



ASSAULT ON THE WOUND

BY THURSTON HILLMAN



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PATHFINDER SOCIETY SCENARIO #5-24

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Pathfinder Society Scenario #5-24: Assault on the Wound is a Pathfinder Society Scenario designed for 3rd- to 7th-level characters (Tier 3-7; Subtiers 3-4 and 6-7). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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The lost dwarven Sky Citadel of Jormurdun rests on the northwestern edge of the land known as the Worldwound. Nestled within the torn foothills of the Wolfcrags, this site has been the goal of a year-long search by the Pathfinder Society. With the exact location of Jormurdun known and an army of allies gathered in preparation, the Society makes their push towards the Sky Citadel.

Marshaled together under the banner of the 'Army of the Open Road,' the Society has allied with two major factions in their journey to Jormurdun. The Mendevian crusaders are always eager to battle the demonic hordes of the Worldwound. They have given the Society their support following a surprise assault on their capital city of Nerosyan, which was repelled only with the timely intervention of a grand congregation of Pathfinders. Alongside the crusaders of Mendev, the dwarves of the Five Kings Mountains have sent forces to bolster the Society because of the promise that the Sky Citadel would revert to their ownership after the Society has explored and documented the underground city.

Other allies have sided with the Society, many of them recruited over the past year by the efforts of field agents. From the nearby Realm of the Mammoth Lords, the Red Winter tribe grants the Society access to the Worldwound from the west. The Riftwardens have sent a contingent of their number to aid in the banishment of demons and to repay old debts to the Society. Despite their ongoing conflict with the demon Treerazer, the elves of Kyonin have spared a cadre of their elite demon hunters to make war in the Worldwound. The Society even prepared a contingent of Jistkan stone golems to march once again, now in service to the growing Army of the Open Road.

Joining forces to oppose the Society, the traitorous Venture-Captain Thurl and the Chelish criminal Tancred Desimire have vowed to reach the Sky Citadel first. Tancred raised an army of murderers and cultists, while Thurl crafted a horde of stitched abominations to oppose the Society's march on Jormurdun. Further adding to this threat, Thurl has called upon his wicked cousin Staunton

WHERE ON GOLARION?

Assault on the Wound takes place on the north-western edge of the Worldwound, in the regions of the Frostmire Fen and the Sarkorian Steppe. For more information regarding the Worldwound and the territories within, see *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Campaign Setting: The Worldwound*, available at bookstores and game stores everywhere, and online at paizo.com.



Vhane for assistance, gaining the allegiance of several demonic armies in the region. Using these massed armies as a cover for their expedition to Jormurdun, Tancred and Thurl have left command of their forces to Warmaster Brae-Hagen, a half-fiend with a grudge against the Society for slaying his demonic patriarch.

Only now realizing the full threat posed by Tancred and Thurl's alliance, the Pathfinder Society plans its final march on Jormurdun. Led by Master of Swords and recently appointed Warmaster Marcos Farabellus, the Army of the Open Road prepares for war.

SUMMARY

As the adventure begins, Marcos Farabellus briefs the PCs at the Society's temporary base in the Realm of the Mammoth Lords. Farabellus informs them of the

TAILORED MASS COMBAT

The Mass Combat rules presented in *Pathfinder RPG Ultimate Campaign* are prevalent in this scenario. As a way of adapting these rules for the scenario and organized play environment, this adventure includes Mass Combat without the associated kingdom management rules. Noteworthy adjustments from the rules presented in *Ultimate Campaign* include:

No Consumption: While included in army stat blocks for completeness, the consumption cost of armies does not factor into this scenario, as it doesn't use the associated kingdom building rules. Instead, GMs should assume that the Society has set up appropriate supply lines to reinforce armies and ensure that they operate at full effectiveness.

Movement Phase: To facilitate the advance of the Army of the Open Road, a new battle phase is introduced for movement. During this time, armies move up to their speed in hexes. Once two armies enter the same hex, they become locked in combat, and the Battle Phase begins.

preparations to get the Army of the Open Road traveling to Jormurdun. He asks the PCs to act as battlefield commanders, helping him manage the theater of war and oversee the deployment and movement of specific units within the army.

By attending a war council administered by Farabellus, the PCs become acquainted with the constituent formations of the Army of the Open Road. The first thrust of the Society's campaign moves from the Realm of the Mammoth Lords to eliminate an enemy stronghold at the abandoned town of Silvershore. Following the success of this mission, the second phase of the engagement pushes into the Wolfcrags to assault the gates of Jormurdun directly. To assist, the PCs each directly oversees one of the several formations within the Army of the Open Road.

Tancred's horde of cultists and murderers impedes the Army of the Open Road's march to Silvershore. This encounter uses the Mass Combat rules found in *Pathfinder RPG Ultimate Campaign* and reprinted in part in this scenario's first appendix. The players have a chance to learn the abilities of their armies and get used to the Mass Combat system. Following their successful march north, the PCs engage with Thurl's heartier demon-kin and stitched creations, which attack from the edge of the Wolfcrags.

With Thurl's initial assault thwarted, Ollysta Zadrian approaches the victorious PCs. The head of the Silver Crusade brings word that Farabellus has discovered the enemy warlord, and the Army of the Open Road moves against him. As the Pathfinder army gains the upper hand in the conflict, Tancred and Thurl disappear into the northern foothills—likely making a desperate push for Jormurdun! To stop the ongoing fighting and allow

Society agents to pursue these villains, Zadrian directs the PCs to strike a bunker believed to serve as the enemy warlord's command post.

While the PCs move through a hidden passage to the warlord's bunker, a combat-trained unit of tiefling soldiers assaults them. Forced to fight against unexpected numbers, the PCs break through the tieflings and access the command bunker, where they encounter the leader of Tancred and Thurl's combined army—a half-fiend general sired by the balor slain during the attack on Nerosyan a year earlier.

GETTING STARTED

Read or paraphrase the following to begin the adventure.

A blast of cold wind—the biting chill of the Realm of the Mammoth Lords—rushes into the tent, ruffling scattered papers but not Marcos Farabellus. The Pathfinder Society's Master of Swords stares intently at a map of the western Worldwound, eyeing wooden playing pieces placed at strategic locations.

"Quite a party we've started up here. Did you know they're calling all this ruckus the Army of the Open Road?" Farabellus asks, never raising his eyes from the map laid out before him. "Well, now it looks like this army is finally ready to move on Jormurdun, the lost Sky Citadel of the dwarves."

"In case you hadn't heard, I've been appointed warmaster of this growing army of ours. The Decemvirate has politely asked me to knock on Jormurdun's door and see who answers. The problem is, the walk there is going to take weeks and we know there're some unwelcome residents already in the region." Farabellus points to a group of crimson-stained wooden tokens at the north-western edge of the Worldwound that stand opposed to the tokens of the Society's forces. "It looks like the Society's latest adversaries, that deceitful cur Tancred Desimire and the two-faced former Venture-Captain Thurl, have assembled an expedition of their own—and positioned it right in our path."

Slamming his fist down in a sudden movement that cracks the table, Farabellus sends wooden pieces flying about the tent's interior. "I'm done with these two meddlers. The demonologist and the traitor are to be brought to justice. But first, we must reach Jormurdun before they do. To that end, I need your assistance in rallying our armies and getting us to the entrance of the Sky Citadel. All our senior agents are out in the field tracking Tancred and Thurl, so I'm promoting you to act as field commanders for the battles ahead. Our allies are waiting to meet with us. Any questions?"

Given the surprise invitation, the PCs likely have questions for Farabellus. Answers to common questions the PCs may ask are provided below. If the PCs do not ask any questions, Farabellus ushers them to the war council. If the PCs ask more than three questions, the recently appointed warmaster grows agitated and tells the PCs they had best be on their way to the war council.

How do I command an army? “We’ll be going over all the details in the war council, but we’ve assembled quite a host and need reliable Society agents overseeing each unit. Your duty will be to work together with a team of units and crush any opposition Tancred and Thurl put in our way.”

Who are Tancred and Thurl? “Tancred Desimire is a disgraced Chelish noble whose brother Aglorn was a fiend-binder and Aspis agent. After Society agents killed Tancred’s brother, Tancred swore revenge and revealed himself as a demonologist. Thurl was once a Venture-Captain in Nerosyan, but he seems to have been influenced by the artifacts he collected from the Worldwound. We suspected his betrayal when he was conspicuously absent during the siege of Nerosyan, and we later confirmed this when Society field agents delved into his lodge and discovered the home of a demon-obsessed madman. These traitors have formed an unholy union and seek to reach Jormurdun before the Society in order to steal whatever knowledge they can.”

What sort of army has the Society assembled? “Over the past year, we’ve been gathering resources and setting up supply chains to bring us here. Now we’ve acquired assistance from the crusaders of Mendev and the dwarves of the Five Kingdom Mountains. Other smaller—but no less important—groups have joined us, and we’ll be meeting them at the war council.”

Diplomacy (gather information) or Knowledge (local)

The PCs may already have information on the Army of the Open Road, either from studies abroad, or talks with soldiers stationed at the encampment.

15+ The Society has put together a massive host to march on the lost dwarven Sky Citadel of Jormurdun. Earning the nickname “the Army of the Open Road,” this force is composed of Society agents and allies from across the Inner Sea.

20+ Standing beside the Society are the crusaders of Mendev, consisting of mounted cavalry and trained battle priests. The dwarves of the Five Kingdoms Mountains have committed their siege weapons and hearty infantry after long negotiations with the Society. Both of these forces stand as the most loyal and largest non-Society factions in the Army of the Open Road.

25+ Marcos Farabellus was appointed warmaster of the army by unanimous decision. His role is to lead the greater efforts of the army in reaching Jormurdun, but he remains far from the frontline fighting to ensure his safety and direct the efforts of top agents in tracking Thurl and Tancred Desimire. Because of this, Farabellus has been searching for prestigious agents to act in his stead as the army meets the demonic forces of the Worldwound.

30+ Soldiers from the frontlines report that Tancred Desimire and former venture-captain Thurl have committed a force of fanatical cultists and demons to oppose the Army of the Open Road. Scouts have returned with descriptions of demonic horrors stitched together by Thurl, ready to be unleashed as the Society closes on Jormurdun.

THE WAR COUNCIL

Farabellus brings the PCs to a much larger tent amidst the Society’s encampment. Within stand rows of benches and a massive wooden table adorned with token-strewn maps like those in Farabellus’s tent. Dozens of people already mill about, moving to sit as Farabellus enters. The Master of Swords pays little heed to the other attendants as he gestures for the PCs to take a seat at one of the front-row benches.

Once the PCs seat themselves, Farabellus addresses the occupants.

“Friends and allies, I thank you all for coming to this most important of war councils. Our forces stand ready to march out from the Realm of the Mammoth Lords and into the treacherous terrain of the Worldwound, in search of Jormurdun. Know that this journey will not be easy, as dangerous enemies rest in our path.”

Warmaster Farabellus moves so all in attendance can see the map in the center of the chamber. Pointing at a group of tokens inscribed with demonic runes situated due east of the Society’s encampment, he continues. “Our first mission is to move out from this encampment and secure the region south of the Wolfcrags, where we know Jormurdun to be located. To ensure we are not flanked, we’ll need to destroy any enemy formations within the region around Silvershore, an abandoned town that the fiends are using as a base of operations.”

Knocking over demon-marked tokens with a wave of his arm, Farabellus haphazardly shoves the various tokens of the Society’s army into the region previously indicated. “With this region obtained, we’ll be well positioned to engage whatever Tancred and Thurl have waiting for us in the Wolfcrags. We’ll use the region around Silvershore as a forward command post and move north towards Jormurdun.”

“To ensure our success, I’m appointing my best agents as field commanders for the engagements to come. They’ll be leading our specialist units in crushing enemy resistance. They’ve not yet had a chance to select what units they’ll be leading directly, but I leave the decision in their hands. Please assist them by answering any questions you have about your formations and capabilities.”

