

PALI-10

SIEGE AT CASTLE ARNDULANT

A One-Round D&D LIVING GREYHAWK®
Theocracy of the Pale Regional Adventure

by Ron Levy

A line to break, a castle to hold, and a battle against impossible odds. Who could ask for more? An adventure for characters level 3-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

Bishop Hemmikan rules from Castle Arndulant, one of the 'Brilliant Castles' along the edge of the Troll Fens and not far from Tristor. Once, Bishop Hemmikan was well respected and powerful, but since the Greyhawk Wars his single minded belief in Pholtus has been shattered leaving him a broken man. He seeks refuge in the trappings of religion, scourging his flesh with lengthy fasting in an effort to become 'pure' and 'closer to Pholtus.'

His performance as an administrator is definitely suffering but movement to relieve him from duty has been slow. Because he gives answers to ordinary questions in religious parables, his military underlings are left in confusion as to the exact meaning of his orders. His most critical failure is that he has sent too many of his men to far-flung garrisons along the Troll Fens. While

this assists the Border Patrol, it leaves Castle Arndulant with merely a skeleton crew.

If Bishop Hemmikan were in full command of his faculties, even this wouldn't be a problem. Like any experienced cleric, he could wipe out swathes of any average opposing military force. But Bishop Hemmikan is distant, distracted, and depressed. Some unconscious part of him wants to go out in a blaze of glory, and that requires setting up an appropriate situation to do so. Weakening Castle Arndulant, inviting attack and dying, as a heroic martyr seems like just the way.

Enter Karelius Marcellus, expatriated Tenh noble. He isn't too fond of having his ancestral lands 'annexed' by the Pale, whether or not it's for everyone's good considering Iuz's armies. While his military force is far too small for any kind of meaningful strike against the Pale, it's reasonably well trained. While he knows nothing of Bishop Hemmikan's personal issues, he has the military training to recognize the weakness in Castle Arndulant.

Now add Hnakra Blinded-Eye, high-ranking shaman of Gruumsh. Hnakra is a charismatic leader and his troops, in serious quantity, have excellent morale. He is wise, canny, and an opportunist; keeping his forces separate from the legions of demons, maintaining their discipline, and never having them used in suicidal rushes as expendable grunts. With the Flight of Fiends depleting Iuz's armies of mindless demonic hordes, Hnakra decided that he would rather his people were not required to take up the slack in the dying shock troop department. Terminating one's relationship with Iuz is not really safe, but Hnakra did it at a great distance, without malice, and knows that Iuz has quite a number of other problems.

Heading south into lands where Iuz shows less sway, Hnakra encountered Karelius and his own renegade band. After some negotiation, Karelius recognized the impressiveness of Hnakra's military force and Hnakra recognized Karelius's superior military skills. Under Karelius's training, Hnakra's troops have gotten substantially more skilled. Together they have decided to pursue the opportunity that Bishop Hemmikan has given them.

Traditional military wisdom of the time states that barring magic, a well-prepared fortification can withstand ten-to-one odds for a reasonable length of time until relieved. Hnakra has 500 troops while Bishop Hemmikan has reduced his to 35 giving something like a 15-1 ratio; thus it should be assumed that Castle Arndulant falls in short order. Karelius has only 100 troops, but he and Hnakra have planned not to commit them to this battle; if the castle should fall they will provide a supply line to the now-orcish garrison at Castle Blinded-Eye.

As far as magic goes, Hnakra also has the edge in shamans and arcanists through sheer quantity alone. If Bishop Hemmikan were to take the field aggressively then the question of magical support would be strongly weighted to the Pholtans, but it can't happen.

Therefore, tactically the PCs must bolster the forces holding Castle Arndulant. Simply by numbers, a group of PCs should get the troops inside up to about 40; close but

not well enough. Either they will have to fight with the strength of ten because their hearts are pure, or at the very least they will have to play it smart.

In Encounter One, the PCs are gathered hurriedly and sent off with warhorses but little initial information. Over the daylong ride, with horses swapped out at sparse guardposts - additional messages come to them via the 'Sending' spell. The Sending spell communicates in twenty-five word bursts to which the PCs can only respond in similar twenty-five word bursts. Sending takes ten minutes to cast, so waiting for an answer can be maddening if not dangerous. The purpose of Encounter One is to evoke a feeling of the difficulties of structure and communication.

The PCs must 'break the line' at Encounter Two. They should see a glimpse of Karelius's forces distant from Castle Arndulant, and Hnakra's forces surrounding Castle Arndulant. While it should be possible to investigate, it is extremely easy to get surrounded and captured. The easiest way to break the line is to scout for a clear area, ride through as fast as possible, and only risk some missile fire from mobilizing forces. Slowing to fight may allow orcish troops to attack the gates when they open to allow the PCs inside.

The troops inside Castle Arndulant know the PCs are coming, and wait attentively for them with no delay in opening the gates. Once inside, the PCs can speak with the commander to get a greater understanding of just how bad the tactical situation is, as well as how poor the Bishop Hemmikan situation is.

Encounter Three encompasses the first day of fighting, with descriptions of simple tactics and the impersonal horrors of war culminating in the orcs' attempt to batter the gates open with a massive ram.

Encounter Four is the first night of fighting, ending in a sapper's attack.

Encounter Five gives the PC's an opportunity to engage in a suicide mission. At the beginning of the day, the PCs receive a Sending telling them that the Pale's forces will arrive after sunset. Because attacking the orcs at night without darkvision would be suicide, they will attack at dawn.

Then, Bishop Hemmikan asks the PCs to accompany him on a sally into the heart of the orcs to kill as many of them as possible. It's obviously a suicide mission and what's more, it's not necessary to secure the castle. What the Bishop won't tell them is that he will only be casting healing spells as he wishes to die a martyr while channeling the positive energies of Pholtus.

Based on the events of the previous day, it should be obvious to the PCs that defending the castle and using the castles' fortifications to their benefit is far wiser than sallying forth into their midst. While they might kill a number of orcs, they will certainly be surrounded and overwhelmed. What's more, if they do not kill enough, Castle Arndulant will fall without them. The idea is to give the PCs an opportunity to walk to their death against impossible odds and see if they take it.

If the PCs take the suicide mission, kill them gloriously in Encounter Six. Five hundred orcs with

strategy, military formations, missile weapons, and basic discipline is a challenge rating of 10-14. They will lure the PCs far enough from the walls to encircle them, missile them, mob them, grapple them, and crush them. The bishop will only heal the PCs until he too is taken down. While there are ways for certain kinds of PCs to escape the slaughter, like flight, invisibility, mobility, tumbling, and running like hell, the general loss of PC life should be inevitable.

If the PCs do not take the suicide mission, Encounter Six combines Hnakra Blinded-Eye's night assault with Bishop Hemmikan's attempting to open the gates and walk out to die. The PCs may struggle to save the Bishop as well as hold and close the gates in the face of onrushing hordes.

If the castle has not fallen, the adventure concludes at dawn with the arrival of a comparatively small force of Justicars and the Prelatal Army numbering 150 with Maximillian Thace at their head. With a combination of magic and a cavalry charge, they rout the orcs but dare not spread to pursue.

INTRODUCTION

Players begin on the road south from Tenh towards Wintershiven. The road passes Tristor, but the PCs need not have been there or want to be returning there. They do not need to be together on the road unless they wish to be.

Some say it's Pholtus who causes the sun and the moon to rise and set. Some say Pholtus puts the very seasons in their course. That's as may be on this late spring, early summer day. It's just a quiet day of travel on the well-guarded road south from Tenh into the Pale. As far as geography goes, Tristor is behind you, to the north, and you depart its very presence for more civilized lands.

It's well past planting-time, what planting gets done here in the Pale. Those of a military bent might call it the beginning of the campaigning season. No doubt the Prelatal Army and the Justicars have put the long, hard winter to good use training for the year to come, and are more than ready to do the good work.

Unbidden, a foreign voice speaks in your mind, slow, steady, and calm. It says:

"Bishop Corrin of Wintershiven speaking. Castle Arndulant is under siege and heavily outnumbered. Divination indicates you are the closest adequate relief force. Will you go?"

You somehow know you have the ability to respond in a message of twenty-five words or less.

Go around the table and get player's replies. If you want to mess with them, ask them what they do immediately. It'll be ten minutes before they get a response because Sending takes ten minutes to cast. (Bishop Corrin can't actually cast this many Sendings. He is using some stockpiled Scrolls of Sending, but it takes him some time to go through each PC and do the paperwork.)

ENCOUNTER 1

Assuming the PCs accept, proceed.

Bishop Corrin's slow, steady voice comes to your mind again after about ten minutes.

"Report to the nearest garrison to the north. They will outfit you and give you further instructions. We will have a divination for you tomorrow."

Turning to the north, it's easy to get back to the small stone garrison-house you passed not too long ago. This one is larger than most, holding perhaps twenty maximum. Within a few minutes of each other, you troop into their small courtyard, where some people are readying six warhorses for you.

Their leader, some kind of lieutenant, comes forward to meet you with some papers in his hand.

He begins with:

"I'm Lieutenant Nakar. My orders are to get you out there as fast as possible. We have horses for you all. At the fourth garrison north of here, turn east, away from Tristor."

If the PCs ask about payment:

"My information says that the Church will make sure you're adequately rewarded."

Eventually, Lieutenant Nakar will try to give them this information. It's good if the PCs ask for it.

"The reports that I am to give you are unreliable. Bishop Hemmikan is supposed to be in charge at Castle Arndulant and while we know he's alive, he is not responding to our sendings. The guard captain there used a scroll of sending to contact her superior, and she says they're surrounded by an army of orcs about five hundred strong. That's all I know right now."

Command at Wintershiven is supposed to have more in the way of information and divination tomorrow, and they will send it to you."

If the PCs ask how much time they have:

"None. Castle Arndulant is about thirty miles west of Tristor. From here, you'll be going at a steady gallop, switching horses every four hours at the guardposts and it should take you a day and a half to get there including riding through the night. When you get the sendings, tell us what equipment you think you need on the return message and we'll try to scrounge it for you."

To PCs of Small size:

"Can you handle a horse this size? We don't have anything smaller. If you need to, just get on someone else's horse and have them lead this courser with your equipment."

When PCs get going:

Taking the horse given to you, it's easy to spot that it's already been provisioned. It has a light crossbow, a quiver of twenty bolts, and another quiver of twenty arrows as well as waterskins and trail rations for a week. The guards at the front gate usher you through with haste and Lieutenant Nakar sends you on your way with a salute and a prayer. "Bring the light with you!"

New horses are waiting for you at the next small guardpost down the road north, and the guardsmen there not only help you

switch your equipment over to the new steed, but also add in another quiver of bolts and arrows each from their local stores. Even as you ride into the distance, the guardsmen are rubbing down the horses with all due care after their run. Miles tread under hoof as the day passes into chill, sweaty night.

Give the PCs some time to talk and plan as they ride, either on the first day or the second. One good way to give them atmosphere for the journey is to have them lightly pat out the horses' hoofbeats on the table as they plan to emphasize the relentless pace of their journey. Now conserving resources, Father Corrin will send to only one PC. Choose a Cleric of Pholtus, a Paladin of Pholtus, or a known follower if available on the assumption that those would be the best to communicate information to the others.

The bleary-eyed guards at each post have together assembled you quite a collection of bolts and arrows to carry into Castle Arndulant by the time dawn breaks on the second day. That's when the voice of Brother Corrin again comes to mind.

"Divination: If you go boldly into the heart of darkness, you will be blinded and cut off from brilliance, swallowed up and slain."

Again, let the PC know that he can reply in 25 words or less. Give him a few moments to compose and send. Again, Sending takes 10 minutes to cast so let them hoofbeat on the table for a few moments in perilous silence. If he can, Bishop Corrin will try to answer any questions the PCs might pose in his next Sending. Here is a stock answer about the forces the PCs face:

"Southeast best approach. One-hundred-fifty axe, fifty spear, one-hundred-thirty crossbow, one-hundred shieldwall, fifty clerics, ten arcane, ten bards. Human support sighted. Are you on schedule?"

Again, the PC can answer. Bishop Corrin can do one more sending, to arrive frustratingly ten minutes later. If asked about the arrival of relief forces, he says:

"Justicars and Prelatal Army expected to arrive two full days after you."

At this point, all the PCs have ridden through the night and are 'fatigued'. As per the DMG page 84, they are -2 to Strength and Dexterity and cannot run or charge.

Once the PCs are done discussing their information: *Slightly after noon on the second day, well after passing the west road that would lead to Tristor, you come to the last small stable and garrison on the road. The few men there help move your equipment to your last set of horses, topping off your missiles to 150 arrows and bolts apiece. Before you leave, they take a moment to direct you.*

"There'll be some marker stones and a drainage ditch off to your right in some swampy area off the road. You'll be about twenty minutes from Castle Arndulant then."

And from the way they're locking down the doors and shutters of this small stone fort as you leave, their call of "Good luck!" is heartfelt indeed.

