

## The invasion (or the defense) of Redgorge

*many thanks to Chef's Slaad, Delvesdeep and all regular posters to the paizo boards*

### Introduction

In my campaign, this event takes place before the "Test of the smoking eye". My party had not killed Nabthatoron and no chance to communicate or travel back to Cauldron by themselves. Having Jenya contact them or even the Striders seemed too much railroading to me, so I had Kaurophon appear with his demon show and offer them passage (by means of teleportation from scrolls) to somewhere near Cauldron/Redgorge, if they promise to aid him in his quest. He will be there during the battle, but not necessarily with the group, so I can use him to best effect and make him a trustworthy ally for the group. (in hindsight, this has worked very well).

### Outline

Although the hardcover says Redgorge can survive for several days, I didn't want to stretch it so far, as this whole battle should stay a side event, important and (hopefully) fun, but not excessive. My general outline spreads over 4 days. On the first day, the PCs reach Redgorge and become aware of one or two approaching armies, but have some time to bolster the town's defenses. On the second day, both armies are within striking range, though only Cauldron's forces are actually attacking. The demons, not having received sufficient information about their target, cringe at the sight of Redgorge and Nabthatoron needs a full day to restore order. He even symbolically kills one or two cowards. If the PCs take note of that (via scrying, scouting or other means) they can learn an important fact about the demon army: It will break apart if the leader(s) are eliminated. On the third day the demon army attacks. If the Cauldron army was successful in breaching the north wall, the demons will have an easier time due to the militia bound in defense. If Cauldron's army was inefficient on their first approach they'll withdraw on day 3 to rethink their strategy. On day 4 everyone, who is still able (both sides) will go for it. If the party manages to thwart both attacks on day 2 and 3 they will get opportunities to take the battle to the demons or learn some things about Cauldron's half-orc army.

### Determining victory and defeat

I'm using a self-invented victory point system, which determines the outcome of the grand battle. In this system, Redgorge has a defense value for its walls and fortifications and a defense value for its forces (militia, commoners and other defenders, anything below lv13). Cauldron's army has a value for ranged attacking power (including attacks from siege weapons) and also a value for its troop strength. The demons only have a value for their troops. **Every day where the attacking forces have higher point value than the defenders' point value, the defenders or walls lose one point. In general, on every second day of fighting, the attackers lose one point due to exhaustion.**

The starting value of Redgorge's defenses is 1, its troops stand at 1 (This excludes PCs and all NPCs above lv12). The Cauldron attackers have siege weapon based power of 1, but improve this to 2 during day 1 and troops with strength 3 (half-orcs: 2, humans: 1). The demons have a variable attacking strength of >4 (depending on the plot necessities). I used 8 for their power, but reduced it by 5 after Nabthatoron's death. As long as Redgorge has a combined defense total which is equal or higher than the attacking power of all simultaneous attackers combined, it'll be safe. If the attackers have higher attacking power than Redgorge has defenses, they will eventually conquer the town. A simple estimate for the day, on which the town is taken, is:  $2 \times \text{"defense power"} - \text{"attacking power"}$

#### Examples:

PCs patch some wall (+1) and gets weapons for the commoners (+1). Attackers with power  $3+2 = 5$  meet defenders at power  $2+2$ , Redgorge will be conquered on the  $2*4 - 5 = 3^{\text{rd}}$  day. (no demons)

If PCs bolster city walls by 3 and arm commoners (+1), the demon's attacking power stands at total 4 and both attacking armies combine, they will also take Redgorge in  $2*(4+2) - (5+4) = 3$  days.

If the PCs bring up the defenses only by 2, don't improve troops, but reduce the demon's attacking power to 2, the attackers ( $3+2$  &  $2$ ) would be victorious already on the  $2*(3+1) - (5+2) = 1^{\text{st}}$  day.

However, if they manage to bring up defenses by 2 points AND chase away all demons by killing Nabthatoron & Dreghakus, they will win the whole battle as Cauldron's army is not capable of breaching a defense value of 5 unless they can get additional support from Cauldron (via Orbius). Evaluating the current attack vs defense ratio will help to see who has the upper hand. If the attackers get so much of an upper hand that the number of days to go until conquering goes below zero, things accelerate and breaches would be generated.

If armies fight armies under this system, the following ad hoc rule can be used: The side with less power will lose 1 point per day, the side with the upper hand only 1 point every 2 days.

If the PCs manage to bring Cauldron's army on their side (even if it is just for limited time until e.g. the demons are driven away), they will get the upper hand with a power of  $3+2+2$  against 4. In this case they would drive the demons off in  $8-7=1$  day, even if they don't kill Nabthatoron. After that, it's back to the initial situation, but now the troops have fought for some time and may no longer be able to overcome Redgorge's defenses.

With only little actions (+2 on defenders), the battle may take the following course:

On day 1, it's no attackers vs a defense of 2-4, no problems.

On day 2, it's attackers with power 5 against defense 4, that's 3 days until Redgorge is defeated.

On day 3, while Cauldron's forces rest and prepare for day 4, it's the demons with their attack of 4 vs Cauldron with a defense of 3, that's 2 days until Redgorge is defeated.

On day 4, both armies put their act together and it's an attack of  $4+3$  vs a defense of 2 meaning -3 days to live for Redgorge: Due to the overwhelming forces the downfall is accelerated and takes place immediately.

### **Possible major turning points and DM reaction to keep things alive:**

#### Day1:

PCs secure the whole town by building powerful fortifications applying magical means (1-3 defense points). If those are very good (5-6 defense points), Cauldron's army may become powerless to breach it and thus day 2 and 3 may have to be swapped. The demons will find a way across by brute force and can be beefed up on the fly (just using high attacking power numbers will probably do), if necessary. Demons may have their little problems with military order on the third day, so that there are at least some problems (and buildings) left to solve (and defend) for day 4.

PCs utterly fail to do anything at all to bolster the walls. In that case, Skellerang could in principle succeed in taking Redgorge by storm, but the assassination (event 7) takes care of that not happening. If at any time, the PCs get into a "last stand" kind of situation, the demons may (at DM's option) move in, slaying whoever they see (for fun, they're demons after all), thus distracting the Cauldron army and give the PCs some time to make a comeback by some sort of counterattack. If the counterattack is successful the suffering army will withdraw and only attack again when appropriate (DM decision).

#### Day2/Day3:

Human or demon army is extremely successful (all PC encounters go wrong / are not attempted). The other army will in that case (as indicated above) intervene and give the PCs a last chance to fight back. Improvisation may be necessary. A scenario where after two days, the whole battle is completely decided should not occur, unless the PCs are completely passive, in which case, the side trek is over and players can continue with the main plot-line (plane shift, flee to Cauldron, etc.) The attacking army (Cauldron or demons) is easily repelled. Cauldron's soldiers (if any left) might lose morale and retreat, watch from a distance what the demons do. Demons, if robbed of their leader Nabthatoron, will suffer a huge hit in their power (leaving them at only 35% of their current value), may teleport around the area, looking for easy prey which they can torture and, once they had enough, or face resistance (PCs or else) they run away and teleport back to the Demonskar.

## Day4

Redgorge is overrun by demons and half-orcs alike, if PCs do nothing or are not successful in their attempts. A special event to evacuate the Chisel from the hall of carvings after demons or half-orcs break in may be necessary (not prepared, my PCs did stuff from the start).

PCs win the Cauldron army over by diplomacy (this could happen any day) and completely change the battle development. At this point (at the latest) it's up to the DM to fix a number for the demon army and then stick with it until the end.

Should Redgorge unite with Cauldron's forces against the demons (e.g. Blue Duke is killed and Skylar Krewis is convinced of the nonsense of keeping fighting, then the troops may face off against the demons directly. In that case, be sure to keep close track of the current victory points on each side.

As long as the Blue Duke is alive, the half-orcs will not switch sides. They follow his command.

### **An example runthrough (as my sessions played out)**

Cauldron's troops are humans (1) and half-orcs (2), my demons were assumed at a power of 4 in the beginning, but were adjusted to 9 retroactively when the PCs decided to kill Nabthatoron. This number is intentionally kept flexible for the DM to influence or predetermine the outcome, if a certain one is desired / needed (for fulfilling prophecies, doing foreshadowing or else).

<u>Day</u>	<u>Redgorge walls</u>		<u>Redgorge troops</u>		<u>Cauldron siege equ.</u>		<u>Cauldron troops</u>		<u>Demons</u>	
	@ start	change	@ start	change	@ start	change	@ start	change	@ start	change
0	1	+1	1		1	-1 +1	3		0	
1	2	-1	1	+1	1		3		0	+9
2	1	+1	2	+1	1		3	-1-1	9	-1
3	2		3		1		1		8	-5
3b	2		3		1		1		3	

**On day 0 (evening)**, the group hears about the deadline of dusk on the next day to surrender the Chisel, they immediately start actions and go down into the quarry to get stones for the walls to be patched (they flee from the Xorn and only get 6 blocks out, walls +1). During the rest of the night, they raid the siege equipment and set fires (-1), destroying what was there. Cauldron's engineers can only try to repair what is left and never achieve the full 2 points of attack bonus. (+1)

**On day 1**, the group travels to the stone giants and retrieves 2 massive granite blocks for the Foreman to turn into stone golems. They face an early attack by Cauldron troops claiming that Redgorge has started the war prior to the deadline (by burning the siege equipment) during which PCs kill Todd Vanderboren with a critical hit by a double scorching ray. They convince Cora and Annah (both close to or in the negatives) to join them for dinner, while Zachary retreats. At night the attack against the gatehouse goes horribly wrong (guard makes save against charm) and 2 rogues come chasing back on (stolen) horseback after they learn from the copied battle plans (+1) that a nightly attack on the gatehouse was planned. They let the Blue Duke do his thing, though, because they are afraid of him (prophecies of a man in blue killing someone did have an impact... ,-) After a while they decide to swarm him anyway, after they realize that the guy is still in there and doing something. On the way out, he uses darkness and, being invisible, he charges through the PCs and takes to the air, hit by a few magic missiles but survives and escapes, having damaged the gate stone structure enough to lose the village one point in defense. (-1)

**On day 2**, the morning passes uneventful as the full army moves to attack. Party are helping here and there and do (not much role-playing here) manage to repel the majority of the attackers. Given the current numbers (defense: 3, attackers: 4). Redgorge would start to lose at this point, if not for the PCs chipping in. (I ruled on the fly, that supporting the troops on the walls gives Redgorge another point for defense, basically bridging the time until stone golems come online). By noon, the stone golems are ready for action and at the party's disposal. They chose not to use them as NPC henchmen, but for fortification (+1) of the weakened north gate (Blue Duke action earlier on). At about the same time, the army retreats for a change and high spot checks reveal the Vrocks flying past and approaching the half-orc camp. Also, the party learns about the latest from Cauldron (mayor vanished) as the player whose character got sent to Jenya with Alek's body returned, together with a new player (playing a cleric of St. Cuthbert with specialization on outer planes). In the afternoon, when the Vrocks swept in, they were engaged immediately and had to change tactics quite early on. The mirror image was countered by a fireball effect and melee fighters moved in on one of them, which was eventually killed. The other Vrock got away and sent his telepathic message to the crowds, which were placated by Chisel without PCs chipping in (Overall **no changes** in attack or defense). The party decided to talk to the human army now and convince them to change sides by presenting them eye-witness reports of the Blue Duke killing Skellerang on purpose and succeed in convincing them to leave the battlefield (-1) as well as provide them weapons (2000gp) for the Redgorge citizens (+1). Later in the night, the demon strike teams attacked, but were spotted early and battled immediately after crossing the walls. The group was split between two walls and left the Chisel to defend the third, so they suffered some losses there. However, due to their early intercept and efficient dispatching of Babaus, they were getting to the Chisel in time to keep the demons from killing more than one of the Chisel members. The rest of the night was uneventful. (**No change** for defense value, demons lose a point for getting all their strike teams killed: -1). The half-orc army suffers the first point of exhaustion (-1).

**On day 3**, the schedule required some acceleration (we were on the fourth session and I wanted to finish the side-trek soon). Therefore, I combined some of the events (e.g. 12 & 13). I had the wall specialist be captured during the assault by the strike teams. The group scryed on him, learning that he was kept by some demons, but away from the "camp" so that he won't be killed accidentally by chance from the chaotic torture loving demons. Nabthatoron was going to check on the group personally every hour or so. The group learned that and decided to take the battle to him. They figured (after being helped by some hints from the Chisel – "what would happen if Nabthatoron just disappeared?") that the demon army can't be held back by the walls forever. It could only delay the inevitable. Since no additional help was expected, they would eventually have to surrender. The conclusion was to try and take Nabthatoron out and hope for the best. Since they finally tried to spy on the demons, I made it pretty clear to them, that only Nabthatoron is keeping their order and that they are a very chaotic bunch otherwise. They set up an ambush for him, taking out the Babau team which watched the demons' hostage and then waited. Nabthatoron sent another group of 4 Babau to replace them which split into one who returned and three who started to search the area. They were, however, also dispatched. I gave them 3 rounds to prepare for Nabthatoron, who they could spot in the same round, they took down the third Babau. The ensuing battle was short and brutal. Chaos hammer, power word stun, reverse gravity and then it seemed over, so Nabthatoron started playing with them, using Unholy blight instead of a full attack. They came back with dispel magic on the power word, telekinesis on the "gravity reversed"-rogue (all by Kaurophon, who was under player control) and Alakast in the hands of the second rogue, who managed to get in 4 attacks with Alakast, hitting with three of those, doing a total of 18d6+18 damage, taking Nabthatoron down to less than 20 hp, as he had taken some magic missile scratches and one painful hit by Alek's holy longsword. He just didn't expect that. On the way out (teleport) the second rogue (who was caught in reversed gravity, still in the air, had a readied action and threw the holy longsword, rolling a 20 on the attack and confirmed the critical. Needless to say, that the cheers were pretty loud. I assigned -5 (66% of 8) points for the defeat of Nabthatoron since the Vrock decided to leave and Dreghakus could only kept a few dozen Babau. The battle was won for Redgorge at that point.

