

4-6 PCs

Level 4



Divided Stand

Cloak & Ballot Trilogy
part three

D&D DATHFINDER
ROLEPLAYING GAME COMPATIBLE

DIVIDED STAND

Cloak and Ballot trilogy part 3 of 3
An adventure for four to six 4th level PCs
by Haakon Sullivan and Michael Smith

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"Divided Stand" is a Pathfinder Compatible Adventure designed for four to six 4th level PCs.

This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying 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 <http://www.d20srd.org/> and <http://paizo.com/prd/> respectively.

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Synopsis

Day 6

The adventure continues on from where False Honesty, Corrupt Virtue left off where the PCs just dealt with a half-orc riot. The PCs soon learn of a group of orcs terrorizing merchants along a major trade route to town and can choose to deal with it or allow Maypoll to end the threat himself for political points.

The next day, word gets out that Trina broke Lem Grogh free from prison. The PCs must deal with the political fallout or find themselves losing support. There is then a guild ball and a debate night where the PCs have the opportunity to use their charms at the ball to help Trina get more support and use their combat prowess at the debate to fight off an ambush from assassins sent by Ilin.

The election is then held and soon after Rogail finds itself under attack from a mercenary army led by Ilin, former lord of Rogail. The PCs lead the charge against Ilin and his army, ending the tyrannical threat once and for all.

The day after the riots, the headline in the *Rogail Daily* reads, "Half-Orc mob torches militia HQ" with reporter Lania Leafdancer describing the militia as a group of heroes. If the PCs were there, she does little to mention their involvement. The paper also mentions that Lem Grogh escaped from the dungeons below city hall while most of the guards were out controlling the riot. There are not many details about the incident as the investigation is ongoing but the public is warned about Lem being a dangerous thug.

Later in the day, word rapidly travels around town about a caravan barely limping into town from the north entrance with heavily damaged wagons and many wounded. If the PCs decide to investigate, read the following:

This four wagon caravan is in extremely poor shape—the wagons are riddled with javelins and their guards are covered in cuts and bruises. You can overhear one saying loudly to a curious citizen, "We lost four wagons and a dozen swordarms thanks to those damned orcs. It didn't happen that far away either so you better be careful."

It becomes clear you weren't the only one listening as other citizens in the area quickly turn their heads in shock at the mention of orcs.

TIMELINE

Day 6 – Orc raids begin, Maypoll crushes gremlins if unsolved

Day 7 – Trina's scandal emerges

Day 8 – Merchant guild ball

Day 9 – Debate Day, Maypoll's team destroys orc raiders if unsolved

Day 10 – Voting Day

Day 11 - The Battle for Rogail

Day 12 - The Aftermath

Thirty years ago, the city was almost destroyed by a band of orc raiders and since then Lord Ilin and his father have used the fear of that event to help control the populace. The news of orcs raiding in the surrounding area spreads quickly and it has the town in a near panic.

If the PCs ask the caravan guards what had happened, they reply that the attack happened very quickly. One guard recalls the caravan rolling down a quiet trade road to the east through a forest until all of a sudden they were under a cloud of javelins and were swarmed by howling orcs. The guard also recalls loud chanting from behind the trees. The guards managed to rescue four of the wagons but were forced to leave the other four behind.

Destroying the orc raiders can go a long way to gain public approval. This quest can be accomplished at any time before the end of day 9 and it is detailed in the appendix.

At the end of day 6, if the PCs have not already done so, Willard Maypoll and his group manage to defeat the gremlins and obtain their +1 heroism bonus for the day.





Day 7

If the PCs did not defeat the gremlins before today, there is a headline on the front page of the paper describing the heroism of Willard Maypoll and his team as they crushed the gremlin menace. However, the main headline regards the escape of Lem Grogh.

Read the following:

Trina Hearth behind Grogh escape!

by Lania Leafdancer

Yesterday, United Voice and Militia members concluded their investigation and have determined that Trina Hearth, mayoral candidate, was behind the thug's escape. After discussing the events of the escape with a number of witnesses and members of the half-orc community, it has been found that Ms. Hearth gathered a few half-orcs during the rioting to sneak into the nearly unguarded dungeon under city hall and use a nearby desk as a battering ram to break open Grogh's cell.

City hall caretaker Tromas Rograw was in the city hall at the time of the escape. "I heard a large commotion from the dungeons and going down I saw Ms. Hearth and a gang of half-orcs bashing the bars of a prison cell," he said in an interview.

Under United Voice election laws, the leader of the local United Voice monastery uses his discretion as to whether or not a candidate should be arrested for crimes committed during the election. Typically, minor crimes are overlooked while severe crimes result in immediate arrest. United Voice monastery leader Storlen Copperbrow refused to comment on this issue. If Ms. Hearth wins the election however, she may give herself a full pardon for her crime. The other candidate, Mr. Willard Maypoll, said that if he is elected "justice will be served and Ms. Hearth will face many years of her life rotting in a cell."

Lem Grogh is said to have fled the city and cannot be found but Mr. Maypoll has his own theory: "Because of this irresponsible act by Ms. Hearth, I would not be surprised if Mr. Grogh brought his orc brethren back for revenge on Rogail."

Trina will receive a -2 to her popularity rating due to her now being seen as a local villain. This would normally be worse but this action has also gotten her the support of the entire half-orc community and their sympathizers in town.

If confronted about the validity of the paper's claims, Trina hesitatingly confesses to the action. She just couldn't stand to see an innocent man being executed so she took it upon herself to free him. She also explains that his execution could cause irreparable damage to half-orc/Rogail relations. If asked about where Grogh went, Trina replies that she equipped Lem with supplies and sent him out of town as his life is in danger in Rogail. He left without saying a word.

There could be a number of reasons why she did not let the PCs know of her plan. First, if there is a paladin or a cleric of a lawful deity in the party, she believes that they would not approve and possibly tip off the authorities of her plan. Second, although she trusts the PCs she thought that the less people knew about the plot the better. Lastly, she wanted the PCs to make the attempt to control the riot situation.

In any case, the PCs may attempt to do some damage control to remedy the hit to their popularity. The first option involves crushing the nearby half-orc raiders to obtain a hero bonus. If the PCs want to issue a statement to the press justifying Trina's actions, have the writer of the statement make a **DC 20 Diplomacy check**. Success decreases the penalty by 1 but failure by 10 or more increases the penalty by 1.

If the PCs do not mind using underhanded tactics, they can also attempt to change the testimony of caretaker Rograw by either paying him a minimum 10 gp bribe with a **DC 15 Diplomacy check** or by using a **DC 12 Intimidate check**. Success means that Rograw issues a statement to the press saying that he mistook a half-orc female for Trina resulting in the penalty being reduced by 1, but failure by 5 or more results in Rograw going to the press about the bribery/intimidation attempt resulting in the penalty increasing by 1.

Day 8

The *Rogail Daily* outlines the anger of the town if the PCs did not do anything to alleviate the anger and it also has an article about the Rogail merchant ball tonight at Trina's manor which is one of the biggest social events of the year. As head of the merchant guild, the event is being organized by Trina and she asks the PCs if they can take certain roles.

For strong, martial PCs she asks if they can be bouncers for the event. Storlen does not want to provide too many United Voice monks to protect the event since he needs more men to patrol the half-orc area and Trina does not want to rely on Maypoll's militia. She would like the PCs to help out in case some merchants get too deep in their cups or if some unwelcome guests try to crash the party. She also asks the healers of the group to be on first aid duty and any magic users to be on the lookout for any magical tomfoolery.

For the very charismatic PCs, she asks if they can either entertain the crowd or drum up support among the social elite depending on their skills. Getting their support can go a long way for the campaign. If any of the PCs are particularly surly, unwashed, or uncharismatic she will delicately request that such PCs stay at the back of the manor in case something goes awry. As much as she appreciates the PCs assistance, she still wants to make a good impression on her guests.

In attendance at the party will be all the merchant families in town, the head of the Rogail Writer's Guild Penelope Underwood (human female expert 3), Storlen Copperbrow, and of course Willard Maypoll. Trina explains that she had to invite Maypoll since he is still a member of the Merchant's Guild due to his prior ownership of the cooperage.

Before the party starts in the evening, a group of surly, unarmed protesters begin to gather around Trina's manor to demand Trina's immediate arrest for her involvement in Grogh's escape. It does not matter if the PCs convinced Rograw to recant his testimony or if they brought Grogh back as Maypoll's men are secretly organizing the protest and are even paying some commoners to attend. The three United Voice guards assigned to her party are busy watching the crowd so it will be the PCs who will handle the security inside. If the PCs want to disperse the protesters they may do so with a **DC 12 Intimidate** or a **DC 25 Diplomacy check**. Regardless of success or failure, if the PCs attempt to intimidate the crowd they will be seen as thugs and so Trina will get a -1 infamy modifier to her popularity rating.

Read the following:

As the ball begins, many lavishly dressed people stream into the room and begin to mingle amongst themselves. The sounds of merriment suddenly stop when the crowd sees Maypoll enter the room and approach Trina with a warm smile. At his side is an attractive brunette woman in a red dress who is lazily eyeing the room in boredom.

The woman at Maypoll's side is his lover and she is very nervous about having him walk into the home of one of his greatest opponents. A **DC 15 Knowledge (Local)** will identify her as Maya Towron, a woman who calls herself the local seamstress. Whenever anyone asks her for her services however, she turns them down leading to rumors that she is actually a courtesan. A **DC 30 Knowledge (Local) check** will reveal that they have been seen arguing whenever they're outside of the public eye and that she actually runs her own brothel - The Hidden Snake - without satisfying clients herself. The PCs could use this information to their advantage if they want to run a smear campaign.

Maypoll charmingly introduces himself and Maya to Trina and the PCs. He also loudly thanks Trina for hosting such a great event for "the most hard working and dedicated people in all of Rogail." As Trina thanks him for this generous words, he leans in and whispers into her ear that "she better enjoy her last few days of freedom before her corpse starts rotting in a prison cell." Any nearby PCs can hear this with a **DC 20 Perception check**. Trina responds with a strained smile but if the PCs do anything obviously hostile to Maypoll, they will take a -1 gaffe penalty to their popularity rating and possibly cause an all out brawl at the party.

For the rest of the evening, the PCs can use this opportunity to drum up more support for Trina's campaign. If the PCs make a **DC 20 Diplomacy** or **DC 20 Perform (oratory) check** to persuade people that Trina is the right choice for mayor, she will get a +1 popular resident bonus to her popularity modifier. The PCs can also attempt to win the acceptance of Penelope Underwood to try to remove the pro-Maypoll bias from the *Rogail Daily*. Doing so requires a **DC 25 Diplomacy check** while talking to her. Success removes Maypoll's +1 modifier for his local newsgroup support. Success by 10 or more results in the bias actually swinging in Trina's way where she will get the +1 bonus for the Writing Guild's support.

Read the following:

You hear a loud tapping of glass and as the crowd goes quiet you see Maypoll standing on a small stool above the crowd. "My dear friends, I have decided to make another campaign promise. The United Voice has done much to help save us from the tyranny of Ilin but recently my militia has shown that we ourselves can protect Rogail. While my militia was routing the half-orc barbarians, the United Voice stayed behind for unknown reasons. I thank the United Voice for their assistance, but once I win the election I shall ask the United Voice to leave as they no longer have what it takes to secure this town. A vote for me is a vote for our independence."

The small speech is greeted with Storlen's expression of shock and scattered applause from the guests.



