



# Intelligence Dossier: The Siege of Praag and the Goat Path Ambush

Compiled for the Duke's Command  
and Arcane Tactician Max Schreiber.

**Contents:** Inquisitorial Corruption,  
Enemy Combat Threat Analytics, and  
High-Priority Strategic Forecasts.

# Asset Distribution and Pre-Combat Enhancements



## Zhanis

- Staff of Power & Academy Ring



## Kemurial

- Academy Ring & Glowrune Pigment
- Mountain Rune: Immune to Prone, Adv. on STR/CON saves



## Freya

- Robe of the Archmagi



## Party Fund

- 250p Total
- 50p distributed to each member



## Max Schreiber's Arcane Identification

- Confirmed two unidentified staves as Staves of Fire



## Heroes' Feast (Caster: Zhanis)

Duration: 24 Hours | Buffs Applied: Resistance to Poison, Immunity to Frightened/Poisoned, Max HP increased by 2d10.

# Prisoner Interrogation Diagnostics: The Boxer Mercenaries



	Subject: Charles Bronson	Subject: James Coburn
Hired By	An acolyte for morally ambiguous work	Harry, an Inquisitorial operative
Motivation	Desperate need for money	Hired to redirect party / rough them up
Knowledge of Target	Unaware party consisted of seasoned adventurers	Unaware of the real cost (lost 5 friends in the process)
Attitude	Would have reconsidered the job if properly warned	Denies any intent to kill; cracked a joke about pea soup
Veracity - Party Read	Rory confirmed truth. Nearby acolytes looked visibly uneasy.	[Detect Thoughts] Freya's telepathy confirmed truth and hidden grief.



**Strategic Insight:** The Inquisition faction is dangerously fractured. The acolytes' visible unease at Charles's testimony suggests deep internal disgust with High Inquisitor Eldrick's methods and secret operations.

# Discovery of the Sub-Temple Anomaly

**The Barrier:** Lock bypassed by Freya.

**The Architecture:** Stonework predates surrounding temple structures.

**The Perimeter:** Four featureless jade hulks standing as sentinels.

**DANGER:** No entrance without the High Inquisitor. Hallowed by interdimensional interference.

**The Hazard:** Massive, deep central pit.

**The Core Threat:** Central altar supporting a twisted demonic statue. Kemurial's arcane analysis confirms this is an active Altar of Nurgle.

*Operational Security Note:* Rory successfully bluffed Acolyte Lianos, citing a wrong turn to mask the party's intrusion into the vault.

# Strategic Synthesis: A Coordinated Multi-Dimensional Siege

## The Rot Within (Nurgle)



An active altar to the Plague Lord hidden directly beneath the Inquisition's nose. Cultists are operating with impunity in the city's underbelly, rotting the foundation.

Praag is not just fighting a ground war; it is fighting a systemic infection. The city's internal defenses are being systematically weakened from within to ensure Arek's external victory.

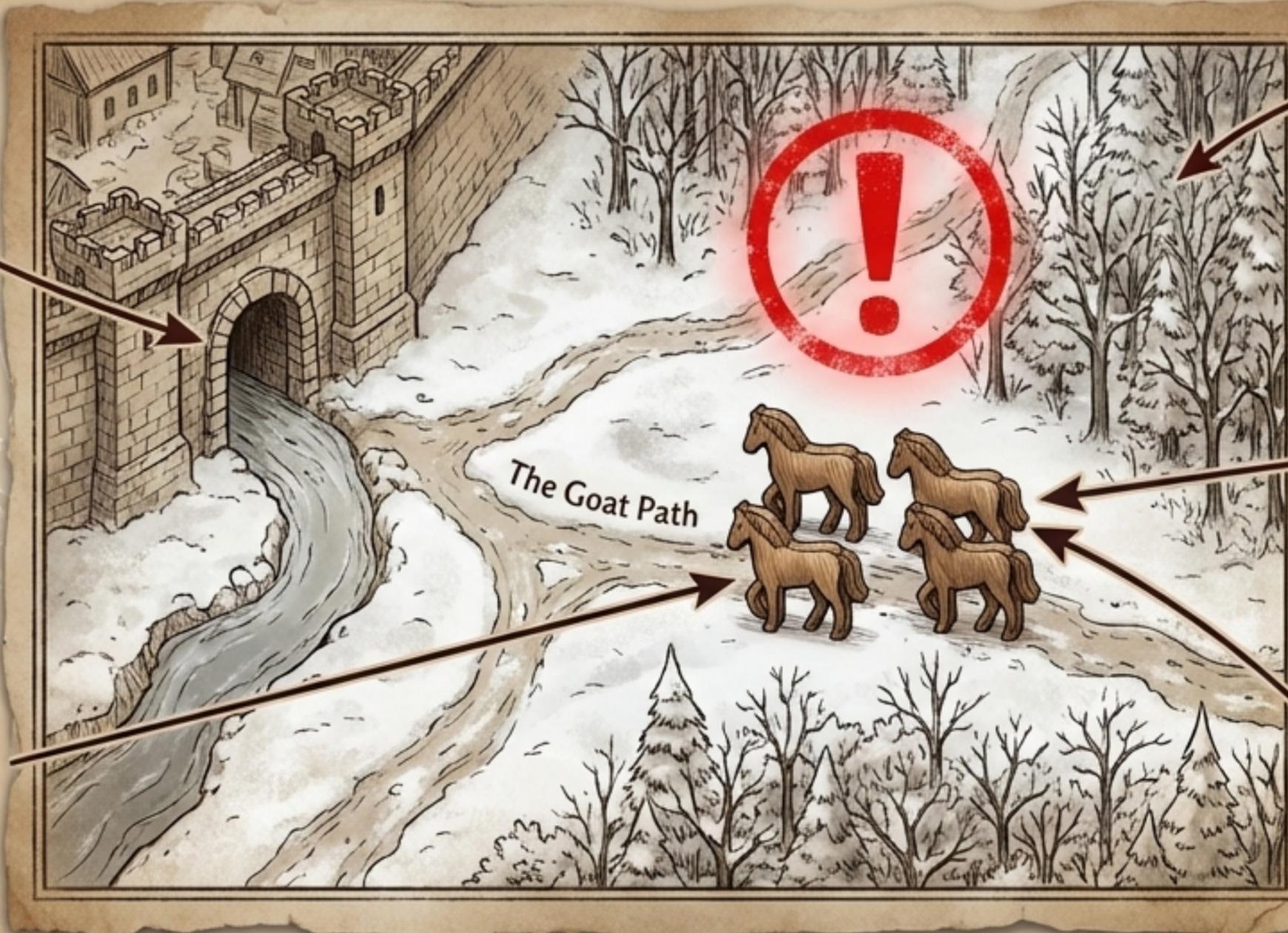
## The Battering Ram (Tzeentch)