With a nod, Farabellus looks over the assembled room, “This is it, everyone. This is the day we find Jormurdun and make Tancred and Thurl pay for their many treacheries.”

With his speech complete, Farabellus walks over to the PCs and instructs them to meet with the various unit

UNIQUE ARMIES

During its campaign in the Worldwound, the Society has sent agents far and wide to recruit additional aid in capturing Jormurdun. This scenario gives players the opportunity to use boons earned on select Chronicle sheets to command unique armies. Unlike with most boons, as long as a player has earned the associated boon with *any* of her characters, she can command that army.

Elven Uprooters (Pathfinder Society Scenario #5-05: The Elven Entanglement): Loaned to the Society by a combination of favors collected by Venture-Captain Varian Jeggare and the heroic efforts of Pathfinder agents, the Elven Uprooters carry specially crafted demon-slaying weapons and are capable of confounding and disrupting enemies in myriad ways.

Requirement: Accumulating an Army (Elven Uprooters) boon
Granted Army Boon: Hit and Run.

Jistkan Stone Golems (Pathfinder Society Scenario #5-17: Fate of the Fiend): Recovered from the ruins of Rachikan, these stone golems are few in number but incredibly powerful. Although they are immune to magic and resistant to damage, the constructs are difficult to control in the midst of battle.

Requirement: The character must have received both prestige in 5-17.

Granted Army Boon: None.

Mammoth Riders (Pathfinder Society Scenario #5-10: Where Mammoths Dare Not Tread): The Kellids of the Red Winter tribe have allied with the Pathfinder Society, sending strong berserkers astride towering mammoths to aid the Army of the Open Road.

Requirement: Accumulating an Army (Mammoth Riders) boon

Granted Army Boon: Bloodied but Unbroken.

Riftwardens (Pathfinder Society Scenario #5-07: Port Godless): Upon rescuing a group of Riftwardens in the city of Azir, the Pathfinder Society earned the organization's promise of aid in the securing of Jormurdun. Several dozen Riftwardens have volunteered their services in the upcoming march, pledging their planar sealing abilities and devastating magic to the cause of the Society.

Requirement: Accumulating an Army (Riftwardens) boon
Granted Army Boon: Hold the Line.

Army of Exploration (Taldor faction PCs only): Lady Gloriana Morilla has mustered a modest but proud army of aristocrats, retainers, duelists, bravos, and thrill-seekers to carry Taldor's banner.

Requirement: Must belong to the Taldor faction
Granted Army Boon: None

leaders in the room and decide on which formations they want to lead into battle.

The GM should provide the players an overview of the Mass Combat rules, which are detailed in Appendix One: Mass Combat Rules. As this is the first time these rules have appeared in Pathfinder Society Organized Play, GMs should spend time reviewing the armies, tactics, and special rules with the players. In addition, this scenario includes **Player Handout 1**, **Player Handout 2**, **Player Handout 3**, and **Player Handout 4** that provide the players with references to aid them during the mass combat portions of the adventure.

Army Selection

The armies presented in Appendix Two: Armies of the Open Road are available for PCs to command. Any PC can select a Five Kings Mountain, Mendevian, or Society army, hereafter referred to as a Core army. Several other armies—referred to as Unique armies—may be available to command depending on the PCs' past accomplishments (see the Unique Armies sidebar).

Each army has a unit leader attending the council who explains the abilities of their respective force. GMs should feel free to devise their own NPCs for each unit leader, or use NPCs from previous scenarios for the Unique armies, in order to role-play the explanation of the army's abilities to the PCs. GMs are encouraged to give as much army description as possible through role-playing, with players reviewing the statistics of an army prior to making a selection. Each army also has a block of descriptive text the GM might use to describe the army to the PCs.

At the start of an engagement (the term used to describe a Mass Combat encounter) and before the players choose their armies, read the engagement's introductory text aloud. This introduction provides the players a sense of what their goals are and helps them to make informed decisions about which armies to command.

Army Commanders: Once the PC has selected an army to command, she becomes that army's commander. If the PC commands a Core army, she may select one of the following commander boons for her army: Defensive Tactics, Flexible Tactics, Loyalty, or Triage.

Note on Duplicates: Core armies are always available, allowing PCs to lead duplicate formations. For example, two PCs could each run an army of Society Field Agents or Mendevian Warpriests. Unique armies can only be selected once; PCs are not allowed to have duplicates of these armies in their force, and a destroyed Unique army is not available in future engagements. If a PC has a boon that would allow her to command a Unique army, but that army is already in use, she can instead add that army's respective granted army boon to any Core army she commands. The

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exception to this rule is the Army of Exploration. Thanks to the combined efforts of each Taldor PC, Gloriana Morilla was able to assemble one additional battalion of the Army of Exploration for each Taldor PC after the first. These reduced armies are size Medium and start with 22 hp, 17 DV, and +7 OM before factoring in the boons, and they do not count as Unique armies for the purpose of adding additional enemy armies.

Faction Notes: Taldor faction PCs have the opportunity to lead faction leader Gloriana Morilla's self-styled Army of Exploration. She hopes that this independent force will reap glory for Taldor and inspire the nation to rebuild itself after having been in slow decline for centuries. To fulfill the Taldor faction's goals, at least one Taldor faction PC must choose to command the

Army of Exploration during one or both engagements. In that time, the Army of Exploration must deal the damage that defeats or routs one of the following armies: tiedling garrison army, howler cavalry army, stitched horror army, or rift drake army. Alternatively, the Army of Exploration must defeat or rout a total of at least two enemy armies, plus one for each Taldor PC, in battles that include no allied armies except battalions of the Army of Exploration.

THE MARCH TO JORMURDUN

During *Assault on the Wound*, the PCs participate in two distinct Mass Combat encounters referred to as engagements. Once the PCs have heard the upcoming engagement's introductory text and selected which

PATHFINDER SOCIETY SCENARIO

SCALING ENGAGEMENT I

Make the following changes to the engagement to accommodate smaller groups or those that command Unique armies.

Unique Armies: For each Unique army the PCs command, increase the number of cultist armies in play by one, to a maximum of four additional armies. Place each additional army adjacent to one of the other cultist armies such that no more than two cultist armies begin adjacent to each other.

Four PCs: Remove two cultist armies from the engagement.

armies to command, the engagement begins, following the Mass Combat rules presented in Appendix One.

The engagements are designed to ensure that the PCs have a slight advantage over their enemies, but the adventure accounts for failure through poor dice rolls or poor tactics. If a PC's army is defeated, that PC cannot contribute further in that engagement. It is always assumed that the PC commander manages to escape or is rescued by allied armies. The PC can rejoin the expedition for the following engagement, leading a new army selected from those available.

The goal of each engagement is for the PCs to destroy all enemy armies in the theater. Once all enemy armies are defeated, the GM can continue to the next engagement, or to the next part of the scenario.

Engagement 1: Silvershore

As the players prepare for this engagement, read or paraphrase the following.

The lakeside settlement of Silvershore was once a thriving fishing town. Silvershore had the lucrative privilege of supplying a massive, floating pleasure palace known as the House of Reflections that floated near the middle of the lake. Many believe that the House of Reflections has become haunted and extremely dangerous. Scouts report that Silvershore is now fortified and serves as an outpost for demons.

By capturing Silvershore, the Society will not only eliminate an enemy stronghold but also secure a defensible forward camp. It can use this camp for its march on Jormurdun through passes in the Wolfcrags to the north. Cultists and murderers loyal to Tancred Desimire teem throughout the area.

Enemy Forces: Packs of Shax cultists patrol the area around Silvershore, and a detachment of tiefling soldiers guards the fortified town.

CULTIST ARMY (6)

CE Large army of humans (fighter 2)

hp 16; ACR 3

DV 14; OM +3

Tactics dirty fighters, standard, withdraw

Resources improved armor

Special bravery +1

Speed 2; **Morale** +2; **Consumption** 3

TIEFLING GARRISON ARMY

CE Large army of tieflings (rogue 3)

hp 18; ACR 4

DV 16; OM +6 ranged

Tactics false retreat, standard, withdraw

Resources ranged weapons

Special darkvision, sneak attack, spellcasting* (+2)

Speed 2; **Morale** +2; **Consumption** 4

Enemy Tactics: The tiefling army remains at Silvershore as it awaits the PCs' armies and guards the site on Tancred's orders. The cultist armies gradually advance, forming larger armies to the north and south. The cultist forces then attack the Army of the Open Road, relying on their superior numbers to wear down their enemies. The enemy armies avoid the House of Reflections.

Terrain: The tiefling army sent by Tancred has fortified Silvershore. As a result, the army increases its DV by 4 while occupying its starting hex. Siege weapons, such as those used by the Five Kings Siege Masters, reduce this bonus by 1d4 during each melee phase.

The hex containing the House of Reflection is particularly dangerous, and any army that travels through the hex takes 1d6+1 damage as the local demons and undead skirmish with the trespassers. The site is occupied by powerful incorporeal undead, and exploring or cleansing the ruins is beyond the scope of this adventure.

Victory Conditions: To win the engagement, the PCs must capture Silvershore and prevent enemy armies from recapturing it before the end of the following day. If the PCs destroy or rout all enemy armies, they automatically win the engagement.

Development: Once the Army of the Open Road secures Silvershore, it performs rudimentary repairs to the fortifications and prepares for the long march north. The lull gives allied armies an opportunity to recuperate, restoring any active armies to full hit points and replacing any healing potions that the armies expended. Any armies that were routed but survived the battle recover completely but suffer a permanent -1 penalty on all Morale rolls.

If the PCs fail to secure Silvershore, their remaining forces wipe out the cultists, but the tiefling garrison army remains in control of the town. Add the tiefling garrison army to the next engagement, but it does not restore any lost hit points. The PCs begin the next engagement with weakened supply

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lines as long as the tieflings hold Silvershore, exactly as if the howler cavalry army held Silvershore.

Rewards: If the PCs fail to win the engagement, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 250 gp.

Out of Subtier: Reduce each PC's gold earned by 666 gp.

Subtier 6–7: Reduce each PC's gold earned by 833 gp.

Engagement 2: The Wolfcrags

As the Army of the Open Road prepares for the next engagement, read or paraphrase the following to the players.

The Wolfcrags are a stretch of jagged foothills that separate the Sarkorian Steppe from the Tusk Mountains and the foul marshes of Frostmire. The barren peaks are rife with defensible vantage

points and narrow valleys that are ideal for ambushes—if one knows the territory.

Hordes of demons halt the progress of the Pathfinder Society, and scouts report that terrifying abominations stitched together from demonflesh are working in concert with these demons. So long as any of these enemy forces are active, the expedition is at risk.

Enemy Forces: Armies of lesser demons roam the Wolfcrags. In addition, Thurl has unleashed a horde of his failed idolons, abominations sewn together and animated from choice pieces of demon carcasses. The spirits bound within these creatures scream in pain and torment as they attack, causing the weak-hearted to flee in terror.

PATHFINDER SOCIETY SCENARIO

SCALING ENGAGEMENT 2

Make the following changes to the engagement to accommodate smaller groups or those that command Unique armies.

Unique Armies: For each Unique army the PCs command, increase the number of schir armies in play by one, to a maximum of four additional armies. Place each additional army adjacent to one of the other demon armies such that no more than two demon armies begin adjacent to each other.

Four PCs: Remove two dretch armies from the engagement.

Two other threats appear at the beginning of the second day. A force of tiefling antipaladins mounted on howlers (*Pathfinder RPG Bestiary* 2 159) approaches from the east and begins the day in the designated hex. The PCs also receive a report that Tancred Desimire's few surviving human allies are engaged in a ritual to the northeast, and it appears as though they might summon something terrible unless the Pathfinders stop them. Place a cultist army in the designated hex. If the PCs have not defeated these cultists by the end of the fourth day, an army of rift drakes answers the cultists' call, consumes the humans that summoned them, and join the enemy's side.