ENCOUNTER 2

Not long before dusk, the landmarks described come into view. Reading the lay of the land, the area to the east is a lowland; currently slightly muddy. A heavy rain might turn it swampy. To the west, where the road to Arndulant goes, takes slightly higher ground.

Presumably, the PCs move more cautiously at this time. Karelius has posted ten men lightly concealed along the road, widely spaced with light horses (Speed 60 ft.). His encampment is to the north and west of the PCs on the higher, drier ground that Castle Arndulant also holds.

Karelius' men are ordered not to engage and flee the moment they see the PCs so as to report. Karelius' men are detailed in the Appendix 1.

➤ **Karelius' Mounted Rangers (10):** Male human Rgr2; hp 11 each.

Development: Karelius's horsemen immediately ride away to warn him if they spot the PCs along the road. As per the *DUNGEON MASTER'S Guide* page 60, this area is scrub. At a spotting distance of 210 feet, it is a Spot check (DC 30) to see the hiding horsemen. The 10 horsemen have a Spot DC of 15 + the PC's lowest Hide skill to see the PCs at this distance if they are all together; or a Spot DC of 25 + Hide to see a dismounted PC scouting ahead.

At 105 feet, it is a Spot check (DC 10) to see Karelius's horsemen, as they have 'taken 10' on their hide checks and are hiding horses. Their Spot checks against the PCs are as normal.

Karelius's Mounted Rangers wear a small Tenh insignia on the breast of their leather armor. Characters who have played the adventure 'Fright At Tristor' and defeated the orcs there may recall having seen it on a steel breastplate they found there. Otherwise, it requires successful Knowledge (history, local, or heraldry) (DC 10) to recognize them.

Tactics: The PCs are now fatigued and cannot run or charge. The PC's warhorses are fresh, however. Warhorses have a speed of 50, while the Mounted Rangers have a speed of 60 on light horses. It is unlikely that the PCs will be able to kill, capture, or even engage them, even if methods such as using a fly spell are used. Their trail is easy to find, however, and if the PCs choose to follow it, they can come into view of Karelius's armed camp. Pickets, who require a Spot check (DC 30) at 210 feet and a Spot check (DC 10) at 105 feet to notice, guard the camp, and have been warned by the Mounted Riders. Assuming that the camp has been warned by the Mounted Riders, they are on full alert as well as getting ready to move.

The camp can be seen from afar but cannot be seen from Castle Arndulant. Again, the insignia, flag, and shield device of Tenh can be easily seen on tents and men. A second flag is also flying. A successful Knowledge (history, local, or heraldry) (DC 20) allows the PCs to identify it as the personal house device of Karelius Marcellus, a Tenh noble whose lands are now occupied and owned by the Pale.

It may be possible to capture one of the Mounted Rangers with a spell, such as Charm Person. By questioning him, the PCs can find out his leader's name, Karelius Marcellus, and that he is in league with Hnakra Blinded-Eye, a renegade orc. He'll think that Karelius is 'using' the orcs. He doesn't have any tactical information, and every moment they question him is time that Castle Arndulant is falling.

Karelius' forces are detailed in Appendix 1. Attacking them alone and fatigued should result in the PC's deaths, though it should be possible to get a sight of the camp and escape.

Hnakra Blinded-Eye has a main camp of 250 posted guarding the road to Castle Arndulant and four pickets of fifty widely spread surrounding the castle. If the PCs approach from the southeast, the muddy terrain there slows travel; the PCs warhorses have a speed of 45 while the orcs and half-orcs have a speed of 25 – barbarians 35. The pickets are spread widest to the southeast as well. To spot lone hiding orcs in the scrub is DC 30 at 210 feet, and DC 10 at 105 feet.

The PCs can charge through the lines in the southeast on horseback. No orcs will be able to melee with them, only fire their light crossbows. A barbarian orc would have to be within 80 feet of a PC's path so as to charge and attack successfully, and if the PCs move directly through this area, none are.

At a full run on horseback, and denied their Dex bonus to AC most PCs will be in sight range of sufficient crossbowmen for two rounds. Obviously, any PC successfully sneaking, flying incredibly high, invisible or otherwise undetected will not be subject to the below attacks.

APL 4

Fire two light crossbow bolts at each PC using the following attack bonuses. +3 ranged (1d8/19-20, light crossbow)

APL 6

Fire two light crossbow bolts at each PC using the following attack bonuses. +4 ranged (1d8/19-20, light crossbow)

APL 8

Fire three light crossbow bolts at each PC using the following attack bonuses. +5 ranged (1d8/19-20, light crossbow)

Trap: If the PCs take the southeast route, any dwarves in the party can use their stonemasonry. With an Int or Search check DC 20, they know that they have just

galloped over a small tunnel the size of a crawlway on their way to the gates.

If the PCs choose the main road in straight through the enemy camp, crush them. They received a divination that told them not to do that. The camp will not be fooled by most stratagems. They know Karelius's men not only by sight but by their use of the Scent feat as well, making disguise and even spells such as change self and alter self extremely difficult to pull off.

If the PCs choose another angle, start with crossbow fire as above plus have one orc barbarian of the appropriate APL manage to charge and attack each visible PC from the side. Since an orc barbarian can charge and attack 80 feet in this terrain and they are set closer together, it is impossible to plot a path through to the gates that keeps far enough away.

If they stop to fight, add one charging orc barbarian per PC per melee round for five rounds, plus one crossbowman per PC firing steadily at one range increment away. If the PCs spend a full minute fighting, gradually move in as many of Hnakra's forces as are needed to crush the PCs. The PCs are supposed to break the line and relieve the forces at Castle Arndulant. They are not going to win fighting here in the open.

Assuming the PC's break the line:

Racing towards Castle Arndulant, for one of the 'Brilliant Castles' it's seen better days. The walls seem well put together, quarried of large chunks of a strangely smooth, almost polished granite. No one has had the time to care for them recently, and they stand clearly scarred by arrow-scratches, catapult scarring, rancid boiling oil stains and the crusted spatters of bodily fluids. Even in the daylight, there is a slight glow to them.

Visible atop the battlements, a few sparse crossbowmen cheer, wave, and begin returning fire at your pursuers over your heads. The gates and portcullis are being hauled up as fast as possible even as you ride pell-mell towards them. The moment it crests four feet, ten kneeling crossbowmen fire a fusillade straight out from within right into an advancing shieldwall hoping to take advantage of the momentary opening.

Once you've entered safely, a short, sturdy, brown-haired woman calls out, "Is everyone in?" She's clad in mail, helmeted, and wearing Captain's insignia along with the shining star and moon of Pholtus' holy symbol hanging around her neck.

Assuming she gets a response and no PC is sneaking about on foot outside the walls or some such:

The Captain throws two large levers, one after another. The portcullis crashes down first, then the thick wooden gates banded with iron. "Get under cover!" she calls out, and the crossbowmen huddle to the wall or crouch behind the battlements. She grabs a tower shield and holds it over her head while ushering you and your horses into the castle beyond.

She eyes you critically, noting your state of fatigue and the appearance of skills that your weapons give. "I'm Captain Rhess. It's good to have you. We don't have much time to talk, and I'm needed on the walls before it gets dark.

We have thirty-five in here, not counting Bishop Hemmikan who won't come out of his tower. With you, that is about forty all told. They have about five hundred. The gates and

the walls are holding, for now. We're low on rest, low on people, and low on magic; but the healing is holding out, praise the light.

The orcs are playing it slow and trying not to commit. They could probably take us in a rush with their ladders, but they'd lose too many doing it. They seem to have a lot of healing on their side as well, which is good in that they retreat when they get hurt but bad in that we aren't really reducing their forces. Still, we should only have to hold out for two more days until the Justicars get here.

With you here, I expect them to pick up the pace. I made sure to be rested for tonight's fighting, so you can recover from your ride and prepare.

Here's what you need to know. Use cover at all times; they have snipers waiting. We have crooks on the battlements for pushing away ladders. If you hurt one of them, he usually retreats for healing. If they sound a horn three times, they're calling us to retrieve their wounded for an hour. If you hear us reply with one long sound, we agree and everyone stops fighting. They'll sound a horn before they resume the attack. Rules of war, no one's broken them yet.

If you have wizards, stock up on direct damage. Rest whenever you can.

If you get hurt on the walls, start with healing yourselves so you can stay in the action. If you start running low, go into the castle and up the tower." She grimaces. "Bishop Hemmikan's door is open and he heals all comers, though I can't get him to do anything else.

Any questions?"

Captain Rhess has a crisp, staccato style to her speech. She thinks fast and talks quickly. She's thickly built, not very tall and currently looks like she's in a war. She knows the quantity of orcs and their general layout, and that they have some communication with humans from further out. She won't be happy to hear that they're wearing Tenh insignia.

If the PCs ask about Bishop Hemmikan:

He's been posted here pretty much since the Flight of Fiends. He was quiet at first. Then he withdrew and would only communicate in official reports. He decreased our requisitions for people, on the basis that he could maintain our defenses against attacks. I argued against it, but he outranked me at the time.

I've relieved him from duty and I reported it through the sending. I told him, but I don't think he noticed. He's completely round the bend. He only talks in sermons now. If he wasn't healing whoever we drag to him, we'd have lost by now."

Captain Rhess eventually takes the PCs to a barracks room in the castle to rest through the night. If the PCs investigate Bishop Hemmikan or need to go to him for healing now, feel free to give them one of Bishop Hemmikan's sermons from Encounter 3.

Captain Rhess leaves the PCs with:

If you hear big bells ringing, that means the castle is falling and we need you immediately. Otherwise, you'll be joining us tomorrow.

The bells don't ring tonight.

ENCOUNTER 3

Distant, confusing sounds of battle dimly filter through the castle walls throughout the night. You are not disturbed until the traditional Pholtan waking time, a little before dawn.

Captain Rhess is ash white. Her chainmail, which looked well used before, is now punctured, rent, and spattered. She shrugs off the arm of the lieutenant who's trying to help her, and stumbles to one of the nearby cots with a crash.

The lieutenant is a taller, slimmer man in chainmail. He has an unflattering crewcut for his dirty blond hair, and without a helmet the slant of his ears makes his mixed heritage obvious. He looks reasonably well rested though just as dirty as everyone else who's been in the fighting, and he ushers you out of the barracks to a cloakroom at the front of the castle.

"That barracks is going to be a mess in a minute. I'm Lieutenant Ethliel. This is a good place to pray or study if any of you need to do that. When you're done, meet us on the walls. Let me give you your bells."

Ethliel gives each of you cowbells on a length of twine, and shows you how to tie it to your belt. "If you're being overwhelmed and need help, ring the bell. It's on a rope so if you come under the effect of a silence spell, you swing it by the rope and it'll ring outside the affected area."

Ethliel leads anyone who doesn't have to pray for or prepare spells outside, and as some of you take to the battlements, exhausted Pholtans stagger off inside. Several mutter prayers before they rest, wiping away some of the harm of the night.

The main camp of the orcs squats on the road, too far for effective missile fire. It's mostly composed of pavilion tents and huge banners showing a great 'Blinded Eye.' With the dawn, the only things going on are a few people set up with a crossbow-position a little more than two hundred feet away, behind a little fortification made of tower shields. They are blinking in the light, and not busy firing.

If the PCs ask about Captain Rhess, Lieutenant Ethliel says:

"She took the fore, and was unlucky. Bishop Hemmikan brought her back to us twice."

Real fighting doesn't start for about an hour. Both sides tend to pray and ready spells at about this time and the orcs' difficulty in sunlight is at its worst in the dawn.

In 'Siege At Castle Arndulant' we introduce the 'Cut Scene' system for day long fighting. Rules and the first example follow.

A 'Cut Scene' has a situation, a focus character, a victory condition, and trump cards.

The situation is what is happening to the focus character. It consists of threats and opportunities that could arise during the battle. The number of situations in the day of fighting is set.

The focus character is the character whose 'job' it is to resolve the situation. It happens closest to him and the other PCs are assumed to be busy with their own problems. The focus character is most directly threatened by the situation and most likely to take damage or magical

effects. No single PC can be the focus character for more than one-third of the situations in a day. It can be smart, if dangerous, to put your best fighters in as many situations as possible while other characters keep safe and concentrate on using trump cards.

The victory condition resolves the situation in the PCs favor. While each situation will have a victory condition given, the victory condition is flexible and PCs are encouraged to find other possible victory conditions.

A trump card is something any other PC can do to affect the situation even though they are NOT the focus character. The listed trump cards are things that other PCs can do without drawing attack. Trump cards are flexible and PCs should be encouraged to find trump cards that are not listed. However, trump cards that are not listed generally allow the DM to roll an attack against the PC.

Usually, the DM's attack against a PC will be some kind of missile weapon, against which the PCs are well defended. However, if PCs take too much advantage of using ordinary missile weapons (archery and crossbows) as repeated Trump Cards, it becomes clear that they are neglecting their own duties on the walls. Up the ante to axe-blows, magic missiles, shatters, and blindness spells.

The main thing that is not allowed in trump cards is running over to help in melee.

