

Ironwall Gap Must Hold

by Jacob Michaels







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Jronwall Gap Must hold

A Pathfinder Roleplaying Game adventure for 7th-level characters by Jacob W. Michaels

When an orc horde besieges a remote border fortress, the PCs must ride to the rescue. Arriving to find the fort's officers murdered and the garrison in chaos, the PCs take command just as the orcs launch their first attack. In addition to building defenses to hold off the slavering army long enough for reinforcements to arrive, the PCs must discover what killed the officers before they become the next targets; uncover a secret that threatens to tear apart the garrison; and fight enemies from both inside and outside the fort.

Credits

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> Adventureaweek.com, LLP Founders Jonathan Nelson & Todd Gamble

Ironwall Gap Must Hold is an OGL & Pathfinder Compatible Adventure designed for 4-5 7th level characters. This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Role-playing Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at www.d20srd.org & paizo. com/pathfinderRPG/prd/ respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 30 of this product. **Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) **Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



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Author Bio

Jacob W. Michaels' earliest memories of gaming are from 30 years ago, when he was introduced to Advanced Dungeons and Dragons in the third grade, filling in blue dice with a marking crayon before looking for laser guns in "Expedition to the Barrier Peaks." Since then, he's played and run countless games, enjoying Champions, Shadowrun, Toon, Gamma World, Battletech, TMNT, Torg, Talislanta, Marvel Super Heroes, Vampire: The Masquerade and even several home-made games, but always coming back to the sword and sorcery genre: Dungeons & Dragons for many years and more recently Pathfinder.

His beginning steps in designing games for a wider audience than the friends in his gaming group came at the end of 2011, when he decided to throw his hat in the ring for Paizo's RPG Superstar 2012 contest. His haunting glass was a popular choice among the judges and his second-round entry, the Unfettered, garnered popular acclaim during public voting. (His Round 3 monster won't be mentioned here, as he's still trying to live it down.) He's incredibly excited to have his first module, Ironwall Gap Must Hold, published with Adventureaweek.com.

When he's not gaming, Jacob's a newspaper copy editor in eastern Pennsylvania. He lives with his faithful hound, Holiday, who hasn't inherited his interest in gaming, but enjoys when her dog friends come over during games. His parents and younger sister have always been supportive of his hobby since his earliest days playing in New Hampshire, and he appreciates his girlfriend's encouragement, even if her reaction to watching her first (and only) gaming session was "there are some things you can never unsee."

Adventure Background

The small kingdom of Cor Rheale, beset on all sides by potential enemies, has long relied on its military might to keep itself safe. To the north, its defense also relies on the treacherous, nearly impassable peaks of the Anetheles Mountains to keep it safe from the hordes of orcs that make their home in the badlands beyond.

Key to that protection is Ironwall Gap, where centuries ago the war wizards of Cor Rheale sealed the pass with a 30-foot-high iron wall. A garrison secured the wall, building a fort to house the soldiers and cavalry stationed there. Despite many attempts early in its history, the wall was never breached and in time, the orcs stopped throwing away their lives in the futile attacks. Eventually, a rough trade formed between humans and orcs, developing even more once gates were added to the wall.

As peace became the norm, the garrison became an afterthought, reduced to a home for young officers on their first posting, rough veterans punished for some misdeed and war wizards responsible for maintaining the wall. A force of cavalry rotates out every six months, posted at the fort to deal with the occasional beast or bandits that trouble trade through the pass.

In the northern orc holdings, the peace has been enforced for two centuries by an intimidating scarred witch who hides her visage behind a horrid wooden mask: Mother Hagna, who is in fact a succession of witches, a fact not known by humans in the south and who sees the peace as a way to increase orc power.

But after generations of Mother Hagnas keeping their followers from flowing south, the latest inheritor of the title has visions of a great evil coming to her homeland and destroying her people. She gathers her thousands of followers — men, women and children — and leads them south, planning to use her army in a surprise attack to smash through the unsuspecting garrison at Ironwall Gap and claim northern Cor Rheale for her own. the current Mother Hagna's half-orc son, a member of an elite group of mystic orc assassins known as ghostwalkers, sneaks into the fort and assassinates the garrison's officers hours before the army attacks.

Adventure Synopsis

After rescuing a messenger from a flock of perytons, the PCs travel to Ironwall Gap, which has been besieged by an orc army, to deliver a message that reinforcements are being mobilized. When they arrive, they discover the command staff has been murdered and the fort is in chaos: he highest-ranked remaining officer just recently arrived with the garrison's detached unit of cavalry and the fort's soldiers, suspicious that he wasn't killed along with the other officers, refuse to follow his orders. An impending attack from the enemy army forces the PCs to take charge.

In addition to building up defenses in the interactive sandbox that is the fort at Ironwall Gap and dealing with repeated orc attacks using the mass combat system in Paizo's Ultimate Campaign sourcebook, the PCs have the chance to meet the enemy commander in a parlay, discover who truly killed the garrison's officers and why the cavalry master missed the fateful meeting where they died, and finally face Mother Hagna in a climactic final battle.

Adventure Rooks

The adventure begins with an unexpected encounter with a messenger as the PCs journey through the foothills of the Anetheles Mountains in northern Cor Rheale. The kingdom's north is largely uninhabited, and the PCs are a day from any village, much less the more-populated heart of the country to the south.

The PCs could be heading to or returning from an adventure in a remote dungeon, or perhaps already be on their way to Ironwall Gap to travel through to the orc lands to the north or even to visit a friend in the garrison. Alternatively, they could be part of the Cor Rheale military and be on patrol when they encounter a messenger from Ironwall Gap racing back to the capital.

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As thousands of orcs spill into the mountain pass,

Part 1: A Prelude to War Death from Above (CR 8)

A dry wind blows through the scrub covering the dusty hills of northern Cor Rheale, which stretch for miles in all directions, the horizon broken only by massive mountains rising to the north. A trail of dust rises over the hills ahead, clearly something moving quickly in your direction.

Percep-

Let the PCs make a DC 20 tion check to notice 4 winged, antlered shapes — perytons (Pathfind-Roleplaying er Game Bestiary 2) in the sky, occasionally diving toward whatever's causing the trail of dust. The PCs have 2 minutes to prepare before the perytons arrive. There's no good hiding place, though they can hunker down in the brush and make Stealth checks opposed by the pery tons' Perception checks. If they

climb to the top of a hill, they can

Perytons (4) CR 4

XP 1,200 each hp 42 each (Pathfinder Roleplaying Game Bestiary 2)

Ironwall Gap Soldier CR 2 XP 600 hp 30 See NPC Index for full statistics easily spot the perytons' quarry — a single rider on a lathered horse.

Under orders to prevent word of the orc horde from reaching the capital of Cor Rheale, three of the perytons divert from their original target to attack the PCs. The fourth continues after the rider, who, seeing a possible rescue, pulls his horse to a stop 120 feet away. The peryton tries to kill the rider's horse before returning to help its companions against the PCs, planning to finish the rider off afterward. The perytons fight to the death.

Development: If the PCs defeat the perytons, the rider trots back to thank them. Clearly battered and bruised, he introduces himself as Leddyn Howell, a messenger from Ironwall Gap. He tells the PCs of the orc army and his mission to summon help from the capital, and

begs them to travel to the fort to inform the garrison's commanders that help will be on its way. He gives the PCs a note and a pennant — bearing the garrison's symbol of an iron shield between two sandstone pillars — from his horse's barding as a symbol that he sent them.

Though he hopes the PCs do this for the good of the country, if they hesitate or demand payment, he assures them that they'll be rewarded for their service, though his gratitude at being rescued becomes tinged with distrust at their mercenary ways.

The PCs may insist on escorting Howell safely back to Cor Rheale, the kingdom's eponymous capital. Though he insists it's not necessary now that they've dispatched the perytons and it's more important that they go to Ironwall Gap, in the end he accepts their well-intentioned help. In the capital, Howell leads the PCs to the citadel from where the country's military hierarchy rules. After a short wait, they are ushered into Lord General Cassis Wyver's office, where Howell issues his report. Things move quickly at this point, with Wyver sending out runners to begin preparing the army to march. Thanking the PCs for their service, the lord general asks them to travel to Ironwall Gap to deliver the garrison orders to hold until reinforcements arrive. Though Wyver stresses the need to leave immediately and move quickly, if the PCs want to take the time to resupply or even sell off some loot, they have the opportunity: Cor Rheale is a large city with a purchase limit of 50,000 gp. If the PCs don't have mounts, Wyver provides them with combat-trained light horses.

Jronwall Gap

The PCs arrive at Ironwall Gap just before sunset. When they approach, read or paraphrase the following:

Sandstone cliffs, stained red by the setting sun, tower hundreds of feet above the canyon floor. Between them, dominating the pass, spans a mighty fortress culminating in a massive iron wall. Soldiers, silhouetted against the sky between crenellations, man a parapet at the top of the wall.

To the north, trails of smoke curl lazily into the sky, as if from thousands of campfires.

Entering the gatehouse, the PCs are met by a shellshocked soldier named Sten (male human fighter 3) who asks their business. Regardless of their answer, he lets them enter; if the PCs ask where the garrison's commander is, the guard informs them that he's dead, along with all the garrison's officers. When asked who's in charge now, he merely gives a hopeless shrug, telling the PCs no one seems to know.

A Rude Welcome

When the PCs enter the courtyard, read or paraphrase the following:

A dozen men and women watch as two men yell at each other in the center of the courtyard. One, a grizzled veteran wearing a tabard depicting an iron shield between two sandstone pillars, is held back by a woman wearing cleric's vestments. Two men hold back the other screaming man, his face suffused with red. All three wear tabards similar to the first man but with a charging horse emblazoned on the shield.

"I'm the ranking officer here, Sergeant. I order you to get on that wall!" the younger, blond man shouts.

"Like hell I'll listen to you!" the older man replies. "You're here one blasted month and suddenly we've got a bloody orc horde at the gate. And now you just happen to miss the hellspawned meeting where the Commander and the rest of the flaming officers are murdered? I don't think so! There's not a man or woman here who trusts you ... Captain!" His voice drips with scorn on the last word.