CULTIST ARMY

CE Large army of humans (fighter 2)

hp 16; **ACR** 3

DV 14; **OM** +3

Tactics dirty fighters, standard, withdraw

Resources improved armor

Special bravery +1

Speed 2; **Morale** +2; **Consumption** 2

DRETCH ARMY (4)

CE Large army of dretches

hp 22; **ACR** 4

DV 17; **OM** +7 ranged

Tactics relentless brutality, standard, withdraw

Special darkvision, extraplanar (demon), spellcasting* (+3, poison)
Speed 1; **Morale** +5; **Consumption** 2

HOWLER CAVALRY ARMY

CE Large army of tieflings and howlers (antipaladin 2)

hp 27; **ACR** 5

DV 17; **OM** +7

Tactics cavalry experts, standard, withdraw

Resources mounts*

Special bleed, channel negative energy, darkvision, smite good

Speed 3; **Morale** +2; **Consumption** 4

RIFT DRAKE ARMY

CE Small army of rift drakes

hp 45; **ACR** 7

DV 17; **OM** +8 ranged

Tactics relentless brutality, standard, taunt, withdraw

Special bleed, breath weapon (acid), darkvision, flight, pounce*, scent, trip

Speed 4; **Morale** +3; **Consumption** 3

SCHIR ARMY

CE Medium army of schirs

hp 22; **ACR** 4

DV 14; **OM** +6

Tactics standard, withdraw

Resources improved weapons

Special darkvision, extraplanar (demon), powerful charge*

Speed 2; **Morale** +3; **Consumption** 3

STITCHED HORROR ARMY

CE Medium army of stitched eidolons

hp 38; **ACR** 7

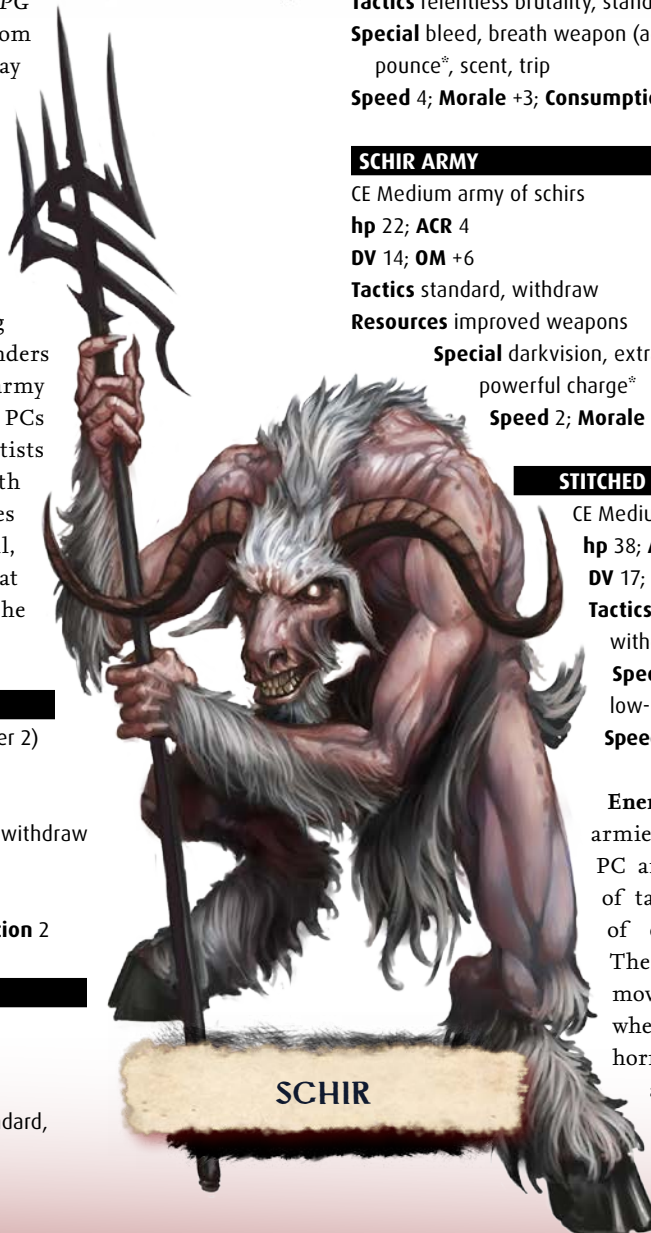
DV 17; **OM** +7

Tactics relentless brutality, standard, withdraw

Special construct, darkvision, fear, low-light vision,

Speed 2; **Morale** +5; **Consumption** 3

Enemy Tactics: The dretch armies move towards the closest PC army, abandoning any sort of tactical movement in favor of engaging their enemies. The schir armies time their movement to engage the PCs when the dretches or stitched horrors have already locked an enemy army in combat. Knowing they're more than a match for any one



ASSAULT ON THE WOUND

of the PCs' armies, the stitched horrors prefer to engage isolated targets.

The howler cavalry army moves to capture Silvershore. At the end of each day in which they hold Silvershore, all of the PCs' armies take a -1 penalty to DV and on OM and Morale rolls, due to the disrupted supply lines. This penalty increases by 1 for each additional day an enemy army occupies Silvershore (maximum -3).

The cultist army remains stationary as it summons the rift drakes. The rift drakes attack nearby PC armies without rhyme or reason. They use their flight ability to delay the Melee Phase and get a second Ranged Phase before finally landing to finish the battle in melee.

Terrain: Any army in a hex containing hills increases its DV by 1 for having advantageous terrain; this bonus increases to 2 for dretch, schir, and rift drake armies due to their familiarity with the terrain. Note that this increase does not count as fortifications but instead represents the dangers of moving an army through the hills to attack an established foe.

During this engagement, the demons prefer to strike their targets at night, but clever commanders can force the engagement during daylight hours. At the beginning of any battle during this engagement, roll percentile dice to determine when during the day the battle takes place. All PCs present may attempt a Profession (soldier) check to shift the timing in their favor. Subtract the highest result from the percentile dice

00-40%: The battle occurs at daytime (no adjustments)

41-60%: The battle occurs at dawn or dusk (armies without darkvision or low-light vision reduce their OM by 1).

61-100%: The battle occurs at night (armies without darkvision lower their OM by 2 and their DV by 3)

Victory Conditions: To win this engagement, the PCs must defeat all enemy armies.

Development: If the PCs fail to defeat their foes, the assassination attempt against Brae-Hagen becomes the Society's last desperate gambit to turn the tide of a losing war. Adjust Ollysta Zadrian's text to indicate the true situation, but do not change any of the mechanics; defeating the demonic general is still enough to turn the tide.

Treasure: Following the defeat of the last enemy army, Mendevian crusaders honor their commanders' valor and present the PCs with a *knight's pennon of honor* as a token of esteem. In Subtier 6-7, replace this with a *knight's pennon of battle*.

SILVER CRUSADE FACTION MISSION

If any of the PCs are part of the Silver Crusade faction, their leader ushers them aside. She explains that she typically frowns upon performing acts of good simply to earn adulation. However, this is an opportunity for the Silver Crusade to demonstrate its valor to the Pathfinder Society and many allied groups. Zadrian identifies Brae-Hagen as a major threat and encourages the faction PCs to defeat him in as public a way as possible. In doing so they can not only inspire their allies but also break the morale of the fiendish armies.

Rewards: If the PCs fail to defeat the enemy armies, reduce each PC's gold earned as follows.

Subtier 3-4: Reduce each PC's gold earned by 433 gp.

Out of Subtier: Reduce each PC's gold earned by 820 gp.

Subtier 6-7: Reduce each PC's gold earned by 1,208 gp.

FINAL THRUST

Following their defeat of their enemies in the Wolfcrags, the PCs have a brief reprieve as the greater forces of the Army of the Open Road regroup and forge ahead. As the armies of the Society make camp and begin the

long task of scouring the hills for the path to Jormurdun, Ollysta Zadrian, paladin of Sarenrae and leader of the Silver Crusade faction, approaches the PCs and brings them news from the front.

Still painted in dried blood and dirt from the battlefield, Ollysta Zadrian produces a map of the immediate region with lines leading through the hills.

"Friends, Marcos Farabellus has begun the final push against the armies of Tancred and Thurl. Thanks to your efforts in breaking the demonic armies, Farabellus is intent on crushing the remaining forces of the traitor, which are hidden somewhere in the Wolfcrags. Complicating matters is the demon army's warlord—a half-fiend named Brae-Hagen—who has retreated into a secure bunker where he oversees his remaining forces."

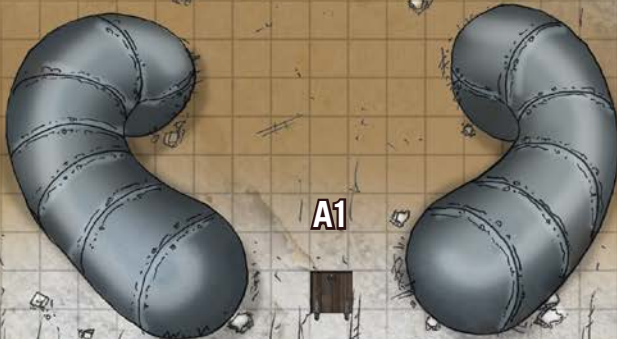
"The warmaster sent me to inform you of the location of the bunker, an ominous structure built on the side of a cliff. While most of Brae-Hagen's forces are engaged by the Army of the Open Road, you will slip in through a series of passages in the hills that lead to the entrance of the bunker. There could be some defenders left, but intelligence reports the demonic warlord runs a fairly lean command center."



OLLYSTA ZADRIAN

The Bunker

1 square = 5 ft.



Cliff Top



2nd Floor



1st Floor



3rd Floor

SCM14

ASSAULT ON THE WOUND

Ollysta offers little time before heading back to join Farabellus's final push. She spares the PCs a few minutes to answer any questions they have.

Why just us? "You're the only agents Farabellus trusts to carry this mission out. Many senior Pathfinders have been dispatched in the quest to track down Tancred and Thurl, and the warmaster can't afford to tip off Brae-Hagen that we're coming by sending a full army."

What do we know about Brae-Hagen? "He was as akin to nobility as one gets within the Worldwound, at least prior to the Society's arrival. His father was Teremthal, a balor demon slain by Society agents during the siege of Nerosyan. Brae-Hagen has lost considerable standing now that his patriarch is not around to scare off rivals. It seems he's thrown his lot in with Tancred and Thurl and is now leading their armies against us."

What intelligence is there on this bunker? "It's a grim edifice, a massive demonic skull of metal and stone that dangles off the side of a cliff. The mouth of the skull opens and closes by some mechanical apparatus, and it's from there that Brae-Hagen issues commands and speeches to his forces at the base of the cliff."

DEMONIC COMMAND BUNKER

The PCs' journey to Brae-Hagen's command bunker takes the better part of a day, as the PCs negotiate the winding paths through the Wolfcrags. The massed combats taking place throughout the region protect the PCs from wandering demons or local wildlife; everything in the region is already fighting or has retreated to wait out the Society's advance. As the PCs reach the top of the cliff, Marcos Farabellus and Ollysta Zadrian lead the Army of the Open Road in the final push against the demonic armies, hoping to draw their enemies' attention and buy the PCs an opportunity to approach the bunker unchallenged.

Located at the apex of one of the various canyons found within the Wolfcrags, Brae-Hagen's bunker looms over a growing battle 150 feet below. The forehead, eyes, and mouth are each one level of the bunker, each 15 feet in height. A series of large horns curl back from the top of the skull-bunker, breaking into the ground on the cliff top like studs, keeping the bunker in place.

A1. Cliff Top (CR 5 or CR 8)

A winding path in the hills leads up to the top of a great canyon. Ahead, two steely arches sweep back from the edge of the cliff. The sound of battle is audible over the edge of the cliff, where, just before the precipitous drop, a single metallic trap door is embedded in the rock.

