



# WORLD OF FAELON

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## THE BATTLE OF SALTWALL OUTPOST

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# THE BATTLE OF SALTWALL OUTPOST

## A WORLD OF FAELON SUPPLEMENT CREDITS

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# A SPECIAL THANKS TO DGS GAMES WORLDBUILDER MATT BUDNEY

**Matt adopted The Ravenblade Mercenaries for his Worldbuilding experience and has been a tireless champion of them ever since. Without his generosity, ideas, hard work, and persistence, the Ravenblade would not be what they are today.**

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# HOW TO USE SALTWALL OUTPOST

Welcome to The Battle for Saltwall Outpost!

This little book will help you in recreating the battles in Redstone Pass, but more specifically, The Battle of Saltwall Outpost, a much-celebrated and revered rear-guard action where a small number of troops from Thormenal's army held off overwhelming Kandoran forces while the main army retreated out of the pass.

There will be some history, mainly from a Ravenblade perspective, a terrain guide for bringing battles in Redstone Pass to your tabletop, and a NEW Freeblades Encounters Scenario where you and your friends attempt to hold off the Kandoran army for as long as possible.

Included in the back is also a playable magic item created by Matt Budney, Worldbuilder for the Ravenblade.



# AN INTRODUCTION TO REDSTONE PASS

Redstone Pass is a high, narrow pass between Kandor and Thormenal over the Ikkendrach Danar. The Pass is south of Altanos, and travels over four mountain ranges and their intervening valleys before exiting into Kandor via the Redwall Gate, a massive Kandoran military installation.

The Thormenalans have very little interest in the pass except for the salt deposits located in the first valley of the pass, and almost all trade had dried up between Kandor and Thormenal some time earlier. Past conflicts with Kandor over the pass had led to it being divided in the small village of shade about halfway across.

Intelligence from Thormenalan spies and Kandoran troop movements in 1002 led the Thormenalans to raise an army to defend the pass. Their efforts were led by the Ravenblades, who committed their entire mercenary force to the endeavor.

The storm broke on 20 Nebaron, 1002 when the Redwall Gate opened and the Revivifier's forces poured through it as though a dam had been breached. The initial column of undead troops stretched from the Redwall Gate all the way to the Eastern slopes of the sink, a seemingly unending mass of rotted corpses, skeletons, and other unmentionable creatures that the necromancers of Kandor had raised for the invasion.

Meanwhile a large contingent of troops from the Black Steel Mercenary Company, supported by faster elements of the Ravenblades, were moving up through the Redstone Pass ahead of Thormenal's main forces in order to hold the Kandoran forces as they descended from the high point of the Pass.

# AN INTRODUCTION TO REDSTONE PASS

The narrow gaps on the western slopes of The Sink seemed to both Onda Senlak, Leader of the Ravenblades, and Torik Mahir, Marhsal of the Black Steel Company, as the best place for a holding action. While that battle raged, their main forces, supported by Thormenalan levy troops, would move into position to entrap Kador's forces and destroy them.

Though the Thormenalan forces were steadily driven back, the holding battle raged for two days. Near twilight on the second day, hordes of undead poured over the high mountains on either side of the road and overwhelmed the defenders, slaughtering them in shock. The necromancers had moved their puppets over mountains that the living could never scale. When one of their creations stumbled and fell, it merely got back up and continued on, quickly overwhelming the small but stalwart force whose own choke point became their last stand. The necromancers merely raised the defenders and subsumed them into the seemingly unstoppable force that was now barreling down the mountainsides into combat with the Thormenalan forces.

The Kadorans were upon them before sunup with an all-out assault by masses of undead troops. They slammed into the pikeman, some pikes impaled by three or four of the returned fiends before the pikes became too heavy and were dropped. As these pikemen dropped their pikes, they retreated to the final rank and were replaced with those behind them.

In the low light, the archers did what they could, thinning the ranks of the attackers without dropping their bolts too closely to their own troops. The mass of troops was so large that they could not help but hit a target.

# AN INTRODUCTION TO REDSTONE PASS

On the flanks of the undead horde Kandoran cavalry, both living and dead, kept the Ravenblades engaged as they probed for a weakness in the line. Not finding one they carried out harassing attacks on the Ravenblades, occupying them and keeping them isolated from their allies.