A trump card doesn't necessarily end the situation, but hopefully it should have an effect towards the victory conditions. If the victory condition is 'wound both attacking orcs' and a PC uses a trump card by firing a single magic missile from a wand wounding one of them; the situation isn't over yet.

Cut scenes start with the NPCs having initiative, then the PCs, and rotating back and forth.

Example:

Situation: Two Tower Shield Orcs approach the wall, giving cover to a Barbarian Orc with a Greataxe, dragging a ladder. Their goal is to prop the ladder on the wall, and have the Barbarian Orc climb it to the battlements while the Tower Shield Orcs hold it steady.

Victory Conditions: The Barbarian Orc retreats for healing when he is wounded. He can be shot when he approaches (90% cover), he can be shot as he sets up the ladder (50% cover), he can be shot as he climbs the ladder, the ladder can be pushed away as he climbs, or he can be struck in melee.

🗡️ **Barbarian Orc (1):** Male Orc Bbn1; hp 14.

🗡️ **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.

Pushing The Ladder Over: Requires a successful Strength check (DC 16) to use the crook and push the ladder while maintaining 90% cover on the battlements; (DC 13) to use the crook and push the ladder while maintaining 75% cover; or (DC 10) to use the crook and push the ladder over while maintaining 50% cover.

Trump Cards: Any damaging spell; any lasting charm or compulsion.

Play:

DM: Here's the Situation. It's 10:00 am. Two orcs carrying tower shields are approaching the walls. They're shielding a larger orc carrying a greataxe, who is dragging a big ladder behind them all. The *trump cards* for this situation are, obviously, any damaging spell and any charming or compulsion spell. Who wants to be the focus character?

The players all point at Joe, who plays Randolph, a heavily armored Paladin. He accepts.

DM: Randolph's turn.

Randolph: I rarely shoot my crossbow, but this seems like the chance to nip things in the bud. I shoot at the guy with the ladder and the axe. <Randolph rolls a total of 16>

DM: Your shot spangs solidly off their tower shields. My turn. You have 75% cover shooting a crossbow on the battlements, so my enemy sniper needs a 20 to hit you... some bolts sail past your head spent. Using their cover, the three orcs swing the ladder up onto the wall. It's your turn.

Randolph: I'm using a light crossbow, so I should have time for another shot. Again, I shoot at the guy with the axe. I don't think people with tower shields are climbing ladders. <Randolph rolls a total of 15 this time>

DM: He only has 50% cover now as he sets up the ladder and the other two orcs work to keep him safe. But that's still not good enough. My turn. My enemy sniper <rolls a 4> misses again, and the Orc Barbarian runs up the ladder readying his greataxe. He gets up to the top of the ladder, but can't hit you this round; he can't Charge up a ladder. It's your turn.

Randolph: So he's still on the ladder?

DM: Yes. He couldn't possibly climb up the ladder and get onto the battlements before you get to act.

Randolph: I try to push it off with the crook, so he'll fall. Since he's right in front of me, I'll use him for cover; I'll go to half cover to give myself the most leverage. A Strength check (DC 10) is easier than hitting him, that's for sure, and the falling damage should be vicious. <rolls a 2, plus his strength bonus of 3, for 5> But that won't do it.

DM: Now you understand why the orcs have two people holding the ladder down there. It's not as easy as it is in the movies. My turn. The sniper doesn't want to hit the orc who is giving you cover in addition to your half cover, so he doesn't fire. However, the grungy orc steps over onto the battlements – five foot step, but it's a move action because he's climbing – rages as a free action, and

swings his axe. <he rolls and adds in Rage bonuses> Does a 20 hit for 12 damage?

Randolph: Got it. Ow. This is not exactly where I wanted to be. Still, it's greatsword time. I draw, cry out, and give a mighty swing... and if I drop him, I'd like him to go over the wall. <he rolls a total of 8> But today is not my day. Guys?

DM: Now might be a good time to use a Trump Card.

The players all look at Jeff, who plays Blasto, an Evocation specialist.

Blasto: Don't look at me, this is the first hour of the day! I have to conserve!

Shelley, who plays Darin, an elven ranger, speaks up.

Darin: Hearing Randolph's call for assistance, I wheel and see that he's let an orc reach the battlements. Using my composite longbow and Precise Shot, I try to pump an arrow over Randolph's shoulder into the orc.

DM: Excellent. Roll your hit. That's not one of the designated *trump cards*, though, so I'll get an attack on you.

Darin: Grand total of 19. 20 if I'm within 30 feet. Damage 5.

DM: You sink it into the orc's upper arm and he curses, bleeding. My turn. Darin, It's most reasonable that you had to expose yourself somewhat, standing on the battlements and turning to use your composite longbow. So I'll take a crossbow shot at 75% cover. <he rolls a 16>. Not good enough. Randolph, for his turn, the angry orc dives for his ladder and slides down, carefully enough so as not to provoke an attack of opportunity. Once he's down, the other two orcs jump to cover him with their shields. They retreat, licking their wounds and heading for their healers.

You've achieved a victory condition, so this Situation is over. Handle any healing you're going to do.

This example should also show the kind of advantages that a good fortification gives. The PCs have several opportunities to do something to the bad guys and during those times the PCs have lots of cover and are very hard to hit. Use this to illustrate to the PCs just how good their situation is. In the example above, if Randolph had rolled halfway decently, he would have easily handled the *situation* all by himself.

Similarly, if PCs leave the fortifications of Castle Arndulant during the *cut scenes*, kill them mercilessly. Start with 5-10 crossbow bolts per round if the PC is visible, and proceed from there with ground troops.

Because the PCs have advantages, *cut scenes* should go quickly unless the PCs get unlucky. Even then, PCs should not fail unless they do not use their *trump cards*.

Feel free to allow another PC to become the *focus character* if the *focus character* falls for purposes of rescue, or in desperate cases have the orcs call for a halt to the fighting for retrieval of wounded.

Cut scenes ARE designed to make the PCs use some but not all of their expendable resources. Few protective spells last the whole day and it can be very hard to ignore damage totally, so healing will be required. Some of the *situations* have spells in them that may force the PCs to seek the aid of Bishop Hemmikan.

Cut scene 1 is the same as the example. It's an easy one so it makes a good example for the PCs.

Tactics: This day has six *cut scenes* therefore no PC can be the *focus character* for more than 2 of them. It also has a final confrontation at the end of the day.

CUT SCENE ONE, 7:30 AM

Situation: Two Tower Shield Orcs approach the wall, giving cover to a Barbarian Orc with a Greataxe, dragging a ladder. Their goal is to prop the ladder on the wall and have the Barbarian Orc climb it to the battlements while the Tower Shield Orcs hold it steady.

Victory Conditions: The Barbarian Orc retreats for healing when he is wounded. He can be shot when he approaches (90% cover), when the ladder is set up (50% cover), he can be shot as he climbs the ladder, the ladder can be pushed away as he climbs, or he can be struck in melee.

➤ **Barbarian Orc (1):** Male Orc Bbn1; hp 14.

➤ **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.

Pushing The Ladder Over: Requires a successful Strength check (DC 16) to use the crook and push the ladder while maintaining 90% cover on the battlements; (DC 13) to use the crook and push the ladder while maintaining 75% cover; or (DC 10) to use the crook and push the ladder over while maintaining 50% cover.

Trump Cards: Any damaging spell; any lasting charm or compulsion.

CUT SCENE TWO, 9:30 AM

Situation: Four Tower Shield Orcs approach the wall, giving cover to a Barbarian Orc with a greataxe and ladder, and to a Longspear Orc. Their goal is to prop the ladder on the wall and have both Orcs climb it to the battlements while the Tower Shield Orcs hold it steady. The Longspear Orc climbs behind the Barbarian Orc, so that when they reach the top of the ladder, he can attempt to menace the PC so as to 'cover' the Barbarian Orc's advance. (The PC gets waist-down half cover from the battlements.)

Victory Conditions: Both Orcs retreat for healing when wounded. They can be shot when they approach (90% cover), when the ladder is set up (50% cover), and as they

climb the ladder. The ladder can be pushed away as they climb, or they can be struck in melee. Both must be struck to end the *situation*.

➤ **Barbarian Orc (1):** Male Orc Bbn1; hp 14.

➤ **Longspear Orc (1):** Male Orc Ftr1; hp 12.

➤ **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.

Pushing The Ladder Over: Requires a successful Strength check (DC 16) to use the crook and push the ladder while maintaining 90% cover on the battlements; (DC 13) to use the crook and push the ladder while maintaining 75% cover; or (DC 10) to use the crook and push the ladder over while maintaining 50% cover.

Trump Cards: Any damaging spell; any lasting charm or compulsion.

CUT SCENE THREE, 11:00 AM

Situation: Lieutenant Ethliel attempts to cross the courtyard to get to the walls. Unluckily, a flight of shortbow arrows, aimed blind, catches him and knocks him over. He begins at -1. Depending on the APL, every round arrows hit his five-foot space. Since the orcs firing cannot see their target, they have a 50% miss chance.

APL 4

2 shots: +3 ranged, (1d6/x3, shortbow).

APL 6

4 shots: +4 ranged, (1d6/x3, shortbow).

APL 8

6 shots: +5 ranged, (1d6/x3, shortbow).

Victory Condition: Stabilize Lieutenant Ethliel, and get him out of harm's way.

Trump Cards: Anyone with a Tower Shield can toss it to the *focus character*. By holding it over their head, they block all arrows entering a 5-foot space. Casting protection from arrows on the *focus character* also works (they then shield Lieutenant Ethliel with their body).

CUT SCENE FOUR, 1:20 PM

Situation: Two Tower Shield Orcs approach the wall, giving cover to a Barbarian Orc with a Greataxe, dragging a ladder. Their goal is to prop the ladder on the wall and have the Barbarian Orc climb it to the battlements while the Tower Shield Orcs hold it steady. One hundred feet away from the wall, an Arcane Orc sets up a position with two Tower Shield Orcs. He holds his action, and casts magic missile each time the *focus character* is exposed. A successful Spot check (DC 10) allows the *focus character* to detect the Arcane Orc's preparations before he fires the first time. The Arcane Orc is in plain view on a confusing battlefield with many people moving around under strange purposes; 100 feet is a -10 to Spot checks.

Victory Conditions: Both Orcs retreat for healing when wounded, stopping hostilities. The Arcane Orc always has 90% cover at 100 feet. The Barbarian Orc can be shot when he approaches (90% cover), when the ladder is set up (50% cover), and when he climbs the ladder. The ladder can be pushed away as he climbs, or he can be struck in melee.

APL 4

- **Barbarian Orc (1):** Male Orc Bbn1; hp 14.
- **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.
- **Arcane Orc (1):** Female Orc Wiz2; hp 9.

APL 6 AND 8

- **Barbarian Orc (1):** Male Orc Bbn1; hp 14.
- **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.
- **Arcane Orc (1):** Female Orc Wiz3; hp 13.

Pushing The Ladder Over: Requires a successful Strength check (DC 16) to use the crook and push the ladder while maintaining 90% cover on the battlements; (DC 13) to use the crook and push the ladder while maintaining 75% cover; or (DC 10) to use the crook and push the ladder over while maintaining 50% cover.

Trump Cards: Any damaging spell; any lasting charm or compulsion.

CUT SCENE FIVE, 3:00 PM

Situation: Two Tower Shield Orcs approach the wall, giving cover to a Barbarian Orc with a Greataxe, dragging a ladder. Their goal is to prop the ladder on the wall and have the Barbarian Orc climb it to the battlements while the Tower Shield Orcs hold it steady. One hundred thirty feet away from the wall, a 5th level Shaman Orc sets up a position with two Tower Shield Orcs. He holds his action, and casts blindness twice, then hold person twice, then shatter on the PC's primary weapon. He casts each time the *focus character* exposes himself. A successful Spot check (DC 13) allows the *focus character* to detect the Shaman Orc's preparations before he fires the first time. The Shaman Orc is in plain view on a confusing battlefield with many people moving around under strange purposes; 130 feet is a -13 to Spot checks.

Note that a successful Blindness or Hold Person makes it very dangerous for the PC. Don't let the Orc Coup de Grace right after moving off the ladder. Emphasize his having to move and hit, and force the PCs to try using Trump Cards to prevent him. Blindness may force PCs to have an encounter with Bishop Hemmikan.

Victory Conditions: Both Orcs retreat for healing when wounded, stopping hostilities. The Shaman Orc always has 90% cover at 100 feet. The Barbarian Orc can be shot when he approaches (90% cover), when the ladder is set up (50% cover), and when he climbs the ladder. The

ladder can be pushed away as he climbs, or he can be struck in melee.

- **Barbarian Orc (1):** Male Orc Bar1
- **Tower Shield Orcs (2):** Male Orc Ftr1
- **Shaman Orc (1):** Male Orc Clr5

Pushing The Ladder Over: Strength DC 16 to use the crook and push the ladder while maintaining 90% cover on the battlements. Strength DC 13 to use the crook and push the ladder while maintaining 75% cover. Strength DC 10 to use the crook and push the ladder over while maintaining 50% cover. The fall is 30 feet so falling damage is 3d6, Tumble DC 15 for 2d6.