The top of the cliff is open terrain, with the exception of the great metallic horns that curl back from the demonic

SCALING ENCOUNTER A1

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 3-4: Reduce the Space of the Tiefling Troop to 15 ft. Decrease the hp of the troop by 11, and decrease the number of lines it can create with its crossbow volley ability to three.

Subtier 6-7: Remove the Subtier 3-4 tiefling troop from the encounter.

bunker. Past the cliff edge, a massive battle continues at the base of the canyon, between the Army of the Open Road and the remaining demon hosts of Tancred and Thurl. Thousands of troops battle 150 feet below.

The trapdoor at the edge of the cliff is unlocked and not trapped, granting access to a ladder that descends 15 feet to the first floor of the bunker.

Creatures: A detachment of tiefling soldiers defends the entrance to the bunker. The troops guard against any flying attackers and kill teams like the PCs. They await attackers, forming a line between the horns of the bunker and blocking access to the trap door entrance. The tieflings don't operate as individual creatures; rather they operate as a single foe with the troop subtype. For more information on how troops work, see Appendix Three: Troop Subtype located on page 25.

Where the PCs begin this encounter depends on how they approach the cliff top. Allow each PC to attempt a DC 5 Stealth check. The PCs begin 150 feet away from the trap door but are able to approach 10 feet closer for each point by which the lowest Stealth check exceeds the DC (minimum starting distance of 40 feet).

Subtier 3-4 (CR 5)

TIEFLING TROOP	CR 5
CE Medium outsider (native, troop)	
Init +3; Senses darkvision 60 ft.; Perception +11	
DEFENSE	
AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)	
hp 51 (6d10+18)	
Fort +5, Ref +8, Will +7	
Defensive Abilities troop traits; Resist cold 5, electricity 5, fire 5	
OFFENSE	
Speed 30 ft.	
Melee troop +10 (2d6+4)	
Space 20 ft.; Reach 5 ft.	
Special Attacks burning wave (DC 16), crossbow volley (DC 16)	
Spell-Like Abilities (CL 6th; concentration +7)	
At will— <i>darkness</i> (DC 13)	

PATHFINDER SOCIETY SCENARIO

TACTICS

During Combat The troop attempts to keep the PCs away from the bunker entrance. They hold their position while keeping melee PCs in range of their troop attack and using their crossbow volley ability. They prefer to damage multiple foes rather than focus their volleys on a single threat—unless that target deals at least 30 damage to the troop in one round. The tieflings use their burning wave ability to further hamper enemies' movement.

Morale The troop fights until reduced to 0 hp, at which point the survivors disperse and flee.

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 24

Feats Ability Focus (burning wave), Combat Reflexes, Dodge

Skills Acrobatics +10, Bluff +3, Climb +11, Intimidate +5, Knowledge (religion) +5, Perception +11, Profession (soldier) +11, Stealth +12, Survival +9; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal

SPECIAL ABILITIES

Burning Wave (Sp) Tiefling troops have spellcasters able to command fire. As a move action, a tiefling troop can create a wall of flames 10 feet high in six adjacent squares. These flames last until the start of the troop's next turn. All creatures in this area and those who enter the wall take 3d4+6 points of fire damage (Reflex DC 16 for half). The save DC is Charisma-based and includes the bonus from the troop's Ability Focus feat.

Crossbow Volley (Ex) Tiefling troops can fire a volley of crossbow bolts as a standard action. This attack takes the form of up to four lines with a range of 80 feet. These lines can start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 2d8+4 points of piercing damage (Reflex DC 16 for half). For each additional line of bolts that strikes a target, the damage increases by 1d8+2, and the save DC increases by 1. The save DC is Dexterity-based.

Subtier 6–7 (CR 8)

ELITE TIEFLING TROOP

CR 7

CE Medium outsider (native, troop)

Init +4; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 85 (9d10+36)

Fort +9, **Ref** +10, **Will** +11

Defensive Abilities troop traits; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee troop +14 (3d6+5)

Space 20 ft.; **Reach** 5 ft.

Special Attacks burning wave (DC 18), crossbow volley (DC 18)

Spell-Like Abilities (CL 9th; concentration +11)

At will—*darkness* (DC 14)

TACTICS

During Combat The troop attempts to keep the PCs away from the bunker entrance. They hold their position while keeping melee PCs in range of their troop attack and using their crossbow volley ability. They prefer to damage multiple foes rather than focus their volleys on a single threat—unless that target deals at least 45 damage to the troop in one round. The tieflings use their burning wave ability to further hamper enemies' movement.

Morale The troop fights until reduced to 0 hp, at which point the survivors disperse and flee.

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 15, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +14; **CMD** 29

Feats Ability Focus (burning wave), Combat Reflexes, Dodge, Great Fortitude, Iron Will

Skills Acrobatics +16, Bluff +4, Climb +17, Intimidate +11, Knowledge (religion) +11, Perception +15, Profession (soldier) +15, Stealth +18, Survival +15; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Abyssal, Common, Infernal, Hallit

SPECIAL ABILITIES

Burning Wave (Sp) Tiefling troops have spellcasters able to command fire. As a move action, a tiefling troop can create a wall of flames 10 feet high in six adjacent squares. These flames last until the start of the troop's next turn. All creatures in this area and those who enter the wall take 5d4+8 points of fire damage (Reflex DC 18 for half). The save DC is Charisma-based.

Crossbow Volley (Ex) Tiefling troops fire a volley of crossbow bolts as a standard action. This attack takes the form of up to four lines with a range of 80 feet. These lines start from the corner of any square in the troop's space. All creatures in one of these lines' areas of effect take 4d8+8 points of piercing damage (Reflex DC 18 for half). For each additional line of bolts that strikes a target, the damage increases by 1d8+2, and the save DC increases by 1. The save DC is Dexterity-based.

TIEFLING TROOP

CR 5

hp 51

Use the statistics from Subtier 3–4.

Treasure: Most of the tieflings' equipment is mundane, and there is little salvageable among the damaged breastplates, longswords, and light crossbows. A PC who succeeds at a DC 20 Perception check can find a *pearl of power* (2nd) among the personal effects of a dead tiefling spellcaster.

Rewards: If the PCs fail to find the *pearl of power* on the deceased tiefling, reduce each PC's gold earned as follows.

All Subtiers: Reduce each PC's gold earned by 333 gp.

A2. Troop Residence (CR 4 or CR 7)

A 15-ft.-tall metal ladder occupies the center of this wide chamber, reaching to the cliff top above by means of a trapdoor. A second trapdoor is situated ten feet north of the ladder's landing. Around the edges of this chamber are cots and makeshift beds, with uninteresting personal effects littered around.

This floor of the bunker lines up with the demon-skull's forehead, and acts as a place of rest for the tiefling troop. When not on active alert, some of the tieflings rest in this chamber, working on a rotation.

Traps: While coordinating within the bunker, Tancred Desimire and a host of cultists magically enchanted the trapdoor leading to the second floor. An invisible rune—visible only via use of *detect magic*, *see invisibility*, or similar effects—rests on the door. A wave of negative energy assails non-demons attempting to open the trapdoor without disabling the trap.

Those who fail a Will save against the ability damage also succumb to a curse known as the Memory of Teremthal, named after Brae-Hagen's late demonic father. The curse leaves a faint rune on the forehead of those it affects, detectable with a successful DC 25 Heal or Perception check or with *detect magic*.

Subtier 3–4 (CR 4)

TRAPDOOR GLYPH CR 4

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger location; **Reset** none

Effect wave of negative energy (1d3 Charisma damage and Memory of Teremthal curse, DC 14 Will save negates both effects); multiple targets (all targets in a 20-ft. radius burst)

MEMORY OF TEREMTHAL

Type curse; **Save** Will DC 14 (automatically acquired if trap save is failed);

Onset Immediate

Effect The next time the target receives healing from positive energy, she instead suffers an equal amount of negative energy damage. Once this effect occurs, the curse ends immediately.

Subtier 6–7 (CR 7)

TRAPDOOR GLYPH CR 7

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger location; **Reset** none

Effect wave of negative energy (1d4+1 Charisma damage and Memory of Teremthal curse, DC 19 Will save negates both effects); multiple targets (all targets in a 20-ft. radius burst)

FALLING INTO WAR

Brae-Hagen uses tactics that potentially lead to one or more of the PCs falling from the mouth of the bunker. A fall from such a height descends 100 feet straight into the ongoing combat below. Luckily for the PCs, hundreds of Pathfinders battle in the canyon floor. As a result, there is a 50% chance that any time a PC falls from the bunker, a fellow Pathfinder is able to slow his descent by casting *feather fall*. The Climb DC to scale the cliff is 20.

MEMORY OF TEREMTHAL

Type curse; **Save** Will DC 19 (automatically acquired if trap save is failed);

Onset Immediate

Effect The next time the target receives healing from positive energy, she instead suffers an equal amount of negative energy damage. Once this effect occurs, the curse ends immediately.

Development: Triggering the trap alerts Brae-Hagen to the PCs' presence, and he begins preparing for combat.

A3. Planning Chamber

Emerging from the northern end of the room, a 15-ft.-tall metal ladder leads up to the next floor. Two trapdoors rest in the southwest and southeast corners of the chamber, whose walls and table are covered with maps. Two green-tinted glass windows, each roughly ten feet in diameter, look out to the canyon floor below.

The windows are the eyes of the bunker's outer facade. Though they appear as plain tinted glass, they are actually reinforced (hardness 5, 10 hp). Once destroyed, a window turns all adjacent squares into difficult terrain, as glass shards fill the floor.

Earlier, this chamber housed Brae-Hagen, Tancred, and Thurl as they plotted their expeditions in the Wolfcrags, but it is now a military command center for the half-fiend warlord to plot against the Society. Since most of Brae-Hagen's commanders are dead or engaged in combat, the room has seen little use over the past week.

A4. The Mouth of Evil (CR 6 or CR 9)

Twin ladders lead down into this bottom chamber of the bunker. Only 15 feet separates the northern and southern walls, and the southern wall is home to a 15-ft.-wide set of ominously large teeth. A single metal lever rests to the west of these odd teeth.

The levers controls the mechanical apparatus that opens and closes the mouth of the bunker. The half-fiend

SCALING ENCOUNTER A4

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 3–4: This is not Brae-Hagen's first fight of the day, and he has already expended his *bull's strength*, *glitterdust*, and *unholy blight* spells. Also, reduce his arcane pool by 3.

Subtier 6–7: Brae-Hagen has previously engaged Pathfinder forces and expended his empowered magic arcana as well as his *bull's strength*, *glitterdust*, *mirror image*, *poison*, and *unholy blight* spells. Also, reduce his arcane pool by 4.

warlord uses this apparatus to issue commands to his soldiers below. After someone pulls the lever, it takes 5 rounds for the mouth to open or close. The open mouth is a 15-foot-by-15-foot opening—a potential entry and exit point for creatures with flight. Unless alerted to the PCs' presence, Brae-Hagen has not opened the mouth. The room is dark unless the mouth is open, in which case the room is an area of normal light. Through a combination of acoustics and transmutation magic, shouting from this area while the bunker's mouth is open magnifies the speaker's voice enough to be audible to anyone in the canyon below.

A creature that falls out of the mouth plunges 100 feet into the swirling melee below taking 10d6 damage (but see the Falling Into War sidebar).

Creatures: Once an influential half-fiend, Brae-Hagen lost his position after the defeat of his father—a balor named Teremthal—at the hands of the Society. Seeking revenge, Brae-Hagen allied with Tancred Desimire and Thurl to combat the Society in the Worldwound, using his rage to fuel a brutal command of their combined armies.

Triggering the trap in area A2 alerts Brae-Hagen, who opens the mouth prior to the PCs' arrival.