Maypoll is starting to get a bit cocky about his position of power as he believes that his militia is all he needs to secure a hold on the town. He promises to hold elections as normal but in reality he plans on merging his militia and the Blood Blades together to get complete control over the town. This announcement results in a -1 gaffe penalty to his popularity since the United Voice is still a well respected town institution. If the PCs want to worsen his position, they can roam around the room explaining how terrible this plan is. A **DC 25 Diplomacy check** will result in Maypoll receiving another -1 misc. popularity penalty. Maypoll leaves soon after the announcement as he realizes that his proposal is not as popular as he thought it would be.

As the party winds down, the protesters leave the area and the PCs may want to usher out a few drunks from the premises. Storlen stays behind to address his concerns with Trina about the removal of the United Voice as he knows exactly why Maypoll wants to do. His vows prevent him from directly interfering in the election but he wishes Trina the best of luck.

Day 9

Today's *Rogail Daily* outlines the events of last night's ball with the biggest emphasis on Maypoll's promise to remove the United Voice. There seems to be a very mixed reaction with some people happy that Rogail will be patrolled by actual citizens of Rogail and others concerned that Maypoll will play fast and loose with future election rules. The paper also contains the announcement of the final debate to be held in city hall.

Before the evening debate, Trina and the party may want to prepare. The rules of the debate are simple and are enforced by the United Voice. The goal of the debate is simple: to help inform the populace of their choices and to have the candidates challenge each other's promises.

The first rule is that magic cannot be used to directly influence the crowd. Enhancements such as *eagle's splendor* or *detect thoughts* are allowed but spells such as *mass charm monster* or *mass suggestion* are not. The United Voice will hire a wizard to monitor the debate for any improper spells. Second, the candidates are to field questions from the crowd. Anyone can walk up to the front and ask a question of the candidates. Each candidate is given two minutes to answer as recorded by an hourglass. Third, no candidate is allowed to incite violence among the crowd. It has happened before in previous United Voice elections where one candidate incites a group in the crowd to start a riot and intimidate his opponent's supporters. Lastly, the candidates must speak for themselves unless an extraordinary situation such as illness prevents them from doing so. Depending on the severity, breaking these rules may result in the candidate being disqualified from the election at the United Voice leader's discretion.

During preparation, Trina requests that the PCs cast a spell on her that keeps her and the PCs in constant communication, such as *message*. If there are no spellcasters in the party who can cast such a spell, she will instead hire a page who will run messages to and from the PCs. She is also open to any spells that can improve her debate performance and is preparing herself for questions relating to her breaking Grogh free and her readiness to become mayor.



What occurs during the debate can depend entirely on how you would like to run it. One way is to roleplay the scenario entirely where you have the PCs guide Trina through a slew of difficult questions and defeat Maypoll and add situational modifiers depending on the reply. If the PCs do not want to roleplay through all the questions, it can be solely a series of skill checks that the PCs assist Trina on.

The debate is moderated by Storlen Copperbrow and wizard Geralt Allister (male human wizard 6) is supposedly keeping an eye on the crowd and candidates for any magic interference. During the debate, Maypoll does not want to risk his candidacy by cheating and he wants to take pleasure in beating Trina himself. During the debate he is under the effects of *eagle's splendor*, *detect thoughts*, and *nondetection*.

During the debate the PCs can give Trina advice to assist her answers using aid another through magical communication or her page. If the PCs want to use magic to influence the crowd, they are in luck as Geralt simply doesn't care about the debate. If the PCs are not obviously casting spells (such as casting spells with no verbal or somatic components), he won't stop them. If it is obvious, he will cast dispel magic to cancel the effect and warn the spellcaster. He has something else planned for Rogail.

Read the following:

Walking into the main city hall chamber, there are many citizens sitting anxiously in their seats and guards nervously glancing around. At the front of the room are a stage with two podiums and a long table where a frowning Storlen and a bored robed man both sit. Trina and Willard both walk up to their podiums as a faint cheer arises from the crowd. As Storlen stands up, the crowd goes silent. "Ladies and gentlemen, we are here to watch both Trina Hearth and Willard Maypoll answer your questions and discuss the best direction for Rogail. Beside me is wizard Geralt Allister who has been hired to ensure that there is no magical interference during this debate. Now, please line up and the candidates will take your questions in turn."



There will be five questions taken before an interruption. Each candidate must then make an opposed skill check to sway the audience. In the case of a tie, the audience is indifferent to either candidate. Winning more checks than your opponent results in winning the debate. If the number of winning checks are tied, then no one wins the debate. Winning the debate grants a +1 popularity modifier while losing all five checks results in a -1 modifier.

First question from Barney Resso: We have had extortionists, gremlins, orcs, golems, and other enemies attack us lately. What will you do to protect us?

Reply: **Trina** will make a speech about her, the PCs, and the United Voice. **Willard** will talk about his militia. If the PCs did not finish the orc raiders quest, Willard will also announce that he defeated them and brought back Grogh for proper justice.

Check opposed Diplomacy checks where Willard will get a +5 bonus if he destroyed the orcs himself.

Second Question from Alana Necros: Trina, how can you justify letting a convicted murderer escape from prison?

Reply: **Maypoll** will attempt to answer the question for **Trina** by saying that she is a naive woman who has no respect for the law. Trina will respond that contrary to what the courts say, she knows that Grogh is innocent and she had to do what she thought was right (if the PCs had the witness recant his story, she calls the story absurd and leaves it at that).

Check opposed Diplomacy checks with Trina taking a -2 penalty (if witness' story recanted, Trina makes a bluff check instead with no penalty).

Third Question from Nelson Klip: Willard, Ms. Hearth's agents found evidence that you are associated with the group that was in the cooerage. How can you protect us if you are in reality one of our enemies?

Reply: **Trina** will say that he can't and if elected, he will only return Rogail to days of Lord Ilin where he rules the town with intimidation. **Willard** will dismiss the evidence and say that it was fabricated by the PCs.

Check Trina's Diplomacy check opposed by Willard's Bluff check. Trina will get a +2 to her roll if Lariel was captured and confessed that Willard is the head of the Blood Blades while Willard will get a +5 if the PCs have a reputation to be the kind of people who would do such a thing.

Fourth Question from Rona Westbrook: How will you deal with the half-orcs in town?

Reply: **Willard** says that he will make sure that any half-orcs breaking the law will face the full wrath of Rogail justice. This should keep the half-orcs in line. **Trina** says that she will begin talks with the half-orc community leaders to try and find a peaceful solution to the unrest.

Check This is Willard's Intimidate check opposed by Trina's Diplomacy check. If the PCs killed any half-orcs during the protest or riot, Trina gets a -4 to her roll.

Fifth Question from Billy Jonew: I heard that Lord Ilin is coming back to town with an army. How can you protect us?

Reply: Both Trina and Willard are caught off guard by this question and the crowd goes silent. **Trina** replies that she will gather her friends, the United Voice, and the Rogail militia to repel any attack. **Willard** says that his militia alone will be up to the task.

Check Trina and Maypoll make opposing Diplomacy checks. Defeating the orcs will give a +2 bonus to this roll and defeating the gremlins adds another +2 to the roll.

Right before the next question is asked, Geralt casts darkness on an ink well before throwing it into the crowd, plunging the dimly lit area into darkness.

Read the following:

Before the next person can ask her question, Geralt suddenly stands up and quickly casts a spell on the inkwell sitting in front of him. As he tosses it into the gasping crowd, the audience plunges into absolute darkness. "Heroes!" Geralt bellows as he steps onto the stage. "If you try to interrupt me I will launch a fireball into the crowd. This is your one and only warning."

This is one of Ilin's attempts to both intimidate the populace and assassinate the PCs. Before the debate, Ilin had six of his hired assassins drink potions of darkvision before the debate and mingle within the crowd (note: if playing 3.5 they do not have the potions since they would be ineffective). The plan is for four assassins to be nearby the PCs during the debate and strike them after the area is put into darkness. There are also two assassins close to the stage who rushes Storlen after darkness falls.

Fighting the assassins may be tricky since there is a crowd of bystanders wandering around in the darkness. Everyone within the darkened crowd is considered entangled due to people getting in the way. If the PCs manage to locate and remove the inkwell, the crowd will rush out the door and the penalty is removed.

While Storlen and the PCs are fighting off the assassins, Geralt then begins to go into a speech about how this election is a farce and how Lord Ilin is the sole ruler of Rogail by hereditary right. He also says that over the years Ilin has much support among his fellow lords who have donated much money and resources to help Ilin retake his town. He also brags about there being a large mercenary company outside the town that will march on a moment's notice. Lastly, he states that those in the current room must be punished for disobeying Rogail's rightful ruler.

There is no backstage exit so Trina and Maypoll have nowhere to go. Maypoll stands at his podium, calm and attentive, while Trina is trying her best to maintain her composure. The speech takes three rounds and after Geralt is finished, he will attack Storlen and the PCs with no regard for the crowd's or assassins' safety. Ilin could publicly assassinate Trina and Maypoll but given their popularity it could just cause the city to rally against him. He would rather intimidate the town by publicly slaying their most powerful guardians and a few citizens. If the PCs interrupt Ilin before he finishes his speech, he will make do on his promise and fireball the crowd before attacking normally.



Combat

Ilin Assassin (6) pg 20

Geralt Allister pg 20

After Geralt and the assassins are defeated, Storlen clears the room and orders the nearby United Voice guards to secure the area. Maypoll leaves the hall without a word but Trina approaches the PCs and tells them that the stakes of this election have just gotten a lot higher. The town needs the United Voice to fight off the mercenaries and they can't afford to fight off the militia and Blood Blades.

If Geralt killed a number of citizens, there is no penalty to either candidate. However, if the PCs accidentally kill or injure citizens (through area effect spells for example) then Trina will automatically take a -2 penalty to her popularity rating as an act of infamy.

The *Rogail Daily* details the events of last night's debate and it declares who is the winner of the debate. However, the headline is screaming about Ilin's return to Rogail. The paper also describes where people can go to vote and when the poll is open.

During the day, the PCs can roam around town and ensure that the voting is going smoothly. As they pass by the sole polling area at city hall, the PCs can make a **DC 20 Perception check**. If successful, the PCs can see a shifty looking man approach a ballot box while the United Voice clerk and guards are arguing with a citizen. The man has a box under his arm and attempts to swap his box with the ballot box.

If the PCs call him out, the man bolts with the box. When caught, the man refuses to say anything unless the PCs make a **DC 25 Diplomacy** or a **DC 13 Intimidate check**. If successful, he reveals that he works for the Blood Blades and was told by its leader, Maypoll, to swap this box with a ballot box while a fellow Blood Blade distracts everyone. Inside of the box are many ballots with the vast majority of them marked for Willard. If the PCs bring this to Storlen's attention he will immediately assign more guards to the polling station and if the PCs tell Trina she will immediately publicly accuse Willard of attempting to rig the election. If the PCs do not catch the act, Willard will get a +2 to his popularity rating. If the attempt is thwarted and it is known that the Blood Blades were involved, Willard gets a -1 to his popularity rating.

At the end of the day, the votes are tallied up and the results announced at city hall. The city square is almost full as the citizens watch the ballots being counted by Storlen himself. Maya, Maypoll's militia, and a group of citizens stand by in one section of the square while Trina, the PCs, and another group of citizens (which contains a large group of half-orcs) stand in another area. United Voice guards are scattered around the square looking out for any signs of trouble.

After an hour of counting, Storlen stands up at a stage and announces the winner. Maypoll has done some polling before the announcement and so he will not be at the announcement if Trina wins. Otherwise, he will be with his militia.