## Scheduled events:

### *Day 1*

- **Event 1 – Reaching Redgorge (Best/Worst: n/a)**  
The party arrives at Redgorge and realizes that two armies are preparing to invade the town. Cauldron's soldiers seem to be about to finish construction of siege engines while the demons are somewhat disorganized. Scouting and/or talking to citizens reveals this.
- **Event 2 – Build defenses (Best: +2 walls, +4 troops, Worst: 0)**  
Players get a chance to coordinate the town's defenses: cast spells, set traps etc. This impacts how easy it is for the enemy to overcome the town's defenses. (1-3 defense points). A mini adventure will lead them into the old mines, where they have to procure the old enchanted stone blocks, which members of the Chisel can work magically into the basalt bastions.
- **Event 3 – Getting Allies (Best: +2 defense, Worst: +1 on attackers)**  
One of the Chisel approaches the PCs and tells them that the approaching forces are too strong and without any additional allies they can hold the town only for a few days at most. PCs could do all sorts of things: Get monkeys (charm animal) from the jungle. Charm parts of Cauldron's army (if they come up with the idea, there is a small squad away from the main camp) over to their side, even if only against the demons and not against their own troops (this mission may add 1-2 points to Redgorge's troops, if successful).
- **Event 4 – Getting weapons (Best +1 defense, -1 on attackers, Worst: 0)**  
The PCs can also collect equipment for the defenders, if they are fast. They may either steal it from Cauldron's army (thus netting -1 on them and +1 on Redgorge's forces with one mission) or get them from an emergency cache built hundreds of years ago in the vicinity. These days, however, it is heavily infested by monsters of DM's choice. The party can, given time (and motivation) also attempt both.
- **Event 5 – Raid enemy's camp (Best: delay by 1 day, -2 on attackers, Worst: 0)**  
The mercenaries are constructing siege equipment (bringing their attack bonus up to 4). The PC's lead a raid against the camp in order to destroy the half-built siege engines (reduce attack power by 1). Army will start again and build more unless the PCs succeed perfectly and also destroy the mercenaries' tools. The siege engines are protected from missiles by protection from arrows cast from a scroll by one of the MTA wizards. The scroll was provided by Thifirane (CL 13<sup>th</sup>), so that the group actually needs to sneak in or use heavy magic to overcome the hardness of the heavy towers.
- **Event 6 - Steal enemy's plan (Best: +1 defense, -1 on attackers, Worst: -1 defense)**  
The PC's must sneak into the mercenary camp and take (or copy) the enemy's plan without getting noticed. If they do get noticed, the mercenaries alter their tactics and the stolen plans become useless (success increases defense by 1, depending on what the PCs do: they might exchange the plan for something else and thus cause more confusion as if they just know what to expect, additional -1 on attack)

### *Day 2*

- **Event 7 – Captain's Betrayal (Best(Worst: n/a)**  
Terseon leads a force of human troops, including the Stormblades and Skylar, to a hastily repaired breach in the basalts in an arrogant attempt to finish the conflict before the town can make any further preparations. The guards retreat quickly leaving Terseon's body lying on the battlefield, two axes left in his back. (This can also take place on the eve of the first day).
- **Event 8 – Defense of the Gatehouse (Best: 0, Worst: -3 defense)**  
Under the cover of night, the Half-Orc mercenaries attack Redgorge to weaken its fortifications. The party are left to defend the most important defense point of the assault, the Gatehouse, where they battle the Blue Duke and his personal half-orc bodyguards to prevent him from sabotaging the gate. If they are successfully averting these actions, the Blue duke takes a step back as outlined above. If he drives off the PCs and continues his mission, the walls will lose 1-3 points of defense.

- **Event 9 – See Todd Vanderboren killed in action (Best/Worst: n/a)**  
During the battle against the fighting army, the PCs recognize the Stormblades. If they take the fight to them, they may directly cause Todd's death. If not, they will see Annah, Cora and Zachary withdraw from the battle after those good Stormblades realize that they are on the same side as demons in this fight. Todd, not impressed, stays and is subsequently killed, either by PCs or by commoners with arrows from the PCs' supplies (how this affects PCs back in Cauldron is up to the DM).

### *Day 3*

- **Event 10 – Defend against the demonic heralds (Best: -1 on attackers, Worst: -1 defense)**  
Nabthatoron sends two Vrocks to scout ahead of the main force and inform the Blue Duke of the infernal armies impending arrival. On their return, the Vrocks make a rash decision to cause some havoc within the unsuspecting town before reporting back to their demonic general.
- **Event 11 – Nightly raid (Best: -1 on attackers, Worst: -1 defense, +1 on attackers)**  
Nabthatoron sends a group of Babau over the wall, ordering them to either capture (or kill) one or more members of the chisel, or open the gatehouse. The party rushes to defend the Chisel from this assassination attempt executed by three strike teams. For successfully killing all raid teams, the demon's suffer a -1 morale modifier to their attacking power. If the demons manage to capture Chisel members alive, they will get a +1 bonus on their attacking power due to the tactical advantages for having hostages. Killing Chisel members lowers morale in town (-1 for every two killed). This event signals the beginning of the Invasion.
- **Event 12 – A rescue mission (Best: 0, Worst: -1 on defense)**  
Some townsfolk / chisel members / important people (someone of importance to the battle, e.g. responsible persons for working with defense equipment) have been captured by the demons, who just like to have some fun torturing them. PCs need to bring them back. If they fail, town loses 1 point of defense, alternatively, on success, they can gain a point (if no points left to lose).
- **Event 13 - Facing Nabthatoron on the Battlefields (Best: Kill N. demons -X, Worst: 0)**  
This, unless actively pursued by the PCs (after they realize how to best defeat the demons), should happen late on day 3 or on day 4 for the final showdown. Nabthatoron leads the forces on day 4, but is hit by a “holy hand-grenade” (huge water-skin, filled with several gallons of blessed water) and retreats behind the lines of Babau in company of only 1 Vrock to recover from the blast. If the PCs spot this (DC 20) they get their chance of taking the battle to him. If they don't, Nabthatoron will come back and face them inside the walls (event 15), killing many innocents during this battle (if N. is killed, demons will disband shortly and Redgorge will likely be saved).

### *Day 4*

- **Event 14 – Morale speech (Best: +1 defense, Worst: -1 defense)**  
Unless N. is already down from PC initiative, the wannabe soldiers of Redgorge start to lose hope in the battle and argue amongst themselves about the possibility to surrender the Chisel members to Cauldron's army to have at least a fighting chance against the demons. PCs become aware of this and may counteract this murmur by Diplomacy, Intimidate or Inspire Courage. (If they fail, Redgorge loses 1 defense point due to low morale).
- **Event 15 – Nabthatoron and the final battle (Best, Worst: n/a)**  
As the conflict begins to turn the way of the defenders, Nabthatoron a Vrock and his Quasit spy, fly to the battlements and begin to face off against the party in the final battle. Cauldron's forces are only joining this attack, if they still have more than 2 points of attack. Otherwise, they watch and see what Nabthatoron achieves to reap the rewards for free.
- **Event 16 – The aftermath**  
Nabthatoron, the Blue Duke and whats left of their armies flee back to the Demonskar,  
or  
Nabthatoron, the Blue Duke and the armies celebrate, if victorious over Redgorge.

## **NPC overview:**

### **Redgorge:**

600 adults, commoner 1 and 2, HP 4 / 6

20 men at arms, male human fighter 2, HP 20

**Mayor Sind Nebern**, male human expert 7, HP 20

**Pragat Millak** (bailiff), male human fighter 6, HP 53

**Oliron Masht**, male human fighter 3 / wizard 7 / high handcrafter 4, HP 83

**Ekaym Smallcask**, male human fighter 3 / bard 4 / high handcrafter 3, HP 54

**Maavu Arlintal**, male human expert 5 / wizard 4 / high handcrafter 1, HP 43

**Mikimax**, male human commoner 5 / expert 2 / high handcrafter 1, HP 27

### **Cauldron:**

80 half-orcs fighter 4, HP 35

15 half-orcs fighter 8, HP 65

**Zarn Kyass, "Blue Duke"**, male large giant, ogre mage fighter 4, HP 85

**Zarn's bodyguards**, half-orc fighter 9 & half-orc cleric 8, HP 82 & HP 56

50 city guards, male human fighter 2, HP 20

**4 MTA squads**, 3 male gnome wizard 3, HP 18

**Terseon Skellerang**, male human aristocrat 1 / fighter 8, HP 52

**Skylar Krewis**, male human fighter 4, HP 35

**Allah Silas**, male human fighter 3, 27

### The Stormblades:

**Annah Taskerhill**, female human Aristocrat 1 / Bard 8, HP 45

**Cora Lathemire**, female human Aristocrat 1 / Swashbuckler 8, HP 61

**Todd Vanderboren**, male human Aristocrat 1 / Rogue 5 / Assassin 2, HP 40

**Zachary Aslaxin**, male human Aristocrat 1 / Ranger 4 / Cleric 4, HP 68

### **Demonic army:**

**Nabthatoron**, elite male glabrezu, 12d8+120, CR13, huge outsider, HP 174

**Dreghakus**, male hezrou, 10d8+93, CR 11, large outsider, HP 142

**Marakus**, male quasit, 3d8, CR2, tiny outsider, HP 17

60 babau, male babau, 7d8+35, CR 6, medium outsider, HP 70

15 vrock, male vrock, 10d8+70, CR 9, large outsider, HP 119

## **Event 1 – Reaching Redgorge**

The party approach Redgorge or appear in the town via magic and witness the Cauldron Army march on the town.

Inside town:

„As far as you can grasp the current situation about town, the Redgorge citizens are panicked. Soldiers from the north, demons from the south (or so farmers say, who have been quick to return from their fields today). Mothers rush their children inside, guards call soldiers to arms and members of the Chisel attempt to direct the townsfolk to take up defensive positions on the basalt bastions.”

Outside town:

“You realize that Cauldron's soldiers are marching towards the town in a strange formation. They move quite slowly indicating either heavy gear or no rush to their goals.”

*Spot checks:*

*DC 15 will reveal that a small group of soldiers seems to be preparing for an excursion.*

DC 20 gives the impression that the Cauldron forces are broken up into three clear divisions. DC 25 (or getting closer and/or waiting until they advance) is sufficient to distinguish the groups in more detail: “Leading the army is the Cauldron Guard that wear the white tabard of the city depicting the black eye wreathed in flames. Marching behind the humans is a group of guards rolling along a battering ram and finally behind those march half-orc mercenaries wearing blue tabards, which depict a charging bull.”

If the party chooses to attack immediately (possibly taking to the air and casting from above) the Blue Duke and the Blue Guard will take to the air along with the Stormblades, who use fly potions to combat them immediately. This could prove disastrous to the party as the Blue Duke and Blue Guard use their Cone of Cold abilities first and the Stormblades follow up.

“Outside arrow range from the defensible bastions (1500 feet), the army comes to a stop. A small group of soldiers, including commanding officers as far as you can see, disengage from the main army and start to ride towards the north gate of Redgorge, waving a flag of truce.”

The party may recognize three of the 7 riders – Terseon (leading), Skylar (to his right) and Allah (to his left).

“When he comes close enough to the gates Terseon begins to cry out his demands –  
*Citizens of Redgorge. We have long lived in peace as neighbors. Cauldron and Redgorge have been allies and partners for hundreds of years and share a mutual respect. Surabar Spellmason founded both our great settlements as his greatest legacy to the frontier lands.*

*But now this is all being threatened by a small group of traitors.*

*Yes. I speak of the traitorous group that uses you as a shield to hide and work its deceit and evil in your very midst. They have sought to undermine our city, its kind people and its leaders. They have desired our government's fall leaving us defenseless and ripe for conquest.*

*I speak of the treacherous cult known as 'The Chisel'. Cut out this cancer that threatens to destroy our city and now your children, and hand the Chisel over to us so that justice may be served.*

*You have until dusk or we will be forced to take them and Redgorge by force.*

*I appeal to your honor, to the love of your town and to what is right - do not put all that you hold dear to the risk of war for the sake of these traitors.*

*The Chisel must face justice.*

Having finished his speech, Terseon rides from the walls back to his army.”



*If the party try to reason with him from the walls or in person he will talk but is unwavering with his mission to either capture or dispose of the Chisel. No amount of reasoning will change his mind or sway his resolve. Terseon will urge them to help him and see the Chisel for what they are but in the end leaves the party with a simple decision – ‘You either fight for Cauldron or defend its attackers’.*

*If he is dominated, charmed etc this will be dispelled by the Blue Duke or Stormblades when he returns. If he is captured then the party have unwittingly saved his life but it does not change the resolve of the army with Blue Duke stepping up as general and Skylar leader of the human forces.*

“The soldiers return high on their horses to the army, who has started preparations for a camp and put up some makeshift barricades with guards in place, who bear crossbows for weapons. In Redgorge, immediate chatter starts among the population about the implications of this and how to deal with it, when the mayor Sind Nebern chimes in and clarifies, that there won't be anyone surrendered today or any other day for that matter. He proceeds to go to the Redhead miner's inn after that.”