Subtier 3–4 (CR 6)

WARLORD BRAE-HAGEN

CR 6

Male half-fiend human magus 5 (*Pathfinder RPG Bestiary* 171, *Ultimate Magic* 9)

CE Medium outsider (human, native)

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 56 (5d8+30)

Fort +9, **Ref** +4, **Will** +6

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +1 *shortspear* +9 (1d6+5), claw +2 (1d4+2), bite +2 (1d6+2) or

2 claws +7 (1d4+4), bite +7 (1d6+4) or

spell combat +1 *shortspear* +7 (1d6+5) plus spell

Special Attacks smite good 1/day (+1 attack and AC, +5 damage), spell combat (-2 attack), spellstrike

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*darkness*

1/day—*desecrate*, *unholy blight* (DC 15)

Magus Spells Prepared (CL 5th; concentration +9)

2nd—*bull's strength*, *frigid touch*^{UM}, *glitterdust* (DC 16)

1st—*hydraulic push*^{APG}, *shield*, *shocking grasp*, *true strike*, *vanish*^{APG}

0 (at will)—*acid splash*, *daze* (DC 14), *ghost sound* (DC 14), *read magic*

TACTICS

Before Combat If he is alerted by noise above or by someone triggering the trap in area A2, Brae-Hagen immediately pulls the lever to open the mouth. As the mouth of the bunker opens, he casts *bull's strength* and *shield* on himself. If given additional time, he casts *darkness* on his spear.

During Combat Brae-Hagen initially moves to engage heavy melee opponents, using his arcane pool for pool strike bonuses and saving his *frigid touch* and *shocking grasp* for targets he believes he can easily spellstrike. If he flies outside the mouth of the bunker, he uses *glitterdust* to blind his enemies before re-entering and engaging, either from the mouth or by breaking through the eyes in area A3.

Morale When reduced below 35 hp, Brae-Hagen retreats outside the bunker, vowing, "I shall break you at the gates of Jormurdun!" Contrary to this, he flies out and casts *vanish* (PCs must succeed at a DC 20 Perception check to hear the verbal components over the throng of battle below). He prefers to wait for a PC to step to the edge of the bunker's mouth, at which point he casts *hydraulic push* to knock them into the canyon (see the Falling Into War sidebar). However, if no PC takes his bait, he takes an opportunity to heal before rejoining the combat and fighting to the death.

STATISTICS

Str 19, **Dex** 14, **Con** 18, **Int** 18, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 20

Feats Dodge, Mobility, Power Attack, Toughness, Weapon Focus (shortspear)

Skills Acrobatics +6, Diplomacy +6, Fly +5, Intimidate +9, Knowledge (nobility) +9, Perception +6, Profession (Soldier) +9, Spellcraft +12

Languages Abyssal, Common, Dwarven, Giant, Infernal

SQ arcane pool (6 points, +2), magus arcana (pool strike +2d6), spell recall

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** masterwork chain shirt, +1 *shortspear*, *cloak of resistance* +1

ASSAULT ON THE WOUND

Subtier 6–7 (CR 9)

WARLORD BRAE-HAGEN

CR 9

Male half-fiend human magus 8 (*Pathfinder RPG Bestiary* 171, *Ultimate Magic* 9)

CE Medium outsider (human, native)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 natural)

hp 87 (8d8+48)

Fort +11, **Ref** +5, **Will** +8

DR 5/magic**Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee +1 *flaming shortspear* +13/+8 (1d6+6 plus 1d6 fire), claw +6 (1d4+2), bite +6 (1d6+2) or 2 claws +11 (1d4+5), bite +11 (1d6+5) or spell combat +1 *flaming shortspear* +11/+6 (1d6+6 plus 1d6 fire) plus spell

Special Attacks smite good 1/day (+1 attack and AC, +8 damage), improved spell combat (-2 attack, +2 concentration), spellstrike

Spell-Like Abilities (CL 8th; concentration +9)

3/day—*darkness*,

poison (DC 15)

1/day—*desecrate*,

unholy blight (DC 15)

Magus Spells Prepared (CL

8th; concentration +12)

3rd—*force punch*^{UM} (DC 17),

displacement, *stinking cloud* (DC 17)

2nd—*bull's strength*, *frigid touch*^{UM} (2), *glitterdust*

(DC 16), *mirror image*

1st—*hydraulic push*^{APG}, *shield*, *shocking grasp*, *true*

strike, *vanish*^{APG}

0 (at will)—*acid splash*, *daze* (DC 14), *ghost sound* (DC

14), *mage hand*, *read magic*

TACTICS

Before Combat If he is alerted by noise above or by someone triggering the trap in area **A2**, Brae-Hagen immediately pulls the lever to open the mouth.

As the mouth of the bunker opens, he casts *mirror image*, *displacement*, *bull's strength*, and *shield* (in that order) on himself. If given additional time, he casts *darkness* on his spear.

During Combat Brae-Hagen initially moves to engage heavy melee opponents, using his arcane pool for pool strike bonuses and to empower his *frigid touch*. Putting his back to the northern wall, Brae-Hagen uses a spellstrike *force punch* to try knock an enemy out of the bunker mouth. If he flies outside the mouth of the bunker,

he uses *glitterdust* to blind his enemies and *stinking cloud* to disrupt them further before returning to the melee, either from the mouth or by breaking through the eyes in area **A3**.

Morale When reduced below 50 hp, Brae-Hagen retreats outside the bunker, vowing, "I shall break you at the gates of Jormurdun!" Contrary to this, he flies out and casts *vanish* (PCs must succeed at a DC 20 Perception check to hear the verbal components over the throng of battle below). He prefers to wait for a PC to step to the edge of the bunker's mouth, at which point he casts *hydraulic push* to knock them into the canyon (see the Falling Into War sidebar). However, if no PC takes his bait, he takes an opportunity to heal before rejoining the combat and fighting to the death.

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 18, **Wis** 12, **Cha** 12

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Mobility, Power Attack, Spring Attack, Toughness, Weapon Focus (shortspear)

Skills Acrobatics +7 (+3 when jumping), Diplomacy +9, Fly +3, Intimidate +12, Knowledge (nobility) +12, Perception +9, Profession (Soldier) +12, Spellcraft +15

Languages Abyssal, Common, Dwarven, Giant, Infernal

SQ arcane pool (8 points, +2), knowledge pool, magus arcana (empowered magic, pool strike +3d6), medium armor proficiency, spell recall

Combat Gear *potion of cure moderate wounds* (2); **Other**

Gear +1 breastplate, +1 flaming shortspear, cloak of resistance +1



BRAE-HAGEN

Development: Brae-Hagen's balor heritage causes his body to burst into flames that consume him entirely over the course of one minute. If he is flying outside the bunker when he dies, he plummets like a fiery comet to land among his troops. This unsettles the demon armies, which later rout before the combined might of the Pathfinder Society, Five Kings Mountains, Mendev, and their allies.

Faction Notes: Silver Crusade faction PCs must ensure that Brae-Hagen dies in a dramatic way to break the morale of the armies he commands below. Doing so in a sufficiently dramatic way requires the PCs to perform two of three flashy deeds. First, the PCs can slay Brae-Hagen while he is flying, causing him to immolate and plummet. Alternatively, the PCs can throw his body from the bunker before it burns to ash, but touching the burning body deals 4d6 fire damage to anyone handling it. Second, the PCs can deal the killing blow to Brae-Hagen while he is outside the bunker or at the mouth opening (just visible to those fighting below) with a particularly explosive or flashy attack, such as *fireball*. Finally, a PC can use the heightened acoustics of the bunker to proclaim Brae-Hagen's death with a successful DC 22 Intimidate or Perform (oratory) check (DC 26 in Subtier 6–7). Since many of the demonic forces do not speak Common, a PC who delivers the proclamation in Abyssal receives a +4 bonus on either check. If the PCs devise a particularly clever plan not covered by these conditions, at GM discretion they fulfill one or both of the necessary conditions to complete this faction goal.

Rewards: If the PCs fail to defeat Brae-Hagen, reduce each PC's gold earned as follows.

Subtier 3–4: Reduce each PC's gold earned by 262 gp.

Out of Subtier: Reduce each PC's gold earned by 599 gp.

Subtier 6–7: Reduce each PC's gold earned by 937 gp.

CONCLUSION

Landing the deathblow on Brae-Hagen completes the PCs' primary mission. Despite the warlord's death, a great battle still rages below, and the demons fight on unaware of their commander's defeat. If the PCs defeated Brae-Hagen in a visible manner—such as while he's flying outside the bunker or by hurling his corpse into the melee below—the demonic army's morale shatters and they quickly exit the field of battle.

Soon after the defeat of Brae-Hagen's army, Warmaster Farabellus meets with the PCs, congratulating them on their victory. He informs them that another group of senior Pathfinders have located Tancred and Thurl, and he expects the team to neutralize the two renegades swiftly. The warmaster goes on to tell the PCs that the way to Jormurdun lies open, and the Army of the Open Road is already preparing to move its combined forces against the lost Sky Citadel in order to reclaim it.

Primary Success Conditions

The PCs successfully complete their main mission if they slay the demonic warlord Brae-Hagen. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs complete their secondary success condition if they defeat the enemy armies in Engagements 1 and 2. If the PCs are driven from the battlefield in either engagement, they do not fulfill this condition. Successfully fulfilling this condition earns the PCs 1 additional Prestige Point as well as the Wartime Knowledge boon on their Chronicle sheets.

Faction Notes

Silver Crusade PCs must demonstrate the warlord's defeat to his army in a visually impressive manner, ensuring his army sees their commander's defeat. Faction PCs who fulfill at least two of the three conditions detailed in area A4 each receives the Battlefield Savior boon on her Chronicle sheet.



Members of the Taldor faction are expected to lead the Army of Exploration to greatness during the mass combat portion of this scenario. In order for the Taldor faction PCs to meet their goal and show the Inner Sea that Taldor is still a powerful force in the world, the Army of Exploration must deal the damage that defeats or routs one of the following armies: tiefling garrison army, howler cavalry army, stitched horror army, or rift drake army. Alternatively, the Army of Exploration must defeat or rout a total of at least two enemy armies, plus one for each Taldor faction PC, in battles that include no allied armies except battalions of the Army of Exploration. If Taldor faction PCs accomplish this goal, each receives the Legacy of Porthmos boon on her Chronicle sheet.

APPENDIX ONE: MASS COMBAT RULES

The following is an abridged version of the Mass Combat rules found in *Pathfinder RPG Ultimate Campaign*. These rules have been modified to remove some of the Kingdom building elements and to better fit with the Pathfinder Society Organized Play campaign.

While included in army stat blocks for completeness, the consumption cost of armies does not factor into this scenario, as it doesn't use the associated kingdom building rules. Instead, GMs should assume that the Society has set up appropriate supply lines to reinforce armies and ensure that they operate at full effectiveness.

Army Statistics

The description of each army is presented in a standard format.

Name: This is the name of the army.

Alignment: An army's alignment has no effect on its statistics, and is just a convenient way to summarize its attitude with two letters. It is usually the same alignment as a typical unit in that army.

Size: The army's size determines not only how many individual units exist in the army, but also the army's ACR.

Type: This lists the nature of the army's individual units, such as "orcs (warrior 1)" or "trolls." These rules assume all units in an army are essentially the same; if an army of 100 orc warriors 1 (meaning 1st-level warriors) actually has a few half-orc warriors or some orc barbarians, their presence has virtually no effect on the army's statistics.

hp: An army's hit points equal its ACR \times the average hp value of 1 HD of the army's units (3.5 for d6 HD, 4.5 for d8 HD, 5.5 for d10 HD, and 6.5 for d12 HD). Note that only damage from other armies can reduce an army's hp; a non-army attacking an army is ineffective. As with standard game effects that affect hit points, abilities that reduce hp damage or healing by half (or any other fraction) have a minimum of 1 rather than 0.

Army Challenge Rating (ACR): This is based on the CR of an individual unit from the army and the army's size, and scales like CRs for monsters.

Defense Value (DV): This is a static number the army uses to resist attacks, much like an individual creature's AC. The army's DV is equal to ACR + 10 + any bonuses from fortifications or a settlement's Defense score.