The men are Captain Oreg Turgesce (male human cavalier 6), who leads the detached unit of cavalry housed at Ironwall Gap, and Sergeant Cayven Hal (male human fighter 3), the longest-serving noncommissioned officer in the garrison. In the wake of the just-discovered deaths of the garrison's top officers, Turgesce is trying to take charge of the garrison. The distrust over his unexpected and unexplained absence from the meeting where the other officers died is compounded by his relative newness to the garrison (he's been there just five weeks), and the cavalry's usual role as a roving attack force and not part of the wall's standard defenses. The two issues have led to Hal, who speaks for the rank and file soldiers, refusing to follow his orders and the public confrontation.

Turgesce is being held back by his two lieutenants while Hal is being constrained by Saria Morngard (female human cleric 3), a priestess of the goddess of justice. A striking 30-year-old brunette, she fell in love with the fort's popular commander, Tanser Morngard, after being posted to the garrison 10 years ago and has remained at the fort even after leaving military service. However, 10 years in the backwater fort has grown tiresome and she recently began an affair with the charismatic Turgesce. The messenger Tanser sent to tell his cavalry captain of the command meeting couldn't find Turgesce because he was in the midst of a tryst, but both Saria and Turgesce are aware that telling the troops the truth would be at least as harmful as keeping it secret. As the argument continues, the sound of drums begins echoing through the canyon from the other side of the wall, getting louder and louder. Alarm horns sound from the top of the wall. With no resolution forthcoming from the garrison, the tension should continue to build until the PCs feel compelled to take charge of the situation. If they fail to do, Saria will notice and turn to the PCs, particularly any in heavy armor or carrying martial weapons, and beg for help.

Some PCs may be inclined to back Turgesce or Hal or craft a compromise.

If they back Turgesce, he thanks them for their service and tells them he needs people he can trust to help oversee the fort and he could use their assistance, giving them battlefield commissions. After the first battle, Turgesce sends the PCs to parlay in Event A (see **Chapter 3**), expecting it to be a pointless effort but not willing to completely miss a chance to avert war. Move up Event E (see **Chapter 3**), running it next and emphasizing Turgesce's loss of control, after which point Hal and Saria will again ask the PCs to take charge.

If they back Hal, Turgesce and his cavalry refuse to fight for the sergeant, giving the army a -1 Morale penalty and 3 hp damage to the army, which cannot be healed until the cavalry begins fighting again. After the first battle, Hal tells the PCs the garrison is doomed if the cavalry doesn't fight. He says he thinks their efforts against the orcs were enough that both he and Turgesce are willing to follow them if they'll take charge.

If the PCs try to compromise and put off the decision, both Hal and Turgesce are impressed by their actions in the battle and agree that they should lead the garrison through the crisis as a way of resolving their impasse.

Story Award: Award the PCs 1,200 XP if they take charge of the garrison without needing prompting from Saria.

The First Battle (CR G)

When the PCs go to the parapet to lead the battle, read or paraphrase the following:

Torches set in sconces on the wall illuminate the parapet of the great iron wall that spans the gap. Dozens of soldiers hold bows at the ready next to barrels of arrows, while a partner stands ready with polearms to fend off siege ladders. In the dusk-time gloom beyond the wall, the enemy campfires look like a river of stars on the canyon floor as what appears to be a sea of orcs waits just outside the range of the fort's weapons. The roar of thousands of orc howls above the repeated thumping of massive drums of war, and hits like a physical wave as the savage humanoids rush forward toward the outmanned garrison.

Mass combat

This module assumes you are using the complete rules for mass combat found in *Paizo's Ultimate Campaign* sourcebook, though the tactical situation and short timespan of the adventure means the armies' speed and consumption won't be relevant. One PC should be designated the garrison commander, in charge of making Morale checks for the human army.

Although it's not recommended, if you wish to simplify this aspect, just have each army make one attack against the other during each mass combat event. Roll both armies' offense check (1d20 + its Offense Modifier) and then subtract the damage dealt (offense check result - the defending army's Defense Value) from the other army's hit points. If either army is reduced to 0 hp, it is defeated (remember armies only take damage from other armies).



Orc Horde XP 2,400

CE Gargantuan army of orcs (fighter 1) hp 33; ACR 6 DV 15; OM +6, ranged Tactics relentless brutality Resources ranged weapons Special darkvision, ferocity

In this battle, the horde uses the standard tactic and strategy. The army begins with a 0 Morale.

Ironwall Gap Garrison XP 600



LG Medium army of humans (fighter 3) hp 11; ACR 2 DV 20; OM +4, ranged Tactics full defense Resources fortifications, ranged weapons, siege engines Special armor training, bravery, challenge, fortifications, order Morale -2

The disorganized garrison uses the standard tactic and strategy in this battle, which lasts only long enough to require one Tactics, Ranged and Melee Phase. With the troops struggling to deal with the sudden onset of hostilities and change in command, using a different tactic or strategy requires a PC commander to make a Morale check (1d20 + commander's Cha modifier + his ranks in Profession (soldier) divided by 5) of DC 20 to change strategy and DC 15 to change tactic. Note also that the army currently has a -2 Morale.

Expecting the garrison to be easy prey with its top officers murdered, the orc commander, Warleader Karsh, doesn't press the attack as furiously as he might and withdraws fearing some surprise assault. This means the garrison should survive the fight, though it could still take losses that put it in danger later on. Use this first battle to make sure all the players are familiar with the rules of mass combat (*Pathfinder Roleplaying Game Ultimate Campaign*).

Part 2: Jronwall Gap

Events calm down — briefly — after the first orc army attack. Give the PCs a moment to catch their breath. This section of the adventure is a sandbox, and PCs can explore the garrison at their leisure, with any soldier able to give them a tour and show them where everything is. Still, don't let them get too comfortable — Part 3 of the adventure details a series of events while the PCs are at the fort, with the first (Event A) happening before they get much time to explore or plan their defenses



The Fort at Ironwall Gap

The rooms at Ironwall Gap were carved with a mixture of magic and muscle, leaving 1-foot-thick hewn stone walls. The stone floors have been worked smooth. The doors are strong wood; unless otherwise noted, they don't have locks although every door has an iron bar that can be used to seal it from inside the room it leads to. The outer wall itself is 10 feet deep along most of its length, with 3,600 hit points and hardness 10 for every 5-foot square. Everburning torches in wall sconces illuminate interior rooms except in sleeping quarters, where hooded lanterns provide light.

The garrison comprises 100 soldiers, including 20 members of the cavalry force, plus support staff such as cooks, craftsmen, doctors and servants. The residents are all human. Unless otherwise noted, soldiers are 3rd-level fighters while the support personnel are 3rd-level experts.

Ironwall Gap Soldier (Human fighter 3) CR 2 XP600 hp 30 See NPC Gallery for full statistics

1. Courtyard

A number of doors lead into the fort from the courtyard, which sits on the natural canyon floor. On the first and second floors, arrow slits make it a veritable killing field if any enemies breach the walls.

Portcullises block entrances to the fort to the north and south. To the north, a passage cuts through the iron wall ending in a pair of closed 10-foot-thick iron gates. The gates, which open outward, are locked with a massive iron bar, requiring a DC 30 Strength check to break.

2. Stables

A set of double doors leads into the stables built into the gap's western wall, many of the stalls occupied by proud-looking warhorses. A tub in a far corner filled with manure adds a pungent smell to the building.

A score of combat-trained heavy horses belonging to the garrison's detached cavalry force are stabled here. No one's had time to fully clean out the stables since the orc army arrived, and stable workers have been collecting the dung for disposal later, though perhaps the PCs can find a use for the waste.

2B. Tack Room

The horses' tack, harnesses and barding are kept in this room, along with several dozen surplus lances and composite shortbows and arrows.

3. Smithy

Two sets of double doors lead into this smithy built along the gap's western wall. Heat fills the room from a massive forge. A large anvil sits in front of the hot coals while well-organized metalworking tools — hammers, chisels, pincers — line the walls.

The smithy is the abode of Daven Barcrith (LG male human expert 3), a generally jovial worker who enjoys keeping the garrison's equipment in good condition. He fears the garrison's cause is hopeless and he'll be killed by orcs soon, but works with a grim, fatalistic determination on any weapon and armor crafting he can before the end. Though he's not an artisan and has little imagination for non-weapon or armor work, he does his best to make anything the PCs ask for.

4. Workshop

A single door leads into this workshop, where scraps of leather and wood cover the tables, benches and shelves along with haphazardly scattered hammers, knives, saws and nails.

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A jack of all-trades, Keed Haymarc (LN male human expert 3) serves as the garrison's leatherworker, woodworker, cobbler and all-around handyman. Along with Daven, he's responsible for maintaining the fort. Far more prone to grumbling than Daven, Keed believes he knows more than anyone else about his fields. He begins as indifferent to the PCs, who must to succeed at a **DC 14 Diplomacy** check to get him to agree to any requests.

Anyone using *detect magic* can find six *stubborn nails* (*Paizo Roleplaying Game Ultimate Equipment*) mixed in with Keed's supplies. He's not aware of their nature but is reluctant to part with them if he finds out they're magical, adding +5 to the DC of a **Diplomacy** check for any PC who asks for them.

Stubborn Nail

Aura faint abjuration; CL 3rd Slot none; Price 100 gp; Weight 1/2 lb.

Description

This adamantine piton is 6 inches long. As a standard action, the bearer may push the nail by hand into any non-living material, including metal, stone, or wood. The bearer may push it through more than one item at a time, so long as the total thickness is not greater than the length of the nail. Once pushed into place, the nail is held firmly as if it had been hammered there (a DC 20 Strength check to remove it), although the creature who put it there can remove it as a move action. Once removed, the nail leaves no hole or other sign of its presence. The nail can support 500 pounds. If used to hold a door shut, increase the break DC of the door by +2. If pressed into a lock, the lock cannot be opened until the nail is removed. Once removed, the nail loses all its powers and transforms into a nonmagical iron piton.