Trump Cards: Any damaging spell; any lasting charm or compulsion.

CUT SCENE SIX, 5:20 PM

Situation: Four Tower Shield Orcs approach the wall, giving cover to two Barbarian Orcs with Greataxes, dragging ladders. Their goal is to prop the ladder on the wall and have the Barbarian Orc climb it to the battlements while the Tower Shield Orcs hold it steady. FOUR hundred feet away from the wall, a 5th level Arcane Orc sets up a position with two Tower Shield Orcs. He holds his action and just before the Barbarian Orcs charge up their ladders he casts a Fireball to target the location on the battlements where a PC must wait to receive them. He aims high and past the wall, so the spread on the ground will be only 15 feet and the PC has only 50% cover from the battlements aiding his Reflex Save.

A successful Spot check (DC 30) allows the *focus character* to detect the Arcane Orc's preparations before he fires. (The Arcane Orc is in plain view on a confusing battlefield with many people moving around under strange purposes.

Victory Conditions: The Arcane Orc fires only once, then retreats. The Barbarian Orcs retreat for healing when wounded, stopping hostilities. The Arcane Orc always has 90% cover at 400 feet. The Barbarian Orc can be shot when he approaches (90% cover), when the ladder is set up (50% cover), and when he climbs the ladder. The ladder can be pushed away as he climbs, or he can be struck in melee.

- **Barbarian Orc (1):** Male Orc Bbn1; hp 14.
- **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.
- **Arcane Orc (1):** Male Orc Wiz5; hp 21.

Pushing The Ladder Over: Requires a successful Strength check (DC 16) to use the crook and push the ladder while maintaining 90% cover on the battlements; (DC 13) to use the crook and push the ladder while maintaining 75% cover; or (DC 10) to use the crook and push the ladder over while maintaining 50% cover.

Trump Cards: Any damaging spell; any lasting charm or compulsion.

Bishop Hemmikan: The PCs may have to resort to Bishop Hemmikan. Bishop Hemmikan in no way responds to questions, requests, orders, or suggestions from the PCs. He will subject PCs to personal scrutiny, assault them with a sermon and an invasion of personal space, and then cast spells to solve their woes.

There is additional information regarding Bishop Hemmikan in Appendix 1.

This is a chance to use some standard acting techniques to engage the PCs. Make eye contact. Get up out of your chair and walk around to the player. Stand too close but don't touch. (Be careful to back off if the player gets weirded out.) Speak emphatically, but focus your attention a little past the player, as if you're talking to someone who isn't there. If they look over their shoulder, you'll know you've done it right.

Here are three possible 'sermons' for Bishop Hemmikan. They need not be delivered correctly.

Sermon 1

"You... yes you. Close your eyes. What do you see?"

If the PC answers, "The light," Bishop Hemmikan will be ecstatic, and leap about the room with hallelujahs and healing.

Eventually he usher the players out with:

"Go! Go and walk the One True Path! Come and get me when the time is nigh!"

With answers like 'nothing' or 'blackness' or pretty much anything else, he says:

"You must be careful not to misstep on the One True Path, young one. You neglect the Blinding Light that Pholtus has placed inside you. Let me fill you with his presence."

With this, Bishop Hemmikan makes a point of casting his spell but holding the healing spell a round as a touch attack, his hand glowing with white light. Let the PCs decide whether to dodge or not, as the Bishop attempts to lay his glowing hand on the PCs forehead and keel him over backwards. He will be silent once done, and can't be made to speak without compulsion.

Sermon 2

Bishop Hemmikan hears the PCs out quietly. Then, ignoring their words, he says:

"Though we walk through the valley of darkness, we walk on the One True Path. There is no place for the darkness to enter us, for we are filled with light, it is our armor and our shield. In us, the unicorn has no place to thrust its horn. On us, the tiger has no place for its claws to pierce. Axes and arrows do not find their mark for when we walk on the One True Path, we have no place for death to enter."

Bishop Hemmikan then proceeds to heal the PCs while ignoring anything they might say. (Apologies to Psalm 23:4, and Lao Tsu's Tao Te Ching verse 50.)

Sermon 3

Bishop Hemmikan hears the PCs out quietly. Then, ignoring their words, he says:

"When you are filled with the Blinding Light, your bones are soft, but your grasp is sure. Your mind is clear, and your body is strong. Your song is long lasting, your voice is sweet, and your grace is perfect.

Yet, fill a cup to its brim and it is easily spilled.

Temper a sword to its hardest and it is easily broken.

Amass the greatest treasures, and they are easily stolen.

Claim credit and honor and you easily fall.

Retire when your purpose is achieved; this is the One True Path."

Bishop Hemmikan then proceeds to heal the PCs while ignoring anything they might say. This sermon gives the PCs the most clues as to Bishop Hemmikan's attempted suicide-by-orc later on, so try to get it to the PCs if possible. (Again, apologies to Lao Tsu's Tao Te Ching verse 9 and 55.)

Final Confrontation: All the PCs participate in this Situation.

Twenty Tower Shield Orcs move forward with a large battering ram. Their shields face the PCs giving them 75% cover; all raised above their heads when they are close enough to batter at the gate.

It takes two full minutes of battering (20 rounds) to break the gate, and then 2 more full minutes to bend the portcullis behind it sufficiently for an Orc to get through to harass in melee. After that, it takes 10 more rounds to destroy the portcullis.

Crossbow Orcs give them covering fire. Wounded Tower Shield Orcs retreat, giving PCs the option to try to kill them as they go or try to stop the battering.

It takes at least ten orcs to work the battering ram, so if the PCs can wound ten, the remaining retreat with their big tree.

At higher APLs, spellcasters take up Tower Shielded positions at 110 feet to distract and damage the PCs with a barrage of magic missiles.

APL 4

👉 Tower Shield Orcs (20): Male Orc Ftr1; hp 12.

APL 6

👉 Tower Shield Orcs (20): Male Orc Ftr1; hp 12.

👉 Arcane Orc (2): Female Orc Wiz2; hp 9.

APL 8

👉 Tower Shield Orcs (20): Male Orc Ftr1; hp 12.

👉 **Arcane Orc (4):** Female Orc Wiz3; hp 13.

ENCOUNTER 4

In the daylight, Castle Arndulant was not very impressive, especially considering its lack of upkeep. As dusk turns into night, the walls of the Castle show off their name, rising in brilliance to full daylight. It must appear as a beacon in the night for miles.

On a more tactical side, the area around Castle Arndulant is as clearly illuminated as daylight, negating the near total advantage the orcs would have had in the darkness.

Captain Rhess comes by to check on you. She's wearing a new set of clothes and armor and looks rested, if not quite as assertive as she did when you first met her.

"Be careful. They get serious at night," she says.

Tactics: This night has six Cut Scenes, therefore no PC can be the Focus Character for more than 2 of them. It also has a final confrontation at the end of the night.

CUT SCENE ONE, 8:30 PM

Situation: The orcs have two crude catapults set up in the distance. More importantly, they have several Tower Shield Orcs as 'forward observers' within sixty feet of Castle Arndulant helping them direct their fire towards the defenders. While they know their catapults are too small to do real damage to the walls of Castle Arndulant, a scoopful of fist-sized rocks at high velocity should do unpleasant things to unlucky people inside.

From out of the sky, a rain of rocks and gravel showers down close to the gates.

The orcs have two catapults and each one fires every thirty seconds. Between them they fire once every three rounds. They have plenty of sharp, jagged rocks.

The first two shots miss. Then the orcs have the range.

The forward observers call the shot on a location. They have to be able to see a PC. If a PC both takes full cover AND then moves from that position with a successful 'Hide' check, he can get out of the way of the strike. Of course, a PC who takes full cover can't see the orcs either.

The forward observers generally maintain 75% cover behind their Tower Shields. They have to look out to see regularly.

These orcs got their catapult training from Karelius's military experts.

Victory Conditions: Detect and injure the Forward Observers. Without knowing Orcish, it's quite difficult to pick out who is shouting what to whom as many orcs are shouting commands and orders to each other. At 50 feet away, it requires a successful Listen check (DC 18) to discern one Forward Observer when he speaks, which is

right after a catapult shot. If any character has a Knowledge or Profession skill in Military matters, it is a (DC 10) to pick out the Forward Observer.

The orcs don't much favor this style of fighting but are willing to give it a try. Without Forward Observers, they know that catapulting is mostly a waste of time and rocks.

APL 4

👉 **Tower Shield Orcs (2):** Male Orc Ftr1; hp 12.

APL 6

👉 **Tower Shield Orcs (3):** Male Orc Ftr1; hp 12.

APL 8

👉 **Tower Shield Orcs (4):** Male Orc Ftr1; hp 12.

Third and Fourth Shots

5x5 area burst (2d6), Reflex negates (DC 10).

Fifth and Later Shots

5x5 area burst (3d6), Reflex negates (DC 15).

Trump Cards: Any PC who speaks Orcish can easily detect the Forward Observers and point them out to the Focus Character. They're the ones shouting, "Move forward fifteen feet, and the cursed human is to the left five feet!" The tongues spell will also work. Once the Forward Observers are spotted, any direct damage, charming, or compulsion spell will work.

CUT SCENE TWO, 11:10 PM

Situation: Four burly Tower Shield Orcs push forward a thirty-foot high siege tower. Two Barbarian Orcs ride within, waiting to climb on top of it and jump over to Castle Arndulant. The tower is a rickety structure, but it has boards on the front to block easy view of those riding inside it and pushing it.

Victory Conditions: Wound the two Barbarian Orcs inside or damage the Siege Tower (Hardness 5, 10 HP to take out a side strut). It takes six rounds to roll the siege tower close to the walls, and those within and pushing have 90% cover. In the round they climb atop the tower and jump to Castle Arndulant's walls, they have no cover.

A successful Jump check (DC 10) is required to leap from the siege tower to Castle Arndulant's battlements, and back. The orcs use their Rage ability for the jump.

If the Barbarian Orcs make it, the Tower Shield Orcs climb up the inside of their siege tower and jump over to join in.

👉 **Barbarian Orc (2):** Male Orc Bbn1; hp 14.

👉 **Tower Shield Orcs (4):** Male Orc Ftr1; hp 12.

Trump Cards: Any direct damage spell, any lasting charm or compulsion. Warp Wood destroys the Siege Tower.

CUT SCENE THREE, 12:40 AM

Situation:

This time, also moving forward within the Siege Tower is an Orcish Chanter and a Shaman Orc. The Chanter sings steadily to add morale to the charging orcs while the Shaman cuts loose with his most annoying long-duration spells. He can cast blindness twice while the tower rolls up; then he casts hold person in an attempt to lock up the *focus character* right before the jump. If he has the opportunity, he tries to cast shatter on the *focus character's* primary melee weapon.

Four burly Tower Shield Orcs push forward the rickety siege tower, and two Barbarian Orcs ride it.

Victory Conditions: In this case, the Focus Character can only resolve the situation on the way in by wounding the Barbarian Orcs three additional times, once for each of the Shaman Orc's cure light wounds spells.

Once the Barbarian Orcs leap, they will accept only one wound before they retreat. The PCs can damage the Siege Tower (Hardness 5, 10 HP to take out a side strut). It takes six rounds to roll the siege tower close to the walls, and those within and pushing have 90% cover. In the round they climb atop the tower and jump to Castle Arndulant's walls, they have no cover.

A successful Jump check (DC 10) is required to leap from the siege tower to Castle Arndulant's battlements, and back.

If the Barbarian Orcs make it, the Tower Shield Orcs climb up the inside of their siege tower and jump over to join in as well.

- **Barbarian Orc (2):** Male Orc Brd1; hp 14.
- **Tower Shield Orcs (4):** Male Orc Ftr1; hp 12.
- **Orcish Chanter (1):** Male Orc Brd1; hp 7.
- **Shaman Orc (1):** Female Orc Clr5; hp 25.

Trump Cards: Any direct damage spell, any lasting charm or compulsion. Warp Wood destroys the Siege Tower.

CUT SCENE FOUR, 1:40 AM

Situation:

Just like Cut Scene Three, an Orcish Chanter moves forward inside the siege tower. He sings steadily to add morale to the charging orcs. Just like *cut scene three*, a Shaman Orc attends the warriors from within. He is not so powerful, however, and merely uses hold person and shatter spells as well as three cure light wounds from within the tower.

Four burly Tower Shield Orcs push forward the rickety siege tower, and two Barbarian Orcs ride it.

This time, ten feet to the left, one Barbarian Orc and two Tower Shield Orcs are trying to set up a ladder, just as they did in the day. All of them get the benefit of the Orcish Chanter.

Victory Conditions: Wound the two Barbarian Orcs inside and the one climbing the ladder. The Shaman heals the wounded ones inside the tower on its approach. Damage the Siege Tower (Hardness 5, 10 HP to take out a side strut) and the Siege Tower orcs flee but the Ladder orcs do not. It takes six rounds to roll the siege tower close to the walls, and those within and pushing have 90% cover. In the round they climb atop the tower and jump to Castle Arndulant's walls, they have no cover. The Ladder orcs time it so that they are climbing when the Siege Tower orcs are jumping.