Offense Modifier (OM): This is a modifier added to a d20 roll to determine the army's chance of success, much like an individual creature's attack bonus. The army's OM is equal to its ACR. If the army has the ability to make ranged attacks, that's mentioned here. Melee attacks and ranged attacks use the same OM unless an ability says otherwise.

Tactics: These are any army tactics the army has at its disposal.

Resources: These are any army resources the army has at its disposal.

Special: This section lists any special abilities the army has.



Speed: This number indicates how many 12-mile hexes the army traverses in a day's march. Marching through difficult terrain halves the army's speed.

Morale: This number represents how confident the army is. Morale is used to determine changing battle tactics, whether or not an army routs as a result of a devastating attack, and similar effects. Morale is a modifier from -4 (worst) to +4 (best). An army's Morale is also affected by the Commander. If an army's Morale is ever reduced to -5 or lower, the army disbands or deserts and you no longer control it.

Consumption: This represents the resources consumed by the army, and is used in conjunction with the Kingdom Building rules. Due to the nature of the Army of the Open Road, the PCs do not need to worry about this stat. See *Pathfinder RPG Ultimate Campaign* for more information on how consumption may be used in long-term campaigns.

Commander: This entry lists the army's commander and the commander's Charisma modifier, ranks in Profession (soldier), and Leadership score. The commander must be able to communicate with the army (possibly using *message* spells and similar magical forms of communication) in order to give orders or provide a bonus on the army's rolls.

Battle Phases

The rules for mass combat in this adventure are broken down into four major phases: the Movement phase, the Tactics phase, the Ranged phase, and the Melee phase. Completing all four phases (as applicable) represents a full day of campaigning, after which the phases repeat the following day.

1. **Movement Phase:** During this phase, each unit commander (PC and NPC armies) moves his or her army up to its speed in hexes. To determine the order in which the armies act, each army rolls 1d10 and adds its Speed and commander's Charisma bonus to the roll. Armies act in order, counting down from the highest result to the lowest. When one army enters the hex of an enemy army, those armies are considered locked in combat and cannot move until the next day. If any armies are in combat, proceed to the Tactics phase; otherwise the day ends.
2. **Tactics Phase:** The GM determines what battlefield modifiers apply to the battle. The commanders each select a tactic their respective armies will use during the battle.
3. **Ranged Phase:** Any army with the ability to make ranged attacks may make one attack against an enemy army. This phase typically lasts for 1 round (one attack) as the two armies use ranged attacks

while they advance to melee range, and then use melee attacks thereafter. The battlefield's shape and other conditions can extend this duration. If both armies have ranged attacks, they may choose to stay at range and never approach each other for melee. Armies without ranged capability can't attack during this phase, but may still rush forward.

4. **Melee Phase:** The armies finally clash with melee attacks. Each commander selects a strategy using the Strategy Track, then each army makes an attack against another army. Repeat the Melee phase until one army is defeated or routs, or some other event ends the battle.

Attacking and Taking Damage

In mass combat, the hundreds of individual attacks that take place in one battle phase overlap each other enough that who actually attacks first is irrelevant.

When armies attack, each army attempts an Offense check (1d20 + the attacking army's OM) and compares the result to the target army's DV.

If the Offense check is equal to or less than the target army's DV, the army deals no damage that phase.

If the Offense check is greater than the defender's DV, the defending army takes damage equal to the result of the attacker's Offense check minus the defender's DV. For example, if the attacker's Offense check is 11 and the defender's DV is 7, the defending army takes 4 points of damage. Because these attacks are resolved simultaneously, it is possible that both armies may damage or even destroy each other in the same phase.

If the Offense check is a natural 20, but that check is lower than the enemy army's DV, the attacking army still deals 1 point of damage. If the Offense check is a natural 1, that army can't attempt an Offense Check in the next phase, due to some setback: a misheard order, getting stuck in mud, and so on.

More Than Two Armies: These rules can also serve in battles where more than two armies clash. In such battles, when your army attempts an Offense check, you choose which enemy army (or armies, if you have multiple armies in the field) it is attacking and apply damage appropriately. On each phase, you may change which army you are targeting.

Strategy Track

On the first Melee phase, the commander selects a strategy from one of five options on the strategy track. Strategies adjust the army's DV, OM, and damage modifier.

Once each Melee phase after the first, the commander can alter the army's strategy. Adjusting the strategy 1 step up or down is automatically successful and doesn't require a check. If the commander wants to adjust

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strategy more than 1 step, the army attempts a DC 20 Morale check. Success means the strategy changes to the desired level. Otherwise, the army's current strategy doesn't change.

Strategy	DV	OM
Defensive	+4	-4
Cautious	+2	-2
Standard	+0	+0
Aggressive	-2	+2
Reckless	-4	+4

Rout

A rout is a chaotic and disorderly retreat of a defeated army from a battlefield, usually from fear or when overwhelmed by a superior opponent. If an army's hit points are reduced to equal or less than its ACR, its commander must attempt a DC 15 Morale check. If the check fails, the army scatters and retreats from battle. If it cannot retreat, it surrenders and is captured. When an army routs, enemy armies in the battle can attempt one final Offense check at the fleeing army as a parting shot before it escapes.

Victory, Rout, or Defeat

An army is victorious if all of its enemy armies flee the battlefield or are defeated. The aftermath of the battle can be different for each army, and depends on whether it was defeated, routed, or victorious.

Defeated: If an army's hit points are reduced to 0, it is defeated. A defeated army may have a few survivors, but they are so demoralized and wounded (and probably captured by the enemy) that the army no longer exists as a cohesive unit and can't be used again in mass combat.

Routed: If the army routs, reduce its Morale by 1. If the army's current hp are lower than the army's ACR, increase its hit points to its ACR. A routed army refuses to fight until you succeed at a DC 15 Morale check during the subsequent Movement phase. Note that a routed army can still be attacked by enemy armies and can attempt Offense checks in battles—it just can't initiate a battle.

Victorious: If your army is the last one left on the battlefield (not counting other friendly armies), it is victorious. If the army's current hit points are lower than the army's ACR, increase its hit points to its ACR.

Recovery

At the start of each Movement phase, an army can opt to rest (no movement and no battle), healing a number of hit points equal to its ACR.

Commanders

An army's commander helps maximize its effectiveness and can provide special bonuses to an army. The

commander can be a PC or NPC. A new army's commander is an unexceptional leader who provides no bonuses to the army. The relevant information is as follows (assume a value of 0 unless otherwise specified).

Name: This lists the commander's name (and class and level if notable).

Charisma Modifier: This lists the commander's Charisma modifier. It is added to the army's Morale checks.

Profession (soldier): This is the commander's ranks in Profession (soldier). Divide the number of ranks by 5 (minimum 0) and add that number to the army's Morale checks.

Boons: This lists the boons the commander knows (see below).

Boons

Boons are special abilities a commander grants to an army. Most of these boons affect the rolls and statistics for battles, and the commander must be present at the battle to provide their benefit. A commander grants the army all the boons she knows (she doesn't have to select just one).

Bloodied but Unbroken: The commander inspires the army to be at its greatest in the most desperate times. When an army's hit points are at half its full normal hit points or fewer, it gains a +1 bonus on Offense checks.

Defensive Tactics: The commander is especially good at defensive tactics. Increase the army's DV by 2.

Flexible Tactics: The commander trains the army to be receptive to multiple orders during a battle. The army gains a +5 bonus on Morale checks to change tactics during a battle.

Hit and Run: The commander drills the army in quick attacks followed by a fast retreat. After attacks are resolved in the Ranged phase or the first Melee phase, the army may use the withdraw tactic with a +2 bonus on its opposed Morale checks.

Hold the Line: The commander is skilled at convincing the army to maintain morale against dangerous opponents. If the army fails a Morale check to avoid a rout, it may reroll that check. It must accept the result of the second check, even if it is worse.

Loyalty: The commander inspires great loyalty in the army. The army gains a +2 bonus on all Morale checks.

Triage: Whether using magic, alchemy, herbalism, or folk knowledge, the commander drills the army in using emergency methods to treat wounds. Once per battle, the army may take a -4 penalty on its Offense check during the Ranged or Melee phase and heal damage equal to half its ACR. If the army has the healing potions resource, it also gains the healing from this boon (without the Offense check penalty) when it uses healing potions.

Army Resources

Resources are physical assets the army can use to improve its abilities. Normally such resources require additional funding, but the Army of the Open Road ensures each of its units is well stocked for the journey; tracking Consumption is not an issue for this scenario. Resources marked with an asterisk are already calculated into the armies' statistics.

Healing Potions: Each unit is equipped with several healing potions. At any point during a battle (but no more than twice per battle), the commander can order her units to drink their potions. The army doesn't attempt an Offense check that phase, but heals a number of hit points equal to twice its ACR.

Improved Armor*: The army is armed with masterwork armor, increasing DV by 1.

Improved Weapons*: The army is armed with masterwork weapons, increasing OM by 1.

Mounts*: The army is mounted on horses or other war-trained animals. Increase its OM and DV by 2.

Siege Engines*: Your army includes catapults, rams, trebuchets, ballistae, and other siege engines designed to break down fortifications. Increase OM by 2 (regardless of the total number of siege engines in the army). Each Melee phase, reduce the enemy's bonus to DV from fortifications by 1d4 per siege engine in your army.

Army Tactics

Tactics are options an army can use to influence aspects of a battle.

When a battle begins, the commander selects one tactic to use for that battle (if the army doesn't know any tactics, the army uses the standard tactic). At the start of each Ranged or Melee phase, the commander may try to change tactics by attempting a DC 15 Morale check. Success means the army uses the new tactic for that phase (and the modifiers from the old tactic cease); failure means the army continues to use its current tactic. The effects of tactics end when the battle does.

Cautious Combat: Your army fights cautiously in order to maintain morale. Decrease its OM by 2, and add 2 to all its Morale checks.

Cavalry Experts: Your army's OM increases by 2 against armies that aren't mounted. The army must have the mount resource to use this tactic.

Defensive Wall: Your army fights defensively, taking actions to protect fellow units as needed. Decrease its OM by 2, and increase its DV by 2.

Dirty Fighters: Your army uses trickery and unfair tactics to gain an advantage at the start of a battle. For one Melee phase this battle, its OM increases by 6. (After that Melee phase, the opposing army knows to be ready for such tricks.)

Expert Flankers: Your army is skilled at surrounding the foe at the cost of spreading out too much and being more vulnerable. Increase its OM by 2, and decrease its DV by 2.

False Retreat: Once per battle, your army can make a false retreat, luring a target enemy army deeper into your territory. On the phase your army makes a false retreat, it doesn't attempt an Offense check. On the phase after it uses this tactic, increase its OM and DV by 6 against the target army.

Full Defense: Your army focuses on total defense of the battlefield. Increase its DV by 4, and decrease its OM by 4.

Relentless Brutality: Your army throws caution to the wind and attacks with savage and gory vigor. Increase its OM by 4, and decrease its DV by 4.

Siegebreaker: Your army targets another army's siege engines in an attempt to destroy them. If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines.

Sniper Support: Your army holds some ranged units in reserve to attack a target enemy army during the Melee phase. If your army damages the target army in the Melee phase, it deals 2 additional points of damage from these ranged attacks. The army must have ranged attacks to use this tactic.

Spellbreaker: Your army has specialists who can disrupt enemy spellcasting. Increase its DV by 4 against armies with the spellcasting ability.

Standard*: Your army's attacks have no additional modifiers to its OM, DV, or damage.

Taunt: Your army is skilled at taunting its opponents, provoking stupid mistakes and overconfidence in battle. The target army must attempt a Morale check (DC = 10 + your army's ACR) at the start of each Melee or Ranged phase; failure means it reduces its OM and DV against your army by 2 for that phase. If the target army succeeds at two of these Morale checks, it's immune to this tactic for the remainder of the battle.