If Trina is announced the winner,

The crowd goes silent as a smiling Storlen loudly clears his throat. "Ladies and gentlemen, the new mayor of Rogail is Ms. Trina Hearth!" As soon as Storlen yells her name, the militiamen in the crowd scatter in different directions and there is loud cheer from the half orc section of the crowd. "Would Ms. Hearth please step up to the stage to accept the badge of office?" Storlen beams.

After Trina steps up to the stage and accepts the badge she announces, "I am honored that you have chosen me as your mayor. As my first order of business to clean up Rogail's streets, I order the immediate arrest of Willard Maypoll for numerous crimes against the city and the disbanding of the so-called Rogail Militia."

In this case, the crowd is in a festive mood as the troublemaking militiamen have already left the area. The United Voice members also roam around the crowd looking for Maypoll.

If Maypoll is announced the winner,

The crowd goes silent as a frowning Storlen loudly clears his throat. "Ladies and gentlemen, the mayor of Rogail is still Mr. Willard Maypoll." As soon as Storlen says his name, the militiamen in the crowd cheer loudly as the half-orc section of the crowd gasp in shock. "Would Mr. Maypoll please step up to the stage to accept the badge of office?" Storlen grumbles.

After Maypoll steps up to the stage and accepts the badge he announces, "Thank you Rogail for making the right choice. For my first order of business I call for the immediate arrest of Ms. Trina Hearth for treason. In the name of public safety I also call for the half-orcs in the square to be cleared out and confined in their homes. Also, as per their vows, the United Voice are required to leave Rogail as the people have spoken. I thank you for your years of service."

In this situation, the crowd goes into full blown riot. The half-orcs quickly surround Trina to protect her and themselves from the militia. Trina does not want to see any more bloodshed so she yells for the half-orcs to run as she attempts to turn herself in. The United Voice monks, including Storlen, leave the area with much hesitation. Maypoll withdraws to city hall to plan their next moves.

The PCs have a few options. They could attempt to assist the half-orcs in defeating all fifty of the militiamen in the square. This option can shed much blood on both sides and if successful it will only result in a harsh response against the half-orc community. They can also let Trina surrender and encourage the half-orcs to cooperate with the militia (requiring a **DC 20 Diplomacy check**). This will result in Trina being tried and executed in three days time and the half-orcs being confined to their section of town like prisoners.

Lastly, the PCs can rush city hall to defeat Maypoll in combat. Inside the city hall main chamber are Maypoll and ten militiamen. If the PCs defeat them they could then install themselves or Trina as leaders of the city. However, there will be severe repercussions for when Lord Ilin begins his assault of Rogail the next day as only a minority of the town will recognize their legitimacy. With the United Voice and the militia gone, it will also be very difficult for Trina and the PCs to keep order and fight off Ilin.

Maypoll will throw his and the Blood Blades' support behind Lord Ilin and attempt to return Rogail back under Ilin's rule. After all, if Maypoll is mayor he cannot defeat Ilin without the United Voice. Maypoll he can cut his losses by making a deal with Ilin and continue to run the Blood Blades under his rule.

From here on, it assumes that Trina and the PCs were victorious and Trina was elected mayor of Rogail. If Maypoll is still mayor, the adventure might not be over! The PCs can launch a raid on Ilin's headquarters to remove the menace or they may even want to cut a deal with Ilin to assist him in taking the town. After all, Ilin has no personal vendetta against the PCs. He is more than willing to renege on his deal with Maypoll and discreetly hire adventurers to rid the town of Maypoll and the Blood Blades.



After Trina takes her seat in the mayor's office in city hall, she gives the PCs 250 gp each and asks if they are willing to be hired by the city to help defend Rogail from Ilin's forces for an additional 250 gp each after his forces are defeated. She also issues a bounty on Maypoll's head for 500 gp alive and 250 gp dead. She wants to ensure that Maypoll gets the public trial and sentence that he deserves. She also orders Copperbrow to get the United Voice ready to defend the town.

At the end of the night, Trina thanks the PCs before leaving for her home. Copperbrow also vigorously shakes the hands of the PCs and tells them how happy he is that he no longer has to serve Maypoll.

Day 11 - The Battle for Rogail

The battle for Rogail can have many possible outcomes ranging from Ilin walking into the city with impunity, declaring himself the rightful ruler, to the PCs and the city mustering a solid defense and driving Ilin's defeated forces back to a forest that Ilin is using as a central base of operations for his attack on Rogail.



In the event the PCs fought Maypoll and usurped him from power forcibly, with the town in chaos there will be next to nothing that can be done to stop Ilin's advance militarily. In this instance, the PCs can flee the city and seek council with Ilin in his central base of operations, or they may attack his field command posts (outlined in Appendix 2) to disrupt the chain of command for his army, and then take the fight to him personally.

Read the following:

As you make your way through the streets to city hall you bear witness to anarchy incarnate; frightened citizens flee past you, fires burn in various establishments as looters and vandals destroy the once peaceful city with little regard for what consequences tomorrow may bring. Thugs clearly associated with the Blood Blades attack any citizens that attempt to try and bring order to the situation.

Once the PCs reach Trina at city hall she will be clearly broken and upset by the events that have unfolded. She will tell them all she wanted was a better life for everyone, and that she never envisioned the carnage that now engulfs the city. She states that at least under Ilin, people weren't dying in the streets, and that even with the Blood Blades shady dealings the majority of the city's citizens were not losing their livelihood to vandals and looters. She will ask the PCs to go to Ilin and represent her and the remaining citizens of the city to try and negotiate a peaceful solution in the hopes that she can prevent any further bloodshed, and that Ilin's forces can restore order to the city.

If the PCs are opposed to this idea and want to instead take the fight to Ilin so as to remove him from the equation of chaos currently enveloping the city they may attempt to convince Trina otherwise (**DC 20 Diplomacy check**). Should they successfully convince her that inviting Ilin back into his former position of power is a bad idea, then she will apologize for her emotional outbreak and provide them information about the position of Ilin's field command posts retrieved from scouts that made their way into the city early that morning while Ilin's forces were marching into their positions.



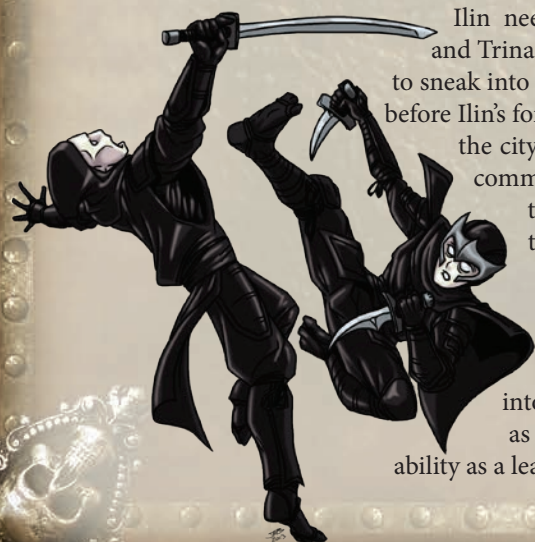
If Trina was able to beat Maypoll in the election, but the popularity rating for both candidates was a tie, then the situation for dealing with Ilin's advancing army is limited with the city in a state of civil war with citizen's allegiances divided. As with the previous outlined scenario, the PCs can flee the city and seek council with Ilin in his central base of operations, or they may attack his field command posts (outlined in Appendix 2) to disrupt the chain of command for his army, and then take the fight to him personally.

Read the following:

As you make your way through the streets to city hall you see a city divided. Supporters of Maypoll and Trina are erupting into the streets. Verbal altercations can be heard around every corner you turn, but all too often you are witnessing citizens with differing opinions coming to physical blows with one another. As you come to city hall a number of United Voice monks are fighting off Blood Blade thugs. They seem to have the situation well under control, and one of them motions you to enter so that you may meet with Mayor Hearth.

When the PCs enter city hall they will find Trina and Copperbrow discussing the turmoil throughout the city. Trina is furious with Maypoll as she knows full well he is behind the Blood Blades and the militias attacks throughout the facility. She expresses her feelings on the matter to the PCs, but she tells them there are more pressing matters at hand. Trina then fills the PCs in on the fact that scouts brought in information about Ilin's forces as they were marching into position, and where their field command posts are. Copperbrow tells the PCs that the United Voice can hold the Blood Blades and militia at bay, but that

Ilin needs to be stopped. He and Trina ask that the PCs attempt to sneak into the field command posts before Ilin's forces attempt to march on the city and try and break their command structure. They feel this is the city's best hope to prevent everyone from falling under Ilin's rule again, and that Trina believes she can take that victory and turn it into a rally point for the city as a whole to recognize her ability as a leader to keep the city safe.



If Trina was able to beat Maypoll in the election with a moderate difference in her popularity rating (from 1-3 points difference), then they will find the city in a mild state of unrest, but not incapable of defending itself in a military capacity. The Blood Blades and militia are launching random attacks throughout the city, but their numbers are reduced and the United Voice are showing themselves easily capable of keeping them at bay.



Read the following:

As you make your way through the streets to city hall you see a city preparing for war. You notice a few signs still hanging in support of Maypoll from the election, but most have been taken down with the majority of the citizens accepting Trina as the new mayor. As you come to city hall a number of United Voice monks are easily fighting off a small number of Blood Blade thugs. They have the situation well under control, and a number of them guard the doorway to city hall. As you approach the doorway they step aside allowing you access into the building.

When the PCs enter city hall they find Trina and Copperbrow planning the city's response to Ilin's imminent march on the town. Both Trina and Copperbrow feel the town can muster a decent fighting force to battle Ilin's forces. Unfortunately the United Voice is still a little busy fighting the remnants of the Blood Blades and Maypoll's remaining militia, but Copperbrow feels they can keep the city in order and prevent them from undermining the city's defenses. Given how adept and capable the PCs have already proven themselves to be, Trina asks if they would consider leading the city's armies into battle. The city has mustered four distinct garrisons (units) to face Ilin's forces, and if the PCs agree to lead them then command responsibility will be distributed between the PCs, with each being allowed to command one unit.

Rogail's defense forces consist of various retired adventurers, former soldiers, fishermen, and those members of Maypoll's militia that have seen the err of their ways and pledged their allegiance to the newly appointed Mayor Hearth. Additionally, due to Trina's support of the half-orc citizens, there are a large number of half-orcs who wish to show their support for Mayor Hearth, as well as show the city that they are an asset to the city's well being. There are a number of fishing boats that have been offered up by citizens to sail out and meet Ilin's forces on the water, although not as many as the city might like due to having to deploy foot soldiers as well. There are also a sizable number of mounted combatants that have volunteered to serve in the capacity of a cavalry. The remaining forces will act as foot soldiers to meet the enemy hand-to-hand, and to operate the few siege engines the city has at its disposal (2 catapults and 2 trebuchets).

Combat

Rogail's Naval Forces pg 21

Rogail's Half-Orc Forces pg 21

Rogail's Cavalry pg 21

Rogail's Foot Soldiers pg 21



The GM should utilize their discretion as to whether or not their gaming group wants to play out the battle utilizing Paizo's mass combat rules. If the group would prefer a more traditional encounter experience, then the GM should provide the players with the option to infiltrate the field command posts as remove Ilin's command structure and break his army in that manner. If this option is selected then Rogail's fate should be determined by the PCs ability to remove Ilin's field commanders; if they defeat them then Ilin's forces are driven back, and if not then Ilin's forces will prevail over Rogail's defenses.