*Unless there is combat action during this encounter (tactics see below under Stormblades actions), the PCs will be called by the Foreman, who sends word to the party, if they have not already sought them out, to meet with the Chisel in the Redhead Miner Tavern.*

“As you arrive at the Redhead miner's inn, everyone becomes quiet for a moment. Some people stare in awe at your splendid equipment, are surprised by the fact that you actually made it back from the Demonskar or are simply scared about the current situation and noisy what will be decided. You are greeted by Mikimax, the tavern keeper who sends you to the familiar room downstairs. The Chisel members (Foreman Oliron Masht, Ekaym Smallcask, Honest Minstrel and Maavu Arlantal, merchant) are struggling to keep their calmness and are extremely thankful for the party's presence in the town. Oliron Masht tells you the following: “Right after you had begun searching for Alek we sent Ekay, our Honest Minstrel to Cauldron to attempt to speak directly to the Lord Mayor, Severen Navalant. He managed to get into town unnoticed and after sneaking into the Town Hall he was able to tell the Lord Mayor of all that had happened and assured him that the Chisel or Redgorge posed no threat to the city of Cauldron. As a result the Lord Mayor assured him that he would stop any planned invasions, so that further investigation could be undertaken into the matter of the missing paladin, the whole challenge and other things at large. The Honest Minstrel had returned and the invasion had been stopped. Or so we thought. The day before yesterday, we received word that the Cauldron guard had begun to march on Redgorge and, as you can see, they are here. I don't know what happened to Severen Navalant or his plans to stop the invasion, but currently we can only try to survive as long as we can. Maybe one of your team can try to get to Cauldron and talk some reason into their town leadership.”

*In my campaign, real-life issues needed to take one character out for a couple of sessions and this was the plan. He would go back to Cauldron, bring Alek's body to Jenya and find out about the vanished mayor first hand.*

## **Event 2 – Building defenses**

*The Chisel had already made moves to shore up the old breaches in the basalts but time is clearly against them. They are still far from prepared to take on an invading force.*

### **Chisel's Plans**

*Before the Foreman explains the possible improvements the Chisel has hurriedly come up with, he asks the party if they have any ideas how to best defend the town or weaken the defenders. He is*

happy to show them a map of the town and give them a run down on the number of defenders and attackers and where they are currently positioned. Once the party are finished with their ideas allow the Foreman to run over the ideas found in Event Four and Five.

## **Defenses**

### **Battle Training**

The party can elect to train a group of citizens to better prepare them for the conflict. Many of the citizens have already undertaken traditional military training as part of their duties as a Redgorge citizen but specialist training is still needed for use of some equipment and duties. Additional training may include trebuchet use, running repairs, battle formations, etc.

One PC can train up to 30 commoners the full day they have left to prepare. The skill check is a CHA check with BAB on top. The higher the check, the more people will understand in such a short time, how to best handle the equipment and thus  $d20 + \text{CHA modifier} + \text{BAB} = \text{number of people promoted to warrior (from commoner)}$ . For every 25 people trained this way, the defense of troops goes up by 1.

### **Repairing the Well**

The town has been cut off from the river and will need a large supply of water for drinking and to put out any fires. The old well has been left derelict once part of it collapsed. The party can use magic to repair the well or a work team which someone needs to advise and supply with material.

*Skill check: Engineering, DC 15 repair takes full day, DC 20 half day, DC 25 few hours, circumstance bonus +2 or +4 for having the right tools and plenty of material (mines adventure).*

If they are successful, they slow down the decline of defense power by  $\frac{1}{2}$  per 2 days. That means that they will only lose 3 points defense in 4 days (of higher powered attackers).

### **Preparing the Church**

The town church will act as a makeshift infirmary and hospital for the siege but is unprepared. The church has one priest and two acolytes that can tend to the wounded but others will need to be enlisted for the church to be prepared fully. The interior of the church will need to be changed, beds constructed, herbs and medicine collected, etc. A PC who puts half a day of work into this, is granted a skill check: Heal DC 20. If they are successful, they slow down the decline of defense power by  $\frac{1}{2}$  per 2 days. As above, they can hold out longer. Combined with well, they would only lose 1 point of defense every 2 days.

### **Constructing a trebuchet**

The town have a series of large areas that rest on either side of the gate towers which once held trebuchets. The platforms still remain but the siege engines have long since fallen into disrepair and been dismantled. There still remains the material required to build one of these siege machines but few with the knowledge nor (until now) motivation to replace them. Building it is possible only with magical aid. Moreover, engineering checks are necessary to learn about the options in the first place. Two PCs or 1 PC and 2 Chisel members need to spend a full day and succeed on a skill check Knowledge(Architecture & Engineering) DC 50 minus number of spell levels used up casting useful spells for the purpose e.g. Stone shape, wall of stone, etc. to construct a workable trebuchet which adds 2 to the defense value of the troops. It may become a target of the Babau strike teams !

### **Patching the Walls**

Repairing the walls is beyond the power and skill of any of the Chisel or residence of Redgorge but 'patching' them is not. The party may wish to patch them up magically with spells such as Wall of Stone or use a work team to construct a wooden wall to fill the gap. Unless the group has access to a number of spells such as stone shape, and can spend more than 15 spell levels of useful spells on that in a single day (defense +1), they need to get outside assistance. For this, the Chisel needs them

to visit the mines where they have to reopen a purposefully caved in tunnel and descend to the old shafts where a number of magically enhanced basalt blocks from ancient times (Spellmason's heritage) are stored. The magic within them has not gone unnoticed for all those years, but attracted a few denizens of the deep. An Elder Xorn (15d8+63, CR8, large outsider) has made up a lair in the vicinity of the stash and wants to keep his toys. When the PCs start moving the first of 10 blocks with 800 pounds each, slight enchantment and abjuration (evil PCs will suffer d4 points of damage per minute of contact with the stones) the Xorn becomes immediately aware of them. Unless they manage to instantly transport all of them away (multiple dimension door, teleport object, etc), the Xorn will try to stop them from getting them. **I had Kaurophon help the party by using his dimension door spell to transport up to 3 blocks with one spell. After he teleported away the second batch, the Xorn came to investigate.**

#### *Tactics:*

*If the party brings the Xorn to below 20% of his hitpoints, he will attempt to dig away. Unless he is immediately (in the round of departure, AoO and readied actions) dealt with and killed, he will on the way out intentionally open a bubble of ground water which serves a skum as his home. Additionally to a complete change of battlefield due to small avalanches into water, the party will face a new opponent. The Xorn may come back (depend on hp), if stones are moved again after this.*

**Skum - Large Aberration (Aquatic) :** CR7; Hit Dice: 6d8+18 (45 hp); Initiative: +3; Speed: 20 ft., swim 40 ft.; AC: 16 (+3 Dex, +4 natural, -1 size); Attacks: Bite +14 melee, 2 claws +9 melee, 2 rakes +9 melee; or crossbow +7 ranged; Damage: Bite 2d8+11, claw 1d6+5, rake 1d8+5; crossbow 1d8; Face/Reach: 5 ft. by 5 ft./10 ft.; Special Qualities: Low-light vision; AL LE; Saves: Fort +5, Ref +5, Will +5; Abilities: Str 32, Dex 16, Con 17, Int 10, Wis 10, Cha 6. Skills and Feats: Climb +16, Hide +12\*, Listen +12\*, Move Silently +7, Spot +12\* -- \*Skum receive a +4 racial bonus to Hide, Listen, and Spot checks underwater; Alertness, Weapon focus (crossbow)

**Combat:** In the water, skum are dangerous enemies who attack by biting, clawing, and raking with their rear legs. On land they are less dangerous, for they cannot rake and suffer a -2 circumstance penalty to all attack rolls. Skum serving an aboleth are sometimes trained to fight with weapons, usually two-handed melee weapons with reach (such as longspears) and simple ranged weapons such as javelins, tridents, or slings.

If they manage to retrieve all 10 blocks of stone they can bring the walls into perfect shape with spells from the Chisel, netting a +2 bonus to the defense value.

For anything between 5-9 blocks, they will get the standard issue +1 to defense, which they might get away with without killing the Xorn.

The Chisel needs to prepare the appropriate spells for a ritual which will fix the breach in the northern wall. That also means they won't be able to cast much of anything else.

## **Event 3 – Getting allies**

### *Mini Adventure*

Probably the biggest 'improvement' the party can make to the town is by giving the town further allies to combat the dark forces rising up to destroy them. The Foreman has the ability to create very powerful stone golems from pure granite blocks that can be found about 2 hours trip from the village to the east into the mountains.

#### **Stone Smugglers**

The party can travel past the old Granite Quarry to a mountain site that offers the desirable stones in good quality. There they encounter a volatile Stone Giant clan who claim the area as their own. The

party can either destroy the clan or attempt to parley with them. If they choose the second option they learn that the giants would be willing to allow the party to take the granite they require if they can reclaim their hallowed halls. If the party defeat the Purple Worm (CR 12, 200 hp) which has eaten half of the Stone Giant clan, they are awarded the granite. If they can convince the clan that the Cauldron army or the potentially also arriving demon army could be a threat to them they could possibly convince them to re-establish their ancient alliance with Redgorge and come to the town's aid. (if stone giants are aiding Redgorge, it will boost its troop strength by 2).

The party transport the two blocks of stone back towards the town in the huge wagons (that the giants are willing to lend the group), where they may be discovered by a scouting party of half-orcs and need to fight their way back through the gates.

Scouting party: 6 half-orc fighter 4, 2 half-orc fighter 8

If they make it back to Redgorge unscathed, the Foreman immediately starts building the stone golems. This takes him 18 hours, so the golems may not be immediately available for the fight. The golems can either be used by the party in their strategy or simply be defenders, in which case they boost the troop strength by one point.

## **Event 4 & Event 5 – Stealing weapons / Raid enemy's camp**

*If the party comes up with ideas on their own how to improve the forces in town, let them. If they don't realize this as an option, Maavu approaches them in a calm minute:*

“As you come together for a quick break to gather some new strength during lunch with Prगत Millak, Maavu asks for a seat at your table. After some exchange of meaningless words, he addresses Prगत Millak and asks, whether all capable men have received their weapons and know what to do should Cauldron start attacking immediately after the deadline expires. Prगत responds with a sigh and says with a stern look that the number of weapons in town is not even sufficient to equip all trained fighters, let alone all the commoners who could also benefit from a sharp blade instead of being forced to make use of clubs and scythes. Well, I hope at least we can patch the walls and get those stone golems up and fighting in time, so we can at least have a fighting chance and some hope that your (he looks over to you) friend can reason with the town officials and get them to stop this nonsense.”

*This conversation may well include the possibility of a hidden weapon cache of old Surabar, which would need to be designed in addition. In my game, I have skipped this idea from Delvesdeep as I was afraid of it being too similar to Event 2 in the mines against the Elder Xorn.*

Stealing weapons from the Cauldron army involves a pretty good escape plan and a large diversion if they want to get their hands on more than just some carry-on sticks (which wouldn't change the defense power). If they use stealth, they will need many skill checks to succeed. There are 3 main weapon storage points. One is the array of siege weapons which are more likely to be attacked or disabled than stolen. Another one is in the middle of the half-orc encampment, which is heavily guarded. The weapon stack in the human camp is the easiest to access, but this information comes only with 2 hours of scouting and a successful DC 30 spot check (PCs who invest the time can take 10 on that or retry twice, after 6 hours they can take 20). If the PCs don't know beforehand where to go (information about that could also be divined), it doubles the number of necessary successful skill checks on the way in.

**Access to the weapon stacks** via stealth needs 3 successful Hide and 3 successful Move silently checks against DC 29 (half-orc camp), DC 25 (human camp) or DC 27 (siege engines) during the

day with no more than one failed (max. 4 rolls on each, then either success or failure is determined). At night, when many guards are asleep, the DC for the hide checks is reduced by 4, the modifier for move silently increased by 2. Failing one move silently check only causes an alarm if an additional, subsequent hide check at a penalty of 8 also fails. The siege engines are guarded by the half-orcs at night. During the day it is occupied by workers (mostly human soldiers).

Modifiers to the hide check:

Being invisible while moving +20 (+40 if immobile)  
 Diversion created by other PCs which draws attention: +4

Modifiers to the move silently check:

Diversion causing a lot of noise +4

*I have tried to include distance, number of guards, average listen / spot modifier and possible paths through the camp already in the DC, but feel free to adjust them if the PCs come up with innovative solutions or ridiculous attempts that should be destined to fail. **Another possibility is setting the DC to about 3 points above the best rogue's appropriate skill check, assuming he takes 10.***

**Getting out** is even more difficult. Unless they employ suitable magic, carrying a lot of weight imposes additional penalties between -2 and -10. In the half-orc camp, any sizable theft is noticed with a cumulative 10% chance per minute (guaranteed after max. 10 minutes) and will call the camp to whatever arms are left. If the PCs are still within the camp and not invisible, they will automatically be detected by someone after another minute. After 5 minutes, even if invisible.

They could potentially end up fighting the whole army. If the ensuing fight puts the party into a clear disadvantage, the half-orcs attempt to isolate one of the PCs and overwhelm him to capture a hostage which they use to demand concession or complete withdrawal from the battle from the PCs. This may directly lead into **Event 13 – the rescue** for the rest of the party.

**Destroying siege equipment**

Once they reach the siege weapons through the guards detailed below, the PCs can chose to merely sabotage the devices (need repairs, 1 day delay), destroy the devices utterly (need to reconstruct, 1 day delay, not all can be rebuilt: -1 point to attack) sabotage perfectly, so that the damage is not noticed and will lead to breakage at most inconvenient time (-2 points to attacking power). To cause some effect, they need to be successful on at least 3 out of 4 different types of equipment. If the disable device check for one of the destroyed equipment is only sufficient for “normal” sabotage, it ruins the possibility of achieving Perfect sabotage since the damaged equipment arouses suspicion and all items are double-checked by the engineers and damage is repaired properly. Additionally, if anything is detected (successful disable device checks, but no perfect or failing the disable device by more than 10 points will be noticed by the engineers next day), further guards are positioned with the camp from now on to protect it from another raid. DC to penetrate a second time will rise by 8.

<u>Equipment</u>	<u>Sabotage DC</u>	<u>Perfect sabotage DC</u>	<u>Hardness</u>	<u>Hitpoints</u>
<b>Ladders</b>	17	27	2	10 each
<b>2 Battering Rams</b>	19	29	8	200
<b>Trebuchet</b>	21	31	10	300
<b>2 Siege towers</b>	23	33	10	250

The large siege engines are overlooking simple makeshift walls of the engineer’s camp but the battering ram and ladders cannot easily be seen from outside (where guards are positioned). Two guards (8<sup>th</sup> level half-orcs) are camped here at normal watch times.