Construction

Requirements Craft Wondrous Item, *arcane lock*, *mending*; Cost 50 gp

5. Guard Room

Guard rooms throughout the fort are typically manned by two guards, one person leaves his post during mass combat events.

6. Privies

A number of privies are scattered throughout the fort.

7. Kitchen

Smells of baking bread and bubbling stews emanate from this warm chamber's stove. A massive butcher block is scarred with knife cuts from numerous blades scattered around, piled on every surface along with serving trenchers, wooden spoons and other cooking implements.

Three cooks (human expert 3) — Worl, Theralia and Tanug — are generally in the kitchen, making sure the supply of food remains available for tired, hungry soldiers. After Event E (see **Chapter 3**), a guard replaces Tanug.

8. Store Room

Shelves, covered with all manner of sacks and pots, run the length of these chambers.

8A - contains mechanical supplies: heavy cloth, chains, iron pitons, extra lanterns, barrels of lantern oil and pitch, etc.

8B - contains cooking supplies such as flour, grain and cooking oil.

8C - contains grain and straw for the cavalry horses.

8D - contains additional mechanical supplies for the fort: heavy cloth, chains, iron pitons, extra lanterns, barrels of lantern oil and pitch, etc. A DC 20 Perception check reveals two dozen long-forgotten jars of alchemist's fire marked "Dragonfire: behind a pile of sacks on a dusty shelf far to the rear of the storeroom

8E - contains unused raw materials — metal for the smithy, wood and leather for the workshop, as well as chain and plate that can be made into armor or barding.

8F - contains additional kitchen supplies, in-

cluding cured meats, ale and wine, and barrels of water.

8G - contains domestic supplies such as linens, as well as parchment, ink and quills.

The PCs are free to make use of any items in these rooms; the fort is well-stocked, so be generous if they ask for supplies to create defenses.

9. Soldiers' Mess hall

Tables and benches fill the dining room. A giant banner featuring the garrison's coat of arms — an iron shield between two sandstone pillars —dominates the northern wall.

The garrison's soldiers gather here for meals and to relax. Typically, 2d20 soldiers can be found here when the fort is not under attack.

10. Officer's Mess hall

Two round tables stand in this room, surrounded by padded chairs. Paintings of mountain scenes line the walls.

The fort's officers eat here, along with guests or travelers they may be entertaining.

11. Muster Kall/Armory

Two sets of double doors open in the east and west walls of this large chamber. Weapons — swords, axes, polearms, bows — and barrels of arrows and bolts line the walls of this chamber.

In usual circumstances, soldiers met here to get their orders before beginning their shifts.

The PCs can find any simple or martial melee weapon they want here as well as hundreds of arrows and bolts.



12. Barracks

An assortment of mismatched rugs cover the floor of these barracks, which are filled with dozens of bunk beds and a pair of small chests at the foot of each one. A huge banner on the north wall features the garrison's coat of arms surrounded by dozens of smaller, tattered banners.

The quarters for the rank and file, both men and women, which is in constant use by 2d20 soldiers trying to rest when the fort is not under attack. The chests contain personal supplies — usually a change of clothes, a few personal mementoes and letters, as well as 3d6 gp.

13. Infirmary

An antiseptic smell fills this infirmary, where a half-dozen beds are adorned with clean sheets. Carefully rolled bandages are stacked on shelves around the border of the room.

Two medics work in this hospital, where a growing number of soldiers recuperate after attacks from the orc horde.

14. Prison

Stairs lead down to this dank room, furnished only with a simple wooden stool. A key ring hangs on a hook on the wall behind the stool.

A single guard keeps watch here (though the post is left vacant if the cells are emptied). All the doors in this area are locked (hardness 5, hp 15, break **DC 23**, **Disable Device DC 25**) and can be opened by the keys hanging on the wall.

14B. Cells

Barred windows in the sturdy door let a little light into this bare cell, which contains a simple straw pallet and small wooden bucket. Two of the cells are occupied, each by one of the guards who discovered the war room slaughter (See Room 23). Entering the war room pushed them into a murderous rage and they were brought here after they were subdued, suffering small wounds and abrasions.

If questioned, the battered men, Dosol and Bilasi, share their story of finding a slain guard, Yelora, outside the war room. They raised the alarm before entering, where they were overcome by "sudden, horrible voices" urging them to kill. (A DC 21 Knowledge (religion) check can identify this as possibly being caused by a haunt.) They remember being filled with rage and trying to kill until they were stopped by their fellow soldiers. They were put in the cells in case they lost control again.

If the guards are released, the army's Morale improves by 1.

14C. Interrogation Room

Rusty chains hang from the walls in this room. A narrow shelf holds dusty tools sharp blades, pincers and other implements of torture — above an empty brazier.

A relic from when enemy commanders were captured when combat was a regular occurrence at Ironwall Gap, the interrogation room hasn't been used in the memory of anyone in the garrison.

15. Bath

The sound of flowing water fills this room, where cloth hanging from ropes strung across the way blocks most of your sight. Behind the privacy curtains, water pools in a large basin in the ground. A wooden shelf holds blocks of soap and numerous towels.

An early fort engineer developed a system to have an underground spring flow in and out of the bath dug into the ground here. The bath remains cold but is self-cleaning, the water completely cycling in and out about every hour.

16. Cavalry Barracks

Beds line this chamber, each with a small chest under each one. The walls are covered with woven hangings of battle scenes involving charging cavalry.

The cavalry force stays sleeps in these quarters and 2d10 of them can be found here at most times. The chests contain personal effects — usually a change of clothes, a few mementoes and letters, and 3d6 gp.

17. Ouest Rooms

A small bed and bureau — with a mirror and washing bowl — make this room a comfortable, though not especially inviting, place to rest for guests in the fort.

These quarters are typically used by merchants staying in the fort on their way through Ironwall Gap. The PCs are offered their use during their stay here.

18. Shrine

Carved bas-reliefs cover the walls of this shrine, broken in places by niches containing offering bowls to various deities: the god of life, the god of bravery, the goddess of justice and the god of the hunt. A larger altar, with numerous small gifts and pieces of parchment placed in front of it, is dedicated to the god of battle.

Followers of any deity are welcome here. Most in the garrison follow the god of battle, though the gods of life, bravery and the hunt, and the goddess of justice certainly have their devotees as well.

The scraps of parchment in front of the altar contain soldiers' prayers, asking for courage, strength of arms, and protection. The gifts tend to be tokens such as rings, patches of clothing and small images of loved ones worth no more than 5 gp each.

When the PCs arrive at the fort, the room also contains the wrapped body of Yelora, the guard who was outside the war room. She was killed by Targg,



the half-orc ghostwalker, who slid a knife stuck between her ribs into her heart. If the PCs use magic to speak with Yelora, she can only tell them that she caught just a bare glimpse of a half-orc appearing next to her before everything went dark. If the PCs have recovered the bodies from the war room, they can be found here as well unless the PCs had them brought somewhere else.

19. Cleric's Quarters

This well-organized room looks almost as though it could be an armory, a dozen weapons hanging from the walls. A battered wooden training dummy stands in one corner opposite a large bed. Several melted candles sit on a wooden desk, along with a pair of leather-bound books, quill and vial of ink.

The door to this room is locked with a sturdy lock (hardness 5, hp 15, break DC 23, Disable Device DC 25); the key can be found on the body of the priest who lived here, Halig Minos (See Room 23). A hidden door (DC 20 Perception check to spot) to the shrine (Room 18) is also locked and can be opened with the same key.

The first book is Minos' holy text; the second appears to be Minos' personal journal.

Mostly filled with notes about his personal training and combat experiences, Minos' journal is lined with the occasional non-military observations and complaints in the margins. Among the notes are comments on soldiers in the garrison, the most recent of which indicate that the new cavalry commander has been spending a lot of time in the shrine, but rebuffed Minos' approach and said he preferred to pray with Saria.

20. Unoccupied Cleric's Quarters

Dust covers the bureau and the floor near the walls in this bare room though fresh linens lie in a heap on the unmade bed.

The door to this room is locked with a sturdy lock (hardness 5, hp 15, break DC 23, Disable Device DC 25); Saria keeps the key on her. A hidden door (DC 20 Perception check to spot) to the shrine (Room 18) is left unlocked.

These quarters were Saria's until her marriage to Commander Tanser, at which point they were left to accumulate dust. She's reclaimed them in the last two weeks since beginning her affair with the cavalry leader, Captain Turgesce. They were secreted away here for a last tryst before the battle when Tanser called for a meeting of his command staff, a summons that Turgesce missed. They emerged a short time later when an alarm began ringing when the officers' deaths were discovered.

Survival DC 20



Success: Two people have been using this room regularly for the last month based on the trails in the disturbed dust in the center of the chamber. Based on the size, one is a man and one a woman.

Perception DC 25

Success: Hidden in a hollowed out leg of the bed are three love letters from Turgesce to Saria.

Reading these notes likely lets the PCs figure out what was going on between Turgesce and Saria. If they confront the pair privately, they'll admit it. Though Turgesce is defiant, Saria apologizes and says they didn't intend for it to happen. She begs the PCs not to admit the truth, saying it would only reinforce the garrison's distrust in Turgesce and further demoralize the soldiers.

If they confront the lovers in public, Turgesce indignantly asks the PCs how dare they besmirch their reputation. His attitude shifts down one step. Saria refuses to answer the allegations and returns to her quarters with as much dignity as she can manage. She later approaches a PC she thinks will be sympathetic and explains the situation as if the PCs had confronted her privately.

If the garrison learns of the affair, the army's Morale suffers a -1 penalty.

Story Award: Award the PCs 1,200 XP if they discover the truth about why Turgesce wasn't at the officers' slaughter.

21. Commander's Quarters

This room has the feel of long use: Rugs cover the floor around a large bed and several wellmade armoires. A painting of a happy middle-aged man missing one eye and younger woman has a prominent spot on one wall, joined by several other mountain and military scenes.