If the group is willing to play out the strategic battle with the armies at hand, then they should still be allowed to attempt to defeat Ilin's field commanders if they so desire. Ilin's forces will spend day 11 making camp and preparing for the coming battle approximately 2000 ft. outside the city walls. Their attack will commence on the morning of day 12, which provides the PCs a brief window of opportunity in the late afternoon or night of day 11 to remove Ilin's appointed field commanders and reduce his forces battle effectiveness before the tactics phase of the mass combat begins. The players may place whichever units they wish against opposing forces within reason of course; naval forces cannot be used on land, and vice versa. This option provides the players an opportunity for traditional encounter opportunities, as well as an opportunity to play out a large scale battle.

Should the players not wish to engage in a scenario where they must face the field commanders directly they may certainly play out the mass combat without trying to topple the command structure. Again, the GM should tailor the experience to the desires of the gaming group to ensure maximum enjoyment.

If Trina was able to beat Maypoll in the election with a significant difference in her popularity rating (4+ points), then they will find the city united and ready to stave off Ilin's attempts to retake the city. The remaining militia are few in number and attempt to coerce the city into opening it's gates to Ilin by kidnapping unsuspecting citizens. With an abundance of capable defenders, a few are turning their attention on dealing with the kidnappings so that the majority of Rogail's forces can focus on the coming battle with Ilin's forces. The Blood Blades attack city hall in small numbers, and are easily repelled by the United Voice.

Read the following:

As you make your way through the streets to city hall you see a unified people preparing to repel Ilin's forces. You overhear conversations about a few militia remaining loyal to Maypoll trying to unhinge the city's efforts to defend itself by kidnapping innocents, but you can also tell from the conversations that the citizens themselves are rising up to deal with the militia. They are determined that the actions of a few will not undermine the free society they are trying to embrace under Mayor Hearth. As you come to city hall a few Blood Blade thugs are making an effort to disrupt the ordered response the city is collectively working on. However, there are monks of the United Voice that are engaging them in combat when necessary, and taking them into custody to be dealt with at a later time. As you approach the doorway the monks throw a Blood Blade thug to the street and motion you to enter.

When the PCs enter city hall they find Trina and Copperbrow confidently working on a battle strategy to deal with Ilin. Both Trina and Copperbrow appear quite calm about the situation. An assistant enters the area at the same time as the PCs and provides Trina a verbal update on the city's defenses, and the numerous volunteers that have stepped forward to meet Ilin and his mercenary army on the battlefield. Copperbrow informs Trina that the United Voice will stand beside the city's forces as well to defend their freedom to select their own leaders. Copperbrow bows to the PCs and asks that they help lead the city's efforts on the field of battle, and Trina nods in agreement. The city has mustered four distinct garrisons (units) to face Ilin's forces, and if the PCs agree to lead them then command responsibility will be distributed between the PCs, with each being allowed to command one unit.



As in the previous scenario, the PCs may engage in traditional encounters to determine the outcome of the battle, a hybrid of traditional and mass combat encounters, or only a mass combat scenario. Again, this is at the GMs discretion and should be focused on the play style of the group to ensure maximum enjoyment for all participants.



Day 12 - The Aftermath

After the battles have been fought, there are two possible outcomes.

If Rogail's forces were defeated, the defenders rush back to the city. The day after, Ilin's storms the walls with ladders and overwhelms the freshly defeated troops. The PCs could attempt to make a stand at the walls, but they will be easily outnumbered.

After Ilin's forces break through, they will march through the town towards city hall. Here Trina, Storlen, the PCs, and a handful of other defenders can make a final stand against Ilin's troops. If they manage to hold them off for a significant amount of time, Ilin himself will lead a group of soldiers to slay them all. If the PCs manage to fight off Ilin, his two bodyguards, and 6 mercenary soldiers while Storlen and the rest of the defenders are fighting off the other troops, then it still isn't a clear victory for Rogail. The mercenary force will disengage the defenders as soon as word gets out that Ilin was defeated but they start sacking the town to collect their promised fee.

In this ending, the mercenary force sacks the town while only attacking others if they themselves are attacked (they are more interested in coin than slaughter). The PCs can try to fight them off but eventually the mercenary force departs Rogail, leaving everyone penniless. Rogail loses its status as a trading hub, people begin to leave to find opportunity elsewhere, and the town dies a slow death. This death is hastened when Willard Maypoll arrives back in Rogail with the remaining Blood Blades to bleed its wealth dry.

If the Rogail army is defeated and the PCs flee without slaying Ilin, the new lord of Rogail marches triumphantly into city hall and begins to round up all of the remaining United Voice and Trina supporters. In front of city hall, they are then publicly executed in an extremely grisly fashion. After paying and sending off the mercenaries by seizing the assets of those who opposed him, Ilin begins his new reign of terror over Rogail. He also gets the support of Willard Maypoll and the newly reformed Blood Blades who keep out other criminal organizations and serve as Ilin's secret police.

If the PCs manage to fight off Ilin's forces, they can make a march on his command camp. However, assaulting his camp may be complicated.

Read the following:

As soon as the Rogail troops launch their last strike against the remaining mercenary force, most of the mercenaries either drop their weapons and kneel to the ground or flee from the unrelenting force of Rogail's bravest. The few mercenaries who decide to make a final stand on the battlefield are quickly cut down and the Rogail troops unleash a barbaric cheer over the bloody landscape.

In the distance you can see the mercenaries fleeing towards a forest on the horizon. With Ilin nowhere to be seen on the battlefield, it becomes clear that the final battle has yet to come.

Combat

Rogail's Naval Forces pg 21

Rogail's Half-Orc Forces pg 21

Rogail's Cavalry pg 21

United Voice Monks pg 21



As Ilin marched on Rogail, he found that his troops needed more supplies to maintain it and a large source of wood to build his siege weapons. He was also on the lookout for a suitable location for his command post. Finding a forest nearby, Ilin began to harvest food from the area and cut down trees for much needed timber. This drew the ire of a local group of druid known as "The Cult of the Bear" who began to hinder Ilin's forces through their connection to the local wildlife and their use of druidic spells.

Instead of destroying them, Ilin saw an opportunity. He sent a few of assassins to locate the druids and find out if there is any leverage he could use to turn the druids to his side. The assassins returned with an albino bear cub that the druid cult worships.

After Ilin sent his ransom demands to cult leader Reala, she found herself having no choice but to let Ilin's forces ravage the forest and stop Ilin's enemies from attacking his camp. To do anything else would result in Ilin executing their beloved spirit bear.

If Ilin's forces are defeated, his final plan is to lure the remaining Rogail forces into the forest and defeat them using guerilla warfare with the druid's assistance. Any army in the forest (other than Ilin's armies) find their speed quartered and for every day the forest deals a single attack (with a +6 OM) to each army. With this penalty, it would take the Rogail forces a full week to march to Ilin's camp.

Since the Rogail forces still aren't sure where exactly Ilin's camp is and they have much ground to cover, this could be deadly for the already damaged forces. The PCs may wish to seek out the druids leading this style of warfare to end the threat. A **DC 20 Knowledge(Local) check** shows that the Cult of the Bear resides in this forest and it is highly unusual that they would ally with Ilin and allow his army into their home.

Tracking the druids will be tricky since they all cast *pass without trace* before attacking an army. The PCs may want to lure a few druids out by wandering out into the forest by themselves and drawing lots of attention.

If the PCs decide to wander around the forest alone, they will eventually be ambushed by a druidic raiding party. They attempt to hide from the PCs and strike from the deep brush. The forest area is considered difficult terrain due to Reala constantly casting *plant growth* ahead of the army.

The druids start the battle by casting *obscuring mist* over the PCs and use the bears to track them down. They will then attempt to take down the PCs one by one.

Combat

Grove Druid pg 22

Bear Companion (3) pg 22



If the PCs are defeated, the druids will take any survivors prisoner and take them to Reala. If the PCs defeat the druids, they can take them prisoner to ask a few questions. To get the druids to talk, it takes a **DC 14 Intimidate** or a **DC 25 Diplomacy check**. If successful, the druid tells the PCs that Ilin's camp is in the forest and they are slaying many trees and animals. The druid also mentions that they are only helping him because he is holding their spirit bear ransom. He will lead the PCs to the druid grove or Ilin's camp if they request it.

The Druid Grove

As soon as the PCs approach the grove, read the following:

The brush begins to clear and you find yourselves in an extremely well tended grove with grass covered hovels barely scarring the landscape. Beautifully tended gardens populate the grove, and a large stone building overgrown with vines lies in the direct centre of the circular area.

The druid will lead the PCs to the stone building, which is an old abandoned temple to an ancient deity.

Read the following:

As you enter the ruined stone structure, the strong smell of plant life overwhelms you. The inside of this old temple is overrun with plants of various types and sitting on a throne of vines is a beautiful human woman wearing a brilliantly red suit of breastplate. She greets you with a scowl as she pets her large grizzly bear companion beside her. She says sternly, "I am Reala, head druid of this grove. Speak your business and choose your words carefully."

As soon as the PCs enter, Reala is immediately skeptical of the PC's intentions. She is also worried that if Ilin find out that the PCs are talking to her he will slay the spirit bear out of retribution.

If the PCs attempt to use diplomacy, they must first mention that they want to help the druids rescue their spirit bear and they do not wish to harm the druids. If the PCs use this approach, the PCs must make a **DC 22 Diplomacy check** as Reala is considered unfriendly. If the PCs fail, she sends them away and if they fail by 5 or more, Reala attacks the party. If there is a druid or ranger in the party, add +2 to this roll per druid or ranger.

The PCs can also attempt to intimidate Reala to stop their attacks. A successful **DC 19 Intimidate check** results in Reala saying that the attacks will stop and sending the PCs away. The attacks will continue one day later anyway and the grove will prepare for an assault by the PCs by having all eight druids in the grove. Failure results in the Reala attacking the PCs right away.

If the PCs manage to gain Reala's cooperation, she will tell the PCs where Ilin's camp is and ask that they remain discreet in the rescue. If Ilin gets wind that the PCs are going for the spirit bear, he may execute it.



Combat

Grove Druids (2) pg 22

Bear Companion (2) pg 22

Reala pg 22

Reala's Bear- Antinok pg 23

If a fight occurs, there are two druids with their bears ready to fight off the invaders and defend Reala. Three rounds later, two more druids arrive to help.

The other druids are out slowing down Rogail's army and all that's left in the camp are simple acolytes of the cult who do not attempt to stop the PCs. If Reala is slain, the druids become severely disorganized and end their attacks on the Rogail Forces.

If the PCs return the spirit bear to the grove unharmed, the druids will not only stop attacking the Rogail forces, they will assist them in fighting Ilin.

ILIN'S COMMAND CAMP

Read the following:

The forest reaches an abrupt end and you see many tents dotting an open field filled with tents, stumps, and campfires. Of note, there are four hastily built towers overlooking the camp, a large tent in the center, and a large pen near the edge of the camp full of herd animals and a large, hulking figure. Soldiers can be seen milling about preparing to go on the defensive.

Ilin's camp contains approximately 200 soldiers. If using the mass combat rules, the force is equivalent to the Northeastern Garrison in appendix 2 but they have a +2 DV due to their minor fortifications. If the PCs assault the camp with their army, Ilin will slay the druid's spirit bear before commanding his army to add his Bloodied but Unbroken and Merciless boons. If the PCs returned the spirit bear to the druids, Reala will lead an assault on their camp. Their hindrance during the battle results in a -4 penalty to all rolls for Ilin's army.

If his army is defeated, Ilin will make his final stand in the center of his camp and challenge the PCs to battle. He will fight with two of his bodyguards at his side. The PCs must also eventually deal with the cyclops as their soldiers cannot easily defeat it on their own. Before the battle starts, Ilin casts *magic vestment* and *bull's strength*.