A successful Jump check (DC 10) is required to leap from the siege tower to Castle Arndulant's battlements, and back.

If the Barbarian Orcs make it, the Tower Shield Orcs climb up the inside of their siege tower and jump over to join in.

- **Barbarian Orc (3):** Male Orc Bbn1; hp 14.
- **Tower Shield Orcs (6):** Male Orc Ftr1; hp 12.
- **Orcish Chanter (1):** Male Orc Brd1; hp 7.
- **Shaman Orc (1):** Female Orc Clr3; hp 18.

Pushing The Ladder Over: Requires a successful Strength check (DC 16) to use the crook and push the ladder while maintaining 90% cover on the battlements; (DC 13) to use the crook and push the ladder while maintaining 75% cover; or (DC 10) to use the crook and push the ladder over while maintaining 50% cover.

Trump Cards: Any direct damage spell, any lasting charm or compulsion. Warp Wood destroys the Siege Tower.

CUT SCENE FIVE, 2:20 AM

Situation:

This is the Stealth Infiltration. Back at camp, the top Arcane Orc (the same one who cast the fireball during the day) prepares two Barbarian Orcs with invisibility, spider climb, and grappling-hook rope ladders. Any PC who has see invisibility for some reason will be the *focus character*, otherwise, the DM can pick any character visible on the walls as the *focus character*.

The Barbarian Orcs walk through the battle to the walls holding hands, spider climb up a bit away, then try to coordinate a flanking attack from surprise and invisibility.

A successful Spot check (DC 20) allows the *focus character* to see clues of the invisible spider climbing orcs working their way up the walls. An additional Listen check (DC 15) is required to discern the orc's locations as they move in for the kill. The orcs are taking 10 on their Move Silently and the tumultuous battle nearby gives the PCs a -5 Circumstance bonus. Of course, the orcs turn visible once they attack.

Victory Conditions: Unlike the others, these two orcs fight to the death in their attempt to take out the PC, lower the rope ladder, and guard the area. For every two rounds the Barbarian Orcs have a downed PC and their

rope ladder lowered, add an orc. Kill the orcs, and if they have lowered their rope ladder, remove it.

➤ **Barbarian Orc (2):** Male Orc Bbn1; hp 14.

Trump Cards: See invisible or invisibility purge have strong effects. Once visible, any direct damage spell, any lasting charm or compulsion.

CUT SCENE SIX, 3:50 AM

Situation: This is the final Cut Scene. Move the action immediately from this Cut Scene into the Final Confrontation. Do not allow PCs time to link up and heal as they are allowed to do between *situations*.

In this *situation*, the orcs receive word from their sappers that they are about to break through and so they stage a mass attack as cover. The Focus Character will have to deal with 6 of the traditional barbarian orcs plus two tower shield orc groups.

As usual, the orc groups have 90% cover when approaching, 50% cover when setting up their ladder, no cover when climbing. Because the orcs do not have magically perfect timing, offset the 6 ladder groups into two groups of three, separated by a round. Thus, the first group of three will be setting up their ladders while the second group of three moves into position and so on.

Victory Conditions: Each of the six Barbarian Orcs must be wounded and made to retreat. Success in repelling this mass attack is determined by the success of the *focus character*.

➤ **Barbarian Orc (6):** Male Orc Bbn1; hp 14.

➤ **Tower Shield Orcs (12):** Male Orc Ftr1; hp 12.

Trump Cards: Because all PCs are specifically being pressed at this time, this Situation has no 'free' Trump cards. All Trump Card attempts will receive axe attacks from barbarians on ladders if at all possible. Taking damage could easily force a Concentration check. (In other Situations, certain Trump Cards are 'free' to use, and most other Trump Cards just result in crossbow fire.)

FINAL CONFRONTATION

All the PCs participate in this Situation.

Immediately after the last attack is repelled (*Cut Scene Six*) give every dwarf in the party their Stonecunning check, Int or Search (DC 10); or Mining (DC 10). If they succeed, they happen to be walking by the corner where the tunnel is soon to break through. They now have five rounds to take actions of their desire.

Collapsing the tunnel is a Mining check (DC 15). A pick, military or otherwise, gives a +5 Circumstance Bonus.

Failing that, if any PC succeeds at a Listen check (DC 23), they can hear the sounds of digging at a corner. If they succeed, they have two rounds before an orc emerges.

Failing that, a successful Spot check (DC 10) is required to spot the first orc emerge in the corner. PCs are aware people, but they aren't continually looking in their own secure areas when people are attacking on the walls steadily.

It is a move action for an orc to emerge from the crawlspace, then a move action for that orc to stand. The first several orcs are sure to step away and try to guard a space for more to come through, Bull Rushing if necessary. They come out one a round, unless they are hemmed in. The Orcish Chanter and the Shaman Orc come out last, so it's very possible to hem them in.

These orcs fight until death. If the PCs are being overwhelmed, the DM may assist them with NPC crossbow fire if needed.

One minute after all 10 have emerged, another group like them will try to emerge. The PCs should have finished collapsing the crawlway tunnel or at least have it completely guarded for slaughter.

➤ **Barbarian Orc (8):** Male Orc Bbn1; hp 14.

➤ **Orcish Chanter (1):** Male Orc Brd1; hp 7.

➤ **Shaman Orc (1):** Female Orc Clr3; hp 18.

At the end of this fight, the PCs are now fatigued.

ENCOUNTER FIVE

Dawn breaks after the night of fighting with three short blasts of a horn. Captain Rhess gets out her horn, and answers with one long blast. Cringing from the light, the orcs begin to move amongst their fallen with stretchers.

On the walls, the Pholtans go about cleaning their wounds and healing each other. A few keep watch. Captain Rhess comes over to you, and says, "Your turn to rest. We're still here, so I want you to know you've done amazingly well. We can hold them through the day while you rest."

Pick a PC to receive the Sending. (Captain Rhess gets a similar sending later if the PCs do not inform her. She isn't contacted first because divinations indicated that she died, which is true.)

"Bishop Corrin speaking. The Justicars will arrive nearby, past dusk. Numbers insufficient to attack at night. Respond status."

Let the PC craft a response in under 25 words.

Captain Rhess takes you to the barracks room.

At this time, the PCs can easily get eight hours of rest, pray and memorize spells. They are alone and have time to plan. They can go see Bishop Hemmikan if they need to. They can search the castle, but there's no more sapping going on and no sneaky invisible assassins or anything. If they leave the castle, the DM should do his best to slay them.

About dinnertime, Bishop Hemmikan will approach the PCs in the barracks room. Hopefully the PCs have encountered him already.

Bishop Hemmikan opens the door to the barracks room unbidden. Where before he was stooped and wearing simple robes, now he wears his robes of office over chainmail. He carries a quarterstaff lit at both ends, a mace at his hip, and a hand crossbow slung over his shoulder. He is standing tall, as he might have years ago.

"I have been granted a vision. I have seen our fall outside the castle walls, and it is a glorious thing, full of light. We are serene, and as piercing as the wind. They crash upon us as the tide, but we turn the tide for others. We.."

He snaps back to reality for a moment, his distant eyes clearing. "They have less than five hundred now. If we sally from the walls, and we can kill a hundred and fifty of them, we guarantee the safety of the Castle. Will you come with me?"

Bishop Hemmikan seems conscious of their immediate answer, but if the PCs are not in total agreement (and as the DM you can help any questioning players out and let them know that it seems like a suicide mission) Bishop Hemmikan gets vague again. There's no way to get him to talk strategy or spells. Bishop Hemmikan doesn't argue with the PCs, but listens confusedly if they natter in front of him. Eventually, Bishop Hemmikan will say:

"We must be as the light in the darkness, issuing forth from brilliance into the night. I will await your final decision in my office."

Let the PCs discuss it. Find out from the PCs what their decision will be. If they talk to Captain Rhess, she will forbid it, tell them it is suicide, and remind them that Bishop Hemmikan has been relieved of duty due to insanity in case they didn't catch it the first time.

ENCOUNTER SIX

If the PCs accept, then let them get ready and go:

Bishop Hemmikan rises, and walks with you to the front gates. The Pholtans on the walls are quite surprised to see him out and about. However, when he begins opening the gates, Captain Rhess runs over. Bishop Hemmikan freezes her in place with a spell. There is much shouting and alarm.

The Gates:

One pulley system on one side of the gates opens the portcullis, and another pulley system on the other side of the gates, 20 feet away, opens the actual gates themselves. It takes two rounds (as a full action each round) to completely open the gates or portcullis using the pulley system, but only one round to get it high enough for walking people to go through. Both the gate and portcullis have a release lever allowing each to slam shut immediately. It can be struck as a move-equivalent action. It can even be struck and knocked over with a missile weapon hitting from the correct direction, doing at least 3

HP of damage (AC 14). The mechanism is easy to jam when closed (Int DC 10, Disable Device DC 5) but hard to jam in the open position (Int DC 20, Disable Device DC 15) for reasons of security. It uses chain (Hardness 10, HP 5) not rope.

This is the last chance for the PCs to close the gates and turn back. If the PCs manage to get outside with Bishop Hemmikan and advance, then:

Tactics: Initially, the orcs are somewhat confused at this sally force. Those orcs who are running about near the Castle retreat and spread out, ready to encircle. Start with steady low-grade crossbow fire.

Once the PCs are a good distance away from the castle, step up the crossbow fire, and send in an initial fireball at the largest group of PCs from four hundred feet out just to soften them up.

Have groups attempt to encircle the PCs and attack in melee. Single out anyone who departs from the group. If a PC has an annoyingly high AC, have several orcs try to grapple him and pin him to the ground where they will have a +4 bonus to hit him and he will lose Dexterity bonuses. Hold ready actions to grapple those who use Spring Attack. Have Longspear Orcs hold ready actions to stab people who get close, then use their attacks of opportunity.

Once the groups are in melee, it's time to steadily pepper them with low-grade magic missiles, blindness, hold person, and shatter spells on their primary weapons and armor.

Bishop Hemmikan boldly strides forward. If the PCs stick with him, he stays with the largest group of PCs. He casts healing spells as long as he can. When he is not casting healing spells, he is on full defense with his quarterstaff.

Make a show of counting exactly how many orcs the PCs drop. It'll make them feel good. And if you get to 150, then Castle Arndulant won't fall in the night.

TACTICS: THE FINAL BATTLE

Hopefully the PCs decide to man the walls. Then Bishop Hemmikan chooses the time of the orcs' most deadly attack. He walks to the gates and attempt to open them both enough for him to slide out. If PCs try to stop him, he attempts to delay them with a calm emotions spell while he moves. A hold person spell from Bishop Hemmikan lasts an annoyingly long time to inflict on PCs, but feel free to do it to NPCs. If they are busy fighting, then at least one NPC should try to stop Bishop Hemmikan and get held.

If Bishop Hemmikan is prevented from opening the gates, he slowly walks up to the battlements, gets on top of the wall, and ponders jumping. He'll stay there till a minute past the end of the fight to give the PCs an easy chance to save him. If no PC pulls him down, he jumps. He can take the damage, get up, and walk out towards the army.

The final battle consists of two ladder groups for each PC as a cover for several Barbarian Orcs and one or two Shaman Orcs, all with invisibility and spider climb; two

with fly. (The Arcane Orcs use up most of their 2nd and 1st level spells to set this attack up, plus their 3rd level fly spells.) Orcish Chanters herald the attack by approaching under cover of Tower Shields, singing and drumming loudly. They stop within thirty feet of the walls.

The ladder groups are just a distraction, and each retreats after receiving the first wound. Similarly, each of the Orcish Chanters stops singing and retreats once they are hit.

Once inside, two of the Barbarian Orcs try to open the gates, while the others attack indiscriminately. The Shaman Orc(s) start with calm emotion and hold person spells, following up with blindness spells.

The orcs do not move perfectly under invisibility. Their orders are to get into the main courtyard, then hold still until the shaman breaks his invisibility by casting calm emotions or hold person. Their timing can be thrown off by PCs who detect invisible opponents and press an attack. This is an excellent opportunity to show bad guys who are good but not perfect and that the PCs can screw up the bad guy's plans.

As before, a successful Spot check (DC 20) is required for a PC to detect the motion of an invisible person spider climbing up the wall nearby him, perhaps due to them dislodging spattered blood on the daylight-glowing walls. A successful Listen check (DC 15) is required to detect the passage of an orc nearby on the walls.

If the gates fully open, then the Tower Shield Orcs who are outside holding ladders rush around and try to enter through the front gate.

APL 4

- Orcish Chanters(2): Male Orc Brd1; hp 7.
- Barbarian Orcs(4+1 per PC): Male Orc Bbn1; hp 14.
- Tower Shield Orcs(4+2 per PC): Male Orc Ftr1; hp 12.
- Shaman Orc (1): Female Orc Clr5; hp 25.