This was Commander Tanser and Saria's bedroom. The painting shows the two of them together, and is joined by other personal effects from a 10-year marriage. A secret door (**DC 25 Perception** to notice) leads to a hallway to the great hall (**Room 22**).

22. Great Kall

A half-dozen chairs form a crescent in front of a stuffed chimera, the dragon's head prepared so its jaws gape widely, on a wooden dais at one end of this room. A giant banner featuring the garrison's coat of arms dominates one wall; the others are covered with various trophies weapons, a manticore's tail and stuffed heads — while candles twinkle merrily from a glass chandelier hanging from the ceiling.

The garrison uses this room for formal ceremonies and entertainment, encouraging performers passing through to take to the dais for the soldiers' entertainment. The weapons were those of honored soldiers and respected enemies while the other trophies, including the chimera, are creatures killed by forces from the fort. The chandelier is lit with everburning candles, giving the hall a warmer feel than most of the rooms in the fortress. A secret door (**DC 25 Perception** to notice) leads through a short hall to the commander's quarters (**Room 21**); peepholes in the passageway allow anyone in the hidden hallway to see and hear into the great hall. The PCs can find several masterwork weapons here — a pair of bastard swords, three two-handed swords and five orc double axes.

23. War Room (CR 6)

Splattered blood covers everything in the chamber, where half a dozen men and women lay dead among a knocked-over wooden table and shattered chairs. Weapons lie next to four armored bodies, one of which appears as if it was devoured by insects. A fifth man wears robes, and lays with a wand next to his body, while a sixth lays beheaded, surprise etched on his face a few feet away from his body. Notes and maps posted on the walls are obscured by scorch marks and gore.

Two guards stand watch at the door. They warn the PCs that something is causing people who enter to go mad, attacking anyone nearby. If the PCs insist on entering, they step aside but draw their weapons and warn that they'll not hold their blades if they have to defend themselves, though they promise to try to subdue any combatants rather than kill them, if possible.

The bodies are of the fort's officers: Commander Tanser Morngard, a grizzled man missing one eye, who was killed by a fleshworm infestation (Ultimate Magic) spell; his lieutenants: the blonde Shan Sulryn, whose former beauty was ruined in the burning hands that claimed her life; the massive blackskinned Tunde Hearthshade, who has an arrow protruding from one eye; and Amaia Dant, the darkhaired bowmaster, and the half-elven war wizard Aris Kyne, both of whom have numerous wounds from bladed weapons; and the garrison's priest, Halig Minos, who was beheaded by Commander Tanser at the start of the hostilities. They all killed one another in rage after Targg threw a bag of crimson rage dust (see below) into the room. The sudden violence of their death has spawned a haunt that is perpetuating the violence in the room against any other who enters.

Seeing Red CR 6

XP 3,200

persistent

CE haunt (30-ft.-by-30-ft. square),

Caster Level 6th Notice Perception DC 25 (to notice the smell of blood and sounds of screaming and weapons clashing)

hp 27; Trigger proximity; Reset 1 minute

Effect When this haunt is triggered, a bloodred haze fills the vision of anything in the room, which suddenly feels full of anger and the desire to kill. All creatures in the room are targeted with murderous command (Ultimate Magic, DC 13).

Destruction To permanently destroy this haunt, the PCs must discover who killed the officers and slay the assassin or force him out of the fortress.

The top-ranking officers in the garrison, the victims of the crimson rage dust, all had magical gear. If the PCs simply claim the gear as their



own, they anger the garrison, giving them a -5 penalty on any **Diplomacy** checks. If they request permission or don't try to claim the gear, however, Sergeant Cayven Hal or Saria Morngard suggests the officers would want it to be used in the garrison's defense and that the PCs shouldn't let the items go to waste. The story spreads quickly among the soldiers, letting the PCs use the items without penalty. If the PCs supply members of the garrison with magic items (these or their own which they've replaced with these items), army Morale improves by +1.

The contents of the room, with their original owner, are:

Capt. Tanser Morngard: +1 half-plate, +1 defiant battleaxe, ring of ferocious action (Ultimate Equipment)

Shan Sulryn: +1 chainmail, +1 morningstar, quick runner's shirt (**Ultimate Equipment**)

Tunde Hearthshade: +1 splint mail, +1 greataxe, equestrian belt (Ultimate Equipment)

Amaia Dant: +1 *studded leather*, +1 *composite longbow* (+1 Str), short sword, *ring of jumping* **Aris Kyne:** *ring of protection* +1, *wand of magic* missile (12 charges, CL 7th), spell component pouch, plain silver amulet (invisibly etched with Kyne's arcane mark, this amulet disarms the trap in his quarters — see **Room 13**) Halig Minos: masterwork chainmail, masterwork warhammer, wooden holy symbol of the god of war, wand of cure light wounds (46 charges), oil of align weapon, 1 vial of silversheen (**Ultimate Equipment**)

Each also has a key to their quarters.

Crimson Rage Dust

Aura faint enchantment; CL 5th Slot none; Price 750 gp; Weight -



Description

So fine it almost looks like liquid, this scarlet dust smells strongly of rusted metal.

Thrown as a splash weapon with a range increment of 10 feet, a pouch of crimson rage dust creates a cloud of dust in a 10-foot cube that lasts for one round. Each round that a creature inhales the dust, it must make a DC 13 Will save or suffer an all-consuming fury, affected as the spells rage and murderous command for five rounds.

If thrown into a vapor such as a cloud or smoke, the dust spreads in up to a 20-ft. radius throughout the vapor, which absorbs it and turns a lurid red. Any creature that breathes in the vapor is treated as inhaling the dust. The dust affects the vapor for up to 1 minute, its magic dissipating if the vapor is dispersed more quickly. Its effects stack with any other magical properties the vapor may have.

The dust can also be added to an alchemical item such as a smokestick or bomb, taking effect when the item is activated.

The dust's magic is expended after it is used.

Construction Requirements Craft Wondrous Item, murderous command (Ultimate Magic), rage; Cost 375 gp

Perception DC 20

Success: The PCs find a leather pouch engraved with orc runes; a **DC 20**



Knowledge (local) check reveals the runes are those used by an elite group of orc assassins known as ghostwalkers. The pouch contains a scattering of crimson dust. A DC 20 Craft (alchemy) check indicates it appears to be the remnants of an expended smoke bomb, though typically the contents of such a device wouldn't be red. A lingering aura of magic in the pouch can reveal the presence of the crimson rage dust.

Perception DC 25

Success: The PCs find a second leather pouch, similar to the first, that Targg threw into the room but which didn't open. It contains one dose of crimson rage dust.

24. Library

Several stools sit under a waist-level shelf that runs the length of this room and holds a small collection of books.

Most of the books focus on military strategy and tactics. Any character using the library can gain a +2 circumstance bonus on **Profession (soldier)** checks.

25. War Wizard's Quarters (CR 6)

Arcane runes are scribbled on the wall of this spartan room, containing only a bed and simple dresser.

Unlike most of the other rooms, Aris Kyne's chambers are not only locked, but also trapped. The war wizard was cautious bordering on paranoia and took steps to make sure no one entered without permission. Kyne placed two enchantments on the door, as well as a trap for anyone who entered without his permission. Kyne enchanted the door with a permanent magic mouth and arcane lock. Anyone who touches the door



activates the former magic, causing a mouth to appear and say in Common, "Entry into these chambers is by permission only. Harm may come to any other who enters." The second spell increases the DC to disable the lock to 35; it can be bypassed with the wizard's key, which can be found on his body.

The trap triggers if anyone walks through the door when Kyne's arcane marked amulet isn't inside. Creating a stream of wind, it forces anyone who tries to enter back, then slams the door closed and resets.

Wind Ward trap CR 6

XP 2,400 Type magic; Perception DC 29; Disable Device DC 29



Trigger proximity (alarm), **Reset** automatic reset

Effect spell effect (*river of wind* (Advanced Player's Guide)), 4d6 nonlethal and knocked prone, DC 16 Fortitude save for half damage and prevent being knocked prone, any creature beginning its turn wholly or partially within a river of wind is pushed 20 feet back, suffers 2d6 nonlethal and is knocked prone, DC 16 Fortitude save for half and prevent being knocked prone; and open/close, slams door, reactivating arcane lock); multiple targets (all targets in a line in front of the door)

Bypass If Aris Kyne's amulet (**see Room 23**) is brought into the room, the trap will not trigger.

The runes on the wall comprise arcane research, but did not lead to any discoveries for the wizard.

26. Wizard's Workshop

A leather-bound book lays open on the wooden desk that dominates this room. A worn leather chair sits in front of the desk, while several quills and vials of ink lie on the surface. Various alchemical equipment rests on worktables against the far wall below shelves with labeled glass vials that hold an array of powders, vegetation, insects and animal parts.

The book on the desk is Kyne's spellbook, which contains 20 random wizard spells of 1st through 4th level, plus alarm, fleshworm infestation (Ultimate Magic), magic siege engine (Ultimate Combat), river of wind (Advanced Player's Guide), and telekinetic assembly (Ultimate Combat). The equipment in this room is equivalent to a masterwork alchemist's lab. There is also enough material to create three spell component pouches.

27. Portcullis Room

This room contain the mechanics for the fort's portcullises.

28. Officer's Quarters

These rooms were used by the fort's slain officers (see Room 23). Each has a bed, bureau and various personal effects.

29. Officer's hall

Padded leather chairs stand around a wooden table, holding an unfinished game of chess and several decks of cards.

This is where the fort's officers relaxed in their time off.

1. Full details on using siege engines is available in **Ultimate Combat** or online at Paizo.com's Pathfinder Reference Document.

30. Parapet

Rising 30 feet above the canyon floor, the massive iron wall is topped with crenellations, offering protection to the soldiers standing guard here. Torches set around the edges shed light across the parapet.

The bulk of the army fights from the parapet during enemy attacks. The crenellations offer partial cover to soldiers while everburning torches every 5 ft. along the walls keep the entire area in normal light at all times.

31. Catapult Towers

A trap door leads up to the highest point of the fort, 45 feet above the canyon floor. A massive catapult sits at one end along with piles of ammunition. A simple hand-operated pulley crane is mounted on the back of the tower.