Combat

Lord Ilin pg 23

Lord Ilin Bodyguards (2) pg 24

After Ilin's defeat, Maypoll will hire four deserting mercenary soldiers and strike at the PCs when they are most vulnerable (such as if they're sleeping). Maypoll will flee as soon as he is reduced to less than 10 hp.

To rescue the spirit bear, the party can easily see an open pen containing a number of herd animals (such as pigs, chickens, and goats) and a cyclops holding an albino bear cub by a long chain attached to his wrist. The cyclops was hired by Ilin to be a siege weapon for the army but for now Ilin assigned him on tedious guard duty. The only reason he stays is because he is allowed to eat as many of the herd animals that he wants.

The camp has four guard towers surrounding it and a number of guards milling around at any time. The pen is thirty feet from the tree line and the pen is in direct sight within a tower so the party has some ground to cover if they want to reach the pen. There are enough stumps and debris from the logging for anyone to take a stealthy approach.

As soon as the PCs attack the cyclops or if they are spotted by the tower, four of Ilin's soldiers arrive in four rounds, four more soldiers five rounds after, and eight soldiers five rounds after that. If the PCs continue to stay, eight more soldiers approach every two rounds. If the PCs don't flee, they will be quickly overwhelmed and when they flee into the forest five soldiers are in hot pursuit.

If the PCs do not want to approach, they may want to lure the cyclops over to them. Considering that the cyclops is bored out of his mind, it doesn't take much to do so. The PCs can make a **DC 15 Intimidate or Bluff check** to taunt the cyclops into rushing into the forest. This raises the alarm as described earlier but the arrival of the first group of soldiers is delayed by two rounds.

Combat

Cyclops pg 24

Mercenary Soldiers pg 24

As soon as the spirit bear is released from its chain (it's locked with a simple manacle), it bolts into the forest. A PC can try to catch it but it will always try to wiggle free (it has CMD 15 and CMB +5). If not caught, it will run to the grove anyway.

Appendix 1:

The Orc Raiders

If the PCs attempt to assassinate Ilin in his main tent (a thirty foot by thirty foot square tent), he always has two fully armed and armored bodyguards by his side. When combat starts, four of Ilin's soldiers arrive in three rounds, four more soldiers four rounds after, and eight soldiers four rounds after that. If the PCs continue to stay, eight more soldiers approach every two rounds. As soon as Ilin is slain, his bodyguards will fight to the death but the mercenaries surrender. They begin to talk about cutting their losses and looting the camp before leaving for another region.

A few minutes after Ilin's defeat, Maypoll, who was serving as an advisor to Ilin, pays off a small group of mercenaries to follow him into attacking the PCs. Maypoll will wait until the PCs are most vulnerable (such as them sleeping) and strike with his four mercenary soldiers. Maypoll will attempt to flee as soon as he finds himself at 10 hp or less.

Combat

Willard Maypoll pg 25



Epilogue

After Ilin's forces have been routed and Ilin is killed or captured, Rogail regains some normalcy. Trade begins to come back, the people seem more relaxed, and the community is more welcoming to the half-orc population. Trina hosts a large celebration to honor the PCs for their efforts and declares them "Upstanding Citizens of Rogail" which entitles their faces to be carved into the walls of City Hall and each PC receives a finely crafted medal worth 250 gp. With the Blood Blades broken, crime in the city drops to an all time low.

However, if Maypoll escaped the encounter with the PCs, he wastes no time in establishing a new crime syndicate and plotting his revenge against Trina and the PCs.



After Lem Grogh escaped, he fled into the outskirts of Rogail only to be captured by a wandering band of orcs a couple of hours later. After some beatings and a bit of cajoling, Lem told the orcs all they needed to know about Rogail. Respecting his orc heritage yet disgusted by his human part, the orcs spared Lem and forced him into a life of servitude without any rights to join on raids or obtain loot.

After the orcs raided the caravan on day 6, their chief, Brogg Hedsplitter, had first pick of the loot. His first choice was a shiny new magic battleaxe which had the unfortunate side effect of being cursed. With the belief that he is suddenly invincible, he started to take bold insane risks by even talking about a direct solo assault on Rogail. Only their shaman, Knarl, managed to talk him out of it.

If the PCs want to find the camp of the orc raiders, they can make a **DC 20 Survival check** at the location of the caravan attack to find a trail and locate the orc camp in a small forest clearing.

Read the following:

This camp is composed of six small, crude tents and one large tent made of much newer material. There are also four severely damaged wagons and a large number of goods scattered around the camp and well armed orcs sitting around perusing their ill-gotten gains.

The camp contains fifteen orcs, Knarl, and Brogg so attacking the camp head on might not be the best idea. During the day, there are only three orcs on watch while at night there are ten orcs milling around. The PCs may want to set up a diversion or ambush to split the orc numbers. Such tactics will probably succeed due to the orcs lacking in intelligence. However, Brogg and Knarl will always stick together with Brogg constantly running into danger recklessly and Knarl attempting to protect him. The PCs could also make the attempt to reason with them but the orcs will attack anyone on sight.

Combat

Brogg Hedsplitter pg 25

Knarl pg 26

Orcs (15) pg 26



Invulnerable Axe

Aura moderate enchantment; **CL** 10th

Slot none; **Weight** 6 lbs.

DESCRIPTION

This battleaxe appears to be a normal +1 *battleaxe* but when it is picked up the wielder can be immediately convinced that the battleaxe renders the wielder invulnerable. In combat, the wielder becomes reckless and receives a -2 penalty to AC and a -2 penalty to reflex saves. The *battleaxe* also functions as a +1 *battleaxe*.

The wielder will not willingly let go of the axe. If the wielder loses the axe for any reason, the penalties are lost but the wielder will do everything possible (short of deliberate self harm) to retrieve the axe. This compulsion effect can only be removed through *remove curse*.

A successful **DC 20 Will save** whenever the weapon is picked up will result in the axe behaving as a normal +1 *battleaxe* or bane depending on which jewel is used.

After the PCs defeat the orcs, they can search the tents to find Lem Grogh in the large chieftain's tent. Grogh is in bad shape and he explains to the PCs that the orcs beat information out of him and forced him into slavery. Here the PCs have a tough choice. They can return him to the authorities where he will surely be executed promptly or they can let him go.

The PCs may also want to loot the camp. There is over 2000 gp in caravan goods scattered around the camp but since it took four wagons to carry the PCs may have difficulty hauling it away as the wagons are too damaged to move and the horses have been eaten. If the PCs want to carry some of the trade goods, assume that there are 2000 lbs of goods with each pound being worth 1 gp on average.

If searching the camp, the PCs also find the following:

Treasure

Arcane Scroll, *magic circle against evil*

Potion of *cure serious wounds*

Potion of *protection from law*

Universal solvent

Breastplate armor

Feather token, anchor

Masterwork leather armor

Composite shortbow (+1 str)

Bolas

When the PCs return to town, what kind of bonuses they get will depend on what they bring with them.

After the PCs come back to town after defeating the orcs,

- The people are overjoyed at the defeat of the orcs so they get a+1 heroism rating for the day and the heroism rating is set at +2 if the PCs bring back evidence of destroying the orcs.
- If the PCs bring back Grogh into custody, Trina and the PCs can draw up a public apology which requires a **DC 15 Diplomacy check**. Success reduces her villain penalty by 1. If the PCs bring back the head of Grogh then the villain penalty is reduced by 1 with no check required.
- If the PCs refuse to give the location of the missing trade goods or if they refuse to return the trade goods to the local merchants, Trina will lose support of the merchant guild. If the PCs turn over the goods or reveal the location, they will receive a 25% commission of their value.

In any case, if the authorities get a hold of Grogh he will be executed an hour later.

Appendix 2: ILIN'S FORCES

Ilin's mercenary forces consist of four distinct garrisons, each representing a unique fighting unit on the battlefield. While Ilin's role as leader of the overall mercenary force is not in question, it is well known that the military strategy for the retaking of Rogail can be attributed to Draggor Bloodstone and Vestian Greeves, Ilin's most trusted tactical advisors. Both Draggor and Vestian have years of experience with large scale warfare, and are well versed in dealing death directly themselves when not directing troops on the field of battle. As such, the four garrisons have been equally divided between Draggor and Vestian, with each individually controlling two of the four garrisons.

If Draggor or Vestian are confronted in their camps and defeated, then the troops under their direct leadership will suffer a -4 penalty to their DV and OV rolls for any of the battle phases that require them.

Field Command Post 1 (West)

Ilin's field command post to the west of Rogail can be found approximately 3000 ft. from the city's walls along the shore line. Makeshift docks have been built to allow transport ships to unload supplies and troops. Tents have also been erected to house troops temporarily, as well as to provide a strategic location for field command. A large tent in the center is clearly marked with Ilin's banners and is the location from which the field commander, Draggor Bloodstone, directs his troops. Troops move with deliberate intent about the camp, preparing for the imminent invasion of Rogail.

Draggor Bloodstone is a battle hardened dwarf and veteran of many a war and adventure. He has a sorcerous bloodline, but the fury of battle with steel on steel has always called to him. He is loyal to Ilin and sees him as the rightful ruler of Rogail. His view of the United Voice is that they are essentially agents of dissent that go around disrupting the peaceful existence of standing kingdoms, and he feels it is his duty to remove them from Rogail for Ilin. Draggor commands both Ilin's naval forces on the waters north of Rogail, as well as Ilin's mounted cavalry to the south of the city.

If the PCs make their way into Draggor's camp and are able to sneak into his tent, they will find him alone and hard at work planning out tactics for the coming battle the next morning. Any attempt to communicate or reason with him will be met with respectful dialogue from the dwarven commander, however a **DC 20 Perception** or **Sense Motive check** will tip the PCs off to the fact that Draggor is actually moving into a position to attack. If they do not detect this movement then Draggor should be allowed a surprise attack with his axe on the closest PC to his position.

Combat

Draggor Bloodstone pg 27

Ilin's Naval Forces

Ilin's naval forces consist of a number of transport ships that also serve as vessels of war. They are manned by approximately 220 human mercenaries wielding crossbows and harpoons.

Combat

Ilin's Naval Forces pg 27

Ilin's Cavalry

Ilin's cavalry consists of about 180 mercenaries on horseback with short swords. They are quick to strike and are all trained in mounted combat.