The engineer's camp near the storage is a series of tents, a few smaller tents where the engineers sleep and a larger makeshift central hut which contains the engineer's tools. This hut is locked (DC 30 open lock) and guarded by two 8<sup>th</sup> level half-orc mercenaries. Another two similar guards patrol outside the storage area with two worgs.

If the PCs don't make an effort to conceal noise during the time in the siege weapon storage, they are automatically detected by guards after 10 rounds. If they employ, e.g. silence spells, they are relatively safe from the guards, unless they bring down the siege tower or the trebuchet, which get noticed just as fast as noise (10 rounds).

All of the guards are equipped with horns which they sound as soon as they detect any intruders.

## **Event 6 – Steal enemy's plan**

The party can attempt to find the enemy's battle plans and copy them without being noticed. If at any time they are seen within the vicinity of the tents of the two commanders, the plans will be changed. If they are successful in copying the plan, they gain +1 defense for this. After the death of Skellerang, only the Blue Duke's plan matters.

The party would have been told by the Chisel that the likely location of the enemy's battle plans is within the main tent, which happens to be the Blue Duke's tent. But in fact, the plan has been copied and the copy resides in Terseon's tent within the human camp. If the party attempts to change the plans to have tactical advantages, they need to do it in both tents or their visit is automatically discovered. If they visit both tents and succeed on 2 forge skill checks DC 25, they gain +1 on their defense and cause -1 to the Cauldron army. Failing either check by more than 10 reveals that the plan was compromised and the effort is for naught.

Looking over any plans indicates that during the initial attack the gatehouse will be targeted by a special strike team to open the gates to the enemy army. The map in the Blue Duke's tent will also reveal the inclusion of another enemy force referred to as the Demonskar Army. If the PCs only visit Terseon's tent, they will NOT learn about the Demonskar army. Both tents sit on a small hill with the soldier tents strewn around its base. Some makeshift walls and sacks filled with sand form a visible limit of the half-orc camp's extent, but do not pose a problem to overcome. Camped just off to the right of the camp is the second, unprotected camp, where the human guards, Terson Skellerang and Skylar Krewis are located.

The Blue Duke is usually found within his tent pouring over the battle plan, receiving reports, speaking to his master or simply resting and sleeping. But there is two times during the day, when he ritually leaves his abode. One is to meditate as the sun rises, while the other is to examine his troops, supplies and siege weapons at dusk.

The large plans are laid out on in the middle of the floor and are the size of a great rug. They could be missed by the party (Spot DC 30, appropriate knowledge ranks to recognize the rag's patterns as battle formations or bardic knowledge DC 18 give a circumstance bonus on this). The magical rug (actually a large animated object) changes with the correct command words and comes alive (in case the party is discovered inside the tent). The battle plans in Terseon's tent are just a copy on plain paper and can be found by a search DC 18 amongst a pile of blank parchment with letterheads from Kingfisher sendings (red herring for my party, you may want to remove or ignore this).

If the party is detected in the half-orc camp, they will end up in a similar situation as in event 4 & 5, but in the human camp, they will be recognized and can talk themselves out on a diplomacy check DC 35 or intimidate DC 30 as long as only 1 or 2 guards have seen them. In the half-orc camp, they will face retribution from up to 50 % of the remaining force and may be captured.

## Event 7 – Captain's betrayal

Once the town has refused Terseon's offer to surrender, Terseon gathers all of the human guards (including Skylar and the Stormblades) on the north side while the half-orc army moves to the west side of the town. The Blue Duke assigns his bodyguards to Skellerang and moves some of his forces to the southeast and in position to assault the front gates.

At dusk, 3 hours from the time the Cauldron forces arrived, a horn sounds from the west signally the beginning of the siege. The human forces charge the newly repaired breach using siege ladders. The forces lead by the Blue Duke slowly retreat.

The Stormblades take to the air (using purchased potions of flying) to attack the defenders with spells and ranged weapons while the human guards charge the walls. They ensure that they are spread out in case they are targeted with such spells as Fireball or Icestorm.

The assault will be brief lasting only a minute (10 rounds) before overwhelming defenders arrive to drive back the siege attempt. If the party are able to cause the Stormblades significant damage and drive them off the conflict will end sooner (the round proceeding).

Depending on what actions the players take will depend on the success of the attack.

### **Tactics (if compatible with PC actions) :**

#### **Stormblades' actions:**

##### Todd (Ari 1/Rog 5/Ass 2)

Todd assumes a position where he can start to pick off defenders with his short bow from the air until the party arrive. If he is attacked with ranged weapons he uses obscuring mist and resumes attacking with the bow. If and when the party arrive Todd takes it upon himself to target the party with his poisoned arrows (Giant wasp poison, Fort DC 18, d6 Dex, d6 Dex). He aims for archers or wizards with those. Once he has fired the 5 missiles he then begins to use his normal arrows to attack the party member he most despises or the one causing the most damage to the Stormblades.

##### Cora (Ari 1/Swa 8)

Cora is itching to get down into the heat of the battle but has been asked to guard Annah while she casts Passwall and the bigger more offensive spells from the air. Cora uses her longbow with normal arrows initially but switches to using her recently purchased chaotic arrows which causes 1d8 + 3 plus 2d6 chaotic damage to any lawful creature they strike. Cora knows the party well enough that she will begin to target the lawful characters as soon as they arrive.

##### Zachary (Ari 1/Rgr 4/Clr 4) 'Cleave' feat has been swapped with 'Two-Weapon Defence'.

Annah had used a Stoneskin scroll of Zachary before the conflict giving him a damage reduction of 10/+5 for a maximum of 120hp damage)

Zachary has cast Bull Strength on himself and Cora before the conflict giving him a strength of 18 and bless. Zach flies down to fight from the battlements in an effort to stop the defenders. He uses Power Attack and Cleave to cut through the Redgorge soldiers on the wall. When the party arrive Zach takes to the air to reach them as soon as possible targeting the main fighter in the party. Once he has reached near half his hit points he retreats, flying away back over the wall.

*The success of Annah's casting changes Tersong's actions.*

### Annah (Ari 1/Bard 8)

Annah has asked Cora to protect her if she is attacked while casting and Cora has begrudgingly accepted, much preferring to get into the action on the walls with Zachary.

Annah casts invisibility on herself and waits until the ladder bearers are almost at the wall before she attempts to use one of her scrolls of Passwall. She needs to make a caster check of 10 to succeed. If she is unsuccessful, she will attempt to use the second scroll of Passwall, if possible. Once Annah has finished with the scrolls she will fly above the battlements and cast spells such as charm monster, ice storm (scroll) or fireball(scroll).

In addition to her normal equipment Annah also possess 3 potions of flying and the following scrolls – 2 Passwall (CC DC 10), 1 Stoneskin, 1 Icestorm and 1 Fireball scroll

*As soon as the tide starts to turn on the attackers the Stormblades retreat immediately.*

### Terseon's actions

If Annah is successful with the “Passwall”, Terseon leads the charge into the tunnel. He is closely followed by two bodyguards given to him by the Blue Duke. The two blue armored half-orcs are part of the Blue Duke's 24 hour personal guard. If all goes according to plan, Terseon never emerges from the other side of the tunnel and can be found later with two deep axe wounds his back and neck. The party may even witness the assassination if they go to confront Terseon directly. The half-orc cleric casts “protection from elements (fire)”, caster level 8, on both of them, just before going for the kill. They both have a 7d6 bead from a necklace of missiles and will use it to kill off any of the attackers who witness the murder, then retreat or use a potion of gaseous form to escape after the murder. The cleric also has armed himself with inflict critical wounds, which he can cast at a reach of up to 30' (feat) on Skellerang, should he receive unforeseen assistance and take him out this way.

If Annah is unsuccessful Terseon will retreat to the back of the forces to command the attack where he meets a similar fate to the one written above. After either Terseon or just the two half-orcs retreat from the walls, the remaining forces also withdraw from the battlefield to regroup.

The party has plenty of time to discover the dead Terseon, speak with dead with him or draw further conclusions. One thing is clear now. The hope of stopping this battle is severely diminished after the captain of the guard is down and it becomes clear that the Blue Duke takes over.

After this incident, scouting the Cauldron army camp will reveal the occasional demonic visitors. If leaving demons are followed or scried upon, the party will learn of the second front which is about to assault the town from the south.

## **Event 8 – Defense of the Gatehouse**

The Blue Duke and his two bodyguards (cleric may have used up quite some spells during the day) use the cover of night to advance to the northern gate and try to sabotage it, so it can be overrun on the next day using the battering rams. If the rams have been destroyed by the party, they will be rebuilt as priority no. 1 as a result and no repairs to other siege equipment can be done. The Blue Duke uses his darkness ability on a bead of stone, which the three of them then carry on their approach. It makes them very difficult to detect (Spot: DC 29). Unless any PC happens to help out the guard during the night, this approach goes unnoticed.

At the gates, the Blue Duke (who is carrying 4 Stone to Mud potions) uses gaseous form to enter the gatehouse, tries to charm the first soldier he sees (Will +0 against DC 14) and convinces him to



open a side entrance (actually a secret tunnel) to let in two further soldiers who will help to defend Redgorge. If he charm is unsuccessful he attacks the guard, causing enough noise to raise alarm, which eventually reaches the party. If he is successful and doesn't need to resort to violence straight away, he lets in his two bodyguards, who will overwhelm the guards. If they manage to do this in 1 round (hold person and knock-out blow), they have 10 minutes, before a scullery boy who hears suspicious noises alarms the Chisel at the Redhead miner's inn (and with them the PCs). If they don't manage to silence the guards in the surprise round, the alarm will be raised as detailed above.

Depending on when the PCs become aware of the nightly action and reach the gatehouse, they can avert damage to the walls. Every 6 minutes of undisturbed work at the gatehouse reduces the defense capability by 1 point to a maximum of 3 points. After 20 minutes, the Blue Duke and his men disappear as they've come.

Zarn Kyass fights to his best capability, including cone of cold on dangerous opponents (like the PCs), but tries to escape if one of his bodyguards is killed. Since he has already used his gaseous form ability, he needs to resort to invisibility, possibly darkness and his innate flying ability.

## **Event 9 – See Todd Vanderboren killed in action**

Unless Todd Vanderboren was already killed by the party or by defenders when the party was watching in response to his first attack during event 7, the party should be around when Todd either gets too reckless or is abandoned by his comrades as they learn of the other army they are fighting alongside with. The PCs will spot the Stormblades before this occurs, engaged in melee combat on suicide missions which the Blue Duke has been given instructions about. (The Stormblades are becoming dangerous adventurers by now and Orbius is about to do his thing).

The party is sent to help out on the battlefield, when a lunatic group of defenders tries to form a spearhead in a counterattack with no realistic chance of success. During the attempted rescue they meet up with the Stormblades and maybe exchange a few words, depending on the recent history of encounters with the group, this could also become an information exchange leading to a general change of tactics.

The second time, the party gets close to any Stormblade, they will already be defending against demons and the Stormblades (except Todd) will leave the battlefield.

If the Blue Duke is killed, Nabthatoron takes matters into his own hands and sends Dreghacus, his glabrezu general to see over and command the humans and half-orc army. This will reduce their power by 1 point, as they are afraid of the demon, but they will still fight against Redgorge.

## **Event 10 – Defend against the demonic heralds**

Regardless of whether the PCs have observed occasional demons visit the half-orc camp, the PCs will eventually become aware of the approaching army of demons. A pair of Vrocks was sent to the Blue Duke to herald the approaching army.

Instead of immediately returning though, the Vrocks decide to observe Redgorge from the air and then in a rash decision to cause some havoc within the unsuspecting town. The Vrocks wrongly decide that this action would please their general and that after causing as much damage as they can to the town they would return victorious to tell Nabthatoron of the attack.

The Vrocks swoop down upon the guards upon the southern basalts to attack. As the Vrocks attack though the ancient basalts that Surabar created so long ago awaken at their presence. White light

pours out from the walls temporarily blinding the demons and angering the Vrocks with the sudden wave of holy might that washes over them.

The Vrocks change their actions and instead choose to fly down into the heart of the town itself and into the Town Square determined to destroy as much of the town as they can.

### **Sequence of Actions**

The following is what will occur without any 'interruption' from the party. Change the actions of the demons, defenders and/or Chisel depending upon what the party's actions. If the party have been discussing tactics etc with the Chisel they should be warned of the demons in Round Two.

#### *Round One*

The Vrocks land and one begins to attack the Town Hall which bears the symbol of Surabar which they recognize instantly. The other one proceeds to attack the townsfolk who have left their nearby home to investigate or are wandering home from the Redhead Miner's inn.

#### *Round Two*

A troop of guards race to attack the Vrocks with their spears. The two attacking demons use mass charm to get them to begin attacking their comrades. The unaffected guards weapons are useless against the Vrocks.

#### *Round Three*

More defenders arrive firing arrows which are ineffective against the demons. The Vrock attacking the Town Hall breaks through the doors and proceed to destroy the interior. The other Vrock uses its screech ability to stun as many guards as possible.

#### *Round Four*

Both Vrocks move to the center of the town square while the town guards continue to swarm around them. The demons ignore ineffective defenders and call for more demons to demonstrate their superiority. One of them uses mirror image, while the other actually attempts to call another Vrock (35% chance of succeeding).

#### *Round Five*

The Honest Minstrel and Mikimax appears from the Redhead Miner and move down the street towards the conflict. Actions of the two Vrock are similar to the previous round, just exchanged.

#### *Round Six*

The Honest Minstrel uses a scroll of 'Rock to Mud' to disrupt the demons and cause them to take to the air. Mikimax moves into the fray wielding his magical great club.

#### *Round Seven*

The Foreman arrives with Maavu. The Foreman summons an earth elemental while Maavu casts. The Vrocks concentrate their attacks on the Chisel until two or more of their numbers are slain. If the party do not intercede, Mikimax and Ekaym Smallcask are slain. Once this occurs they attempt to flee back to the demonic army.