The Kandorans had specially prepared this area for the eventuality that another battle would be fought here. The Kandoran commander at the time, with his cadre of Jackal-Priest advisors, had never believed that a delegation to Kandor City would stop the hostilities, despite the setting of an artificial boundary line within the Pass. They had buried the dead in mass along the road to be raised by the next necromancer that needed them.

The Revivifier, commander of Kandor's army, was that necromancer.

hordes of casualties from the last battle lie in shallow graves along the road, waiting for their essence to be enticed back into them. The moment the ground beneath them began sprouting re-animated bodies, the Black Steel Company's much vaunted discipline disintegrated. The Kandoran lines rallied, and the majority of the Black Steel Company were slaughtered in the very spot where moments ago they believed they were reigning victorious. Those who could ran, dropping their pikes and stepping on the re-animated dead as they pushed their way up from the sandy ground.

Torik and a group of his most skilled knights were the last to fall. They formed a small circle and weathered the storm for as long as their strength allowed. Their hammers swung continuously until they were overrun by the mindless horde.

# AN INTRODUCTION TO REDSTONE PASS

Onda recognized that the battle was lost. If she didn't act, both commands would be slaughtered and there would be little to nothing that could stop the Kandorans from invading Thormenal.

Onda Senlak made her final stand. The ground she chose was a natural choke point and even the undead would have trouble moving around Onda's position. There was no option for victory now, but if she acted quickly Onda believed she could at least get Saltwall Outpost evacuated and save some of her troops.

Onda was determined to stay with the holding force in the pass and buy time for one of her lieutenants, Brileyn Sarlo, to flee back down the road and evacuate the Saltwall Outpost. From there Brileyn and the survivors could take up the defense at Fort Redstone.

The Kandoran forces broke on Onda's small force like a roiling storm. To add to the horror, the necromancers had already raised the dead of the Black Steel Company and were assaulting The Ravenblade with their former comrades. Onda made the Kandorans pay for every of her soldiers they killed and every inch of ground that they won. Her force bought Brileyn and the other survivors of Redstone Pass two hours.

Brileyn had little time to look back as she led the survivors of both mercenary forces into Saltwall Outpost and prepared to evacuate it. Saltwall Outpost was not ready to evacuate, and Brileyn had trouble convincing the salt merchants there to drop their goods and retreat back down the mountain. When Kandoran cavalry was spotted coming through the Pass, Brileyn knew their time was up.



# THE BATTLE OF SALTWALL OUTPOST

Brileyn knew that to evacuate the remnants of the Thormenalan forces and the merchants from Saltwall Outpost meant a sacrifice would have to be made. As the acting commander of the Ravenblades, she decided not to order anyone to certain death, but to ask for volunteers instead.

Ardis Thankir, a fellow Ravenblade Lieutenant, volunteered to stay behind and lead the holding action. She had been wounded and knew she would hold up the column. A group of walking wounded and determined individuals rounded out Thankir's force.

Fighting off Kandoran cavalry, Brileyn led the survivors west out of the pass. Now, every second the fighters at Saltwall Outpost bought them could mean life or death.

Ardis gathered her archers on the wall and her fighters behind them. She left a small contingent near the gate. The shambling Kandoran force would have to fight its way past the Outpost if it wanted to pursue Brileyn.

But the Revivifier had other plans. Letting his cavalry harry the retreating main column, he drew up his army during the night for an all-out assault on Saltwall Outpost. He didn't need to catch the retreating army, nor could he with the speed that his army travelled. However, his necromancers would add this small garrison to the horde of troops that would eventually assault Thormenal on its own ground.

The garrison was awake all night, hearing the Kandoran army assemble. Exhausted but determined, they kept the watch until the early hours when the shambling of hundreds of feet could be heard crossing the rocky soil.

# THE BATTLE OF SALTWALL OUTPOST

The Revivifier used terror and revulsion as tactics every bit as much as steel and maneuver. Gathering the recently raised to lead the assault, the defenders of Saltwall Outpost would be fighting their friends first.

The battle started before first light, when Ardis' archers were the most ineffective against the hordes of oncoming shamblers. The number of charging undead meant many arrows would find their mark, but the archers were firing blind until their enemy closed enough that the torches on the wall illuminated them.

The battle became desperate quickly as more and more undead reached the base of the walls and began to climb, while others pounded on the gates in an attempt to break them down.

A Questing Knight of Barek, remembered only as Jenaris, gathered some of the stalwart and threw the gates aside, sallying forth in a vain but glorious attempt to cut a path through the attacking undead. Barek was with her that day - she tore gaping holes in the enemy and bought the defenders time as she sold her life dearly.

Jenaris' charge bought more time, but it did not change the inevitability of the battle. By late afternoon, the piles of shamblers at the wall allowed the rest to climb them. With undead swarming over the top and the archers engaged in a desperate struggle on the parapets, the gate was finally breached.

The Revivifier unleashed his Reapers into the fray, and within an hour, the defense of Saltwall Outpost had ceased. The necromancers came forward to do their grisly work, and the planning for an assault on Thormenal commenced.

# ARDIS THANKIR

## RAVENBLADE LIEUTENANT

One player can include Ardis Thankir as their hero choice

A Ravenblade since she was 18, Ardis is a cunning warrior, a brilliant tactician, and a shining light for morale in the Ravenblades. Tall, she is a commanding presence on the field, but her size belies a warm heart and caring attitude. Her nickname is mother, given to her for her care for new recruits.

Ardis was part of the advance forces in Redstone Pass, some of the first to meet the Revivifiers forces as they streamed through the Redwall Gate.

Addis was wounded in the initial battle but spared the slaughter that befell most of her troops. Ardis' wounds, despite the best healers in the Ravenblade, would not heal. Day by day they worsened, revealing a necrotic infection. Knowing she wouldn't leave the pass, she volunteers to stay at Saltwall Outpost and sell her life dearly to help Brileyn and the survivors escape.



SPD 6	MAR D12+1	MW LONGSWORD D8+1	RAR D10	RW THROWING KNIVES TH D6 2-4-6	DEF 5S	AV 5	LP 4	DISC D12
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### SPECIAL

PARRY [2], BOLD, DEFLECT, SHIELD BASH, LEADER, DEFT, DIE HARD [1], FORTRESS, TOUGH [1], STR D10, DEX D10

50

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# JENARIS

## QUESTING KNIGHT OF BAREK

One player can include Jenaris as their hero choice

*From the Shrine of Barek high above the pass Jenaris could see the undead relentlessly shambling forward. An evacuation was underway below, the population might be able to flee and survive if they had enough time. Jenaris could hold the pass long enough to give them that time with Barek's blessing. The Shrine could not be reached with anything less than the steadfast determination and impetuosity of a true adherent of Barek's tenets. Just by reaching this point Jenaris had proven herself and Barek's adherents did not run from a fight, they ran towards it.*

Jenaris, a Questing Knight of Barek, came to the Redstone Pass as part of an effort to hire Freeblades to prepare the battlefield ahead of Thormenal's main force. Now, having worshipped at Barek's Shrine high in the mountains, the god's will for her becomes clear in the pass below.



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	D12	BATTLEAXE D10	-	-	4	6	3	D10

SPECIAL  
DIE HARD [2], WILD CHARGE, BULL RUSH, IMPACT, IMPETUOUS, SWEEP, CONQUER

IF JENARIS IS OUTSIDE THE GATES, SHE GAINS THESE BOONS FROM BAREK: +1DL STR, ADAMANT [2]

36

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# TERRAIN IN REDSTONE PASS

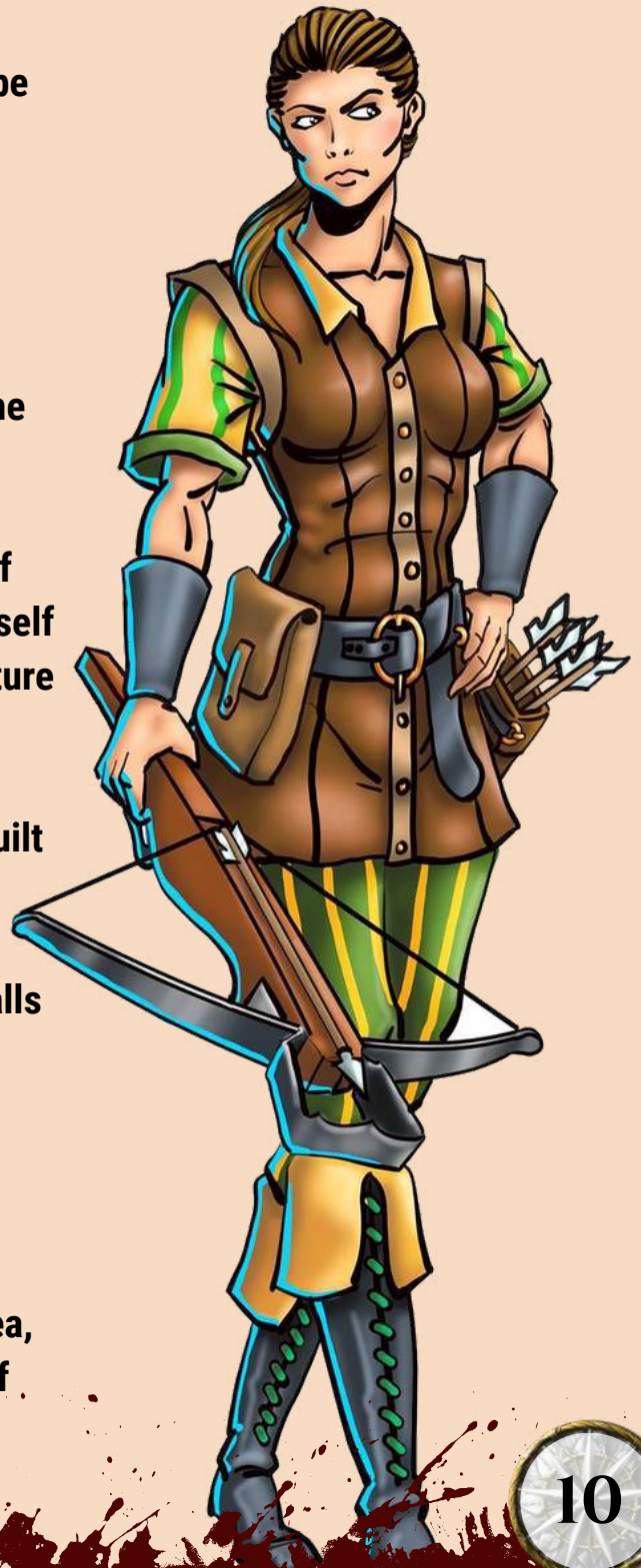
Terrain in Redstone Pass may seem like it would be monolithic, but there are a wealth of different biomes within its rocky walls that offer players a multitude of options for play.

The further east you travel in the pass, the more desert-like the terrain gets, with sand replacing the red silt that marks the western side of the pass.

The terrain around Saltwall Outpost is a mixture of arid scrub and rocky mountain slopes. The city itself is a hodge-podge of architecture reflecting its nature as a border outpost and a frontier town.

The walls of Saltwall Outpost are short, and not built to withstand sieges, merely to keep the wild creatures of the pass out and keep bandits and slavers from walking in unopposed. Inside the walls are mostly small domiciles, salt mills, and warehouses. There's little else to the town, built mostly for security of the salt trade.

The area around Saltwall Outpost is rocky and dangerous. The town controls the pass in this area, which is otherwise difficult to navigate because of steep slopes and loose rock.



# TERRAIN IN REDSTONE PASS



## ROCKY GROUND

Redstone Pass is rough and mountainous. Travel is treacherous even on the best days.

*Area, Rough, Rocky*

## BOULDER FIELD

Rockslide from high mountains litter the Pass.

*Area, Very Rough, Solid, Rocky*



## BRUSH OR SCRUB

Redstone Pass is arid. Brush and Scrub are more common than trees.