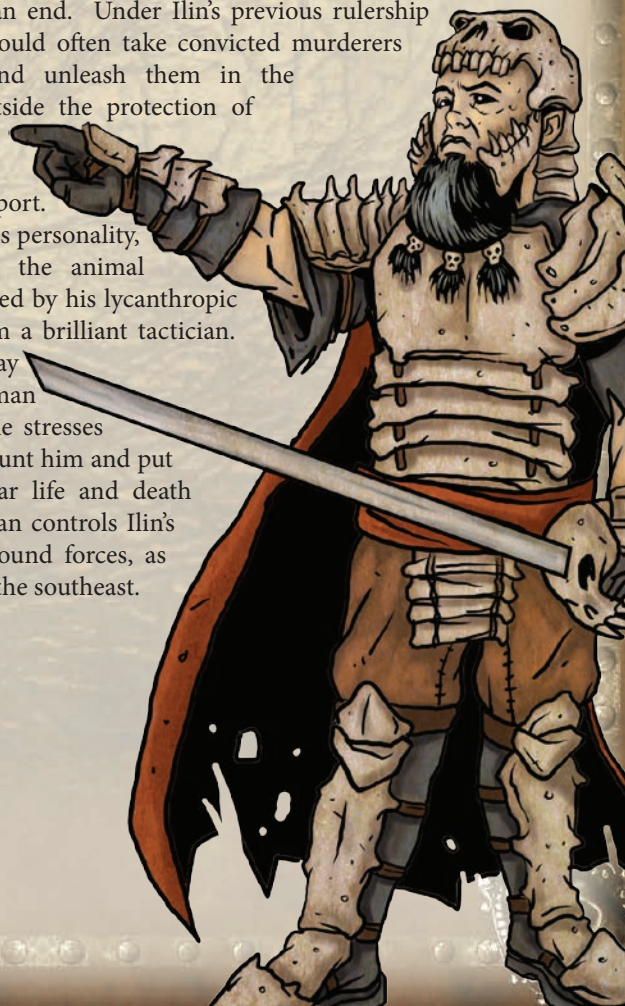
Combat

Ilin's Cavalry pg 27

Field Command Post 2 (South East)

Ilin's field command post to the south-east of Rogail can be found approximately 3000 ft. from the city's walls. At least four catapults and two trebuchets can be seen facing towards the city. Tents have been erected to house troops, as well as to provide a strategic location for field command. A large tent in the center is clearly marked with Ilin's banners and is the location from which the field commander, Vestian Greeves, directs his troops. Men toil and sweat as they drive stakes into the ground and move large stones into position to be used as ammunition for the siege engines.

Vestian Greeves is a natural predator of men who happens to also be afflicted with lycanthropy. Even before he was infected by a weretiger he was pursuing, he found himself intoxicated by preying on intelligent beings. He serves Ilin as a means to an end. Under Ilin's previous rulership of Rogail, he would often take convicted murderers and thieves, and unleash them in the countryside outside the protection of Rogail's walls so that he could hunt them for sport. This aspect of his personality, combined with the animal instincts bestowed by his lycanthropic curse, make him a brilliant tactician. What better way to learn how a man thinks under the stresses of war than to hunt him and put him in a similar life and death scenario? Vestian controls Ilin's northeastern ground forces, as well as those in the southeast.



If the PCs make their way to Vestian's tent then the GM should roll a **Perception** check for him against their **Stealth** skill to determine if he's detected them through scent. If he fails to detect them then they will find him meditating in his tent, preparing mentally for the upcoming battle. Similar to Draggor, he will attempt to lull the PCs into a sense of ease by speaking with them as if he's open to negotiation, but then attack the closest PC to his position at the first opportunity. Should he detect the PCs before they enter his tent, he will dim any lights and shapechange into his hybrid weretiger form to execute a surprise attack on the PCs once they enter his killing ground.

Combat

Vestian Greeves pg 28

Vestian Greeves (hybrid form) pg 28

Ilin's Foot Soliders

Ilin's foot soldiers are broken into two separate garrisons (units). The garrison assigned to attack the northeastern most gate of the city is about 200 strong consisting primarily of archers and regular grunts. The garrison assigned to attack the southeastern gate of the city is approximately 220 strong, and consists of regular grunts paired with siege engine crews.

Combat

Ilin's Northeastern Garrison pg 27

Ilin's Southeastern Garrison pg 27

Appendix 3: Election Rules

The overall goal of winning an election sounds simple: the person with the most votes wins, but there are many factors to consider when the populace casts their ballot. These rules take this abstract and complex web of popular opinion and work them into a points based system. The PCs can take an action during the campaign (or an event can happen to them) and it has favorable or unfavorable effects to Trina's **popularity rating**.

This popularity rating is secret—neither the PCs or their opponents know their exact score. Each candidate (Trina and Maypoll by default) starts with a popularity rating equal to their Charisma modifier and an additional +1 bonus if the candidate has the Leadership feat. The following is a list of possible modifiers each candidate can obtain to help improve their chances of gaining public favor.

Popularity Rating Modifiers

Each only once per election

Situation	Bonus/Penalty
Win the support of local merchant guild	+1
Win the support of local news group	+1
Candidate is well established as a local hero	up to +2
Popular resident	+1
Undetected election fraud	up to +3
Final debate victory	+1
Angered merchant guild	-1
Angered local news group	-1
Known as a local villain	up to -3
Nasty rumors	-1
Unpopular resident	up to -2
Caught attempting election fraud	-3
Very poor final debate showing	-1

Each only once per day

Situation	Bonus/Penalty
Rousing speech or performance	+1
Act of heroism	+1
Very poor speech or performance	-1
Act of infamy	up to -2
Major gaffe	-1
Miscellaneous bonus	+1
Miscellaneous penalty	-1

Anyone can guess the current popularity rating with a **DC 20 Diplomacy check**, talking to people around town and gauging the general mood of the community. A successful check results in knowing who is leading the election or if there is a tie. A failure normally results in not knowing who is in the lead, but on a roll of a natural 1 results in the information gatherer thinking that the person in last place is actually leading. In case there is a tie between all the candidates, he believes that one random candidate is ahead in the polls.

Whoever has the highest popularity rating at the end of the election wins. In the case where the highest popularity ratings are tied, someone has won by a razor thin margin. Have each candidate in the tie roll a d20—whoever rolls the highest number wins the election.

In elections run by the United Voice, it is their policy that the local monastery leader does not vote in the election and holds his vote in case of a tie. In this case, Stolen Copperbrow votes for Trina and the PCs unless the party somehow shows themselves to be more corrupt and dishonest than Willard Maypoll. In this case, he grudgingly casts his vote for the incumbent. In other elections, if the highest roll is a tie then the number of votes are equal and each electorate has different ways of dealing with such a situation (such as randomly choosing a winner or having the candidates duel each other for victory).



COMBAT APPENDIX

Ilin Assassin

CR 2

XP 600

Male Human Monk 3

LE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge, +3 Wis)

hp 23 (3d8+6)

Fort +4, **Ref** +5, **Will** +6; +2 bonus vs. enchantment spells and effects

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +4 (1d6+1)

Special Attacks flurry of blows, stunning fist (3/day, DC 14)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 19

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Finesse

Skills Acrobatics +8, Climb +7, Perception +9, Stealth +8, Swim +7

Languages Common

SQ fast movement, maneuver training, stunning fist, unarmed strike

Gerald Allister

CR 5

XP 1,600

Human Wizard 6

CE Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +1 deflection, +4 mage armor)

hp 45 (6d6+12+10 from *false life*)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee +1 ironwood quarterstaff +4 (1d6+1)

Wizard Spells Prepared (CL 6th; concentration +9):

3rd—*burning hands* (empowered, DC 15), *dispel magic*, *fireball* (DC 17), *lightning bolt* (DC 17)

2nd—*blindness/deafness* (DC 15), *darkness*, *false life* (cast), *scare* (DC 15), *scorching ray*

1st—*mage armor* (cast), *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *ray of frost*, *spark* (DC 14)

STATISTICS

Str 11, **Dex** 13, **Con** 10, **Int** 17, **Wis** 9, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 15

Feats Combat Casting, Empower Spell, Eschew Materials, Scribe Scroll, Spell Focus (evocation), Toughness

Skills Knowledge (arcana) +12, Knowledge (local) +12, Perception +5, Sense Motive +5, Spellcraft +12, Stealth +7

Languages Common, Draconic, Goblin, Orc

SQ arcane bonds (arcane bond [+1 ironwood quarterstaff]), force missile, intense spells, opposition schools (illusion, transmutation), specialized schools (evocation)

Combat Gear potion of *cure light wounds* (2), potion of *cure moderate wounds*, wand of *magic missile*; **Other Gear** +1 ironwood quarterstaff, ring of protection +1, 50 gp

Rogail's Naval Forces (pg 8)

XP 600

NG Large army of human (Expert 2)

hp 9; **ACR** 2

DV 12 (Aquatic: +1 vs. foes in the water or on ships.); **OM** +2 (Aquatic: +1 vs. foes in the water or on ships.; Aquatic: -2 vs. foes on land.), ranged

Tactics Defensive Wall, Full Defense

Resources Ranged Weapons

Special Aquatic, Inspire Courage

Speed 2 Hex; **Consumption** 3 BP

Rogail's Naval Forces (pg 10)

XP 1200

NG Huge army of humans (Expert 2)

hp 18; **ACR** 4

DV 14 (Aquatic: +1 vs. foes in the water or on ships.); **OM** +4 (Aquatic: +1 vs. foes in the water or on ships.; Aquatic: -2 vs. foes on land.), ranged

Tactics Defensive Wall, Full Defense

Resources Ranged Weapons

Special Aquatic, Inspire Courage

Speed 2 Hex; **Consumption** 6 BP

Rogail's Half-Orc Forces

XP 800

CN Large army of half-orc (Fighter 1, Warrior 1)

hp 16; **ACR** 3

DV 13; **OM** +3

Tactics Dirty Fighters (1/battle), Relentless Brutality

Special Darkvision, Ferocity

Speed 2 Hex; **Consumption** 1 BP

United Voice Monks

XP 1200

LN Large army of half-elf (Monk 3)

hp 18; **ACR** 4

DV 14; **OM** +4

Tactics Defensive Wall, Expert Flankers

Resources Healing Potions (2/battle)

Special Evasion, Flurry of Blows, Low-Light Vision, Stunning Fist

Speed 2 Hex; **Consumption** 2 BP

Rogail's Cavalry

XP 800

NG Large army of human (Warrior 2)

hp 16; **ACR** 3

DV 16; **OM** +7

Tactics Cavalry Experts, False Retreat (1/battle)

Resources Mounts: Horse

Special Mount, Powerful Charge

Speed 3 Hex; **Consumption** 3 BP

Rogail's Foot Soldiers

XP 1200

NG Huge army of human (Expert 2)

hp 18; **ACR** 4; **Morale** +0 (Bravery: +0 vs. fear and routs.)