*If the Vrocks manage to kill more than one Chisel member and can leave relatively unscathed, the town loses another point of defense. If both Vrock are dealt with and none can escape to report back to Nabthatoron about the town's defenses, the demons lose one point of attack.*

Before they leave though the Vrocks attempt to drive fear into the towns heart and telepathically heard to all within 100 feet –

The might of the Demonskar is right now marching upon your pitiful Town. The great general will soon be feasting upon your warm flesh and the Demonskar army will turn Redgorge into rubble. Nabthatoron is coming and all of Surabar's spawn will soon be but corpses!

### **The Warning**

After the sudden attack the town is reeling. The guard gather up their dead and injured while attempting to calm the sense of panic and dread that is washing over the town with the news of the approach of the Demonskar army.

Screams of - 'We are doomed!', 'The Demons will kill us all!' and 'We can not fight them, our weapons are useless!' mingle with the sounds of open weeping and terror as the news continues to spread.

Amidst the rising wave of hopelessness and dread the Foreman climbs the steps of the town hall and addresses the town as guards and townsfolk continue move into the square.

*Defenders of Redgorge. You have nothing to fear. We are the descendants of the great Surabar. He erected this very town to defeat the Infernal plague of the Demonskar.*

*The Basalts have awakened and the demon army will smash against them like waves against a cliff. They will not allow them to pass into our town*

Shouts ring out from the gathered crowd –

'But the demons flew over the basalts', 'Our weapons were useless against them!' and 'We can not hope to defeat Nabthatoron without Surabar!'

Holding up his hand to quiet the crowd the Foreman continues -

*It is true these demons did fly over the walls but they were some of the most powerful troops the Demonskar possesses and we still defeated them!*

Cheers erupt and the people openly rejoice.

*And while we don't have Surabar to fight Nabthatoron we do have his most powerful weapon against the general. The heroes by my side wield Alakast and Nabthatoron will once and for all be destroyed by its power.*

Great cheers resound around the town as the Foreman signals the people to return to their homes and duties before quietly requesting to speak privately with the party....

## **Event 11 – Nightly raid**

After the (hopefully) catastrophic initial assault by the demons, Nabthatoron wants to gain a tactical advantage. During the morning of day 3, he positions his army south of town, while the half-orcs take position in the north and west. The east of Redgorge into the mountains is intentionally left open. Nabthatoron figures, he can easily pick people slowed by the terrain off by sending some Vrock and all he needs to do is to destroy Redgorge. Who cares about what its inhabitants do... The afternoon is plain and simple attacking from the demons. Unless the demon army alone is able to overcome the defenses of Redgorge (compare point values), this is a default siege day and nothing out of the ordinary will take place.

At night, however, each besieged side (north, west, south) is supported by a nightly active special squad, consisting of 1 Vrock and 6 Babau.

The nightly raid is carried out by those specialist teams of demons who approach town from all sides, using their greater teleport abilities to get across the river and close to the walls, where the Vrock start to move the Babau over the walls with their telekinesis ability. Each Vrock imbues the last Babau with heroism and then takes to the air, casts darkness on some pebble to hide hovering in the air, while watching their party's assault and assist their kin identically on the return trip. Only one of the three groups will actually succeed at this undetected. The other two are seen by some guards on the walls and start to draw attention to themselves. This is quite acceptable to the demons, who have the goal to capture Chisel members. They will telepathically find them and then assault them assassin's style. The fight should occur at or just outside the Redhead miner's inn and alert the PCs who can come to the rescue after a few rounds of combat.

If the PCs are successful in killing off two of the three demon teams (just the Babau, not the Vrock), the demons suffer -1 morale on their attack the next day.

If they succeed in protecting the Chisel, they avert this attack and no changes take place.

If the demons kill more than one (including Chisel members killed in the Vrock attack of event 10) member, the town suffers a -1 morale penalty.

If the demons are successful in capturing a Chisel member, they will receive a +2 attack bonus due to the strategic advantage of hostage(s). This can later be changed back with a rescue mission.

## **Event 12 – A rescue mission**

*If the PCs witness any abductions (Chisel members, guards at the gatehouse) or captures (while infiltrating the enemy's camp, they may want to go on a rescue mission anyway. If this is not the case, then Oliron Masht (if still alive, if not any other Chisel member) approaches the group and asks for a brief moment's attention.*

“I have dire news for you. One of our most excellent operators of the bastions – he is the last who has studied their purpose and can direct their magic to best effect – has been gone missing. He was last seen about two hours ago, when he inspected the southern gate. Some witnesses have reported that a small strike team consisting of those Babau demons and a Vrock, have carried off a lump about the size of a human towards the demonic camp. We suspect he has been abducted. Without him, we can't possibly hope to use the walls to their best possible effect. Is there a possibility to rescue him? Unfortunately, we expect them to attack any hour now, so time is also an issue. I can have a few soldiers cause a little distraction if you wish while you go in and do what you can.”

*The mission is dangerous, but it provides (as it did for me) the opportunity to also assault a separated Nabthatoron.*

*If the party scrys on the missing person, they will find him with 6 Babau in some distance from the main camp. They are talking with Nabthatoron in Abyssal. He tells them that this hostage is part of his plan and he must survive, that is why he is not within the camp. The chaotic demons would start to torture, pick on him or flat out fight amongst themselves and coincidentally kill the valuable prisoner. Nabthatoron wants nothing of that and thus has the small group take him some hundred feet from the demon encampment.*

*He also states that he would regularly check on them (and he needs to because they would start to play around if left unchecked for more than an hour). Using silence spells or a very quick ambush, the party can get him back (Kaurophon dimension dooring in and out for example, which he won't advertise by himself, but could be urged into doing).*

*He leaves his Quasit with them for reporting any troubles. The quasit will stay invisible and, if not detected and dispatched, will get Nabthatoron within 2 minutes, including 10 further Babau. If they kill off the Babau quickly and also prevent the quasit, Nabthatoron will come alone at some point.*

*Failing to return the gatehouse operator will cost 1 point of defense.*

## **Event 13 – Facing Nabthatoron on the battlefields**

The PCs are presented with an opportunity to take the battle to the General, if they actively pursue the option to scout out the demons. They can ambush the glabrezu on the occasion of a meeting with his trusted lieutenant Marakus, an advanced Quasit spy, who is spying on the army, checking for morale and meeting with Nabthatoron every few hours to report his findings.

## **Event 14 – Morale speech**

*At some point (end of day 3 or on day 4), both armies combine their forces and start to march on Redgorge from three sides in parallel. People realize that the hour of destiny draws near and start to panic.*

Somewhere on the northern bastion, a horn sounds. Almost at the same time, a second warning sound is issued from the south gatehouse. Only moments later the signal from the west is heard. All troops seem to have started their approach simultaneously. People on the streets scramble to get their weapons. Others are shaken in fear and cower behind houses. Someone whispers “what if we attempt to surrender the Chisel anyway.” A small group of miners have armed themselves with picks and march towards the Redhead miner's inn ...

*If at that point the PCs don't intervene, Ekaym Smallcask realizes the imminent threat and asks the party bard (if any) to help him out and then goes to speak with the people (ideally the party bard, or group leader should give this speech, but if the PCs don't at least try to contribute, Ekaym only manages to avoid the insurrection by allowing a number of terrified citizens to hide in the hall of carvings, losing one point of defense in the process. If PCs use Diplomacy (DC 30) or Intimidate (DC 30) to calm down the populace, everyone returns to their place and gets ready for the defense.*

## **Event 15 – Nabthatoron and the final battle**

The outcome of this now relies on the award of victory points (or the subtraction thereof). If the actual comparison favors the attackers (higher attack value than defense value) the bastions are good for killing about 70 % of the demons during their brutal and violent onslaught, but eventually, they will get into Redgorge. Unless the PCs have an ace up their sleeve, they have to start thinking

about evacuation – fast. In the event of invasion, the Hall of Carvings will serve as a last stand and Nabthatoron will send in wave after wave of Babau to clear the path and then take the prize himself.

If the defense value equals the attacker's power, the fight drags on with lots of small skirmishes lost and won and lasts the whole day/night (depending on the desired timing). After the fighting is over (or you run out of colorful descriptions of the action), it's down to whoever is left of the big players (Blue Duke, Nabthatoron, Dreghakus, Chisel members, Skylar Krewis, Stormblades, PCs...) for the great showdown. The armies have neutralized themselves mostly and while a few dozen soldiers still fight on both sides, Nabthatoron and the Blue Duke enter Redgorge through a breach and assault the town hall. Additional Babau or Vrock could be distracted by Giants or too shaken by the bastions who cause them a lot of pain.

If the defense is stronger than the remaining attacking power of all attackers combined, the onslaught will be repelled with the might of the bastions. Some humans might breach the wall, flocks of demons will try to infiltrate, but at no time should the group be in actual danger, until Nabthatoron attacks together with a Vrock and his Quasit. He goes straight for the town hall and after destroying it, searches for the hall of carvings or any Chisel member he discovers. The PCs being in the midst of it, will have their hands full...

It should be fairly chaotic, but well worth for the climatic battle that can ensue.

## **Event 16 – The aftermath**

Many have died, many will be remembered as heroes. Terseon Skellerang is likely among the dead and his body can be found and prepared for proper burial. The remains of Cauldron's forces either flee or (if the Blue Duke is still alive) withdraw quickly but orderly towards Cauldron and watch the historic defeat of Nabthatoron or his final victory from a distance.

If the group succeeded in bringing the defenses up enough to have the troops repelled in the end and just needed to face Nabthatoron on his own together with many friends (Chisel, maybe even the Stormblades, etc.) award a CR 12 encounter. This is story based award and adds to any XP gained during fought out battles between demons, half-orcs and / or the final fight against the lord of the Demonskar himself. I did not give any XP for chasing away the blue duke for instance. Only straight kills were counted in my game, but that's left to the DM to decide.

### **Epilogue**

*In my campaign, the PCs are likely to be plane shifting as soon as the battle outcome is clear (be it success or defeat), but any other resolve is, of course, possible. However, since this strongly depends on the exact timing within the campaign and on the intentions of the individual DM, this is left for him/her to design.*

*Once again many thanks to all contributors for such wonderful side treks and campaign enriching ideas, which the paizo boards (and therpgenius.com website) provide.*

I have made a few very minor corrections within the stat blocks after discovering minor things, like Nabthatoron's AC and his CR. I was relying on the output of PCGen 5.12.1 most of the time. I take no responsibility if your game suffers from mistakes in those. They were quite a lot of work to compile and are provided purely for convenience. If you like to discuss further about the events, typos, plain mistakes, my campaign or anything else about the Shackled City, you can reach me at [delendor@gmx.de](mailto:delendor@gmx.de) or in the paizo-messageboards (Shackled City) as “Nib”.

**THE END**

# Stat Blocks (courtesy of PCGen 5.12.1)

## Redgorge:

**Commoner 1, Male Human Commoner1** CR 1/2; Size: M Face: 5 ft. Type Humanoid (Human ); HD (1d4); hp 4; Init +0 (+0 Dex, +0 Misc); Spd Walk 30 ft.; AC 10 (flatfooted 10, touch 10), \*Club -1 0 ft./B (1d6-1 20/x2 Primary M ) or \*Club (Thrown) +0 10 ft./B (1d6 20/x2 Primary M ); SA: ; Vision: AL: LN; Sv: Fort +0, Ref +0, Will +0; STR 8, DEX 10, CON 10, INT 9, WIS 11, CHA 8

*Skills and Feats:* Climb +0, Jump +0, Listen +3, Ride +2, Spot +3, Swim +0, Use Rope +1; Alertness, Simple Weapon Proficiency

*Possessions:* 1 Club, 1 Outfit (Peasant's)

**Commoner 2, Male Human Commoner2** CR 1; Size: M Face: 5 ft. Type Humanoid (Human ); HD (2d4); hp 6; Init +0 (+0 Dex, +0 Misc); Spd Walk 30 ft.; AC 10 (flatfooted 10, touch 10), \*Club +0 0 ft./B (1d6-1 20/x2 Primary M ) or \*Club (Thrown) +1 10 ft./B (1d6 20/x2 Primary M ); SA: ; Vision: AL: LN; Sv: Fort +0, Ref +0, Will +0; STR 8, DEX 10, CON 10, INT 9, WIS 11, CHA 8

*Skills and Feats:* Climb +0, Jump +0, Listen +3, Ride +3, Spot +3, Swim +0, Use Rope +2; Alertness, Simple Weapon Proficiency

*Possessions:* 1 Club, 1 Outfit (Peasant's)

**Sind Neberen, Male Human Expert7** CR 6; Size: M Face: 5 ft. Type Humanoid (Human ); HD (7d6)-7; hp 20; Init +0 (+0 Dex, +0 Misc); Spd Walk 20 ft.; AC 14 (flatfooted 14, touch 10), \*Mace, Light +4 0 ft./B (1d6-1 20/x2 Primary M ); SA: ; Vision: AL: NG; Sv: Fort +1, Ref +2, Will +7; STR 8, DEX 10, CON 8, INT 12, WIS 11, CHA 12

*Skills and Feats:* Appraise +7, Bluff +5, Diplomacy +12, Forgery +7, Gather Information +6, Intimidate +5, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility and Royalty) +7, Sense Motive +5; Armor Proficiency (Light), Diligent, Iron Will, Leadership

*Possessions:* 1 Chain Shirt, 1 Mace, Light, 1 Outfit (Scholar's)

**Maavu Arlinal, Male Human Expert5 Wizard4 High Handcrafter1** CR 9; Size: M Face: 5 ft. Type Humanoid ( Human ); HD (5d6)+(4d4)+(1d6)+10; hp 43; Init +0 (+0 Dex, +0 Misc); Spd Walk 30 ft.; AC 13 (flatfooted 13, touch 10), +5 ( 1d4/19-20, dagger ); SA: Summon Familiar; Vision: AL: CG; SV: Fort +5, Ref +2, Will +11; STR 11, DEX 11, CON 13, INT 15, WIS 12, CHA 14