A crew of four guards work on the heavy catapults at the top of each tower. The crane is attached to a net on a 50-ft. rope, allowing soldiers to bring ammunition directly to the top.

Siege engines¹

It takes a crew of four people 3 full rounds to both load and to aim one of the catapults. which does 8d6 damage, x2 critical, with a range of 300 feet (100 feet minimum).

To use an indirect-fire ranged siege engine outside of mass combat, the crew leader makes a check against the heavy catapult's targeting DC of 25. This check uses his base attack bonus, his Knowledge (engineering) skill modifier or Intelligence modifier (if not trained in Knowledge [engineering]), any penalty for not being proficient in the siege engine, and the appropriate range and other modifiers. If the check succeeds, the indirect attack hits the target.

The garrison's siege engine crew leaders have +15 modifier to their targeting check.

Part 3: Enemies at the Gate

Part 3 of the adventure is a series of events that happen over the course of the three days the PCs are in charge at the fort. Events happen in conjunction with exploration that may be taking place during Part 2. A suggested timing for each event is included, but feel free to use that as a guideline, speeding up or slowing down the pace based on what the players are enjoying. If they're not feeling pressure, a quick series of incidents may ratchet up the tension. If they're getting overwhelmed, slow down and give the PCs a chance to catch their breath and marshal their resources.

Event A) The Fiorde Attacks (CR 6)

The orc army continues to attack repeatedly, trying to force its way past the wall. Warleader Karsh and his war chiefs know they have the advantage at night and typically attack an hour after sunset; they also throw forces at the wall at noon (though they suffer a -1 penalty to OM and DV due to their light sensitivity), trying to prevent the human garrison from resting while relying on their vastly superior numbers to keep their own warriors fresh.

Orc Horde XP 2,400

CE Gargantuan army of orcs (fighter 1) hp 33; ACR 6 DV 15; OM +6, ranged Tactics relentless brutality Resources ranged weapons Special darkvision, ferocity

Initially, the army uses the standard tactic and standard strategy. After two attacks, it ramps up to aggressive strategy (-2 DV, +2 OM, +3 damage dealt) for the next two battles before becoming reckless (-4 DV, +4 OM, +6 damage dealt). Should the army be reduced to twothirds of its hit points, it begins using relentless brutality (+4 OM, -4 DV). It reverts to using the standard tactic if it's reduced to one-third of its hit points.

Ironwall Gap Garrison XP 600

LG Medium army of humans (fighter 3) hp 11; ACR 2 DV 20; OM +4, ranged Tactics full defense Resources fortifications, ranged weapons, siege engines Special armor training, bravery, challenge, fortifications, order

The garrison begins with a -2 Morale, but gets a cumulative +1 Morale after each battle in which it takes no damage (up to +4 maximum). PCs can also rally the soldiers' spirits; have them make a DC 15 check using the appropriate skill (Bluff, Diplomacy, Intimidate or Performance) to give a +1 boost to Morale.

The army's commander may also win boon with each successful mass combat encounter.

Building Defenses

Players may come up with unique ways to defend the fortress. Be gener-



ous in giving bonuses and benefits for their actions. Setting up a fire trap, for example, could give the orc horde a -2 OM and the garrison a +2 OM to represent orcs dying in the flames before they ever reach the wall.

Also, the garrison is small enough that the PCs can have a greater effect than they might normally. Allow them to use their class features to add reduced versions of special abilities, as detailed in Ultimate Campaign, to the army. For example, a single cleric PC could give the army the channel positive energy special ability, but should only heal hit points equal to half the army's ACR.

Fatigue

The PCs may be staying up all night fighting and then spending their days



working on the wall's defenses or dealing with other events listed below. In addition to possibly not being able to prepare new spells, the PCs could get tired.

After Day 1, treat PCs as fatigued (can't run or charge and suffer a -2 to Strength and Dexterity). If they still don't rest, they could be exhausted after Day 2. Note that exhaustion carries strong penalties (moves at half speed, cannot run or charge, and takes a -6 penalty to Strength and Dexterity) so you may want to give them a chance to rest for an hour letting them recover back to merely being fatigued — after an encounter.

If they're already struggling, feel free to rule that they're getting enough naps between action that they don't suffer fatigue.

Award the PCs 2,400 XP for every mass combat in which the garrison is not destroyed or routed.

If the Ironwall Gap garrison is defeated, the PCs have failed. Each PC has a 25 percent chance of escaping such a defeat with serious injuries. They are captured and placed in the garrison's cells, stripped of equipment. They will be freed and have their equipment restored a week later after the main Cor Rheale army arrives and recaptures the fort. Alternatively, if they have a way to free themselves from the cells, you can have them try to work behind the lines, perhaps facing down the orc commanders without the benefit of an army supporting them. Thought the exact details of such a scenario are beyond the scope of this adventure, it should be very dangerous, with frequent battles against numerous orcs.

Event B) Parlay (CR 9)

Day 1: Shortly after the first attack, the PCs are summoned to the front line where they can see a small contingent of orcs has advanced to just out of arrow range, one of them waving a white flag.

Development: This situation give PCs a variety of choices. If they refuse to parlay, simply skip this

event. Otherwise, they may meet the delegation outside the fort walls or even bring them into the fort, at which point they must decide where to meet them (the orc delegation approaches to 200 feet from the fort's gates but trusts the PCs to hold to the truce if they brought inside) and ultimately if they want to honor the truce.

The orc delegation is led by Warleader Karsh (male orc barbarian 8) and four guards (male orc fighter 4). He congratulates the PCs on their victory, saying he was surprised by the garrison's resilience but warns the horde will attack in force next time.

He offers the chance to flee, saying the orcs will not pursue them. The PCs likely reject the offer, drawing a shake of the head from the orc commander. He tells them he will enjoy slaughtering them, but Mother Hagna insisted he make this offer.

The PCs can try to drag out negotiations to take as much time as possible. Have the lead negotiator make a **DC 22 Diplomacy** check; other PCs may assist. Success means they stretch negotiations through the day; though the PCs get no rest, they delay the orc leaders' return long enough to avert a horde attack. If the PCs succeed in doing so, award them 2,400 XP.

If asked why the orcs are attacking: Karsh tells the PCs that Mother Hagna has seen "doom is coming." The orcs are willing to suffer the humans to live, but have decided to move to a new home in the hills to the south of the mountains.

If confronted about the commanders' deaths: Karsh acknowledges being responsible but claims it was for their own good — "Hagna sent a ghostwalker to deal with them. I thought killing the few would cause the rest of you to flee, sparing your lives and more importantly those of my warriors'." He says nothing further about the ghostwalker, though a **DC 20 Knowledge (local)** check reveals that it is a group of mystical orc assassins.

If they ask about Mother Hagna: Karsh tells them she is the orcs' leader, but says no more than that. If the PCs succeed at a **DC 20 Knowledge (local)** check, you may describe Mother Hagna to them; if they succeed at a **DC 25 Knowledge (local)** check you may reveal that she's actually a series of witches. Karsh refuses any efforts to arrange a meeting with Mother Hagna though he is willing to send a runner to exchange messages (but no items) with her; her only response to any communication is to reiterate that the orcs will spare the PCs and the garrison if they leave immediately.

If the PCs try to capture or kill Karsh: If Karsh is outside the fort, he and the guards begin a fighting retreat, moving each round toward his own troops, who rush forward to protect him (the orc fighters have a speed of 20 feet, and double move each round until they reach the site of the parlay, which is 200 feet away unless the PCs set up the meeting elsewhere). If he has no chance to escape, he fights until given the option to surrender or reduced to one-third his hit points, at which point he'll ask for mercy. He is willing to be taken prisoner, as he expects Targg to free him later. Otherwise he fights to the death, focusing on trying to kill whomever he perceives as the most dangerous PC. The guards fight to the death unless Karsh surrenders.

Losing their commander means the orc army loses its relentless brutality special ability, but also enrages it, causing it to immediately begin using its aggressive strategy before switching to reckless strategy two battles later.

Warleader Karsh CR 7



XP 3200 hp 89 See NPC Gallery for full statistics

Orc Guards (4) CR 3

XP 800 each hp 41 each See NPC Gallery for full statistics

Event C) A Shost in the Machine (CR 7)

Day 2: After the second mass combat, Mother Hagna sends her son back into the fort to sabotage the garrison's defense. Targg sneaks back into the keep and, using his forgotten trick ability to duplicate the undetected sabotage ability, sets traps on the keep's catapults. When they're used in the next mass combat, they fail spectacularly, killing the catapult crews, causing the garrison to suffer a -2 penalty to its OM. Daven Barcrith and Keed Haymarc can repair the catapults before the next mass combat, but a PC has to lead the makeshift replacement crews to negate the penalty. To regain the army's siege engine resource, the PC must succeed at a **DC 25** targeting check in each mass combat.

The incident likely leads the PCs to search for the saboteur. Targg will have remained in the fort, doing his best to remain hidden so he can inflict as much damage as possible, typically during mass combat events. Among the actions he may take:

- Poison a meal with arsenic: In addition to each PC having to save against the poison, the garrison must succeed at a DC 13 Fortitude save or suffer a -2 OM and DV for two days; the garrison has a +5 modifier to its save.
- Send incorrect orders: If he succeeds at a Disguise check (opposed by the garrison's +3 Perception), Targg orders the army to adopt a reckless strategy (-4 DV; +4 OM; +6 damage). The PCs may attempt to change the army's strategy before the melee phase begins. If questioned later, the soldiers are confused about where exactly the orders for the all-out attack came from.
- Start a fire in the hay under the stables in Room 8C: The horses react to the smell, giving the PCs a chance to douse the flame before any major harm is done. If they are unable to quickly take care of the problem, the garrison puts out the blaze, but suffers a -1 Morale penalty.
- **Target a PC for assassination:** If one of the PCs has proven to be particularly effective, Targg may try to kill her in her sleep.
- Free Karsh: If the PCs captured the orc general, Targg tries to free him shortly after dawn of the next day, a few hours after an orc army attack ends. He kills the prison guard in Room 14, and using Stealth tries to lead Karsh through the courtyard and up to the top of the wall, from where he can climb or possibly even jump down. Unless the PCs have taken special precautions, each of the pair must succeed at a six Stealth checks, opposed by the guards' Perception (+3), to get to the top of the tower unnoticed.

