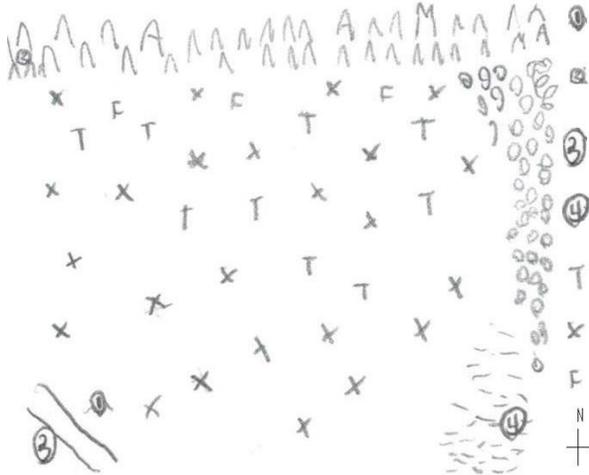


Plain of the Hostile Fast Breeding Enemy, by Abundant Fighting Men



The plain is occupied by a long time enemy of the polity which players may be drawing their characters from. The polity has a fort controlling the border. It is assumed that the PCs are stationed there, adventuring as their duties permit.

A major power hostile to the polity has sent advisors to develop the enemy of the plain into a viable threat. Now successful, if not stopped the enemy will over run the fort, and cause great lasting harm to the polity.

The skill and organization of the enemy was not enough to threaten the soldiers of the fort. The speed the enemy breeds permitted vast forces to be raised and trained in alien ways.

If the advisors are destroyed, the enemy population will retain increased skill, organization, and arms making unless all trained enemy are killed.

The base commander's intelligence networks are compromised. While thinking all is as usual, too many deaths will result in a ban on adventuring.

1. Fort of the polity
 2. Primordial entity asleep
 3. First of signal tower chain
 4. Deserted school of necromancers
- t. Enemy settlements
x. Known razed enemy sites
F. Bunkers with a permanent advisor presence.

Mountains to the north now have enemy industry. Eastern forest has papermaking, printing, and advisor run staff schools. Swamp to south-east has long been an undead hazard.

In addition to the advisors, the power sent an elite body guard of giants to ensure fort's forces pursued to destruction.

Advisor lead ambush teams may not have hunted down all independent scouts fortress yet.

Starts at: Will happen unless...

0 days: Near fort only single unarmed enemy scouts in hiding, adventurers face no strong enemy unless very far

15 days: Secret sites have security forces for stopping starting PCs

30 days: Enemy patrols in force, except near fort

60 days: armed enemy patrols near fort, advanced forces fielded

90 days: enemy commits higher tier advanced forces to field

119: Signal towers inoperable

120 days: Fort stormed, taken

125 days: All soldiers slain, enemy advances on peasant populations

This scenario is intended for Referee's choice of adventuring and mass combat systems.

<http://creativecommons.org/licenses/by-sa/3.0>