Withdraw*: Your army tries to escape from all armies attacking it. The army attempts an opposed Morale check against each army attacking it to maintain discipline (any army may voluntarily fail this check), but doesn't need to attempt the usual Morale check to change tactics when switching to withdraw. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase.

Special Abilities

Special Abilities represent individual training (class abilities) or special properties available to a specific type of creature. Modifiers for these abilities apply only if most of the units in an army have the listed ability. Any abilities marked with an asterisk increase the stats of

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an army and are already included in the army's profile. Situational increases are not included.

Armor Training*: This class feature adjusts the base speed of units in medium armor; adjust the army's speed accordingly.

Bleed: When this army deals damage in melee, the target army takes an automatic 1d6 points of damage at the start of the next phase.

Bravery: Apply the unit's bravery bonus on Morale checks against fear and routs.

Breath Weapon: The army can make ranged attacks. In the Ranged and Melee phases, it deals +1d4 points of damage.

Challenge: Once per battle, the army may increase its OM by 2 against a target army, but it also reduces its DV by 1 against attacks from any army that is not the target army. These effects last for the rest of the battle.

Channel Negative Energy: In the Melee phase, the army deals +1d4 points of damage against a living target army.

Channel Positive Energy: In the Melee phase, the army deals +1d4 points of damage against an undead target army. Instead of dealing extra damage to an enemy army, the army can use this ability to heal itself; if it takes an OM penalty equal to half its ACR for one Ranged or Melee phase, it heals a number of hit points equal to its ACR.

Combat Style: Once per battle, increase the army's OM for either ranged attacks or melee attacks by 1 for the rest of the battle.

Construct: The army is immune to disease, fear, paralysis, and poison.

Darkvision: The army takes no OM or DV penalties in dim light or darkness.

Evasion: An army that attacks this army halves its OM bonus from the spellcasting ability and halves the extra damage from the breath weapon ability.

Extraplanar: The army is composed of fiends from another plane and may be affected by certain abilities.

Favored Enemy: The army increases its OM by 1 against an army of a type of creature chosen from the ranger favored enemy list.

Favored Terrain: Reduce an enemy's bonuses from advantageous terrain and battlefield advantage by half.

Fear: If the army damages an enemy army, that army must attempt a Morale check (DC = 10 + your army's ACR). Failure means the enemy army is afraid and can't attempt an Offense check to attack during the next phase. If an army fails a Morale check during a phase in which it is already afraid, it routs.

Flight: If the army doesn't attack in the Melee phase, it can't be attacked with melee attacks except by an army with flight. The army ignores Defense bonuses from City Walls, but not other fortifications.

Immunity: If an army is immune to a particular special ability (such as poison), an enemy army with that ability

doesn't gain those benefits against this army. For an army with many immunities, also see significant defense.

Inspire Courage: The army increases its OM by 1 and gains a +2 bonus on Morale checks against fear and routs. Alternatively, the army may apply these bonuses to an allied army in the same battle.

Low-light Vision: The army takes no penalties for dim light.

Mount*: The army's mounts increase the army's OM and DV by 1.

Order: When using the challenge ability, increase the army's DV by 1 against the challenged army.

Pounce*: The army increases its OM by 1.

Powerful Charge*: The army increases its OM by 1.

Rage: Once per battle, the commander may order the army to rage. Increase the army's OM by 2, decrease its DV by 1, and add a +1 bonus on its Morale checks against fear and routing. While this is in effect, the army can't use the tactics cautious combat, defensive wall, expert flankers, hold the line, sniper support, or withdraw; nor can it use the defensive or cautious strategies. If using such a tactic or strategy, you immediately switch to the standard tactic or strategy.

Scent: The army reduces its OM and DV penalties from darkness, invisibility, and weather by half.

Significant Defense: The army has a significant defense such as powerful damage reduction or numerous immunities and/or resistances. Increase its DV by the listed amount against any army that does not have a special ability of the listed type, such as cold iron weapons or acid. This ability is slightly different than the ability of the same name found in *Pathfinder RPG Ultimate Campaign*.

Smite Good: In one Melee phase per battle, the army may increase its OM by 2 against a good army.

Sneak Attack: The army increases its OM by 1 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic.

Spellcasting*: If an army's units can use magic (from spell-like abilities or actual spellcasting), increase its OM and DV by the spell level of the highest-level spell the individual unit can cast. If any of the army's offensive spells has a range greater than touch, the army can make ranged attacks.

Tactician*: The army automatically learns one tactic (usually the cavalry experts tactic); this doesn't count toward an army's maximum number of known tactics.

Trample*: The army increases its OM by 1.

Trap Sense: When using the siegebreaker tactic, the army adds half its ACR to the Offense check to determine if a siege engine is destroyed.

Trip: Each Melee phase, the target enemy army reduces its DV by 1 until the end of the phase.

Weapon Specialization: Once per battle, increase the army's OM for either ranged or melee attacks by 2.

APPENDIX TWO: ARMIES OF THE OPEN ROAD

Five Kings Mountains Support

FIVE KINGS SIEGE MASTERS

Bringing support in the form of their famed siege weapons, these dwarves of the Five Kings Mountains punish enemy armies with their ballistae. Given enough time, even the strongest fortification must fall to their attacks.

LN Large army of dwarves (fighter 4)

hp 27; **ACR** 5

DV 16; **OM** +8 ranged

Tactics standard, withdraw

Resources improved armor, improved weapons, siege engines (ballistae), ranged weapons

Special armor training*, bravery +1, darkvision, weapon specialization

Speed 1; **Morale** +3; **Consumption** 11

FIVE KINGS PIKE INFANTRY

Legendary warriors of the Five Kings Mountains, these pike-wielding dwarves are an immovable bastion of defense that specialize in attracting the attention of enemy units, defelecting the attacks, and then crushing their fatigued assailants.

LN Large army of dwarves (fighter 4)

hp 27; **ACR** 5

DV 16; **OM** +6

Tactics defensive wall, standard, taunt, withdraw

Resources improved armor, improved weapons

Special armor training*, bravery +1, darkvision, weapon specialization

Speed 1; **Morale** +3; **Consumption** 6

Mendevian Support

MENDEVIAN WARPRIESTS

Garbed in the livery of Iomedae, these clerics move into the fore with the avenging wrath of their goddess, while able to withstand the brunt of demonic assault. While not engaged, these soldiers use their divine power to heal the wounded within their unit.

LG Large army of humans (warpriest 4)

hp 22; **ACR** 5

DV 18; **OM** +8

Tactics full defense, standard, withdraw

Resources improved armor*, improved weapons* (mwk cold iron)

Special channel positive energy, spellcasting* (+2)

Speed 1; **Morale** +1; **Consumption** 6

Special: If any of your characters have earned the Mendevian Commendation boon, increase this army's Morale modifier by 1 for each such boon your characters possess (maximum 3).

MENDEVIAN CAVALRY

Mounted on heavy warhorses, these knights rush forward to meet the horrors of the Worldwound. Masters of cavalry tactics, the Mendevian cavalry strikes fast and hard at the hordes of the Abyss.

LG Large army of humans (cavalier 4)

hp 27; **ACR** 5

DV 18; **OM** +8

Tactics cavalry experts, standard, withdraw

Resources mounts*

Special challenge, mount*, order, tactician*

Speed 3; **Morale** +1; **Consumption** 4

Special: If any of your characters have earned the Mendevian Commendation boon, increase this army's Morale modifier by 1 for each such boon your characters possess (maximum 3).

Pathfinder Society Support

SOCIETY FIELD AGENTS

Nearly 200 Pathfinders of varying ranks make up this army. Tasked by the Society with disrupting enemy movements, these agents use their esoteric relics and spellcasting to advance further into enemy territory.

N Large army of humans (bard 4)

hp 22; **ACR** 5

DV 17; **OM** +7 ranged

Tactics dirty fighters, expert flankers, standard, withdraw

Resources healing potions (1), ranged weapons

Special inspire courage, spellcasting* (+2)

Speed 2; **Morale** +2; **Consumption** 4

SOCIETY ENFORCERS

Personally selected by Marcos Farabellus, these overly aggressive Pathfinders work at disrupting enemy siege weapons, using all manner of weapons and tactics to achieve their goal.

NG Large army of humans (rogue 4)

hp 22; **ACR** 5

DV 15; **OM** +6

Tactics expert flankers, siegebreaker, standard, withdraw

Resources healing potions (1), improved weapons

Special evasion, bleed, sneak attack, trap sense

Speed 2; **Morale** +2; **Consumption** 4

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Unique Armies

ELVEN UPROOTERS

Led by Lanveral, an inquisitor of Calistria, these elves from Kyonin are trained at fighting demons in the infested lands of the Tanglebriar. Armed with demon-hunting weapons and able to execute a wide range of tactics, this unit is efficient, versatile, and brutal.

CG Small army of elves (ranger 9)

hp 33; **ACR** 6

DV 16; **OM** +7 ranged

Resources improved weapons (mwk cold iron), ranged weapons

Tactics expert flankers, false retreat, sniper support, standard, withdraw

Special combat style, favored enemy (demon), favored terrain (demon infested lands), low-light vision

Speed 2; **Morale** +3; **Consumption** 5

JISTKAN STONE GOLEMS

This silent unit of golems advances implacably towards the enemy. Despite being some of the strongest siege weapons in the Pathfinders' arsenal, these powerful constructs are prone to stalling without proper guidance.

N Diminutive army of stone golems

hp 38; **ACR** 7

DV 17; **OM** +7

Tactics full defense, standard, withdraw

Special ancient design*, construct, immunity (spellcasting), significant defense (5, acid or adamantite)

Speed 1; **Morale** +0; **Consumption** 3

**Ancient design*—In the Melee phase, roll 1d6. On a 1, this army does nothing for that phase. Otherwise, the difficulty increases by 1 for the following round (1 or 2 for the second Melee phase, 1, 2, or 3 for the third melee phase if the previous two did not fail, and so on), but a 6 always succeeds. Upon failing, the requirement reverts back to a roll of 1. A PC with the *Writings of Rachikan* boon (*Fate of the Fiend*) gains a +1 bonus on this result and can cross the boon off his chronicle sheet to automatically pass a test to avoid inactivity.

MAMMOTH RIDERS

Mounted on the backs of mammoths, these riders of the Red Winter tribe are adorned in blood-stained face paint. Able to withstand incredible punishment while crushing through enemy ranks, this unit works itself up into a furious rage as it enters combat with the Army of the Open Road.

CN Tiny army of humans and mammoths (barbarian 10)

hp 39; **ACR** 6

DV 18; **OM** +9

Resources mounts*

Tactics cavalry experts, relentless brutality, standard, withdraw

Special rage, trample*

Speed 3; **Morale** +2; **Consumption** 4

RIFTWARDENS

Trained in obscure magical arts, the Riftwardens monitor breaches in the fabric of reality. Aided in the past by the Pathfinder Society, the Riftwardens now come to repay the favor, putting their considerable magical ability to the task of finding Jormurdun.

CG Medium army of humans (wizard 5 / riftwarden 2)

hp 21; **ACR** 6

DV 19; **OM** +9 ranged

Tactics spellbreaker, standard, withdraw

Special channel planar energy, favored enemy (demon), spellcasting* (+3)

Speed 2; **Morale** +2; **Consumption** 3

Channel planar energy: In the Melee phase, the army deals +1d4 points of damage against an extraplanar army.

Special Support:

ARMY OF EXPLORATION

Assembled by Lady Gloriana Morilla, this army exemplifies Taldor's proudest martial traditions. Composed of exotic duelists, knights, nobility, standard bearers, and retainers, this army marches against the evils of the Worldwound in the name of Taldor and glory.

One knight bears a message from Lady Gloriana Morilla that reads, "This is the army that we have raised, and I wish you to act as its commander. Remember that the world watches you and your soldiers, judging from afar whether we are committed to our cause. Let others witness your crushing the enemy—the more ferocious the better. If you lead the way, fighting alone to inspire others to press on, all the better. Forge a new standard of excellence on the battlefield."