While hiding, Targg looks for lesser-used areas with multiple ways out where he can barricade himself, setting up noisy traps to alert him to anyone attempting to enter. His initial choice is the southern portcullis room (Room 27), after which he could retreat to the great hall (Room 22) or either of the priest's quarters (Rooms 19 or 20).

If discovered, Targg tries to get in a sneak attack and then uses his vanish ability and smoke bombs to try to escape to a different area of the fort. If he does not believe he can escape, he fights to the death.

Ghostwalker Targg CR 7 XP 3200 hp 49 See NPC Gallery for full statistics

Event D)

Subterranean Subterfuge (CR 7+)

Day 3: Frustrated by their inability to get through the wall, the orcs plan a sneak attack, using summoned thoqqua (**Pathfinder Roleplaying Game Bestiary 2**) to tunnel under the wall. Their work disturbs two swarms of ants nesting in the area, which flee the thoqquas' heat and emerge in a storeroom (**Room 8F**) early in the morning of Day 3.

The PCs are alerted when screams erupt from the kitchen, two of the cooks running into by a writhing carpet the courtyard, followed of black ants. At the same time, a second swarm emerges in the kitchen. disoriented The swarms are after being pushed out of their nests and have no goal. They move in a random direction GAL

each round (roll 1d8 to determine what direction they travel; keep in mind that the

second swarm may end up staying in the kitchen for part or all of the fight), spreading havoc throughout the fort until they are killed. Army Ant Swarm (2) CR 5 XP 1,600 each

hp 49 each (Pathfinder Roleplaying Game Bestiary)

Development: After the PCs defeat the swarms, they may want to investigate where they came from. Any of the garrison can tell them nothing like that has happened before. If they survive, the two cooks who escaped the initial attack, Worl and Theralia, can tell the PCs that the third cook, Tanug, was stoking the oven just before the ants emerged from the stairs leading to the basement. The PCs can find Tanug's body in the kitchen, his bones picked clean of flesh by the ants.

A DC 25 Perception or DC 20 Knowledge (engineering) check in the storeroom reveals that the earth below the floor has been disturbed, likely by something larger than the ants. A DC 20 Knowledge (nature) check reveals the ants are unlikely to have emerged like that on their own and were likely pushed out of their nest by something.

If the PCs don't investigate and discover the orc tunnel below the wall, an enemy platoon emerges during the Melee phase of the next army attack. Treat the sappers as a second army that attacks from behind the wall (reducing the garrison's DV to 12).



20

Orc Sappers XP 200 CE Tiny army of orcs (fighter 4) hp 2; ACR 1/2 DV 10; OM +0 Special darkvision, ferocity



The sappers' suicide attack uses a reckless strategy, giving them -4 DV and +4 OM.

If the PCs have the garrison attack the sappers in the melee phase, it likely easily destroys them but not without suffering potentially lethal damage. If the sappers aren't killed, run additional rounds of mass combat, with both the orc horde and orc sapper armies pressing the attack until the latter is destroyed.

If the PCs discover the tunnel, they have several options. They can barricade or collapse the tunnel (let them make a DC 15 Knowledge (engineering) check if the players can't come up with a way to do it on their own) or set a guard or trap for anything that emerges. Any of these options eliminates the orc sappers army attack.

Story Award: Award the PCs 2,400 XP for preventing the orc sappers from attacking.

However, some players may get into the details of setting their own trap or ambush for any emerging orcs and may be disappointed if you simply say it's effective in stopping the orc force during the mass combat phase. Feel free to let the PCs enter the tunnel (it's 10 feet wide, but only about 4 feet high, meaning Medium creatures, including the orcs, must squeeze — limiting them to half speed and forcing them to suffer a -4 penalty to attack rolls and AC) or wait for the orcs to emerge.

They'll face 12 orc guards (orc fighter 4); the sounds of combat cause another dozen sappers to retreat when they realize the benefit of surprise has been lost. Though the orcs are limited to two abreast in the tunnel, this has the potential to be a very difficult fight, but the PCs should have a significant advantage by setting traps and other preparations in advance. **Orc Guards (12) CR 3** XP 800 each hp 41 each See NPC Gallery for full statistics

Event E) The Cavalry Charge (CR 8+)

Day 3: The PCs are alerted that the garrison's cavalry force is forming up in the courtyard mid-morning of Day 3. Turgesce has snapped under the strain and, believing the entire garrison is doomed, decides to go out in a blaze of glory, taking as many orcs with him as possible, instead of sitting behind the wall waiting to die. Forming up the ranks takes long enough that the PCs can easily reach the canyon floor from anywhere in the garrison. By the time they arrive, Turgesce's lieutenants have the portcullis open, though no one has yet ventured forward to open the gate.

If the PCs confront Turgesce, he explains his thinking — his eyes shine with zeal as he insists it's better to "die as heroes than in a hopeless cause." The PCs can try to talk him out of his plans, using Diplomacy; Turgesce is considered unfriendly (unless the PCs confronted him publicly about his affair with Saria, in which case he is considered hostile) and must be made friendly. Should a badly failed check make him hostile (or should a check fail if he's already hostile), he gives the PCs one last chance to get out of the way before attacking them. Otherwise he simply ignores them and after several minutes orders his force to ride around them.

If the PCs resort to force to stop Turgesce, most of the cavalry unit backs away, staying out of the fight: though they won't let their commander attack the orcs alone, they have no desire to ride to their death. His two lieutenants join in the fight to defend him. The three cavaliers use non-lethal attacks unless the PCs use lethal attacks.

Development: The garrison watches closely but does not interfere in any fight. However, if the PCs use lethal force, whether or not they ultimately kill Turgense, the army suffers a -1 Morale penalty.

If the PCs do nothing, after several minutes two cavalry members open the gates at the far side of the wall and the entire force rides out. The orc army is far enough away that there's plenty of time to close and lock the gates, but the cavalry force is doomed.

Their departure gives the Ironwall Gap garrison a -2 Morale penalty and causes 3 hp damage to the army, which cannot be healed. Even without an enemy orc attack, the damage may force the PCs to make a Morale check to avoid the army being routed. The garrison also suffer a -2 DV and -1 OM penalty and loses the challenge and order special abilities; the orc army suffers 2 hp damage when they are attacked.

The PCs may rush after the cavalry in an effort to save them, despite the overwhelming force arrayed against them, which you should be sure to emphasize. The cavalry and horde meet 400 feet from the wall, where eight orcs engage the PCs. At the end of the PCs' combat, 1d8 cavalry soldiers have been killed, with a 25 percent chance one of the deaths is Turgesce's. The PCs may make a DC 21 Diplomacy check to convince the survivors to retreat; if Turgesce has died, the PCs get a +5 circumstance bonus. If the PCs do not retreat after the battle, repeat the process, with eight more orcs engaging them, 1d8 horsemen dying and PCs making a Diplomacy check to begin a retreat. During the withdrawal, the PCs must face Warleader Karsh and four more orcs, with 1d8 more horsemen dying in the process. Karsh and his orcs do not come within 100 feet of the wall, due to garrison archers on the parapet. For every seven horsemen the PCs save, the garrison army regains 1 hp, negates 1 penalty (the PCs can decide whether its to the army's DV or OM) and regains a special ability.

Note: This would be a very challenging series of fights; if the PCs expend most of their resources, you may want to let them have a night to recover before Event F begins.

Warleader Karsh CR 7

XP 3200 hp 89 See NPC Gallery for full statistics

Orc Guards CR 3 XP 800 each hp 41 each See NPC Gallery for full statistics

Event F) And the Wall Comes Tumbling Down (CR 10)

After several days of failed attempts, Mother Hagna finally takes matters into her own hands just before dusk of the third day (meaning there are dim light conditions). Fearing time is running short and that human reinforcements are on the way, she assaults the wall herself, willing to destroy the structure to get through the pass. She uses charm monster on a massive throckha, a native creature of the northern badlands whose tusks let it dig into solid stone, and loads dozens of orcs on its back, planning to send them onto the wall's parapet when the creature gets close.

Mother Hagna CR 7 XP 3200 hp 62 See NPC Gallery for full statistics Throckha CR 9

XP 6,400 hp 162 See NPC Gallery for full statistics

When it is about a quarter-mile away, the throckha lets out a roar, which echoes through the canyon. The PCs may make a DC 10 Perception check to hear it (and possibly be demoralized); the echoes of the canyon negate distance penalties, though the DC is modified by any walls or doors the PCs are behind. Visible from the wall in the setting sun, the throckha arrives 20 rounds later. If the PCs don't hear the roar, a shaken soldier finds them five rounds later to inform them. If the PCs react quickly, they have time to use the fort's catapults against it; otherwise, a soldier suggests it with just enough time to get off a single volley before the creature gets too close.

The creature moves relentlessly forward, the rest of the orc horde outpaces as they follow in its wake. When the creature arrives, it initially digs at the wall with its tusks; it attacks any PCs that damage it in melee combat, cleaving through to also damage the wall.

Before combat, Mother Hagna casts mage armor,

drinks her potion of barkskin and activates her scarshield (giving her +11 AC). Flying above the throckha's head, she cast her vomit swarm and summon monster III spells as she gets close, sending wasp swarms and a dretch to attack the PCs, while she uses her hexes against them. If Warleader Karsh wasn't captured or slain earlier, she casts fly on him ahead of time allowing him to attack the PCs; otherwise she swaps out fly for another summon monster III spell. Hagna and the throckha fight to the death.