DV 14; **OM** +6, ranged

Tactics Defensive Wall, Siegebearer, Sniper Support

Resources Ranged Weapons, Siege Engines

Special Bravery +0

Speed 2 Hex; **Consumption** 6 BP



Grove Druid

CR 1

XP 400
Human druid 2
N Medium humanoid (human)
Init +1; **Senses** Perception +7

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)
hp 18 (2d8+5)
Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee club +1 (1d6)
Ranged dart +2 (1d4)
Druid Spells Prepared (CL 2nd; concentration +4)
1st—*obscuring mist*, *pass without trace*, *shillelagh*
0 (at will)—*detect magic*, *flare* (DC 12), *know direction*, *stabilize*

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 12
Feats Combat Casting, Toughness
Skills Handle Animal +5, Knowledge (nature) +7, Perception +7, Spellcraft +5, Survival +9
Languages Common, Druidic
SQ nature bond (bear), nature sense, wild empathy +2, woodland stride
Other Gear hide armor, heavy wooden shield, club, darts (5)

Bear Animal Companion

N Small animal
Init +2; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 23 (3d8+6)
Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft.
Melee bite +5 (1d4+2), 2 claws +5 (1d3+2)

STATISTICS

Str 15, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +3; **CMD** 15 (19 vs. trip)
Feats Power Attack, Toughness
Tricks Attack, Attack Any Target, Come, Defend, Down, Guard, Track
Skills Acrobatics +2 (+6 to jump), Perception +7

Reala

CR 4

XP 1,200
Human druid 5
N Medium humanoid (human)
Init +1; **Senses** Perception +12

DEFENSE

AC 20, touch 12, flat-footed 19 (+6 armor, +1 deflection, +1 Dex, +2 shield)
hp 31 (5d8+5)
Fort +4, **Ref** +2, **Will** +8; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee scimitar +4 (1d6+1/18-20)
Ranged sling +4 (1d4+1)
Special Attacks wild shape 1/day
Druid Spells Prepared (CL 5th; concentration +9)
3rd—*plant growth*, *spike growth* (DC 17)
2nd—*barkskin*, *fog cloud*, *wilderness soldiers*
1st—*cure light wounds*, *entangle* (DC 15), *magic fang*, *pass without trace*
0 (at will)—*detect magic*, *guidance*, *know direction*, *virtue*

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 10, **Wis** 18, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 16
Feats Combat Casting, Greater Wild Empathy(fey), Greater Wild Empathy(plants), Natural Spell
Skills Handle Animal +10, Knowledge (nature) +10, Perception +12, Spellcraft +8, Survival +14
Languages Common, Druidic
SQ nature bond (bear named animal companion), nature sense, trackless step, wild empathy +9, woodland stride
Other Gear dragonhide breastplate, heavy wooden shield, scimitar, sling, sling bullets (10), ring of protection +1



Antinok - Bear Animal Companion

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural)

hp 46 (5d8+20)

Fort +7, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+5), 2 claws +8 (1d4+5)

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Dodge, Power Attack, Toughness

Skills Acrobatics +2 (+6 to jump), **Perception** +9

Lord Ilin

CR 5

XP 1,600

Human cleric (divine strategist) 6

LE Medium humanoid (human)

Init +5; **Senses** Perception +4

DEFENSE

AC 20, touch 10, flat-footed 20 (+9 armor, +1 natural)

hp 48 (6d8+18)

Fort +7, **Ref** +3, **Will** +9

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee dagger +6 (1d4+2/19-20) or

greatsword +6 (2d6+3/19-20)

Domain Spell-Like Abilities (CL 6th; concentration +10)

7/day—inspiring word (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +10)

3rd—*cure serious wounds*, *glyph of warding*, *magic vestment*[D], *prayer*

2nd—*bull's strength*, *cure moderate wounds*, *enthrall*[D] (DC 16), *hold person* (DC 16), *spiritual weapon*

1st—*cure light wounds*, *divine favor*[D], *doom*, *murderous command* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 17

Feats Combat Casting, Heavy Armor Proficiency, Martial Weapon Proficiency (greatsword), Warrior Priest

Skills Diplomacy +7, Intimidate +4, Knowledge (religion) +9, Sense Motive +9, Spellcraft +9

Languages Common

SQ caster support, master tactician

Combat Gear potion of *good hope*, potion of *shield of faith* +2; **Other Gear** +1 half-plate, dagger, greatsword, amulet of natural armor +1, 48 gp



Lord Ilin's Bodyguards

CR 3

XP 800

Human fighter (tower shield specialist) 4

LE Medium humanoid (human)

Init +0; **Senses** Perception +0

DEFENSE

AC 22, touch 10, flat-footed 21 (+7 armor, +5 shield)

hp 46 (4d10+16)

Fort +7, **Ref** +1 (+1 vs burst spells and effects while using a tower shield), **Will** +3

Defensive Abilities burst barrier

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee bastard sword +3 (1d10+1/19-20) or dagger +3 (1d4+1/19-20)

Ranged throwing axe +2 (1d6+1)

STATISTICS

Str 13, **Dex** 11, **Con** 16, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +5; **CMD** 15

Feats Exotic Weapon Proficiency (bastard sword), Iron Will, Saving Shield, Shield Focus, Shield Wall, Toughness

Skills Intimidate +6, Survival +7

Languages Common

SQ armor training 1, tower shield training

Other Gear banded mail, tower shield, bastard sword, dagger, throwing axe (3), 19 gp

Mercenary Soldier

CR 1

XP 400

Human fighter 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 19 (2d10+4)

Fort +4, **Ref** +0, **Will** -1 (+1 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee dagger +4 (1d4+2/19-20) or heavy pick +4 (1d6+2/×4)

Ranged shortbow +2 (1d6/×3)

STATISTICS

Str 15, **Dex** 11, **Con** 12, **Int** 8, **Wis** 9, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 14

Feats Paired Opportunists, Power Attack, Quick Draw, Shield Wall

Skills Acrobatics -5 (-9 to jump), Intimidate +5, Perception +1

Languages Common

Other Gear hide armor, heavy steel shield, arrows (20), dagger, heavy pick, shortbow, torch, waterskin, whetstone

Cyclops

CR 1

XP 1600

NE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +4

Defensive Abilities ferocity

OFFENSE

Speed 30 ft.

Melee greataxe +11/+6 (3d6+7/×3)

Ranged heavy crossbow +5 (2d8/19-20)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 22

Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Skills Intimidate +9, Perception +11, Profession (soothsayer) +10, Sense Motive +5, Survival +6; **Racial**

Modifiers +8 Perception

Languages Common, Cyclops, Giant

SQ flash of insight

SPECIAL ABILITIES

Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.



Mayor Willard Maypoll

CR 6

XP 2400

Male Tiefling Rogue (Charlatan) 7

NE Medium Outsider (native)

Init +2; **Senses** dark vision 60 ft.; **Perception** +10

DEFENSE

AC 22, touch 15, flat-footed 19 (+6 armor, +2 Dex, +1 natural, +2 deflection, +1 dodge)

hp 42 (7d8+7)

Fort +2, **Ref** +7, **Will** +2

Defensive Abilities evasion, uncanny dodge

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +1 *dagger* +7 (1d4+2/19-20/x2)

Ranged Masterwork hand crossbow +8 (1d4/19-20/x2)

Special Attacks sneak attack +4d6

Spell-Like Abilities *darkness* (1/day)

STATISTICS

Str 12, **Dex** 14, **Con** 11, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +5; **CMB** +6; **CMD** 21

Feats Deceitful, Dodge, Quick Draw, Rapid Reload (hand crossbow)

Skills Acrobatics +10, Bluff +17, Diplomacy +13, Disable Device +4, Disguise +25, Intimidate +13, Knowledge (local) +10, Linguistics +12, Perception +10, Sense Motive +10, Sleight of Hand +12 (+16 to conceal a weapon), Stealth +10

Rogue Talents Convincing lie (6 days), Honeyed Words (2/day), Underhanded (3/day)

Languages Abyssal, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc, Undercommon
SQ natural born liar, rumormonger (3/week)

COMBAT GEAR

+2 mithral chain shirt, +1 bane (human) crossbow bolts (20), +1 dagger, amulet of natural armor +1, hat of disguise, masterwork hand crossbow, potion of cure light wounds, potion of cure moderate wounds, potion of reduce person, potion of sanctuary, potion of undetectable alignment x3, ring of protection +2, 23 gp, 1 cp

Brogg Hedsplitter

CR 2

XP 600

CE Medium humanoid (orc) Barbarian 3

Init +1; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 15, touch 9, flat-footed 14 (+4 armor, +2 shield, +1 Dex, -2 curse)

hp 34 (3d12+9)

Fort +5, **Ref** +0, **Will** +1

Defensive Abilities ferocity, trap sense +1, uncanny dodge

Weakness light sensitivity

OFFENSE

Speed 40 ft.

Melee *Invulnerable Axe* +8 (1d8+5/x3)

Special Attacks rage (10 rounds/day), rage powers (reckless abandon)

STATISTICS

Str 19, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 18

Feats Ferocious Action, Power Attack

Skills Intimidate +6, Perception +6, Survival +6

Languages Common, Orc

SQ fast movement, weapon familiarity

Combat Gear feather token (whip); Other Gear chain shirt, heavy wooden shield, *Invulnerable Axe*, 43 gp



Knarl

CR 2

XP 600

CE Medium humanoid (orc) Cleric 3

Init +0; **Senses** darkvision 60 ft.; **Perception** +3**DEFENSE****AC** 18, touch 10, flat-footed 18 (+6 armor, +2 shield)**hp** 26 (3d8+9)**Fort** +6, **Ref** +2, **Will** +7**Defensive Abilities** ferocity**Weakness** light sensitivity**OFFENSE****Speed** 20 ft.**Melee** masterwork heavy mace +5 (1d8+2)**Ranged** javelin +2 (1d6+2)**Special Attacks** channel negative energy 4/day (DC 12, 2d6)**Domain Spell-Like Abilities** (CL 3rd; concentration +6)
6/day—battle rage (+1 damage), touch of evil (1 round)**Cleric Spells Prepared** (CL 3rd; concentration +6):2nd—*bull's strength*, *cure moderate wounds*, *spiritual weapon*1st—*cure light wounds*, *divine favor*, *doom* (DC 14),
*protection from good*0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*,
*mending***Domains** Evil, War**STATISTICS****Str** 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 16, **Cha** 12**Base Atk** +2; **CMB** +4; **CMD** 14**Feats** Channel Smite, Combat Casting**Skills** Heal +9, Sense Motive +9**Languages** Common, Orc**SQ** aura, weapon familiarity**Other Gear** chainmail, heavy steel shield, javelin (3),
masterwork heavy mace, cloak of resistance +1, 165 gp**Orc**

CR 1/3

XP 135

CE Medium humanoid (orc) Warrior 1

Init +0; **Senses** darkvision 60 ft.; **Perception** -1**DEFENSE****AC** 13, touch 10, flat-footed 13 (+3 armor)**hp** 7 (1d10+2)**Fort** +3, **Ref** +0, **Will** -1**Defensive Abilities** ferocity**Weakness** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** falchion +5 (2d4+4/18-20)**Ranged** javelin +1 (1d6+3)**STATISTICS****Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Weapon Focus (falchion)**Skills** Intimidate +2**Languages** Common, Orc**SQ** weapon familiarity**Other Gear** studded leather, falchion, javelin (4)

Draggor Bloodstone

CR 5

XP 1,600

Bloodrager (steelblood) 6

LN Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE

AC 22, touch 13, flat-footed 19 (+9 armor, +2 Dex, +1 dodge)

hp 76 (6d10+24)

Fort +8, **Ref** +4 (+1 bonus vs. trample attacks), **Will** +4; +2 vs. poison, spells, and spell-like abilities, +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, defensive training; **DR** 3/—

OFFENSE

Speed 20 ft.

Melee +2 mithral dwarven double waraxe +12/+7 (1d10+5/×3)

Special Attacks blood casting, bloodrage (17 rounds/day), hatred

Bloodrager (Steelblood) Spells Known (CL 6th; concentration +6)

1st (1/day)—*burning hands* (DC 11), *enlarge person* (DC 11), *mage armor*, *magic missile*

Bloodline Destined

STATISTICS

Str 16, **Dex** 14, **Con** 17, **Int** 13, **Wis** 15, **Cha** 11

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. bull rush, 23 vs. overrun, 26 vs. trip)

Feats Dodge, Eschew Materials, Exotic Weapon Proficiency (dwarven double waraxe), Improved Initiative, Weapon Focus (dwarven double waraxe)

Skills Acrobatics -2 (-6 to jump), Appraise +1 (+3 to assess nonmagical metals or gemstones), Diplomacy +6, Intimidate +9, Perception +11 (+13 to notice unusual stonework), Profession (Soldier) +6, Survival +11; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven, Orc

SQ armor training 1, destined strike +3, fated bloodrager +1, indomitable stance

Other Gear dwarven plate, +2 mithral dwarven double waraxe, 180 gp

Ilin's Naval Forces

XP 1200

CN Huge army of human (Warrior 2)

hp 22; **ACR** 4

DV 14 (Aquatic: +1 vs. foes in the water or on ships.);

OM +4 (Aquatic: +1 vs. foes in the water or on ships.;

Aquatic: -2 vs. foes on land.; Bloodied but Unbroken: +1 at half Hp or less.), Merciless: +1 on final check vs. routing/withdrawing foe.), ranged

Tactics Defensive Wall, Dirty Fighters (1/battle)

Resources Ranged Weapons

Special Aquatic

Speed 2 Hex; **Consumption** 6 BP

Ilin's Cavalry

XP 800

CN Large army of human (Warrior 1)

hp 16; **ACR** 3; **Morale** +1 (Hit and Run: +2 on opposed checks to withdraw.)

