Magical Defence: 10 Health Points: 14

Weapons: Longsword (d8, 4), Mace (d6,4), Crossbow (d10,4)

Armour: Plate Mail (AF 5), Shield

Tobias de Montfort is of mixed Chaubrettan/Albish heritage (his mother being from Albion) and speaks both languages equally fluently. He also has a basic command of Bachille.

The Sergeant is an astute man, tough but fair, courageous and has the loyalty of his troop. He is a perfect advert for the Order Crux Incindiae and believes fervently in their principles. He is a devout man and believes that he is doing right in travelling throughout Ellesland, rooting out magic wherever it may be found. He is intelligent, reasonably well educated (his father was a minor noble), polite and likable. He is, however, nobody's fool and is not easily taken in.

Grimm Isembard

Knight Rank 3

Strength: 17 Reflexes: 12 Intelligence: 12 Psychic Talent: 9 Looks: 7
Attack: 17 Defence: 11 Evasion: 5 Stealth: 13 Perception: 6
Magical Defence: 6

Weapons: Battle Axe (d8+1, 7)

Armour: Mail Hauberk (AF 4)

It's unclear whether Grimm Ironfist is his name or a description of this dour dwarf. He came to Karickbridge some 60 years ago, leaving behind his native clan lands in the Pagan Mountains, entering service with the present Lord Karick's grandfather. Not an easy person to get along with by any stretch of the imagination. Gruff bordering on rude, he is, however, an excellent smith in the great tradition of the dwarves.

Approximate Timetable of Episode I

Day 1: 20:00 Goblin scout party attacks caravan, Caravan sends messenger to KB

Day 1: 20:30 Remaining mercs kill most goblins, take casualties

Day 1: 23:00 Messenger arrives KB

Day 1: 00:00 Party set off, Grimm and Isembard send Elathan, Elowyn, Nah'ban and merc. ahead

Day 2: 03:00 First group reaches caravan

Day 2: 04:30 Grimm and Isembard arrive

Day 2: 06:00 Goblin horde arrives, battle ensues, CI platoon arrives, Party rescued

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