The orc soldiers charge off the throckha's head onto the wall, attacking the garrison soldiers. Both forces occupy each other and ignore other combatants at this point, the fate of the battle of Ironwall Gap rests in the hands of the PCs and their ability to slay Mother Hagna and the throckha. However, the parapet is treated as having crowds: It takes 2 squares of movement to enter a square but everyone on it has cover, enabling a Stealth check and providing a +4 bonus to armor class and on Reflex saves. If the PCs are targeted with area of effect attacks (such as a stinking cloud, or a wasp swarm), the crowds move out of that area at initiative 0.

Conclusion

If the PCs defeat Hagna and the throckha, the remains of the demoralized orc horde begins dispersing, retreating back into the badlands north of the Anetheles Mountains. The reinforcements from Cor Rheale arrive the next day, Lord General Cassis Wyver at its head. Impressed with the PCs' actions, he offers them rewards for their efforts, saying they may keep anything they've recovered from the orcs as well as any of the commanders' items they may have used in defense of the keep (if the PCs did not use any of the commanders' items, Wyver offers each PC one or two items worth a total of 10,000 gp).

In addition, he offers entry to the kingdom's war college. The exact benefits of the college are up to the GM, but spending a year there could entitle the PCs to a bonus teamwork feat or 2 bonus ranks in Profession (soldier). Success at the academy could even eventually lead to an officer's position — and a chance for further advancement — in the kingdom's army if the PCs are interested.

Captain Oreg Turgesce, Lt. Mathias Cade, Lt.

Drafe Itril CR 5 XP 1600 Human cavalier 6 LG Medium humanoid (human) Init +3; Senses Perception +8

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex) hp 45 (6d10+8) Fort +6, Ref +5, Will +1; +3 Morale bonus vs. fear when beneath banner

OFFENSE

Speed 20 ft. Melee +1 longsword +11/+6 (1d8+4/19-20/x2) or dagger +9/+4 (1d4+3/19-20/x2) Ranged mwk composite shortbow (Str +2) +10/+5 (1d6+2/x3) Special Attacks cavalier's charge, dragon's challenge +6 (2/day) STATISTICS

STATISTICS

Str 16, Dex 16, Con 12, Int 10, Wis 8, Cha 13 Base Atk +6; CMB +9; CMD 22 Feats Mounted Combat (1/round), Power Attack -2/+4, Ride-by Attack, Shake It Off, Skill Focus (Handle Animal), Weapon Focus (longsword) Skills Acrobatics +0 (-4 jump), Climb +0, Diplomacy +7, Handle Animal +13, Intimidate +7, Perception +8, Ride +9, Survival +8 (+11 to provide food and water for allies or to protect allies from harsh weather); Racial Modifiers +3 ride while riding your bonded mount, dragon's skills Languages Common

SQ aid allies +3, animal companion link, banner +3/+2, expert trainer, orders (order of the dragon), tactician (shake it off) 6 rds (2/day) Combat Gear *potion of cure light wounds*, *potion of shield of faith* +2; Other Gear +1 *breastplate*, +1 *longsword*, dagger, mwk composite shortbow (Str +2) with 20 arrows, 82 GP

SPECIAL ABILITIES

+3 Ride while riding your bonded mount (Ex) Cancel your armor check penalty of -3 while riding your mount.

Aid Allies +3 (Ex) Aid Another grants +3

Animal Companion Link (Ex) You have a link with your animal companion.

Banner +3/+2 (Ex) Allies who can see your banner gain +3 save vs. fear and +2 to hit while charging.

Cavalier's Charge (Ex) Mounted charge grants +4 to hit and -0 AC rather than +2/-2.

Dragon's Challenge +6 (2/day) (Ex) +6 to damage target, -2 AC vs. others when used, allies gain +2 to hit the target of your challenge.

Dragon's Skills +3 (Ex) +3 to Survival checks for allies.

Expert Trainer +3 (Ex) +3 to train mounts, reduced training time option.

Mounted Combat (1/round) Once per round you can attempt to negate a hit to your mount in combat.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Ride-by Attack You can move - attack - move when charging mounted.

Shake It Off Gain +1 to all saving throws per adjacent ally

Tactician (Shake It Off) 6 rds (2/day) (Ex) Grant the use of your tactical feats to your allies within 30'.



Animal Companion

Horse

N Large animal

Init +2; Senses low-light vision, scent; Perception +5

DEFENSE

AC 22, touch 11, flat-footed 20 (+3 armor, +2 Dex, -1 size, +8 natural) hp 51 (+24) Fort +9, Ref +7, Will +3 (+4 morale bonus vs. Enchantment spells and effects) Defensive Abilities evasion

OFFENSE

Speed 50 ft. Melee Bite +8 (1d4+5/x2) and Hooves x2 +8 (1d8+5/x2) Space 10 ft.; Reach 5 ft.

STATISTICS

Str 20, Dex 15, Con 18, Int 2, Wis 12, Cha 6 Base Atk +4; CMB +10; CMD 22 (26 vs. Trip) Feats Combat Reflexes (3 AoO/round), Improved Natural Attack (Hooves x2 [Horse]), Power Attack -2/+4 Tricks Attack [Trick], Combat Riding [Trick],

Come [Trick], Defend [Trick], Down [Trick], Guard [Trick], Heel [Trick] Skills Acrobatics +1 (+9 jump), Climb +4, Escape Artist +1, Perception +5, Stealth +2, Survival +3 SQ combat riding [trick], devotion +4 Other Gear studded leather armor

SPECIAL ABILITIES

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flatfooted.

Combat Riding [**Trick**] The animal has been trained to bear a rider into combat.

Devotion +4 (Ex) +4 Morale bonus on Will Saves vs. Enchantments.

Evasion (Ex) No damage on successful reflex save. **Low-Light Vision** See twice as far as a human in

low light, distinguishing color and detail. **Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Ironwall Gap Soldier CR 2

XP 600 Human fighter 3 NG Medium humanoid (human) Init +1; Senses Perception +3

DEFENSE

AC 20, touch 11, flat-footed 19 (+6 armor, +3 shield, +1 Dex) hp 30 (3d10+9) Fort +5, Ref +2, Will +1 (+1 vs. fear) Defensive Abilities bravery +1

OFFENSE

Speed 30 ft. Melee mwk longsword +8 (1d8+3/19-20/x2) Ranged mwk composite longbow (Str +0) +5 (1d8/x3)

STATISTICS

Str 16, Dex 13, Con 15, Int 12, Wis 10, Cha 8 Base Atk +3; CMB +6; CMD 17 Feats Cleave, Power Attack -1/+2, Saving Shield, Shield Focus, Weapon Focus (Longsword) Skills Acrobatics -3, Climb -1, Escape Artist -3, Handle Animal +5, Perception +3, Ride +3, Stealth -3, Survival +6 Languages Common, Orc Combat Gear *Potion of cure light wounds*; Other Gear mwk chainmail, mwk heavy steel shield, dagger, mwk composite longbow (str +0) with 20 arrows, mwk longsword, 17 GP

SPECIAL ABILITIES

Bravery +1 (Ex) +1 to Will save vs. Fear **Cleave** If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC. **Power Attack -1/+2** You can subtract from your attack roll to add to your damage. **Saving Shield** As an immediate action, add a +2 shield bonus to an adjacent ally's AC. **Shield Focus** +1 shield AC

Ghostwalker Targg

XP 3200 Half-Orc ninja 7 CE Medium humanoid (human, orc) Init +3; Senses Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex) hp 49 (7d8+14) Fort +4, Ref +8, Will +1 Defensive Abilities orc ferocity (1/day), uncanny dodge

CR7

OFFENSE

Speed 35 ft., light steps Melee +1 vicious siangham +7 (1d6+2+2d6 (& 1d6 to wielder)/x2) or dagger +6 (1d4+1/19-20/x2) Ranged mwk composite shortbow (Str +1) +9 (1d6+1/x3) or

shuriken +8 (1d2+1/x2)

Special Attacks ki attack speed, sneak attack +4d6 Spell-Like Abilities Vanishing Trick

STATISTICS

Str 13, Dex 16, Con 14, Int 10, Wis 8, Cha 14 Base Atk +5; CMB +6; CMD 19 Feats Deceitful, Extra Ki, Fleet, Stealthy Skills Acrobatics +13, Bluff +14, Climb +11, Craft (traps) +12, Disable Device +15, Disguise +6, Escape Artist +15, Intimidate +4, Perception +9, Sense Motive +9, Stealth +15; Racial Modifiers +2 Intimidate, ki jump (running start), no trace +2

Languages Common, Orc

SQ ki movement, ki pool, ki stealth, ninja tricks (forgotten trick [7 rds], smoke bombs, vanishing trick), poison use

Combat Gear Potions of cure moderate wounds (2), black fester (3), crimson rage dust (2); Other Gear +1 studded leather armor, +1 vicious siangham, mwk composite shortbow (Str +1) with 20 arrows, 10 shuriken, dagger, gloves of reconnaissance, ring of Ki Mastery, half-orc disguise kit, mwk tool (Craft [traps]), mwk thieves' tools

SPECIAL ABILITIES

Forgotten Trick (7 rds) (Ex) A ninja with this ability can recall one trick taught to him by his ancient masters. When she uses this ability, she

selects one ninja trick (not a master trick or rogue talent) that she does not know and can use that ninja trick for a number of round equal to his level.

Ki Attack Speed (Su) By spending 1 point from his ki pool, a ninja can make one additional attack at his highest attack bonus, but only when making a full attack.

Ki Jump (Running Start) (Su) Jumping is always counted as being at a running start.

Ki Movement A ninja can spend 1 point to increase his speed by 20 feet for 1 round.

Ki Pool (Su) You have a ki pool equal to 1/2 your monk level + your Charisma modifier.

Ki Stealth A ninja can spend 1 point from his ki pool to give himself a +4 insight bonus on Stealth skill checks for 1 round.

Light Steps (Ex) When moving up to twice your normal movement, you may ignore difficult terrain and can move over any surface.

No Trace +2 (Ex) Survival DCs to track you are at +2, gain +2 to Stealth when you are stationary and not acting.

Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.

Poison Use You do not risk poisoning yourself accidentally while poisoning a weapon.