APL 6

- Orcish Chanters (3): Male Orc Brd1; hp 7.
- Barbarian Orcs(7+1 per PC): Male Orc Bbn1; hp 14.
- Tower Shield Orcs(4+2 per PC): Male Orc Ftr1; hp 12.
- Shaman Orc(1): Female Orc Clr5; hp 25.

APL 8

- Orcish Chanters(4): Male Orc Brd1; hp 7.
- Barbarian Orcs(5+1 per PC): Male Orc Bbn1; hp 14.
- Tower Shield Orcs(4+2 per PC): Male Orc Ftr1; hp 12.
- Shaman Orc(2): Female Orc Clr5; hp 25.

CONCLUSION

The Castle Falls:

Use this conclusion in the event of a TPK or near-TPK (remaining characters flee) in which Castle Arndulant falls.

Without your crucial aid, the few faithful left at Castle Arndulant cannot hold against the onrushing hordes. Overrun by the masses, most fall to cleaving axes while some few manage to escape over the walls and link up with the Justicars. By the time they arrive, a new flag flies over Castle Arndulant; the flag of the Blinded Eye.

With the defenses of Castle 'Blinded-Eye' turned against the faithful, the Justicars settle in for a long, long siege.

The Castle Holds, the PCs Die:

Use if the PCs accept the suicide mission and somehow manage to kill one hundred fifty of the orcish troops.

Of this deed, songs will be sung throughout the ages. Tireless dedication, unending valor, and the noblest self-sacrifice will be connected with the names of the fallen. All of the Pale will pray for the noble souls lost not only to save Castle Arndulant, but to seal off this crucial beachhead that evil once tried to secure. This momentary weakness will be no more, and the Justicars are now empowered to punish the guilty.

The Castle Holds; Bishop Hemmikan Escapes:

Use if the PCs hold the castle and defeat the final battle; but Bishop Hemmikan makes it outside the walls.

By the time you're done with the conflagration inside the walls, Bishop Hemmikan has walked far out into the night. His quarterstaff glows with light, revealing the small army that, at first parts before him. Harsh shouts in orcish spur the enemy warriors into action, and the air goes dark with crossbow bolts for a moment.

Bishop Hemmikan continues to walk at that stately pace, even though he's obviously wounded. The orcs see blood, even in the light, and charge. In a moment he's crushed in the press of bodies. His light is born down, casting vast shadows echoing over the scrub showing them plunging their weapons down again and again. It's a few minutes before they restore discipline, back off, and begin looting the body.

They stick Bishop Hemmikan's head up on a pike and bring it close enough to show. But the attacks for the rest of the night are lackluster. It's clear that you've exhausted their magic and killed their most powerful shamans. Without that, their spirit is broken.

At two hours past midnight, when before their attacks were the most deadly, orders are shouted and most of the pickets that surround the castle are recalled to their main camp. It's not hard to guess that they've caught wind of the nearby Justicars. The attack on the castle stops. Flashes of light can occasionally be seen in the distance, but nothing can be heard.

When the dawn comes, the orcish army has formed to face the road, leaving only a few to watch the castle. As one might expect, they've spread their archers out to the sides in the scrub.

The Justicars arrive mounted, at the crest of a phalanx of infantry. The dim murmur of prayers is audible even here. The orcish archery is desultory at best, and the Justicars maintain rigid discipline. They advance steadily, gaining speed, and then one at their head stands in the saddle, chanting.

Gleaming blades of light eviscerate a swath at the back of the orcish brigade. Then once again, completely obliterating the rear of their formation. Cavalry smashes against the shield wall, crushing it back, back into the spinning blades.

The momentary rout turns into devastation. Dozens of the enemy run into the deathtrap before they begin to scatter into the brush. The Justicars slow up and reform with their trailing infantry preventing any rally. The Pale's own crossbowmen harry the orcs away.

The Justicars do not give chase. A quick estimate shows that even now, they would be heavily outnumbered. Instead, at a stately pace, they wheel around the blade barrier and proceed into the gates to relieve you of duty.

Captain Rhess immediately goes to report to the man who stood in the saddle; whose simple tunic denotes him as a member of the Council of Nine. Meanwhile, another man dressed in heavy armor comes over to you, checking your faces against some sketched sheets.

"I'm Bishop Corrin. It's good to meet you face to face. I've only been hearing your voices in my head. Let's finish this up, and make sure you're getting taken care of. Are you ready to give a report?"

Bishop Corrin takes a report, asks them questions, and thanks them. Because this mission falls under military jurisdiction, the Church officials gather and catalog all captured equipment for evaluation and eventual sale. Bishop Corrin makes sure that the PCs get their fair share as listed in the 'Rewards' section.

Bishop Corrin can tell the PCs that the man from the Council of Nine is Maximillian Thace, who was fortunately attending a meeting in Wintershiven.

The Castle Holds, Bishop Hemmikan Saved:

All victory conditions are achieved in this conclusion.

The attacks for the rest of the night are lackluster. It's clear that you've exhausted their magic and killed their most powerful shamans. Without that, their spirit is broken.

At two hours past midnight, when before their attacks were the most deadly, orders are shouted and most of the pickets that surround the castle are recalled to their main camp. It's not hard to guess that they've caught wind of the nearby Justicars. The attack on the castle stops. Flashes of light can occasionally be seen in the distance, but nothing can be heard.

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The Justicars do not give chase. A quick estimate shows that even now, they would be heavily outnumbered. Instead, at a

stately pace, they wheel around the blade barrier and proceed into the gates to relieve you of duty.

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Bishop Corrin can tell the PCs that the man from the Council of Nine is Maximillian Thace who was fortunately attending a meeting in Wintershiven. The PCs can see Bishop Hemmikan being remanded into his care.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two	
Break the line	50 xp
Encounter Three	
Hold the walls, defend the castle	200 xp
Encounter Four	
Hold the walls, defend the castle	250 xp
Encounter Six	
Castle Arndulant Stands	150 xp
Bishop Hemmikan Lives	50 xp
Total experience for objectives	700 xp
Discretionary roleplaying award	0-50 xp
Total possible experience	750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items, which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things, which it later finds unreasonable but which were allowed at the time.

Conclusion

- Six *everburning torches* (90 gp, 1 lb, wood, 6): A stick of sturdy oaken wood carved into a torch shape.
- Six *potions of cure light wounds* (50 gp, -, 6): These potions of orcish make have a foul and brackish taste that lingers. They work just fine though.
- Six *potions of spider climb* (50 gp, -, 6): From the taste, these potions of orcish make contain the highest quality real spider parts. They work just fine though.
- 460 gp

APPENDIX 1: NPCs AND MONSTERS

☞ **Bishop Hemmikan:** Male human Clr12; CR 12; Medium-size humanoid; HD 12d8+12; hp 75; Init +1; Spd 30 ft; AC 14 (touch 10, flat-footed 14); Atk +10/+5 melee (1d6-1, quarterstaff); AL LG; SV Fort +9, Ref +4, Will +13
Str 8, Dex 10, Con 12, Int 10, Wis 20, Cha 12

Skills and Feats: Concentration +10, Heal +10, Knowledge (religion) +10, Listen +6, Scry +8, Search +1, Spellcraft +8, Spot +7; Ambidexterity, Heighten Spell, Scribe Scroll, Spell Penetration, Two-weapon Fighting, Weapon Focus (quarterstaff).

Spells Prepared (6/7+1/5+1/5+1/4+1/4+1/2+1; base DC = 15 + spell level): 0 – *create water, guidance, light, purify food and drink, resistance* (x 2); 1st – *command* (x 7), *endure elements**; 2nd – *calm emotions, detect thoughts**, *hold person* (2), *lesser restoration, remove paralysis*; 3rd – *clairvoyance**, *dispel magic, remove blindness* (3), *remove curse*; 4th – *death ward, divination**, *freedom of movement, neutralize poison, restoration*; 5th – *raise dead* (x 4), *true seeing**; 6th – *greater dispelling, heal, find the path**

*Domain spell. *Domains Knowledge* (All knowledge skills are class skills. May cast divinations at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead).

Possessions: chain shirt, masterwork quarterstaff, holy symbol.

Bishop Hemmikan has been through wars and has seen the Flight of Fiends, caused by the Crook of Rao, as firsthand as it can be seen. The foundations of his belief have been shattered by this effect, and he's been unable to explain it away as some sort of 'version of Pholtus.' Mentally, he seeks refuge in light and positive energies. Subconsciously, he is creating events where first, he will have the opportunity to heal, and second, he will have the opportunity to die healing others. Over time, he has degarrisoned Castle Arndulant and withdrawn further and further from sanity until finally, Captain Rhess relieved him from duty.

As stated in Encounter Three, Bishop Hemmikan heals all comers. He is more than willing to sacrifice spells for cure spells. Notice also that Bishop Hemmikan is set up with plenty 'Remove Blindness' spells with which to fix up the PCs struck blind by the many blindness spells cast by evil Shaman Orcs. He even has 'Remove Curse' ready if PCs drag a captured wererat-PC to him (though he cannot be convinced out of the blue to up and cast 'Remove Curse' for no visible reason).

Furthermore, if PCs have died in the defense of Castle Arndulant, he will raise them just as he raised Captain Rhess. Nothing gives him a bigger charge than the opportunity to pull out a large diamond and channel the shimmering, holy, healing light of Pholtus through it in a ten-minute ritual that conquers death itself. As an

aside, Raise Dead has the material component of a 500 gp diamond. Bishop Hemmikan has several ready. They are not certified treasure and will be recovered if stolen from him. A young fifty, Bishop Hemmikan would still be robust if he had not been neglecting himself. Currently, his tall frame is gaunt and his posture curls in on itself. His skin is stretched over his face, though it doesn't smooth out his wrinkles, and his short gray hair is kept in a severe crew cut over light hazel eyes.

Bishop Hemmikan cannot be reasoned with. He does not really hear what PCs say to him. He does not see them as real, only as opportunities to feel the glory of healing, and to die. His insanity is not magical in nature, nor has he been poisoned or any such thing so no magical healing has any effect. If the PCs rescue him, the Church will take him under their care. Over the next year, he recovers his senses and his faith but leaves any positions of clerical authority. Instead, he wanders the Pale, and works on his own for the good of all.

☞ **Captain Rhess (Encounter 2):** Female human Ftr6/Clr1; CR 7; Medium-size humanoid; HD 6d10+1d8+14; hp 59; Init +2; Spd 20 ft; AC 19 (touch 12, flat-footed 17); Atk +9/+4 melee (1d8+4/19-20, longsword) or +8 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +9, Ref +4, Will +5

Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 12

Skills and Feats: Concentration +6, Heal +4, Knowledge (religion) +4, Listen +4, Profession (military) +8, Search +4, Sense Motive +4, Spot +4; Cleave, Combat Reflexes, Dodge, Expertise, Power Attack, Skill Focus (profession – military), Weapon Focus (longsword), Weapon Specialization (longsword)

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – *detect magic, light, resistance, 1st – command* (2), *endure elements**

*Domain spell. *Domains Knowledge* (All knowledge skills are class skills. May cast divinations at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead).

Possessions: chainmail, large steel shield, long sword, light crossbow, holy symbol.

☞ **Captain Rhess (Encounter 3 and on):** Female human Ftr4/Clr1; CR 5; Medium-size humanoid; HD 4d10+1d8+10; hp 45; Init +2; Spd 20 ft; AC 19 (touch 12, flat-footed 17); Atk +7 melee (1d8+4/19-20, long sword) or +8 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +8, Ref +3, Will +4

Str 14, Dex 14, Con 14, Int 13, Wis 12, Cha 12

Skills and Feats: Profession: Concentration +5, Heal +4, Knowledge (religion) +4, Listen +3, Profession (military) +6, Search +4, Sense Motive +4, Spot +3; Expertise, Power Attack, Skill Focus (profession – military), Weapon Focus (longsword), Weapon Specialization (longsword)

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – detect magic, light, resistance, 1st – command (2), endure elements*

*Domain spell. *Domains Knowledge* (All knowledge skills are class skills. May cast divinations at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead).

Possessions: chainmail, large steel shield, long sword, light crossbow, holy symbol.

Captain Rhess is short, stocky, brown-haired, well padded, and heavily armored. She moves smoothly, always in balance, clearly a trained warrior. She is devoted to her faith, and feels that she can serve best as career military.

She tried to alert her superiors to Bishop Hemmikan's confusing orders and gradual withdrawal, but official action was too slow to prevent the current emergency situation. Under her command, her troops were sufficiently alert to detect and repel Hnakra Blinded-Eye's first vicious assault, then two days of being grotesquely outnumbered. Her first emergency actions were to remove Bishop Hemmikan from command, then use a scroll of Sending to call for help. She carries the 'Command' spell for emergency battle utility, but she is more likely to swap it out for a curing spell.

Knowing that she was the most skilled warrior present, she positioned herself on the front lines as much as possible to carry the day; a successful strategy with a horrible personal toll. Dying twice in short succession takes a lot out of one and while she remains just as moral, just as dogged, and just as dutiful as before, she can tell just how badly her own skills have degraded.