LN Large army of humans (mixed arms)

hp 33; **ACR** 6

DV 19; **OM** +9

Resources mounts*

Tactics cavalry experts, cautious combat, taunt, standard, withdraw

Special challenge, glory hound, mount*, order, tactician*

Speed 2; **Morale** +3; **Consumption** 5

Glory hound: When this army joins a battle that includes any allied armies except other battalions of the Army of Exploration, it suffers a –2 penalty to DV and on OM and Morale rolls for the rest of the battle.

Special: The Army of Exploration becomes stronger if any of your characters have earned boons from other Taldor-related missions during the Year of the Demon. If you have the Driven By Glory boon (*The Hellknight's Feast*), this army's Morale modifier increases by 2, and its OM modifier increases by 1. If you have the Allies from Andoran boon (*The Stolen Heir*), increase the army's hit points by 5. If you have the Bound for Brevoy boon (*Library of the Lion*), increase the army's DV by 1. If you have the Horn of Aroden boon (*The Horn of Aroden*), the army gains the inspire courage special ability.

APPENDIX THREE: TROOPS

Troops

Originally presented in *Pathfinder #71: Rasputin Must Die!*, the troop subtype rules are reprinted here for reference.

The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throws as a single creature.

A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the troop is the same as that of the component creatures. The area occupied by a troop is completely shapeable, though the troop must remain in contiguous squares to reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures.

The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

Troop Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack. A troop is never staggered or reduced to a dying state by damage. Also, a troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate* and multiple target spells such as *haste*), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as *fireball* or *mass hold monster*). A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with an attack bonus given only for attacks of opportunity.

Unless stated otherwise, a troop's attacks are nonmagical. Damage reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.

Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

ASSAULT ON THE WOUND

PLAYER HANDOUT 1: TURN IN BRIEF

Each day of the expedition consists of four phases. Start by rolling 1d10, and add your army's Speed and your Charisma modifier to the result. This result is used like initiative to determine turn order.

Movement Phase: Move your army a number of hexes up to its Speed score. If you landed in an enemy army's hex, combat begins at the end of this phase. Otherwise, you're done for the day.

Tactics Phase: Choose one of the tactics available to your army. This modifies your army's stats and performance.

Ranged Phase: Armies with ranged attacks can make a single attack before the opposing armies meet in melee.

Melee Phase: The armies meet in melee. Choose one of the five strategies to modify your army's stats, then make an attack against one enemy army. Each turn you can change your strategy by one step (such as standard to aggressive) for free or by more than one step with a DC 20 Morale check. You can also change your tactics with a DC 15 Morale check. The melee phase repeats until one side is defeated or has withdrawn.

Special: You can opt for your army to rest instead of moving for one day. If you do, the army recovers a number of hp equal to its ACR.

PLAYER HANDOUT 2: TACTICS

There are five possible strategies that an army can use when it begins the melee phase. Strategies adjust the army's DV, OM, and how much damage it deals.

Strategy	DV	OM
Defensive	+4	-4
Cautious	+2	-2
Standard	+0	+0
Aggressive	-2	+2
Reckless	-4	+4

During the Tactics Phase, choose one tactic for your army to use. The army must already know the tactic. This is a summary of the tactics available to armies in this scenario. Complete descriptions are on pages 237–238 of *Pathfinder RPG Ultimate Campaign*.

Cautious Combat: Decrease the army's OM by 2, and add 2 to all its Morale checks.

Cavalry Experts: Your army's OM increases by 2 against armies that aren't mounted.

Defensive Wall: Decrease the army's OM by 2, and increase its DV by 2.

Dirty Fighters: For one Melee phase this battle, the army's OM increases by 6. (After that Melee phase, the opposing army knows to be ready for such tricks.)

Expert Flankers: Increase the army's OM by 2, and decrease its DV by 2.

False Retreat: Once per battle, your army can make a false retreat. This turn it doesn't attempt an Offense check, but the next turn, increase its OM and DV by 6 against the target army.

Full Defense: Increase the army's DV by 4, and decrease its OM by 4.

Relentless Brutality: Increase the army's OM by 4, and decrease its DV by 4.

Siegebreaker: If your army damages the target army, your army attempts a second Offense check; if successful, destroy one of the target's siege engines. This tactic has no effect on enemy armies without siege engines.

Sniper Support: If your army damages the target army in the Melee phase, it deals 2 additional points of damage from extra ranged attacks. The army must have ranged attacks to use this tactic.

Spellbreaker: Increase the army's DV by 4 against armies with the spellcasting ability.

Standard*: Your army's attacks have no additional modifiers to its OM, DV, or damage.

Taunt: One enemy army must attempt a Morale check ($DC = 10 + \text{your army's ACR}$) at the start of each Melee or Ranged phase; failure means it reduces its OM and DV against your army by 2 for that phase. If the target army succeeds at two of these Morale checks, it's immune to this tactic for the remainder of the battle.

Withdraw*: Your army tries to escape from all armies attacking it. The army attempts an opposed Morale check against each army attacking it to maintain discipline (any army may voluntarily fail this check), but doesn't need to attempt the usual Morale check to change tactics when switching to withdraw. If all of these checks are successful, your army may withdraw from the battlefield or treat the phase as a Ranged phase. If only some are successful, you may withdraw or treat the phase as a Ranged phase, but enemy armies in the battle may attack you as if you were in Melee. Whether or not the checks are successful, reduce your army's OM and DV by 2 for the rest of this phase.

PLAYER HANDOUT 3: ABILITIES

Special Abilities represent individual training (class abilities) or special properties available to a specific type of creature. Modifiers for these abilities apply only if most of the units in an army have the listed ability. Any abilities that increase the stats of an army are already included in the army profile. Situational increases are not included.

Armor Training: This class feature adjusts the base speed of units in medium armor; adjust the army's speed accordingly.

Bleed: When this army deals damage in melee, the target army takes an automatic 1d6 points of damage at the start of the next phase.

Bravery: Apply the unit's bravery bonus on Morale checks against fear and routs.

Challenge: Once per battle, the army may increase its OM by 2 against a target army, but it also reduces its DV by 1 against attacks from any army that is not the target army. These effects last for the rest of the battle.

Channel Positive Energy: In the Melee phase, the army deals +1d4 points of damage against an undead target army. Instead of dealing extra damage to an enemy army, the army can use this ability to heal itself; if it takes an OM penalty equal to half its ACR for one Ranged or Melee phase, it heals a number of hit points equal to its ACR.

Combat Style: Once per battle, increase the army's OM for either ranged attacks or melee attacks by 1 for the rest of the battle.

Construct: The army is immune to disease, fear, paralysis, and poison.

Darkvision: The army takes no OM or DV penalties in dim light or darkness.

Evasion: An army that attacks this army halves its OM bonus from the spellcasting ability and halves the extra damage from the breath weapon ability.

Favored Enemy: The army increases its OM by 1 against an army of a type of creature chosen from the ranger favored enemy list.

Favored Terrain: Reduce an enemy's bonuses from advantageous terrain and battlefield advantage by half.

Fear: If the army damages an enemy army, that army must attempt a Morale check ($DC = 10 + \text{your army's ACR}$). Failure means the enemy army is afraid and can't attempt an Offense check to attack during the next phase. If an army fails a Morale check during a phase in which it is already afraid, it routs.

Immunity: If an army is immune to a particular special ability (such as poison), an enemy army with that ability doesn't gain those benefits against this army. For an army with many immunities, also see significant defense.

Inspire Courage: The army increases its OM by 1 and gains a +2 bonus on Morale checks against fear and routs. Alternatively, the army may apply these bonuses to an allied army in the same battle.

Low-light Vision: The army takes no penalties for dim light.

Mount: The army's mounts increase the army's OM and DV by 1.

Order: When using the challenge ability, increase the army's DV by 1 against the challenged army.

Powerful Charge: The army increases its OM by 1.

Rage: Once per battle, the commander may order the army to rage. Increase the army's OM by 2, decrease its DV by 1, and add a +1 bonus on its Morale checks against fear and routing. While this is in effect, the army can't use the tactics cautious combat, defensive wall, expert flankers, hold the line, sniper support, or withdraw; nor can it use the defensive or cautious strategies. If using

PLAYER HANDOUT 4: ABILITIES (CONTINUED)

such a tactic or strategy, you immediately switch to the standard tactic or strategy.

Significant Defense: The army has a significant defense such as powerful damage reduction or numerous immunities and/or resistances. Increase its DV by the listed amount against any army that does not have a special ability of the listed type, such as cold iron weapons or acid. This ability is slightly different than the ability of the same name found in *Pathfinder RPG Ultimate Campaign*.

Sneak Attack: The army increases its OM by 1 when making an ambush, when using the expert flankers tactic, or on the phase after using the false retreat tactic.

Spellcasting: If an army's units can use magic (from either spell-like abilities or actual spellcasting), increase its OM and DV by the spell level of the highest-level spell the individual unit can cast. If any of the army's offensive spells has a range greater than touch, the army can make ranged attacks.

Tactician: The army automatically learns one tactic (usually the cavalry experts tactic); this doesn't count toward an army's maximum number of known tactics.

Trample: The army increases its OM by 1.

Trap Sense: When using the siegebreaker tactic, the army adds half its ACR to the Offense check to determine if a siege engine is destroyed.

Weapon Specialization: Once per battle, increase the army's OM for either ranged or melee attacks by 2.

ASSAULT ON THE WOUND

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Pathfinder Society Scenario #5-24: Assault on the Wound

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

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Pathfinder Society Scenario #5–24: Assault on the Wound

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

☐ ☐ ☐

Battlefield Savior (Silver Crusade): You defeated an enemy warlord, shattered his armies, and saved countless lives. Such is the power of your threats that they manifest as holy flames. You can use this boon to cast either *blistering invective* (*Pathfinder RPG Ultimate Combat* 224) or *burning gaze* (*Pathfinder RPG Advanced Player's Guide* 208) as a spell-like ability, using your character level as your caster level and the highest of your Intelligence, Wisdom, or Charisma modifiers to calculate the DC of the saving throw. You may instead use this boon when casting *blistering invective* or *burning gaze* to convert all damage dealt by the spell to divine damage (as per *flame strike*). Each time you use this boon, check one of the boxes. When both boxes are checked, cross this boon off your Chronicle sheet.

[Include 2 check boxes here] **Legacy of Porthmos (Taldor):** Having successfully led Gloriana Morilla's Army of Exploration against the forces of the Worldwound, you have followed in the footsteps of previous army commanders dating back to General Porthmos, who led the first Army of Exploration. You can use this boon to cast *heroism* as a spell-like ability with a caster level equal to your character level. Alternatively, you can use this boon when you cast *heroism* to increase the morale bonus the spell grants by 1. Each time you use this boon, check one of the boxes. When both boxes are checked, cross this boon off your Chronicle sheet.

Wartime Knowledge: You have taken the first great steps in mastering the art of warfare. When commanding armies using the Mass Combat rules, your army gains a +1 bonus to DV, OM, and Morale.

All Subtiers

Subtier 4–5

knight's pennon of honor (2,200 gp; *Pathfinder RPG Ultimate Equipment* 307)
pearl of power (2nd; 4,000 gp)

+1 *flaming shortspear* (8,301 gp)
knight's pennon of battle (4,500 gp; *Pathfinder RPG Ultimate Equipment* 307)

Notes

SUBTIER ☐ Slow ☐ Normal

3-4 639 1,278

SUBTIER ☐ Slow ☐ Normal

Out of subtier 594 2,295

SUBTIER ☐ Slow ☐ Normal

6-7 1,656 3,311

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+ GM's Initials

XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige Initial Fame

+ GM's Initials

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige Final Fame

Starting GP

+ GM's Initials

GP Gained (GM ONLY)

+ GM's Initials

Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #