

WARCAMP

BACKGROUND

Scouts have reported a large army travelling through the mountain pass. The lands beyond the ranges are largely barren, so their sudden appearance and numbers are disconcerting. Wary of provoking escalation with an unknown force the city elders do not wish to send an official envoy until they have some understanding of where the army originates and what their intent is.

The host has set up camp within the foothills, just beyond the border of two neighbouring territories. Due to the terrain, the camps are split and scattered

meaning it may be possible to reach the commanders without being seen. The council is looking for a band of adventurers to approach the leaders, learn their mission and if necessary, remove the head before they advance any further.

GRID SIZE	
GRID	34x22 (300DPI)
VTT	4760x3080 (140DPI)
PRINT	A1/ANSI D



ROOM	NAME	DESCRIPTION
01	Log Bridge	Temporary bridges and fortifications have been built around the camp, suggesting they intend to stay a little while at least.
02	Followers Camp	Armies of any noticeable size draw a crowd of followers, usually hoping to encourage the soldiers to spend their wages long before they return home.
03	River	The river is shallow but fast flowing.
04	River Crossing	There are a number of small natural crossings along the river, but it is a good deterrent for any larger forces.
05	Cooking Area	
06	Horses	The officers all have their own mounts which are kept ready nearby.
07	Lietentants Camp	This central camp is the main command area. A number of the commanders' key officers have sleeping quarters here.
08	Armoury	Most soldiers carry their own personal weapons around camp, but more militia may be hired/enlisted enroute who need equipment.
09	Medical Tent	
10	Dry Store	Keeping a moving army fed is a constant logistical difficulty, however these soldiers seem to be well provisioned
11	Command Tent	The war council meets here on a regular basis, with leaders from each of the outlying encampments providing daily reports.
12	Commanders Quarters	
13	Guards Tent	The commander has a personal guard of highly skilled fighters. Even when not on shift, they are still nearby
14	Jailers Tent	
15	Cells	A small number of captives are being held here.
16	Smith	When marching, the armies' blacksmiths job tends to mostly be to repair armour and sharpen swords.
17	Side Exits	Leads to the other nearby camps. If reinforcements are called, they will arrive from these directions.