☞ **Lieutenant Ethliel**: Male half-elf Rgr3/Clr1; CR 4; Medium-size humanoid; HD 3d10+1d8+4; hp 27; Init +3; Spd 30 ft; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d6/19-20, 2 short swords) or +6 ranged (1d8/x3, composite longbow); SQ Track, favored enemy (orcs); AL LG; SV Fort +6, Ref +4, Will +4

Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 12

Skills and Feats: Concentration +4, Heal +3, Knowledge (religion) +3, Listen +7, Profession (military) +6, Search +2, Spot +7, Wilderness Lore +7; Skill Focus (profession – military); Weapon Finesse (shortsword)

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – detect magic, light, resistance; 1st – command (2), endure elements*.

*Domain spell. *Domains Good* (May cast good spells at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead).

Possessions: chain shirt, 2 short swords, composite longbow.

Lieutenant Ethliel is distantly related to the half-elf who sits on the Council of Nine, but then, pretty much any half-elf living in the Pale could make a similar claim. Ethliel's relatives in the Gamboge manipulated him into joining the military as a subtle way of extending elven influence into the Pale's fighting forces, really for the good of all concerned. Lieutenant Ethliel is considered a light skirmisher and scout and while he is a capable second-in-command, he's somewhat out of place in the siege environment of Castle Arndulant. He's been making excellent use of his Favored Enemy skills in granting tactical bonuses.

☞ **Pholtan Troops (28)**: Male/Female human Ftr1/Clr1; CR 2; Medium-size humanoid; HD 1d10+1d8+2; hp 17; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16); Atk +2 melee (1d8+1/19-20, long sword) or +2 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +5, Ref +1, Will +3

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

Skills and Feats: Concentration +3, Heal +3, Knowledge (religion) +3, Listen +2, Profession (military) +4, Search +2, Spellcraft +3, Spot +3, Sense Motive +2; Power Attack, Skill Focus (profession – military), Weapon Focus (long sword)

Spells Prepared (3/2+1; base DC = 11 + spell level): 0 – detect magic, light, resistance, 1st – command (2), endure elements*

*Domain spell. *Domains Knowledge* (All knowledge skills are class skills. May cast divinations at +1 caster level); Sun (Once per day, he may perform a greater turning against undead in place of a regular turning attempt. The greater turning is like a normal turning attempt except that the undead creatures that would be turned are destroyed instead).

Possessions: chain shirt, large steel shield, long sword, light crossbow, holy symbol.

This is an average member of the Pholtan troops stationed at Castle Arndulant. They are moderately skilled, and possess excellent discipline among themselves. Like Captain Rhess, they carry the 'Command' spell for emergency use but more often swap it out for healing. They know that protective spells don't last long enough through days of battle such as they currently see.

HNAKRA BLINDED-EYE'S ORCISH TROOPS

☞ **Barbarian Orcs, Classic Battleragers**: Male orc Bbn1; CR 1; Medium-size humanoid; HD 1d12+2; hp 14; Init +1; Spd 40 ft; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d12+3/x3, greataxe) or +2 ranged (1d6, javelin); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +4, Ref +0, Will +0

Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Hide +2, Intuit Direction +2, Jump +3, Listen +2, Profession (military) +2, Search +2, Spot +2, Wilderness Lore +2; Alertness

Possessions: studded leather armor, greataxe, 2 javelins

Rough and tough, these orcish barbarians represent Hnakra Blinded-Eye's greatest triumph. Woods-wise, crafty, and low to the ground, he's managed to graft enough military discipline upon them to get them to carry out complex plans. They are littered liberally about Hnakra's camp, and through their use of the Scent feat they can at least detect if not defeat most methods of stealth.

➤ **Tower Shield Orcs, Stalwart Infantry:** Male orc Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d6+3/19-20, shortsword) or +2 ranged (1d6, javelin); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +4, Ref +1, Will +0

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

Skills and Feats: Climb +4, Jump +4, Listen +1, Profession (military) +3, Spot +1; Point Blank Shot, Weapon Focus (short sword).

Possessions: studded leather armor, short sword, 2 javelins, tower shield

Much like classic roman legions, these orcs have tower shields that they hide behind, use short swords, and throw javelins. As shield walls do, they command and protect territory more than they assault and claim it. They spend a lot of their time ushering and holding ladders. If any PC is foolish enough to get involved in a ground war, they will set up an ugly line in front of the PC with Longspear Orcs behind them.

➤ **Longspear Orcs, Melee Stackers:** Male Orc Ftr1; CR1; Medium-size humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d8+3/x3, longspear) or +4 melee (1d4+3/19-20, dagger) or +2 ranged (1d6, javelin); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +4, Ref +0, Will +0

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

Skills and Feats: Climb +4, Jump +4, Listen +1, Profession (military) +3, Spot +1; Point Blank Shot, Weapon Focus (longspear)

Possessions: studded leather armor, longspear, dagger, 2 javelins

The most courageous orcs of all, the Longspear Orcs are trained to stand behind their compatriots and multiply effective force brought to bear on a single point by the use of reach. While rarely encountered on the walls, if the PCs dare to attack on land, say, with the warhorses they rode in on, the Longspear Orcs come into play.

➤ **Crossbow Orcs, Distance Death On Command:** Male orc Ftr1; CR1; Medium-size humanoid; HD 1d10; hp 10; Init +3; Spd 30 ft; AC 16 (touch 13, flat-footed 13); Atk +2 melee (1d6+1/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow) or +4 ranged (1d6/x3, shortbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +2, Ref +3, Will +0

Str 12, Dex 16, Con 10, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +4, Jump +4, Listen +1, Profession (military) +3, Spot +1; Point Blank Shot, Precise Shot.

Possessions: studded leather armor, short sword, short bow or light crossbow

Proficient with a variety of distance weapons and possessed of an unending supply of bolts and arrows, these faithful snipers engage in continuing missile harassment. They eagerly await every sniper opportunity from their small barricaded emplacement outside Castle Arndulant's walls, also occasionally arching in shortbow arrows blind upon command to keep the Pholtan's heads down.

➤ **Shaman Orcs:** Male/Female orc Clr5; CR 5; Medium-size humanoid; HD 5d8; hp 25; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atk +4 melee (1d8/x3 shortspear) or +3 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +4, Ref +1, Will +7

Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Skills and Feats: Concentration +8, Heal +6, Knowledge (religion) +3, Listen +6, Profession (military) +5, Sense Motive +4, Spellcraft +7, Spot +6; Alertness, Brew Potion.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (x 5); 1st – cure light wounds (4), magic weapon*; 2nd – calm emotions, hold person (x2), shatter*; 3rd – blindness (x2), magic vestment*

*Domain spell. *Domains* Chaos (May cast chaos spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with diety's favored weapon).

Possessions: studded leather armor, shortspear, light crossbow

➤ **Shaman Orcs:** Male/Female orc Clr3; CR 3; Medium-size humanoid; HD 3d8; hp 18; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atk +3 melee (1d8/x3 shortspear) or +2 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +3, Ref +1, Will +6

Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Skills and Feats: Concentration +6, Heal +6, Knowledge (religion) +3, Listen +6, Profession (military) +4, Sense Motive +4, Spellcraft +6, Spot +5; Alertness, Brew Potion.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – cure minor wounds (4); 1st – cure light wounds (3), magic weapon*; 2nd – calm emotions, hold person, shatter*

*Domain spell. *Domains* Chaos (May cast chaos spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with diety's favored weapon).

Possessions: studded leather armor, shortspear, light crossbow

➤ **Shaman Orcs:** Male/Female orc Clr1; CR 1; Medium-size humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atk +1 melee (1d8/x3

shortspear) or +0 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +2, Ref +0, Will +5

Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Skills and Feats: Concentration +4, Heal +6, Knowledge (religion) +3, Listen +3, Profession (military) +4, Sense Motive +4, Spellcraft +5, Spot +3; Brew Potion.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0 – *cure minor wounds* (x 3); 1st – *cure light wounds* (2), *magic weapon**

*Domain spell. *Domains* Chaos (May cast chaos spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with diety's favored weapon).

Possessions: studded leather armor, shortspear, light crossbow

Here are the various versions of the Shaman Orcs. Most of their work has been done before the battle, stockpiling healing potions. This is another reason why the orcs are usually ordered to retreat when wounded; they are well aware that they can be rapidly healed and redeployed.

Most of these shamans were trained by Hnakra Blinded-Eye and share his particular style of denial; they blind, they freeze, and they shatter weapons and armor to give the advantage to the stronger axe-wielders. Note that Shatter doesn't work on magical items, so when a PC has an obviously magical item, they will switch to destroying armor instead.

➤**Arcane Orcs:** Male/Female orc Wiz5; CR 5; Medium-size humanoid; HD 5d4+5; hp 21; Init +0; Spd 30 ft; AC 10; Atk +2 melee (1d4/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +2, Ref +1, Will +4

Str 10, Dex 10, Con 12, Int 16, Wis 10, Cha 10

Skills and Feats: Concentration +9, Knowledge (arcane) +11, Listen +3, Profession (military) +1, Scry +11, Spellcraft +11, Spot +3, Wilderness Lore +1; Alertness, Brew Potion, Craft Wand

Spells Prepared (4/4/3/2; base DC = 13 + spell level): 0 – *detect magic*, *prestidigitation* (3); 1st – *magic missile*, *spider climb* (x 3), 2nd – *invisibility* (3); 3rd – *fireball*, *fly*.

Spellbook: 0 – ALL; 1st – *animate rope*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *sleep*; 2nd – *bull's strength*, *invisibility*, *protection from arrows*, see *invisibility*; 3rd – *fireball*, *fly*.

Possessions: spellbook, spell component pouch, dagger, light crossbow

➤**Arcane Orcs:** Male/Female orc Wiz3; CR 3; Medium-size humanoid; HD 3d4+3; hp 13; Init +0; Spd 30 ft; AC 10; Atk +1 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +2, Ref +1, Will +3

Str 10, Dex 10, Con 12, Int 16, Wis 10, Cha 10

Skills and Feats: Concentration +7, Knowledge (arcane) +9, Listen +3, Profession (military) +1, Scry +9, Spellcraft +9, Spot +3; Alertness, Brew Potion, Craft Wand

Spells Prepared (4/3/2; base DC = 13 + spell level): 0 – *detect magic*, *prestidigitation* (3); 1st – *magic missile* (2), *spider climb*, 2nd – *invisibility*, *magic missile*

Spellbook: 0 – ALL; 1st – *animate rope*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *sleep*; 2nd – *bull's strength*, *invisibility*.

Possessions: spellbook, spell component pouch, dagger, light crossbow

➤**Arcane Orcs:** Male/Female orc Wiz2; CR 2; Medium-size humanoid; HD 2d4+2; hp 9; Init +0; Spd 30 ft; AC 10; Atk +1 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent; SV Fort +1, Ref +0, Will +3

Str 10, Dex 10, Con 12, Int 16, Wis 10, Cha 10

Skills and Feats: Concentration +6, Knowledge (arcane) +8, Listen +3, Profession (military) +1, Scry +8, Spellcraft +7, Spot +3; Alertness, Brew Potion, Craft Wand

Spells Prepared (4/3; base DC = 13 + spell level): 0 – *detect magic*, *prestidigitation* (x 3); 1st – *magic missile* (x 3)

Spellbook: 0 – ALL; 1st – *animate rope*, *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *protection from good*, *shield*, *sleep*

Possessions: spellbook, spell component pouch, dagger, light crossbow

Hnakra Blinded-Eye has managed to get a wizardly tradition going in his tribe. They focus on spells usable for war and in caves and tunnels, plus the critical-for-survival-in-Greyhawk spell 'Magic Weapon'. They use the 'Prestidigitation' spell for cleanliness, which is horribly important on the medieval battlefield. Usually, they can be seen staying at the extent of their range peppering with magic missiles and fireballs; or setting up small, unseen strike forces with invisibility, spider climb, and fly.

➤**Orcish Chanters:** Male/Female Orc Brd1; CR 1; Medium-size humanoid; HD 1d6+1; hp 7; Init +1; Spd 30 ft; AC 14 (touch 11, flat-footed 13); Atk +1 melee (1d6+1/19-20, short sword) or +2 ranged (1d8/19-20, light crossbow); AL CE; SQ Darkvision 60 ft., light sensitivity, scent, inspire courage, countersong, fascinate, bardic knowledge; SV Fort +1, Ref +3, Will +2

Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 14

Skills and Feats: Knowledge (history) +4, Listen +4, Perform (chant, drum) +6, Profession (military) +2, Spot +4; Alertness

Spells Known (2; base DC = 12 + spell level): 0 – *daze*, *detect magic*, *disrupt undead*, *prestidigitation*

Possessions: studded leather armor, short sword, light crossbow

Hnakra hasn't really managed to cultivate the bardic traditions within his tribe. Few orcs feel the call of music, but those few who do become their repositories of oral tradition and ancient wisdom. In war, mostly they just provide morale and inspiration.