*Skills and Feats:* Bluff +11, Concentration +8, Craft (Alchemy) +18, Craft (Weaving) +12, Diplomacy +18, Gather Information +13, Intimidate +4, Knowledge (Architecture and Engineering) +7, Knowledge (Local) +7, Knowledge (The Planes) +7, Listen +7, Profession (Merchant) +10, Ride +5, Sense Motive +3, Spellcraft +8, Spot +3; Brew Potion, Negotiator, Skill Focus (Craft (Alchemy), Craft (Weaving), Diplomacy)

*Possessions:* 1 Bracers of Armor +3, 1 Elixir of Hiding, 1 Handy Haversack, 5 Silver Pearl, 1 Scroll (Expeditious Retreat)

**Wizard Spells** *Spells per Day:* (4/4/3 DC:12+spell level) *Known:*

**Level 0:** Acid Splash, Arcane Mark, Dancing Lights, Daze, **Detect Magic**, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, **Mage Hand**, **Mending**, Message, **Open/Close**, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

**Level 1:** Alarm, **Comprehend Languages**, Detect Secret Doors, **Expeditious Retreat**, Identify, Shield, Shocking Grasp, Silent Image, Unseen Servant

**Level 2:** Bear's Endurance, **Glitterdust (DC 14)**, Knock, Locate Object, **See Invisibility**, **Spider Climb**

**Pragat Millak, Male Human Fighter6** CR 6; Size: M Face: 5 ft. Type Humanoid (Human ); HD (6d10)+15; hp 53;Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 21 (flatfooted 21, touch 10), \*Sword (Bastard/Cold Iron/Masterwork) +11/+6 0 ft./S (1d10+5 19-20/x2 Primary M 30hp/inch and 10 hardness ); SA: ; Vision: AL: LG; Sv: Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8

*Skills and Feats:* Climb -3, Gather Information +0, Intimidate +5, Jump -8, Listen +3, Ride +3, Sense Motive +3, Spot +3, Swim -9; Blind-Fight, Dodge, Improved Initiative, Mobility, Power Attack, Toughness, Weapon Focus (Sword (Bastard)), Weapon Specialization (Sword (Bastard))

*Possessions:* 1 Half-Plate +1, 1 Outfit (Explorer's), 1 Shield +1 (Heavy/Wood), 1 Sword (Bastard/Cold Iron/Masterwork)

**Oliron Masht, Male Human Fighter3 Wizard7 High Handcrafter4** CR 14; Size: M Face: 5 ft. Type Humanoid (Human ); HD (3d10)+(7d4)+(4d6)+31; hp 83;Init +4 (+0 Dex, +4 Misc); Spd Walk 30 ft.; AC 15 (flatfooted 15, touch 10), \*Quarterstaff +2/-3;+2 0 ft./B/B (1d6+3/+1 20/x2/2 Two-Weapons M ) or \*Quarterstaff (Head 1 only) +10/+5 0 ft./B (1d6+4 20/x2 Two-Weapons M ) or \*Quarterstaff (Head 2 only) +10/+5 0 ft./B (1d6+4 20/x2 Two-Weapons M ); SA: Summon Familiar; Vision: AL: NG; Sv: Fort +7, Ref +3, Will +6; STR 16, DEX 10, CON 14, INT 17, WIS 10, CHA 11

*Skills and Feats:* Bluff +1, Concentration +11, Craft (Alchemy) +18, Craft (Weaponsmithing) +17, Forgery +4, Intimidate +4, Knowledge (Arcana) +8, Knowledge (Architecture and Engineering) +15, Knowledge (History) +10, Knowledge (The Planes) +10, Listen +1, Profession (Miner) +2, Ride +4, Search +5, Speak Language +1, Spellcraft +14, Spot +1; Brew Potion, Craft Magic Arms and Armor, Improved Initiative, Leadership, Maximize Spell, Power Control (Quarterstaff), Skill Focus (Craft (Weaponsmithing)), Toughness, Weapon Focus (Quarterstaff)

*Possessions:* 1 Mithral Shirt +1, 1 Quarterstaff

Spells per Day: (4/5/5/4/2/1 DC:13+spell level)

**Ekyam Smallcask, Male Human Fighter3 Bard4 High Handcrafter1** CR 8; Size: M Face: 5 ft. Type Humanoid ( Human ); HD (3d10)+(4d6)+(1d6)+16; hp 54; Init +4 (+0 Dex, +4 Misc); Spd Walk 20 ft.; AC 19 (flatfooted 19, touch 12), \*Scimitar +2 +10/+5 0 ft./S (1d6+3 18-20/x2 Primary M ); SA: Bardic knowledge (+3), Bardic music 4/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 2 creatures for up to 4 rounds, Inspire Competence (Su) +2 to skill checks for up to 2 minutes, Inspire Courage (Su) +1 to saves against charm or fear effects and +1 morale bonus on attack and damage rolls (Concentration + 5 rounds)., May wear light armor without incurring the normal arcane spell failure chance.; Vision: AL: NG; Sv: Fort +8, Ref +5, Will +7; STR 13, DEX 10, CON 14, INT 8, WIS 10, CHA 18

*Skills and Feats:* Bluff +6, Craft (Dreamweaving) +10, Craft (Woodworking) +10, Diplomacy +5, Intimidate +6, Knowledge (Architecture and Engineering) +5, Knowledge (Local) +2, Perform (Sing) +15, Speak Language +1; Improved Initiative, Jack Of All Trades, Persuasive, Skill Focus (Craft (Woodworking), Craft (Carpentry)), Weapon Focus (Scimitar)

*Possessions:* 1 Banded Mail, 1 Cloak of Charisma +2, 1 Darkwood Buckler, 1 Outfit (Traveler's), 1 Ring of Invisibility, 1 Ring of Protection +2, 1 Scimitar +2

**Bard Spells** *Spells per Day:* (3/3/1 DC:14+spell level) *Known:*

**Level 0:** Dancing Lights, Detect Magic, Ghost Sound, Know Direction, Read Magic, Summon Instrument

**Level 1:** Comprehend Languages, Feather Fall, Ventriloquism

**Level 2:** Cure Moderate Wounds, Hold Person

**Mikimax, Male Human Commoner5 Expert2 High Handcrafter1** CR 6; Size: M Face: 5 ft. Type Humanoid ( Human ); HD (5d4)+(2d6)+(1d6)+3; hp 27; Init -1 (-1 Dex, +0 Misc); Spd Walk 30 ft.; AC 13 (flatfooted 13, touch 10), \*Shortspear +3 0 ft./P (1d6 20/x3 Primary M ) or



\*Shortspear (Thrown) +2 20 ft./P (1d6 20/x3 Primary M ); SA: ; Vision: AL: NG; Sv: Fort +3, Ref +0, Will +7; STR 10, DEX 9, CON 11, INT 12, WIS 13, CHA 12

*Skills and Feats:* Bluff +3, Craft (Gemcutting) +15, Craft (Pottery) +13, Diplomacy +3, Knowledge (Architecture and Engineering) +8, Knowledge (History) +4, Knowledge (Local) +5, Listen +3, Profession (Miner) +7, Ride +1, Sense Motive +5, Speak Language +1, Spot +3, Swim +0, Use Rope +1; Negotiator, Skill Focus (Craft (Gemcutting), Craft (Pottery)), Toughness

*Possessions:* 1 Outfit (Traveler's), 1 Ring of Protection +1, 1 Shortspear, 1 Studded Leather

### **Cauldron:**

**Half-Orc fighter 4, Male Half-orc Fighter4** CR 4; Size: M Face: 5 ft. Type Humanoid (Orc ); HD (4d10)+8; hp 35;Init +2 (+2 Dex, +0 Misc); Spd Walk 20 ft.; AC 18 (flatfooted 16, touch 12), \*Axe (Orc Double/Masterwork) +1/+1 0 ft./S/S (1d8+5/+3 20/x3/3 Two-Weapons M ) or \*Axe (Orc Double/Masterwork/Head 1 only) +9 0 ft./S (1d8+6 20/x3 Two-Weapons M ) or \*Axe (Orc Double/Masterwork/Head 2 only) +9 0 ft./S (1d8+6 20/x3 Two-Weapons M ) or Crossbow, Light +6 80 ft./P (1d8 19-20/x2 Carried M ); SA: Orc Blood; Vision: Darkvision (60') AL: LE; Sv: Fort +6, Ref +3, Will +2; STR 16, DEX 15, CON 14, INT 6, WIS 12, CHA 8

*Skills and Feats:* Intimidate +6, Listen +3, Spot +3; Alertness, Blind-Fight, Exotic Weapon Proficiency (Axe (Orc Double)), Weapon Focus (Axe (Orc Double)), Weapon Specialization (Axe (Orc Double))

*Possessions:* 1 Axe (Orc Double/Masterwork), 1 Potion of Cure Moderate Wounds, 2 Bolts, Crossbow (10), 1 Chainmail +1, 1 Crossbow, Light, 1 Outfit (Explorer's)

**Half-Orc fighter 8, Male Half-orc Fighter8** CR 8; Size: M Face: 5 ft. Type Humanoid (Orc ); HD (8d10)+16; hp 65;Init +6 (+2 Dex, +4 Misc); Spd Walk 20 ft.; AC 19 (flatfooted 17, touch 12), \*Axe +1/+1 (Orc Double) +11/+6;+11 0 ft./S/S (1d8+6/+4 19-20/x3/3 Two-Weapons M ) or \*Axe +1/+1 (Orc Double/Head 1 only) +13/+8 0 ft./S (1d8+7 19-20/x3 Two-Weapons M ) or \*Axe +1/+1 (Orc Double/Head 2 only) +13/+8 0 ft./S (1d8+7 19-20/x3 Two-Weapons M ) or Crossbow (Light/Masterwork) +11/+6 80 ft./P (1d8 19-20/x2 Carried M ); SA: Orc Blood; Vision: Darkvision (60') AL: LE; Sv: Fort +8, Ref +4, Will +3; STR 17, DEX 15, CON 14, INT 6, WIS 12, CHA 8

*Skills and Feats:* Intimidate +10, Listen +3, Spot +3; Alertness, Blind-Fight, Exotic Weapon Proficiency (Axe (Orc Double)), Improved Critical (Axe (Orc Double)), Improved Initiative, Two-Weapon Fighting, Weapon Focus (Axe (Orc Double)), Weapon Specialization (Axe (Orc Double))

*Possessions:* 1 Axe +1/+1 (Orc Double), 1 Crossbow (Light/Masterwork), 1 Bolts, Crossbow (10), 1 Chainmail +2, 1 Outfit (Explorer's), 2 Potion of Cure Moderate Wounds

**Worg, Male Worg Magical Beast4** CR 2; Size: M Face: 5 ft. Type Magical Beast ; HD (4d10)+8; hp 35; Init +2 (+2 Dex, +0 Misc); Spd Walk 50 ft.; AC 14 (flatfooted 12, touch 12), \*Bite +7 0 ft./BPS (1d6+4 20/x2 Primary M ); SA: Magical Beast Traits, Scent (Ex), Trip (Ex); Vision: Darkvision (60'), Low-light AL: NE; Sv: Fort +6, Ref +6, Will +3; STR 17, DEX 15, CON 15, INT 6, WIS 14, CHA 10

*Skills and Feats:* Hide +4, Jump +11, Listen +6, Move Silently +8, Spot +6; Alertness, Track

*Possessions:* 1 Bite

**Zarn Kyass, "Blue Duke", Male Ogre Mage Fighter4** CR 12; Size: L Face: 10 ft. Type Giant; HD (5d8)+(4d10)+36; hp 85;Init +4 (+0 Dex, +4 Misc); Spd Walk 40 ft., Fly 40 ft.; AC 22 (flatfooted 22, touch 9), +1 Greatsword (2-handed) +13/+8 0 ft./S (3d6+10 19-20/x2 Primary M ) or Composite Longbow +6/+1 100ft./P (1d8+5/x3); SA: Giant Traits, Regeneration 5, Spell Resistance 19; Vision: Darkvision (90'), Low-light AL: LE; Sv: Fort +12, Ref +2, Will +4; STR 21, DEX 10, CON 18, INT 14, WIS 14, CHA 17

*Skills and Feats:* Concentration +16, Jump +8, Listen +12, Spellcraft +10, Spot +12; Cleave, Combat Expertise, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus

(Greatsword), Weapon Specialization (Greatsword)

*Possessions:* 1 Amulet of Natural Armor +2, 1 Chain Shirt +2, 1 Greatsword +1, Comp Longbow (STR/+5), 20 arrows

**Innate:** Darkness (at will), Invisibility (at will), Charm Person (DC14, 1/day), Cone of Cold (DC18, 1/day), Gaseous Form (1/day), Polymorph (1/day), Sleep (DC 14, 1/day)

**Battle Map, Large Animated Object, Construct**4 CR 3; Size: L Face: 10 ft. Type Construct ; HD (4d10)+30; hp 57; Init +0 (+0 Dex, +0 Misc); Spd Walk 20 ft., Legs 30 ft., Multiple legs 40 ft., Wheels 60 ft.; AC 14 (flatfooted 14, touch 9), \*Slam +5 0 ft./B (1d8+4 20/x2 Primary L ); SA: Construct Traits; Vision: Darkvision (60'), Low-light AL: TN; Sv: Fort +1, Ref +1, Will -4; STR 16, DEX 10, CON \*, INT \*, WIS 1, CHA 1