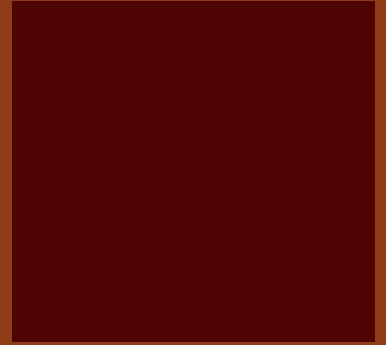
*Area, Rough, Masking*



# NIGHT FALLS ON SALTWALL OUTPOST

## NEW ENCOUNTERS SCENARIO

### ENCOUNTER AREA 4X4 TABLE



### TERRAIN

*The encounter area represents a pass and a fortification consisting of walls with at least 1 gate is placed within 9" of one edge of the encounter area. The fortification is a Home area for the freeband. The gate(s) are locked but may be opened from within the fortress. They may also be destroyed they are DEF2, AV8, Hardened, and have 5 LP and if destroyed become Very Rough terrain. The walls are designed to hamper climbing the TN for climb tests to climb the walls is 5. Finally, there are torches along the wall, the area within 6" of the wall is considered illuminated.*

### LIGHT AND WEATHER

*The encounter is fought at Dusk*

# OBJECTIVES

*There are no Objective markers in this scenario.*

# DEPLOYMENT

*Freeband Player Deployment: The Freeband deploys in the fortress.*

*Enemy Deployment: The enemy forces from Wave 0 are deployed by placing them 9" from the opposite edge of the encounter area equidistant from the two sides and then scattered d8". The opposite edge of the encounter area from the fortress is the Enemy Edge.*

# SPECIAL RULES

*The enemy forces' goal is to wipe out the defending forces, allowing them to continue their pursuit while the defenders attempt to hold out for as long as possible. If there are no defenders outside the walls, the enemy will attempt to break the gate(s), if there is no more space at the gates, they will attempt to climb the walls. Any model that is either climbing or in contact with the edge of the wall that is hit by an attack must succeed on a STR test or fall from the wall. During the End Phase of each turn the next wave of enemy forces is deployed, they are placed in contact with the Enemy Edge.*

WAVE	MODELS (X=NUMBER OF PLAYERS)
0	X SHAMBLERS
1	X BONE THRALLS
2	X BONE THRALL GUARDS
3	X SHAMBLERS AND X BONE THRALLS
4	X AWAKENED
5	X SHAMBLERS, X BONE THRALLS, AND X BONE THRALL GUARDS
6	2X BONE THRALL
7	X KRAYECH'S REAPER
8	2X BONE THRALL GUARDS
9	X BONETHRALL IMPALERS
10+	X AWAKENED, X KRAYECH'S REAPERS, X BONE THRALL GUARDS



# GAME END

*The game ends at the conclusion of an End Phase if any of the following are true:*