➤**Hnakra Blinded-Eye:** Male orc Clr9; CR 9; Medium-size humanoid; HD 9d8+9; hp 57; Init +0; Spd 30 ft; AC 15

(touch 10, flat-footed 15); Atk +8/+3 melee (1d6+1/x3 shortspear); SQ Darkvision 60 ft., light sensitivity, scent, rebuke undead, spells; AL CE; SV Fort +7, Ref +3, Will +8

Str 12, Dex 10, Con 12, Int 14, Wis 14, Cha 14

Skills and Feats: Bluff +5, Concentration +12, Diplomacy +5, Heal +6, Knowledge (religion) +6, Listen +4, Perform (oratory) +6, Scry +6, Sense Motive +4, Spellcraft +6, Spot +3; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (perform – oratory)

Spells Prepared (6/5+1/5+1/3+1/2+1/1+1; base DC = 12 + spell level): 0 – cure minor wounds (x 6); 1st – cure light wounds (x 5), magic weapon*; 2nd – calm emotions, hold person (x 2), sound burst, shatter*; 3rd – blindness (3), magic vestment*; 4th – cure critical wounds, divination, divine power*; 5th – magic vestment*, sending.

*Domain spell. **Domains** Chaos (May cast chaos spells at +1 caster level); War (Free Martial Weapon Proficiency and Weapon Focus with diety's favored weapon).

Possessions: studded leather, large wooden shield, shortspear.

Notice first that Hnakra's Wisdom is only 14. He can only cast clerical spells up to the fourth level. Really, casting spells is not his greatest strength and that's why he will never be the part of any attack. He doesn't wear anything special to set him apart from the other shamans of his tribe, so he won't be that easy to pick out. (The only way for the PCs to identify and attack him would be some variation on capturing an orc alive or dead, questioning him with spells (they won't break), then Scrying for Hnakra and trying some sort of hit based on that. Hnakra has potions on him and pumps himself with Magic Vestment on his armor and shield; fighting with spells first, then Divine Power.)

Hnakra is not physically distinctive. He has greenish-gray skin, violet eyes, and keeps his black hair cut very short. He appears slim for an orc, which means he's about as burly as a human, and is always exquisitely clean. He always seems strangely alert, listening intently to whomever he's interacting with.

Hnakra's real power is his balanced combination of intellect, wisdom, and charisma. He makes well-reasoned moves, but is not afraid to take risks. He knows how to work crowds and sway individuals. He's even loyal, in a tribal way, within reason. His tribe has benefited greatly from his collaboration with Karelius and they are taking to the new way of military discipline steadily and strongly. (They like this 'you are ordered not to die in combat, come back and get healed' thing quite a bit.)

KARELIUS MARCELLUS'S TENHA TROOPS

➤ **Mounted Rangers:** Male human Rgr1; CR 1; Medium-size humanoid; HD 1d10+1; hp 11; Init +3; Spd 30 ft; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d6+1/19-20, shortsword) or +4 ranged (1d6/x3 shortbow); SQ Track, favored enemy (orcs); AL N; SV Fort +3, Ref +3, Will +1

Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10

Skills and Feats: Hide +7, Listen +7, Move Silently +7, Profession (military) +4, Ride +4, Spot +7, Wilderness Lore +5; Alertness, Weapon Finesse (short sword)

Possessions: studded leather armor, short sword, shortbow

Like Lieutenant Ethliel, these are light skirmishers and scouts. They are ordered not to engage, and exist only to inform Karelius Marcellus of incoming troops. They aren't fond of working with orcs, and would be more than willing to turn on them the moment the time comes.

➤ **Local Archers:** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10; hp 10; Init +3; Spd 30 ft; AC 16 (touch 13, flat-footed 13); +3 melee (1d6+2/19-20, short sword), +4 ranged (1d8/x3, composite longbow); AL N; SV Fort +2, Ref +3, Will +0

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

Skills and Feats: Hide +4, Listen +2, Move Silently +4, Profession (military) +2, Spot +2; Point Blank Shot, Precise Shot, Rapid Shot

Possessions: studded leather armor, composite longbow, short sword.

Classic peasant longbowmen, these are the not-so-honest folk who at one time lived in Karelius's lands and were relatively faithful to him, faithful enough to heed his call. They've had the benefit of Karelius' military training and good discipline.

➤ **Tenha Warriors:** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16); +5 melee (1d8+3/19-20, long sword) or +2 ranged (1d6, javelin); AL N; SV Fort +4, Ref +0, Will +0

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

Skills and Feats: Climb +5, Jump +5, Listen +2, Profession (military) +2, Spot +2; Endurance, Power Attack, Weapon Focus (long sword)

Possessions: chain shirt, large wooden shield, long sword, 2 javelins

These stalwarts represent the various guardsmen and military in Karelius' territory that have been displaced by the Palish occupation. Finding themselves out of a job, they are more than willing to sell their military skills to whoever will feed and pay them. For now, Karelius' money is holding out.

➤ **Sorcerers (2):** Male human Sor4; CR 4; Medium-size humanoid; HD 4d4+8; hp 21; Init +0; Spd 30 ft; AC 10; +2 melee (1d6, quarterstaff); AL N; SV Fort +3, Ref +1, Will +4

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

Skills and Feats: Concentration +9, Listen +2, Perform (flute) +4, Profession (military) +1; Spellcraft +5, Spot +2; Brew Potion, Create Wondrous Item

Spells Known (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, disrupt undead, light, mending, prestidigitation; 1st – alarm, mage armor, magic missile; 2nd – see invisible

These two are some old friends of Karelius's family. Honest to goodness Tenh nationalists, they fully support Karelius's moves and are traveling with him so as to help safeguard his camp against the usual types of magical intrusion.

➤ **Karelius Marcellus:** Male human Rog10; CR 10; Medium-size humanoid; HD 10d6+10; hp 52; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30ft, AC 19 (touch 14, flat-footed 15); +12/+7 melee (1d6+1/19-20, 2 short swords) or +11/+6 ranged (1d6/x3, shortbow); AL CN; SA Sneak Attack +5d6; SQ Evasion, uncanny dodge (dex bonus to AC, can't be flanked), slippery mind; SV Fort +4, Ref +11, Will +3

Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 14

Skills and Feats: Bluff +15, Diplomacy +10, Disguise +7, Forgery +5, Hide +17, Knowledge (military history) +9, Knowledge (military tactics) +9, Listen +10, Move Silently +17, Profession (drill instructor) +6, Profession (military) +10, Search +15, Sense Motive +10, Spot +10, Tumbling +15; Ambidexterity, Improved Initiative, Two-Weapon Fighting, Weapon Finesse (short sword), Weapon Focus (short sword)

Possessions: studded leather armor, large steel shield, 2 short swords, shortbow

More than anything else, Karelius Marcellus has devoted himself to the study and practice of war. Karelius was lucky enough to be born into a noble family, but unlucky to be born into a poor one, far from the center of things, and at the wrong time. As a child he studied the great battles of yore assiduously, and his father even had him sent away to learn from the most skilled knights and generals in the schools of war. And learn he did.

Karelius didn't have the body or the will to become a stalwart knight. His family and his holdings weren't enough to marshall a vast and purging army. And he indulged in several immoral and illegal 'extra-curricular activities' during his schooling; though to his credit he picked up every skill he came across.

This is Karelius' grand opportunity. Hnakra's forces represent the core of the military force Karelius has always wanted to command. Karelius isn't afraid to share power, nor does he really want to be the leader of a nation; he'll leave that to Hnakra.

Karelius has dark, short, curly hair and dusky skin, a slim and wiry build with hooded, dark eyes. He wears studded leathers in black in the style of a 'Dark Prince.' While it's not too hard to pick him out of a crowd, he commonly carries a brace of smokesticks to drop on the ground to 'disappear' into.

Karelius will never intentionally be in combat. He has people who do that for him. The moment he hears of enemy threat (like the Mounted Rangers are supposed to give), he picks up his camp and moves to disappear into the hills he knows very well. If Hnakra wins, Karelius will get a sending from him so as to coordinate resupply.

APPENDIX #2, CASTLE ARNDULANT

All the action in Siege at Castle Arndulant takes place at the gates, on the walls, and in the courtyard before the Castle proper. The Castle itself, a large affair with a chapel, barracks rooms, offices, stables, storehouses, and towers, is minimally detailed. Bishop Hemmikan stays in a sparse room on a high tower.

Some of the most important facts about Castle Arndulant are:

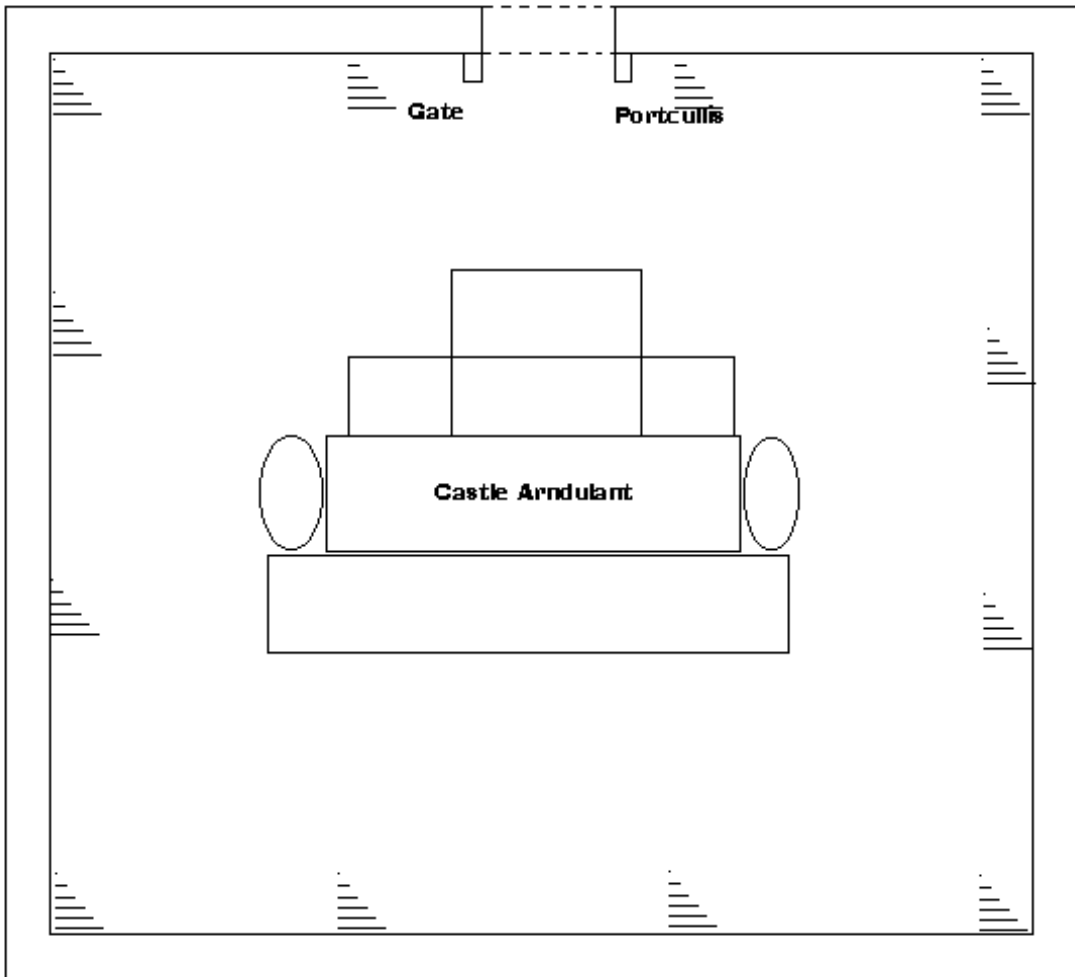
Due to an ancient miracle, all of Castle Arndulant's walls, stonework, fittings, and gates have SR 32. Traditional means of castle destruction by spell (stone shaping, soften stone, warp wood) are difficult if not impossible to use. Even if Castle Arndulant's gates (made of ironbound wood) were destroyed, any new barricade placed there would gain the same benefit by the virtue of its position.

All of Castle Arndulant's walls, stonework, and appropriate fittings emanate a Daylight spell Heightened to ninth level at all times. Barely visible during the day, this light is never blinding or harmful nor does it interfere with natural sleeping. No Darkness spell can have any effect within sixty feet of Castle Arndulant's walls unless it too is 'Heightened' to ninth level. This is one reason why it is called the 'Brilliant Castle.'

Made of light colored granite, the Castle's walls are thirty foot high and twelve feet thick, with four-foot high, two-foot thick battlements to hide behind. Atop the wall is ten feet wide of fighting room. Slanting stairs from ground level to the battlements are common inside the walls.

The Castle has first a gate, made of ironbound wood, and a portcullis of metal bars behind it. The bars are snugly placed so that only a Tiny creature could squeeze through. Both can be raised with a pulley system, and immediately released to fall shut by striking a lever or severing the heavy chain of the system. They are designed to be easy to jam shut and hard to jam open. The gates are a little more than twenty feet wide; the portcullis pulley-and-lever system is on the right as one faces out from the Castle and the gate pulley-and-lever system is on the left.

DM AID #1, MAP



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.