**Bodyguard 1, Male Half-orc Fighter**9 CR 9; Size: M Face: 5 ft. Type Humanoid (Orc ); HD (9d10)+18; hp 72; Init +6 (+2 Dex, +4 Misc); Spd Walk 20 ft.; AC 20 (flatfooted 18, touch 12), \*Axe +1/+1 (Orc Double) +12/+7; +12 0 ft./S/S (1d8+6/+4 19-20/x3/3 Two-Weapons M ) or \*Axe +1/+1 (Orc Double/Head 1 only) +14/+9 0 ft./S (1d8+7 19-20/x3 Two-Weapons M ) or \*Axe +1/+1 (Orc Double/Head 2 only) +14/+9 0 ft./S (1d8+7 19-20/x3 Two-Weapons M ) or Crossbow (Light/Masterwork) +12/+7 80 ft./P (1d8 19-20/x2 Carried M ); SA: Orc Blood; Vision: Darkvision (60') AL: LE; Sv: Fort +8, Ref +5, Will +4; STR 17, DEX 15, CON 14, INT 6, WIS 12, CHA 8  
*Skills and Feats:* Intimidate +11, Listen +3, Spot +3; Alertness, Blind-Fight, Exotic Weapon Proficiency (Axe (Orc Double)), Improved Critical (Axe (Orc Double)), Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Axe (Orc Double)), Weapon Specialization (Axe (Orc Double))

*Possessions:* 1 Axe +1/+1 (Orc Double), 1 Crossbow (Light/Masterwork), 1 Bolts, Crossbow (10), 1 Chainmail +2, 1 Outfit (Explorer's), 2 Potion of Cure Moderate Wounds

**Bodyguard 2, Male Half-orc Cleric**8 CR 8; Size: M Face: 5 ft. Type Humanoid (Orc ); HD (8d8)+16; hp 56; Init +0 (+0 Dex, +0 Misc); Spd Walk 20 ft.; AC 18 (flatfooted 18, touch 10), \*Morningstar +1 +11/+6 0 ft./BP (1d8+4 20/x2 Primary M ); SA: Orc Blood, Rebuke Undead (Su) 3/day (turn level 8) (turn damage 2d6+8), Spontaneous casting; Vision: Darkvision (60') AL: LE; Sv: Fort +8, Ref +2, Will +9; STR 16, DEX 10, CON 14, INT 8, WIS 16, CHA 10

*Skills and Feats:* Concentration +8, Heal +8; Reach Spell, Sacred Spell, Weapon Focus (Morningstar)

*Possessions:* 1 Breastplate +1, 1 Shield +1 (Light/Metal), 1 Gloves of Dexterity +2, 1 Morningstar +1, 1 Scholar's Outfit

Deity: Wee Jas *Domains:* Darkness (Free Blind-Fight feat.) Protection (You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.)

Spells per Day: (6/6/5/5/3 DC:13+spell level)

**Cleric – Spells Known:**

**Level 0:** Create Water, **Cure Minor Wounds**, **Detect Magic**, **Detect Poison**, Dim, Guidance, Inflict Minor Wounds, **Light**, Light My Fire, Mending, **Purify Food and Drink (2)**, Read Magic, Resistance, Virtue

**Level 1:** Bane, Bless, **Cause Fear**, **Command**, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favor, **Doom**, Endure Elements, **Entropic Shield**, Hide from Undead, Inflict Light Wounds, Magic Stone, Magic Weapon, Obscuring Mist, Obscuring Mist, Protection from Chaos, Protection from Good, **Remove Fear**, Sanctuary, **Shield of Faith**, Summon Monster I

**Level 2:** Aid, Align Weapon, Augury, Bear's Endurance, Blindness/Deafness, Bull's Strength, Calm Emotions, **Cure Moderate Wounds**, **Darkness**, Death Knell, Delay Poison, Desecrate, Eagle's

Splendor, Enthrall, Find Traps, Gentle Repose, **Hold Person**, Inflict Moderate Wounds, Make Whole, Owl's Wisdom, Remove Paralysis, Resist Energy, Restoration, Lesser, Shatter, **Shield Other**, **Silence**, Sound Burst, Spiritual Weapon, Status, Summon Monster II, Undetectable Alignment, Zone of Truth

**Level 3:** Animate Dead, Armor of Light, Bestow Curse, Blacklight, Blindness/Deafness, Contagion, Contagion, Continual Flame, Create Food and Water, **Cure Serious Wounds**, Daylight, Deeper Darkness, **Dispel Magic**, Glyph of Warding, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos, **Magic Circle against Good**, Magic Vestment, Meld into Stone, Obscure Object, Prayer, **Protection from Energy (2)**, Remove

Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Speak with Dead, Stone Shape, Summon Monster III, Telepathic Bond, Lesser, Water Breathing, Water Walk, Wind Wall

**Level 4:** Air Walk, **Armor of Darkness**, Blinding Light, Control Water, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, Dismissal, Divination, Divine Power, Dweomer of Transference, Eternal Shadow, Freedom of Movement, **Giant Vermin**, Imbue with Spell Ability, **Inflict Critical Wounds**, Magic Weapon, Greater, Neutralize Poison, Planar Ally, Lesser, Poison, Repel Vermin, Restoration, Sending, Spell Immunity, Summon Monster IV, Tongues

**Male Human Fighter2** CR 2; Size: M Face: 5 ft. Type Humanoid (Human ); HD (2d10)+4; hp 20;Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 18 (flatfooted 17, touch 11), \*Longsword +5 0 ft./S (1d8+2 19-20/x2 Primary M ); SA: ; Vision: AL: LN; Sv: Fort +5, Ref +1, Will +1; STR 15, DEX 13, CON 14, INT 10, WIS 12, CHA 8

*Skills and Feats:* Climb +3, Intimidate +4, Jump +8, Ride +4, Swim +10; Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (Longsword)

*Possessions:* 1 Banded Mail, 1 Longsword, 1 Outfit (Artisan's), 1 Shield, Light

**MTA Agent, Male or Female Gnome Illusionist3** CR 3; Size: S Face: 5 ft. Type Humanoid (Gnome ); HD (3d4)+9; hp 18;Init +1 (+1 Dex, +0 Misc); Spd Walk 20 ft.; AC 12 (flatfooted 11, touch 12), \*Club -2 0 ft./B (1d6-2 20/x2 Both M ) or \*Club (Thrown) +1 10 ft./B (1d6 20/x2 Both M ) or Crossbow (Light/Masterwork) +2 80 ft./P (1d8 19-20/x2 Carried M ); SA: +1 racial bonus on attack rolls against kobolds and goblinoids., +2 bonus to Spellcraft when learning Illusion, +2 racial bonus on saving throws against illusions., +4 Dodge bonus to Armor Class against monsters of the giant type., Speak with Animals (burrowing mammal only, duration 1 minute)., Summon Familiar; Vision: Low-light AL: LG; Sv: Fort +3, Ref +2, Will +7; STR 6, DEX 13, CON 14, INT 15, WIS 14, CHA 10

*Skills and Feats:* Concentration +8, Gather Information +2, Hide +5, Knowledge (Arcana) +8, Knowledge (Local) +8, Listen +4, Spellcraft +10; Iron Will, Toughness

*Possessions:* 1 Bolts, Crossbow (10), 1 Club, 1 Crossbow (Light/Masterwork), 1 Outfit (Scholar's/Small), 1 Potion of Cure Light Wounds, 1 Scroll (Dispel Magic), 1 Scroll (Fly), 1 Scroll (Haste), 1 Spellbook (Wizard's/Blank)

**Innate (1/day):** Speak with Animals, Dancing Lights, Ghost Sound (DC 11), Prestidigitation  
Spells per Day: (4+1/3+1/2+1 DC:12+spell level)

**Wizard - Known:**

**Level 0:** Acid Splash, Arcane Mark, Cauterize, Dancing Lights, **Detect Magic**, Detect Poison, Dim, **Flare**, **Ghost Sound (DC 13)**, Light, Light My Fire, **Mage Hand**, Mending, **Message**, Open/Close, Pointer, Prestidigitation, Ray of Frost, Read Magic, Resistance, Signal, Trip Line

**Level 1:** **Color Spray (DC 14)**, Expeditious Retreat, **Mage Armor**, **Magic Missile**, Obscuring Mist, **Shield**, Silent Image

**Level 2:** **Blur**, **Web (2)**

**Allah Silas, Male Human Fighter3** CR 3; Size: M Face: 5 ft. Type Humanoid (Human ); HD (3d10)+6; hp 27;Init +5 (+1 Dex, +4 Misc); Spd Walk 20 ft.; AC 18 (flatfooted 17, touch 12), \*Morningstar +1 +7 0 ft./BP (1d8+3 20/x2 Primary M ); SA: ; Vision: AL: LN; Sv: Fort +4, Ref +2,

Will +0; STR 14, DEX 13, CON 12, INT 11, WIS 8, CHA 10

*Skills and Feats:* Climb +1, Intimidate +4, Jump +5, Ride +5, Swim +6; Combat Reflexes, Improved Initiative, Quick Draw, Toughness, Weapon Focus (Morningstar)

*Possessions:* 1 Buckler, 1 Morningstar +1, 1 Chainmail (Masterwork), 1 Outfit (Artisan's), 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Ring of Protection +1

**Skylar Krewis, Male Human Fighter4** CR 4; Size: M Face: 5 ft. Type Humanoid (Human ); HD (4d10)+8; hp 35;Init +1 (+1 Dex, +0 Misc); Spd Walk 20 ft.; AC 17 (flatfooted 16, touch 11), Dagger +6 0 ft./PS (1d4+2 19-20/x2 Carried M ) or Dagger (Thrown) +5 10 ft./PS (1d4 19-20/x2 Carried M ) or \*Longsword +1 +8 0 ft./S (1d8+5 19-20/x2 Primary M ); SA: ; Vision: AL: LN; Sv: Fort +6, Ref +4, Will +1; STR 15, DEX 12, CON 14, INT 10, WIS 11, CHA 10

*Skills and Feats:* Climb +2, Intimidate +5, Jump +4, Ride +7, Swim +4; Cleave, Endurance, Lightning Reflexes, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)

*Possessions:* 1 Breastplate, 1 Buckler, 1 Dagger, 1 Longsword +1, 1 Outfit (Artisan's), 2 Potion of Cure Light Wounds, 2 Potion of Cure Moderate Wounds, 1 Potion of Sanctuary

**Terseon Skellerang, Male Human Aristocrat1 Fighter8** CR 8; Size: M Face: 5 ft. Type Humanoid (Human ); HD (1d8)+(8d10); hp 52;Init +0 (+0 Dex, +0 Misc); Spd Walk 20 ft.; AC 21 (flatfooted 21, touch 11), Longbow (Composite/Masterwork/+2) +9/+4 110 ft./P (1d8+2 20/x3 Carried M STR bonus to damage ) or \*Longsword +1 +12/+7 0 ft./S (1d8+3 17-20/x2 Primary M ); SA: ; Vision: AL: LN; Sv: Fort +7, Ref +3, Will +8; STR 14, DEX 10, CON 10, INT 14, WIS 12, CHA 17

*Skills and Feats:* Climb +4, Diplomacy +7, Gather Information +7, Handle Animal +4, Heal +3, Intimidate +7, Jump +7, Knowledge (History) +6, Knowledge (Local) +9, Knowledge (Nobility and Royalty) +6, Ride +5, Survival +4, Swim +3; Combat Expertise, Combat Reflexes, Improved Critical (Longsword), Iron Will, Leadership, Mounted Combat, Quick Draw, Ride-By Attack, Weapon Focus (Longsword)

*Possessions:* 2 Arrows (20), 3 Potion of Cure Moderate Wounds, 1 Breastplate +2, 1 Cloak of Resistance +1, 1 Longbow (Composite/Masterwork/+2), 1 Longsword +1, 1 Outfit (Artisan's), 2 Potion of Heroism, 1 Ring of Protection +1, 1 Shield +1 (Heavy/Metal)

**Zachary Aslaxin , Male Human Aristocrat1 Ranger4 Cleric4** CR 8; Size: M Face: 5 ft. Type Humanoid (Human ); HD (1d8)+(4d8)+(4d8)+27; hp 68;Init +2 (+2 Dex, +0 Misc); Spd Walk 30 ft.; AC 18 (flatfooted 16, touch 12), \*Kukri +6 0 ft./S (1d4 18-20/x2 Off-hand M ) or \*Rapier +1 +8/+3 0 ft./P (1d6+2 18-20/x2 Primary M ); SA: Animal Companion (Ex), Favored Enemy (Humanoid (Reptilian)) +2, Spontaneous casting, Turn Undead (Su) 3/day (turn level 4) (turn damage 2d6+4), Two Weapon Fighting Combat Style, Wild Empathy (Ex) +4; Vision: AL: CN; Sv: Fort +12, Ref +8, Will +11; STR 12, DEX 15, CON 16, INT 8, WIS 17, CHA 10

*Skills and Feats:* Concentration +10, Diplomacy +4, Heal +8, Intimidate +4, Knowledge (Nature) +4, Knowledge (Nobility and Royalty) +3, Knowledge (Religion) +6, Listen +5, Search +0, Spot +5, Survival +9; Dodge, Mobility, Spring Attack, Two-Weapon Defense, Weapon Focus (Rapier)

*Possessions:* 1 Chain Shirt +1, 1 Kukri, 1 Cloak of Resistance +1, 1 Outfit (Explorer's), 1 Pearl of Power (1st Level), 1 Periapt of Wisdom +2, 1 Rapier +1, 1 Wand of Cure Light Wounds, 1 Wand of Light

Deity: None *Domains:* Luck(You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.) Strength(You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.)