Smoke Bombs (Ex) This ability allows a ninja to throw a smoke bomb that creates a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick. The ninja can center this smoke on himself, or throw the bomb as a ranged touch attack with a range of 20 feet.

Sneak Attack +4d6 damage if you flank your target or your target is flat-footed.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.

Vanishing Trick (Su) As a swift action, the ninja can disappear for 1 round per level. This ability functions as invisibility. Using this ability uses up 1 ki point.

Mother Hagna

CR 7

XP 3200 Orc Witch (Scarred Witch Doctor) 8 CE Medium Humanoid (orc) Init +2; Senses Perception +5

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 shield, +2 Dex, +1 deflection) hp 62 (8d6+32) Fort +5, Ref +4, Will +6 Defensive Abilities ferocity, scarshield +4 (8 minutes/day) Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk falchion +5(2d4+1/18-20/x2)Special Attacks hexes (cackle, evil eye [dc 17], flight, misfortune [dc 17], slumber [dc 17]) Spell-Like Abilities feather fall (self only) (at will), fly (self only) (8 minutes/day), levitate (self only) (1/day)

Witch (Scarred Witch Doctor) Spells Prepared (CL 8):

4 (2/day) charm monster (DC 18)*, spite (fleshworm infestation [DC 17])*

3 (4/day) unadulterated loathing (DC 17), summon monster III, fly, eldritch fever (DC 16) 2 (4/day) cure moderate wounds, blindness/deaf-

ness (DC 15), vomit swarm (x2)

1 (5/day) command (DC 14), mage armor, bless, ear-piercing scream (x2) (DC 14)

0 (at will) guidance, read magic, detect magic, arcane mark

STATISTICS

Str 12, Dex 14, Con 17, Int 8, Wis 10, Cha 11 Base Atk +4; CMB +5; CMD 18 Feats Accursed Hex, Extra Hex, Spell Focus (necromancy), Toughness +8 Skills Fly +10, Perception +5, Spellcraft +8 Languages Common, Orc SQ fetish mask, hex scar, patron spells (ancestors) Combat Gear potion of barkskin +3, potion of cure serious wounds; Other Gear +1 mithral buckler, masterwork falchion, ring of protection +1, spell component pouch, 27 GP

SPECIAL ABILITIES

Accursed Hex Target a creature with a hex a second time that day if it made its save the first time Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Evil Eye -4 (6 round(s)) (DC 17) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

Ferocity (Ex) Fight without penalty even while disabled or dying.

Fetish Mask (Su) +2 to Heal, Intimidate and save vs pain while wearing the mask. Can enchant the mask

Hex Scar You must scar your flesh for every hex you learn.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Misfortune (2 rds) (DC 17) (Su) Foe within 30 ft. must take the lower of 2d20 for rolls (Will neg).

Scarshield +4 (8 minutes/day) (Su) +1/2 level to AC for a number of minutes per day equal to your level.

Slumber (8 rds) (DC 17) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).

Spell Focus (Enchantment) Spells from one school of magic have +1 to their save DC.

* Indicates spells are already cast.



Orc Guard CR 3

XP 800 Orc fighter 4 NG Medium humanoid (orc) Init +1; Senses Perception +1

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex) hp 41 (4d10+15) Fort +7, Ref +2, Will +0 (+1 vs. fear) Defensive Abilities bravery +1, ferocity Weakness light sensitivity

OFFENSE

Speed 20 ft.

Melee. mwk battleaxe +10 (1d8+8/x3) or handaxe +8 (1d6+4/x3) Ranged heavy crossbow +5 (1d10/19-20/x2)

STATISTICS

Str 18, Dex 13, Con 16, Int 10, Wis 8, Cha 6

Base Atk +4; CMB +8; CMD 19 Feats Power Attack -2/+4, Saving Shield, Shield Focus, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Acrobatics -3 (-7 jump), Climb +4, Escape Artist -3, Fly -3, Intimidate +4, Perception +1, Ride -3, Stealth -3, Survival +5, Swim +0 Languages Common, Orc

Combat Gear Potion of cure moderate wounds, Potion of rage, large scorpion venom (2); Other Gear mwk banded mail, crossbow bolts (10), handaxe (x2), heavy crossbow, mwk battleaxe, 29 GP

SPECIAL ABILITIES

Bravery +1 (Ex) +1 to Will save vs. Fear **Ferocity** (Ex) Fight without penalty even while disabled or dying.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage. **Shield Focus** +1 Shield AC

Warleader Karsh CR 7

XP 3200 Orc barbarian 8 CE Medium humanoid (orc) Init +2; Senses Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex) hp 89 (8d12+32) Fort +9, Ref +4 (+2 bonus vs. traps), Will +1

Defensive Abilities ferocity, improved uncanny dodge, trap sense; DR 1/— Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 orc double axe +14/+9 (1d8+7/x3) Special Attacks rage (27 rounds/day), rage powers (auspicious mark [1/rage], ground breaker [5 ft. radius] [1/rage] [dc 15], increase damage reduction (2), unexpected strike [1/rage])

STATISTICS

Str 18, Dex 14, Con 16, Int 10, Wis 8, Cha 6 Base Atk +8; CMB +12; CMD 24 Feats Extra Rage, Extra Rage Power, Power Attack -3/+6, Weapon Focus (orc double axe) Skills Acrobatics -1, Bluff +1, Climb +8, Diplomacy +1, Disguise +1, Escape Artist -1, Fly -1, Intimidate +12, Perception +10, Ride -1, Stealth +3, Survival +10 Languages Common, Orc SQ fast movement +10 Combat Gear *war paint of the terrible visage* (3 uses) (2); Other Gear +1 breastplate, +1 orc dou-

ble axe, club, dagger, circlet of persuasion, 8 GP

SPECIAL ABILITIES

Auspicious Mark (1/rage) (Su) Gain +1d6 bonus on one d20 roll, once per rage.

Circlet of persuasion +3 competence bonus to CHA-based checks (skills already included).

Damage Reduction (1/-) You have damage reduction against all attacks.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Ferocity (Ex) Fight without penalty even while disabled or dying.

Ground Breaker (5 ft. radius) (1/rage) (DC 15)

(Ex) 1/rage, make surrounding area difficult and attempt to knock down adjacent creatures. **Improved Uncanny Dodge (Ex)** Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 12+.

Increase Damage Reduction (Ex) While raging, your DR increases by 2.

Light Sensitivity (Ex) Dazzled as long as they remain in bright light.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Rage (27 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Trap Sense +2 (Ex) +2 bonus on reflex saves and AC against traps.

Unexpected Strike (1/rage) (Ex) Once per rage, gain an attack of opportunity against someone who moves into your threatened area.

War paint of the terrible visage (3 uses) This thimble-sized clay container of thick, moist face paint has enough material to paint streaks and whorls of any color on one creature's face. Once applied, the wearer can, as a swift action, make the paint rearrange itself into a ghastly mélange of colors, making her appearance momentarily disturbing and hideous. The wearer chooses one creature who can see her painted face within 30 feet to be affected by cause fear (DC 11). Once the paint is used in this fashion, it loses all magic and becomes normal face paint. Once applied, the wearer has 24 hours to use the paint's magic; otherwise it fades away.



Throckha CR 9

Tough brown leathery hide covers this massive anteater-like creature, which towers 30 feet above the ground. Three jagged tusks line each side of its elongated mouth.

XP 6,400

N Colossal magical beast Init -2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +9

DEFENSE

AC 18, touch 0, flat-footed 18 (-2 Dex, +18 natural, -8 size) hp 162 (12d10+96) Fort +14, Ref +6, Will +8 Defensive Abilities ferocity; DR 5/magic Weaknesses lumbering

OFFENSE

Speed 30 ft. Melee gore +25 (4d6+22) Space 30 ft.; Reach 30 ft. Special Attacks intimidating roar, trample (2d8+24, DC 32)

STATISTICS

Str 42, Dex 6, Con 26, Int 3, Wis 11, Cha 3 Base Atk +12; CMB +36; CMD 44 (48 vs. trip) Feats Alertness, Cleave, Endurance, Great Fortitude, Intimidating Prowess, Power Attack Skills Intimidate +19, Perception +9, Sense Motive +2, Survival +7 SQ groundbreaker

ECOLOGY

Environment warm or temperate plains or hills Organization solitary Treasure incidental

SPECIAL ABILITIES

Groundbreaker (Ex) A throckha's tusks are made for digging up colonies of giant insects through solid stone; they ignore up to 10 hardness.

Intimidating Roar (Ex) A throckha's roar is so loud it can frighten even those that can't see the source of the noise. As a standard action, a throckha can roar, making an Intimidate check to demoralize any targets that can hear it.

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Thanks For Playing!









Rule the Razor you say? A fool's ambition. The subtleties and perils of this realm are manifold. Land and sea murder at the whim of ancient gods. Men's smiles hide a thousand knives. Those fooled into believing that the Kraken's tentacles are more fearsome than its insidious and far-reaching schemes soon find themselves cruelly enlightened – usually moments before calamity claims their souls. The Razor is too vast, its terrors too multitudinous, for even the bravest adventurer to conquer. It won't stop them from trying though, and that means good business for me. I thank the gods daily for sending so many fools into this world.

ASI

RAZOR





Nr. 8

Ironwall Gap Must Hold by Jacob W. Michaels

A Pathfinder adventure for 4-6 PCs of level 7

When an orc horde besieges a remote border fortress, the PCs must ride to the rescue. Arriving to find the fort's officers murdered and the garrison in chaos, the PCs take command just as the orcs launch their first attack. In addition to building defenses to hold off the slavering army long enough for reinforcements to arrive, the PCs must discover what killed the officers before they become the next targets; uncover a secret that threatens to tear apart the garrison; and fight enemies from both inside and outside the fort.

Also included in "Ironwall Gap Must Hold":

A new magic item, crimson rage dust, that could turn the PCs — or their enemies — against each other.

Statistics for and art of a new monster, the Colossal fortification-destroying throckha. Full maps of a mountain pass fortress, with both player and GM versions. Extensive use of the mass combat rules in the Pathfinder Roleplaying Game Ultimate Campaign sourcebook