DV 16; **OM** +6

Tactics Expert Flankers

Resources Mounts: Horse

Special Mount

Speed 3 Hex; **Consumption** 3 BP

Ilin's Northeastern Garrison

XP 600

CN Large army of human (Warrior 2)

hp 11; **ACR** 2; **Morale** +2

DV 13; **OM** +2, ranged

Tactics Dirty Fighters (1/battle), Sniper Support, Taunt (DC 12)

Resources Ranged Weapons

Special Shield Ally

Speed 2 Hex; **Consumption** 3 BP

Ilin's Southeastern Garrison

XP 800

CN Huge army of human (Warrior 1)

hp 16; **ACR** 3; **Morale** +2 (Merciless: +1 on opposed checks to catch a withdrawing foe.)

DV 13; **OM** +5 (Merciless: +1 on final check vs. routing/withdrawing foe.)

Tactics Dirty Fighters (1/battle), Siegebreaker

Resources Siege Engines

Special Rock Throwing

Speed 2 Hex; **Consumption** 1 BP

Vestian Greeves

CR 5

XP 1,600

Human afflicted weretiger slayer 5

LE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +12

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 59 (5d10+15)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee +2 living steel bastard sword +10 (1d10+4/19-20)

Special Attacks sneak attack +1d6, studied target +2 (2nd, move action)

STATISTICS

Str 15, **Dex** 12, **Con** 12, **Int** 12, **Wis** 12, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 18

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (bastard sword)

Skills Acrobatics +9, Climb +10, Diplomacy +3 (+7 to change attitude vs. animals related to lycanthropic form), Intimidate +9, Perception +12, Profession (soldier) +9, Sense Motive +7, Stealth +9, Survival +9

Languages Common, Dwarven

SQ change forms, living steel, lycanthropic empathy, slayer talents (combat trick, weapon training), track +2

Other Gear +1 studded leather, +2 living steel bastard sword

Vestian Greeves (hybrid form)

CR 5

XP 1,600

Human afflicted weretiger slayer 5

LE Large humanoid (human, shapechanger)

Init +6; **Senses** low-light vision, scent; **Perception** +13

DEFENSE

AC 20, touch 11, flat-footed 18 (+4 armor, +2 Dex, +5 natural, -1 size)

hp 74 (5d10+30)

Fort +8, **Ref** +8, **Will** +3

DR 5/silver

OFFENSE

Speed 30 ft.

Melee (M) +2 living steel bastard sword +12 (1d10+9/19-20) or bite +6 (3d6+3), 2 claws +6 (2d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pounce, rake (2 claws +6, 2d6+3 plus grab), sneak attack +1d6, studied target +2 (2nd, move action)

STATISTICS

Str 25, **Dex** 15, **Con** 19, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 25

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Toughness, Weapon Focus (bastard sword)

Skills Acrobatics +14, Climb +15, Diplomacy +3 (+7 to change attitude vs. animals related to lycanthropic form), Intimidate +9, Perception +13, Profession (soldier) +10, Sense Motive +8, Stealth +10, Survival +10; Racial Modifiers +4 Acrobatics, +4 Stealth

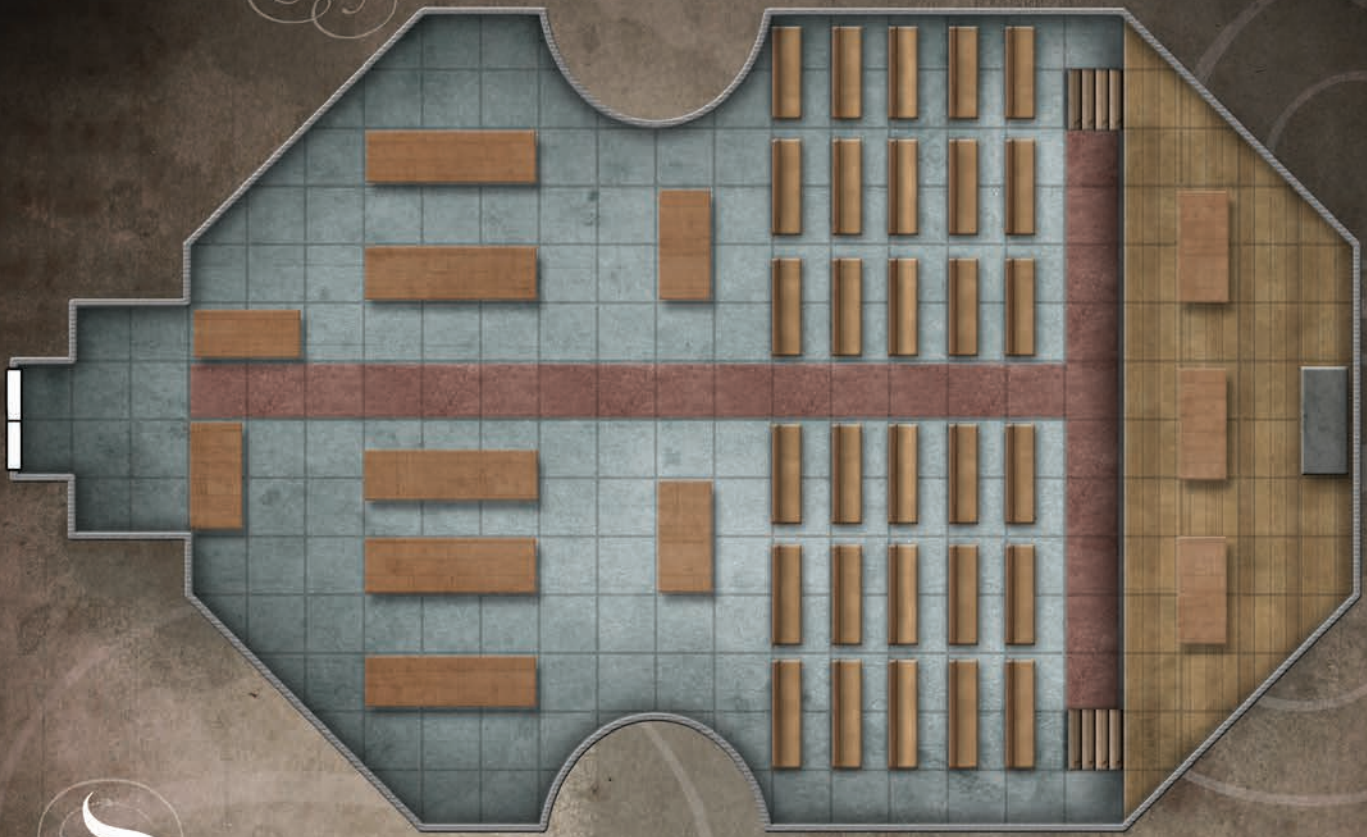
Languages Common, Dwarven

SQ +4 stealth in undergrowth, change forms, living steel, lycanthropic empathy, slayer talents (combat trick, weapon training), track +2

Other Gear +1 studded leather, +2 living steel bastard sword



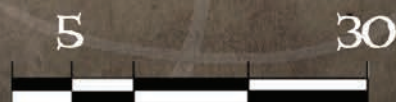
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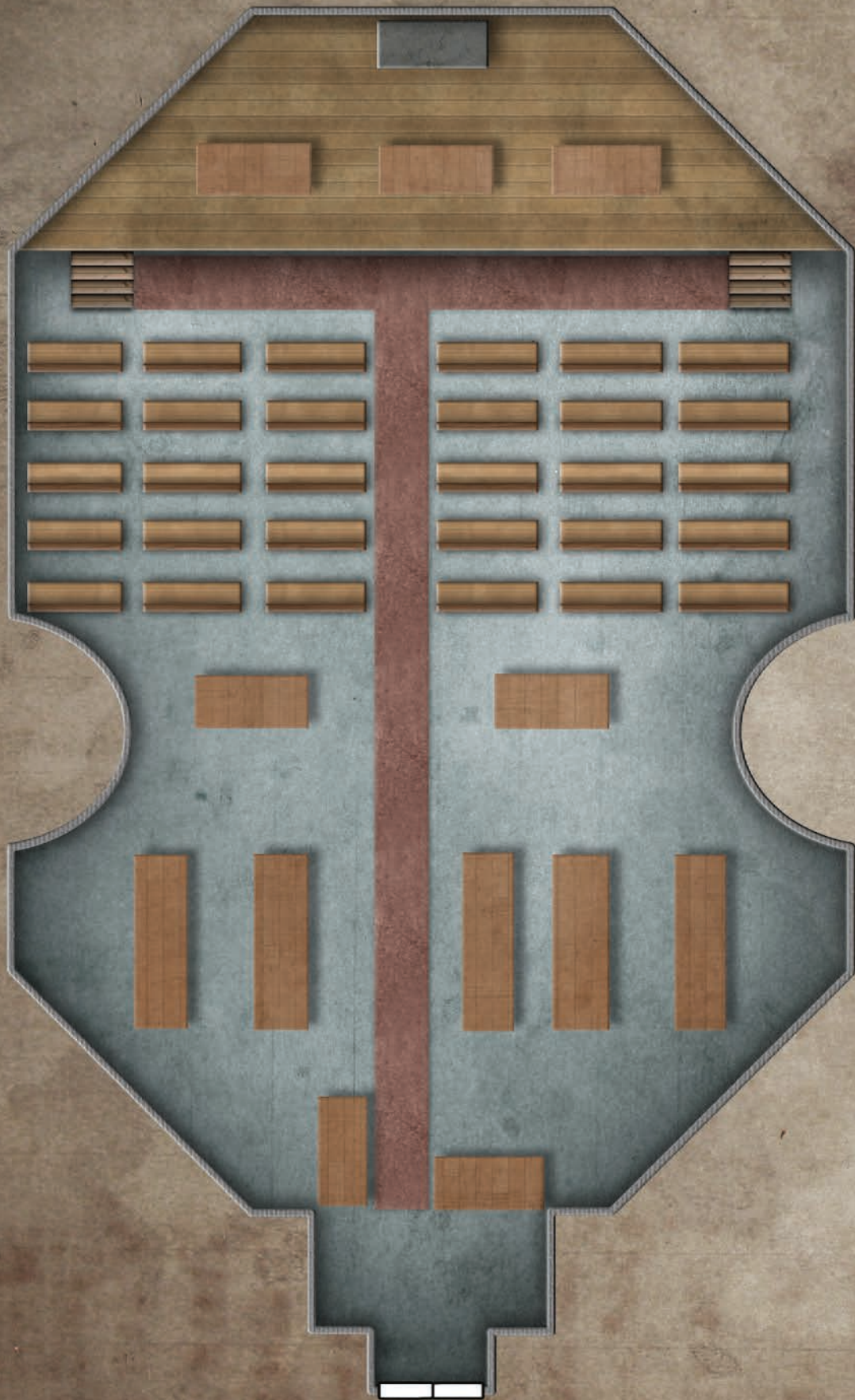
OLD TEMPLE



ILIN'S TENT



SCALE IN FEET







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