Spells per Day: (0/1 DC:13+spell level)

**Ranger - Known:**

**Level 1:** Alarm, Animal Messenger, Calm Animals, Charm Animal, Delay Poison, Detect Animals or Plants, Detect Poison, Detect Snares and Pits, Endure Elements, **Entangle**, Hide from Animals, Jump, Longstrider, Magic Fang, Pass without Trace, Read Magic, Resist Energy, Speak with Animals, Summon Nature's Ally I

Spells per Day: (5/4+1/3+1 DC:13+spell level)

**Cleric - Known:**

**Level 0:** Create Water, **Cure Minor Wounds**, **Detect Magic**, **Detect Poison**, Guidance, Inflict Minor Wounds, **Light**, Mending, Purify Food and Drink, Read Magic, **Resistance**, Virtue

**Level 1:** Bane, Bless, Bless Water, Cause Fear, **Command**, Comprehend Languages, Cure Light Wounds, Curse Water, Deathwatch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, **Divine Favor**, Doom, Endure Elements, **Enlarge Person**, Entangle, **Entropic Shield**, Hide from Undead, Inflict Light Wounds, Magic Stone, Magic Weapon, Obscuring Mist, Protection from Evil, Protection from Good, Protection from Law, Remove Fear, Sanctuary, **Shield of Faith**, Summon Monster I

**Level 2:** Aid, Aid, **Align Weapon**, Augury, Barkskin, Bear's Endurance, Bull's Strength, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, **Delay Poison**, Desecrate, Eagle's Splendor, Enthrall, Find Traps, Gentle Repose, Hold Person, Inflict Moderate Wounds, Make Whole, Owl's Wisdom, Remove Paralysis, Resist Energy, Restoration, Lesser, Shatter, **Shield Other**, **Silence**, Sound Burst, Spiritual Weapon, Status, Summon Monster II, Undetectable Alignment, Zone of Truth

**Annah Taskerhill, Male Human Aristocrat1 Bard8** CR 8; Size: M Face: 5 ft. Type Humanoid (Human); HD (1d8)+(8d6)+9; hp 45; Init +1 (+1 Dex, +0 Misc); Spd Walk 20 ft.; AC 17 (flatfooted 16, touch 12), Crossbow (Light/Masterwork) +8/+3 80 ft./P (1d8 19-20/x2 Carried M) or \*Rapier +1 +8/+3 0 ft./P (1d6 18-20/x2 Primary M); SA: Bardic knowledge (+10), Bardic music 8/day, Countersong (Su) for up to 10 rounds, Fascinate (Sp) can effect 3 creatures for up to 8 rounds, Inspire Competence (Su) +2 to skill checks for up to 2 minutes, Inspire Courage (Su) +2 to saves against charm or fear effects and +2 morale bonus on attack and damage rolls., May wear light armor without incurring the normal arcane spell failure chance., Suggestion (Sp) Will DC 18 negates - does not count against Bardic Music uses; Vision: AL: CN; Sv: Fort +3, Ref +7, Will +8; STR 8, DEX 13, CON 12, INT 14, WIS 10, CHA 19

*Skills and Feats:* Bluff +15, Diplomacy +20, Forgery +11, Gather Information +18, Intimidate +6, Knowledge (Local) +14, Knowledge (Nobility and Royalty) +14, Perform (String Instruments) +16, Sense Motive +4, Tumble +5, Use Magic Device +11; Combat Expertise, Improved Disarm, Improved Trip, Spell Focus (Enchantment), Weapon Finesse

*Possessions:* 1 Chain Shirt +1, 1 Cloak of Charisma +2, 1 Crossbow (Light/Masterwork), 1 Handy Haversack, 1 Musical Instrument (Flute/Masterwork), 1 Outfit (Artisan's), 1 Rapier +1, 1 Ring of Protection +1, 1 Wand of Cat's Grace (15 charges)

Spells per Day: (3/4/4/2 DC:14+spell level)

**Bard - Known:**

**Level 0:** Dancing Lights, Detect Magic, Mage Hand, Mending, Prestidigitation, Read Magic

**Level 1:** Charm Person, Cure Light Wounds, Expeditious Retreat, Silent Image

**Level 2:** Detect Thoughts, Enthrall, Mirror Image, Suggestion

**Level 3:** Charm Monster, Geas, Lesser, Glibness

**Todd Vanderboren, Male Human Aristocrat1 Rogue5 Assassin2** CR 7; Size: M Face: 5 ft. Type Humanoid (Human); HD (1d8)+(5d6)+(2d6)+8; hp 40; Init +7 (+3 Dex, +4 Misc); Spd Walk 30 ft.; AC 17 (flatfooted 17, touch 13), \*Rapier +1 +9 0 ft./P (1d6+2 18-20/x2 Primary M) or Shortbow (Composite/Masterwork/+2) +6 70 ft./P (1d6+1 20/x3 Carried M STR bonus to damage); SA: +1 save against poisons, Death Attack (DC 14), Evasion (Ex), Improved Uncanny Dodge (can't be

flanked except by a rogue of 11 level), Poison Use, Sneak Attack +4d6, Trap Sense (Ex) +1, Trapfinding; Vision: AL: CE; Sv: Fort +2, Ref +10, Will +3; STR 13, DEX 16, CON 13, INT 14, WIS 10, CHA 8

*Skills and Feats:* Appraise +8, Balance +5, Bluff +9, Diplomacy +3, Disable Device +7, Disguise +10, Gather Information +1, Hide +15, Intimidate +1, Jump +3, Knowledge (Architecture and Engineering) +6, Knowledge (Local) +8, Knowledge (Nobility and Royalty) +6, Listen +11, Move Silently +20, Search +7, Sense Motive +7, Tumble +10; Improved Initiative, Stealthy, Weapon Finesse, Weapon Focus (Rapier)

*Possessions:* 1 Boots of Elvenkind, 3 Sleep arrow, 1 Outfit (Artisan's), 1 Rapier +1, 1 Shortbow (Composite/Masterwork/+2), 1 Studded Leather +1

Spells per Day: (0/2 DC:12+spell level)

**Assassin - Known:**

**Level 1:** Disguise Self, Feather Fall, Obscuring Mist

**Cora Lathemire, Male Human Aristocrat1 Swashbuckler8** CR 8; Size: M Face: 5 ft. Type Humanoid ( Human ); HD (1d8)+(8d10)+9; hp 61; Init +3 (+3 Dex, +0 Misc); Spd Walk 30 ft.; AC 18 (flatfooted 15, touch 15), Masterwork Longbow (Composite/+1) +12/+7 110 ft./P (1d8+1 20/x3 Carried M STR bonus to damage ) or \*Rapier +1 +13/+8 0 ft./P (1d6+4 18-20/x2 Primary M ); SA: Acrobatic Charge (Ex), Grace (Ex); Vision: AL: CN; Sv: Fort +7, Ref +8, Will +3; STR 13, DEX 16, CON 12, INT 14, WIS 8, CHA 10

*Skills and Feats:* Balance +13, Bluff +12, Diplomacy +4, Escape Artist +11, Intimidate +6, Jump +11, Knowledge (Nobility and Royalty) +6, Listen +3, Perform (Dance) +4, Ride +7, Sense Motive +7, Spot +3, Swim +9, Tumble +13; Dodge, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (Rapier)

*Possessions:* 1 Amulet of Natural Armor +1, 1 Bracers of Armor +2, 1 Masterwork Longbow (Composite/+1), 2 Potion of Bull's Strength, 2 Potion of Cure Moderate Wounds, 1 Rapier +1, 1 Ring of Protection +1

**Demonic army:**

**Nabthatoron, Male Glabrezu Outsider12** CR 13; Size: H Face: 15 ft. Type Outsider ( Chaotic, Extraplanar, Evil ); HD (12d8)+120; hp 178; Init +2 (+2 Dex, +0 Misc); Spd Walk 40 ft.; AC 31 (flatfooted 29, touch 12), \*Bite +20 0 ft./BPS (1d8+6 20/x2 Off-hand H ) or \*Claw +20/+20 0 ft./PS (1d6+6 20/x2 Off-hand H ) or \*Pincer +22/+22 0 ft./PS (2d8+12 20/x2 Primary H ); SA: Damage Reduction 10/Good, Spell Resistance 21, Acid Resistance 10 (Ex), Cold Resistance 10 (Ex), Damage Reduction (Su), Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Immunity to Poison (Ex), Improved Grab (Ex), Outsider Traits, Spell Resistance (Ex), Summon Demon (Sp), Telepathy (Su), True Seeing (Su); Vision: Darkvision (60') AL: CE; Sv: Fort +18, Ref +10, Will +10; STR 33, DEX 14, CON 31, INT 19, WIS 14, CHA 25

*Skills and Feats:* Bluff +22, Concentration +25, Diplomacy +11, Intimidate +24, Jump +15, Knowledge (Arcana) +19, Knowledge (History) +19, Knowledge (Religion) +16, Knowledge (The Planes) +19, Listen +17, Move Silently +17, Search +19, Sense Motive +17, Speak Language +2, Spellcraft +21, Spot +17; Combat Expertise, Combat Reflexes, Improved Trip, Multiattack, Power Attack

*Possessions:* 1 Amulet of Mighty Fists +1, 1 Ring of Force Shield

**Innate:** Chaos Hammer, Confusion, Dispel Magic, Mirror Image, Reverse Gravity, Teleport, Greater, Unholy Blight, Power Word Stun

**Dreghakus, Male Hezrou Outsider10** CR 11; Size: L Face: 10 ft. Type Outsider ( Chaotic, Extraplanar, Evil ); HD (10d8)+93; hp 142; Init +0 (+0 Dex, +0 Misc); Spd Walk 30 ft.; AC 24 (flatfooted 24, touch 10), \*Bite +14 0 ft./BPS (4d4+5 20/x2 Primary L ) or \*Claw +9 0 ft./PS

(1d8+2 20/x2 Off-hand L ); SA: Damage Reduction 10/Good, Spell Resistance 19, Acid Resistance 10 (Ex), Cold Resistance 10 (Ex), Damage Reduction (Su), Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Immunity to Poison (Ex), Improved Grab (Ex), Outsider Traits, Spell Resistance (Ex), Stench (Ex), Summon Demon (Sp), Telepathy (Su); Vision: Darkvision (60') AL: CE; Sv: Fort +16, Ref +7, Will +9; STR 21, DEX 10, CON 29, INT 14, WIS 14, CHA 18

*Skills and Feats:* Climb +18, Concentration +22, Escape Artist +13, Hide +9, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23; Blind-Fight, Cleave, Power Attack, Toughness

*Possessions:* 1 Ring of Protection +1

**Innate:** Chaos Hammer, Teleport, Greater, Unholy Blight, Blasphemy, Gaseous Form  
male hezrou, 10d8+93, CR 11, large outsider

**60 Babau, Male Babau Outsider7** CR 6; Size: M Face: 5 ft. Type Outsider ( Chaotic, Extraplanar, Evil ); HD (7d8)+35; hp 70; Init +1 (+1 Dex, +0 Misc); Spd Walk 30 ft.; AC 19 (flatfooted 18, touch 11), \*Claw +12/+12 0 ft./PS (1d6+5 20/x2 Primary M ) or \*Bite +10 0 ft./BPS (1d6+2 20/x2 Off-hand M ); SA: Damage Reduction 10/Cold Iron or Good, Spell Resistance 14, Acid Resistance 10 (Ex), Cold (Ex), Cold Resistance 10 (Ex), Damage Reduction (Su), Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Immunity to Poison (Ex), Outsider Traits, Protective Slime (Su), Sneak Attack (Ex), Spell Resistance (Ex), Summon Demon (Sp), Telepathy (Su); Vision: Darkvision (60') AL: CE; Sv: Fort +10, Ref +6, Will +6; STR 21, DEX 12, CON 20, INT 14, WIS 13, CHA 16

*Skills and Feats:* Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11; Cleave, Multiattack, Power Attack

**Innate:** Darkness, Dispel Magic, See Invisibility, Greater Teleport

**15 Vrock, Male Vrock Outsider10** CR 9; Size: L Face: 10 ft. Type Outsider ( Chaotic, Extraplanar, Evil ); HD (10d8)+70; hp 119; Init +2 (+2 Dex, +0 Misc); Spd Walk 30 ft., Fly 50 ft.; AC 22 (flatfooted 20, touch 11), \*Claw +15/+15 0 ft./PS (2d6+6 20/x2 Primary L ) or \*Bite +13 0 ft./BPS (1d8+3 20/x2 Off-hand L ) or \*Talons +13 0 ft./PS (1d6+3 20/x2 Off-hand L ); SA: Damage Reduction 10/Good, Spell Resistance 17, Acid Resistance 10 (Ex), Cold Resistance 10 (Ex), Damage Reduction (Su), Dance Of Ruin (Su), Fire Resistance 10 (Ex), Immunity to Electricity (Ex), Immunity to Poison (Ex), Outsider Traits, Spell Resistance (Ex), Spores (Ex), Stunning Screech (Su), Summon Demon (Sp), Telepathy (Su); Vision: Darkvision (60') AL: CE; Sv: Fort +14, Ref +9, Will +10; STR 23, DEX 15, CON 25, INT 14, WIS 16, CHA 16

*Skills and Feats:* Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (The Planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24; Cleave, Combat Reflexes, Multiattack, Power Attack

**Innate:** Mirror Image, Telekinesis, Greater Teleport, Heroism

**Quasit, Male Quasit Outsider3** CR 2; Size: T Face: 2 ft. Type Outsider ( Chaotic, Extraplanar, Evil ); HD (3d8); hp 17; Init +7 (+3 Dex, +4 Misc); Spd Walk 20 ft., Fly 50 ft.; AC 18 (flatfooted 15, touch 15), \*Claw +8/+8 0 ft./PSPo (1d3-1 20/x2 Primary T ) or \*Bite +3 0 ft./BPS (1d4-1 20/x2 Off-hand T ); SA: Damage Reduction 5/Cold Iron or Good, Alternate Form (Su), Damage Reduction (Su), Fast Healing (Ex), Fire Resistance 10 (Ex), Immunity to Poison (Ex), Outsider Traits; Vision: Darkvision (60') AL: CE; Sv: Fort +3, Ref +6, Will +4; STR 8, DEX 17, CON 10, INT 10, WIS 12, CHA 10

*Skills and Feats:* Bluff +6, Diplomacy +2, Hide +17, Intimidate +2, Knowledge (The Planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7; Improved Initiative, Weapon Finesse

**Innate:** Detect Good, Detect Magic, Invisibility, Cause Fear