*All Freeband members are dropped.*

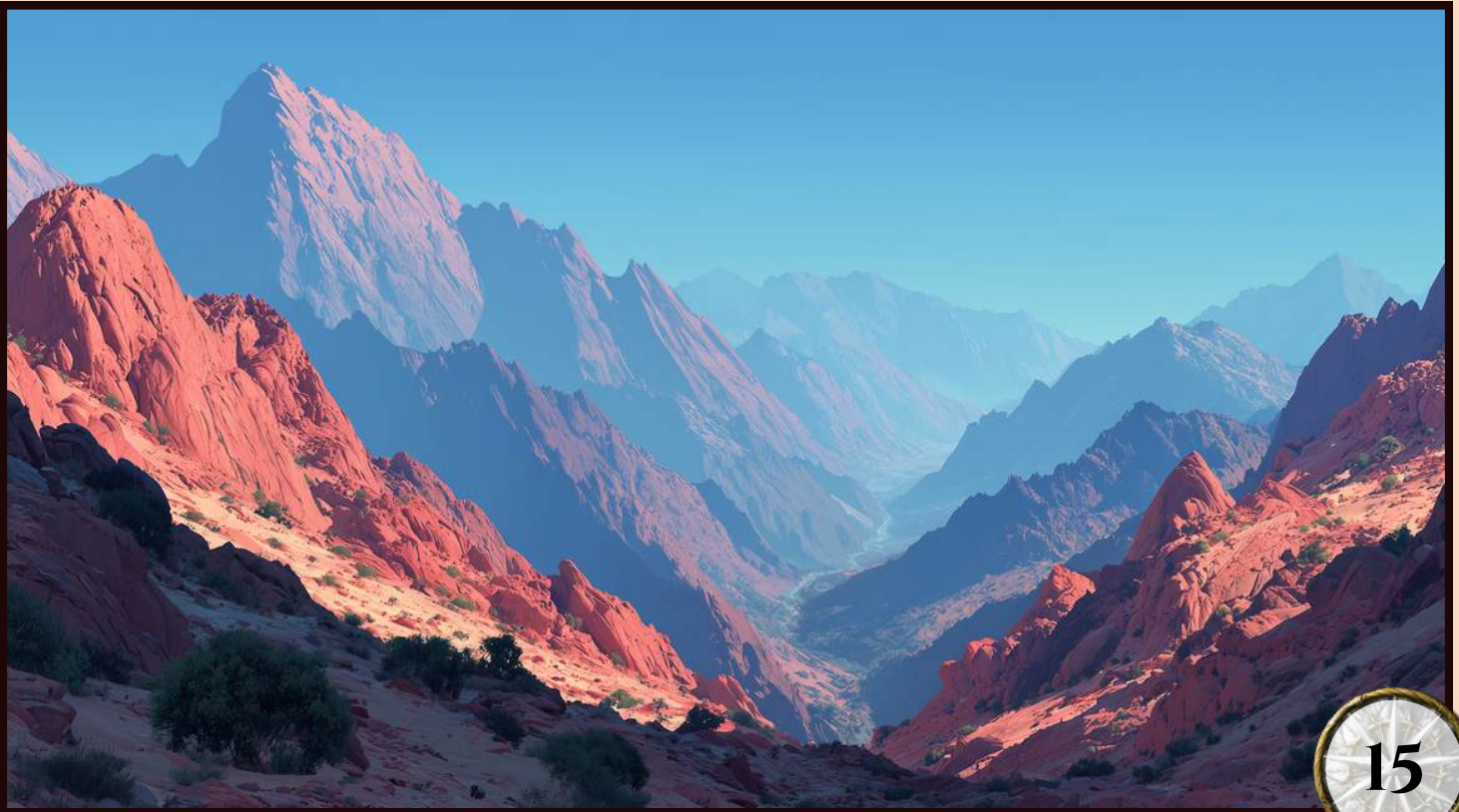
*The time limit has been reached.*

# WINNER

*A Freeband's score is determined by a combination of two things:*

- *How many turns they have survived*
- *How many waves they have fully defeated, removed all models that arrived during a given wave*

*For example if the last member of the freeband was dropped on turn 6 and they have fully defeated 4 waves their final score would be 10.*



# TREASURES OF SALTWALL OUTPOST

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The wealth of Saltwall Outpost is limited to salt and land, as the town itself is little more than a company town for the processing, storage, and transportation of the area's primary export.

But salt cannot be overlooked for its importance, and despite its arid conditions, Kandor has very few salt resources. Control of the Salt deposits to the southeast of Saltwall Outpost has been on the minds of Kandor for some time, as Thormenal has been very reluctant to share its bounty.

However, far and away the most important thing about Saltwall Outpost is its location. The Outpost is situated at a narrow and treacherous place in the pass. Whoever controls Saltwall Outpost controls the narrow way through Redstone.

The force that occupied and defended Saltwall Outpost chose the best location in Redstone Pass to try and stymie the forces of the Revivifier, but in the end sheer numbers and the nature of the threat overwhelmed them.

Kandor's position in Redstone Pass was almost assured when they captured Saltwall Outpost. Not only did it net them a vast reserve of salt, but it gave them a solid defensive position to weather the almost assured onslaught of Thormenalan troops that would try to dislodge them in the coming years.

# SHOPEL'S EARRINGS

The provenance of these earrings remains a mystery. Meant as a gift and bought from a market vendor who made no mention of any magical qualities, Sho'pel immediately recognized their energies after having put them on. Attempts to find the vendor or ascertain their maker were unsuccessful.

Shopel's Earrings are a unique magic item created by the Ravenblade Mercenary Worldbuilder, Matt Budney. They can be used in games of Freeblades, Encounters, and Brightsword.

**3 GOLD**



**REDUCE THE PENALTY FOR  
MOVING WHILE PERFORMING  
TO +1 TN**