Arek Daemonclaw's massive Chaos army laying physical siege to the exterior walls, while violently manipulating the winds of magic over Kislev.

# Deployment and Interception at the Goat Path

**The Failsafe:**  
Five Psi Lenses  
dropped at the tunnel  
exit prior to mounting.



**The Environment:**  
Dead of night, freezing  
temperatures, heavy  
snowfall obscuring vision.

**The Mounts:**

- Neigh Neigh (Rory)
- Snoop Dog (Zhanis)
- Horse (Freya)
- Roach (Karl)
- Heaven's Mane  
(Kemurial's Celestial Wolf)

**The Disguise:** Kemurial  
poses as an elite escort  
guard; the rest act as a  
transport team to bait  
Arek.

**The Critical Failure:**  
Massive group stealth  
failure. The party's  
approach was highly  
conspicuous.

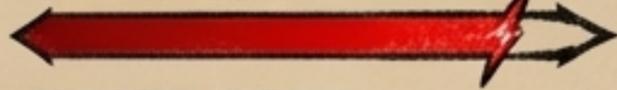
**Interception Event:** Four figures step from the treeline. Arek Daemonclaw demands the artifact, promising Tzeentch's power in return. Rejecting negotiation, Kemurial signals Freya to strike. Initiative commences.

# Threat Diagnostics: Chaos Vanguard Forces

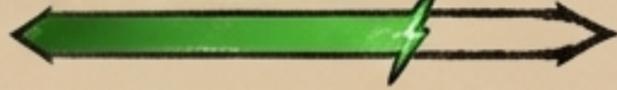
## Target: Arek Daemonclaw (Death Knight)



THREAT LEVEL



VULNERABILITY



Opens combat with Hellfire Orb.  
Immune to Necrotic damage.

Legendary Actions:  
Fell Word (forces saving throw or inflicts damage), Command, Lunge (rapid gap closer).

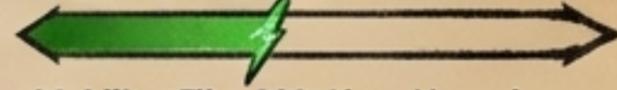
## Target: Aurumvas (Summoned Snake Demon)



THREAT LEVEL



VULNERABILITY



Mobility: Flies 30ft. Uses Abyssal Resistance (spends souls to pass failed saves).

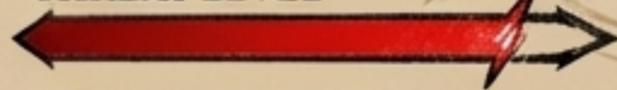
Attacks: Covetous Bolts (Fires 3x projectiles dealing Massive Force Damage).

Villain Actions: Time is Money (rearranges initiative order, grants free aily movement), At Any Cost (teleports explosive treasures to points within 120ft).

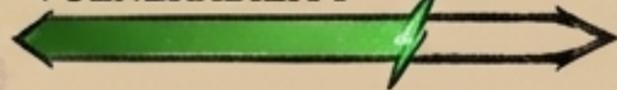
## Target: Aspirant Death Knights (x2)



THREAT LEVEL



VULNERABILITY



Tactics: High mobility flanking. Position themselves for maximum Area of Effect overlap.

Key Spell: Destructive Wave (Massive blast; successfully knocked Karl unconscious).

## Target: Ruinant



THREAT LEVEL



VULNERABILITY



Tactics: Relentless frontline pressure and area denial.

Key Attack: Salt Wounds (Inflicts extremely heavy damage; successfully bypassed Zhanis and Freya's defensive lines).

# Action Log: The Goat Path Escalation (Round 1)



1



## Initiative Commences

Aurumvas summoned via green temporal rift. Arek casts Hellfire Orb; Neigh Neigh dies, Zhanis & Karl are knocked prone.

2



## Party Retaliation

Kemurial's Banish fails against the demon. Rory's necrotic strikes prove useless against Arek. Friar Karl casts Beacon of Hope to stabilize.

3



## The Chaos Surge

Aurumvas triggers 'Time is Money' to manipulate initiative. Arek targets Rory with Command, but Rory's Mind Blank holds firm.

4



## The Breaking Point

Death Knights unleash double Destructive Wave. Karl falls unconscious, dropping Beacon of Hope. Kemurial shifts Orros Mark to Aurumvas, but it uses Abyssal Resistance. Ruinant applies Salt Wounds.

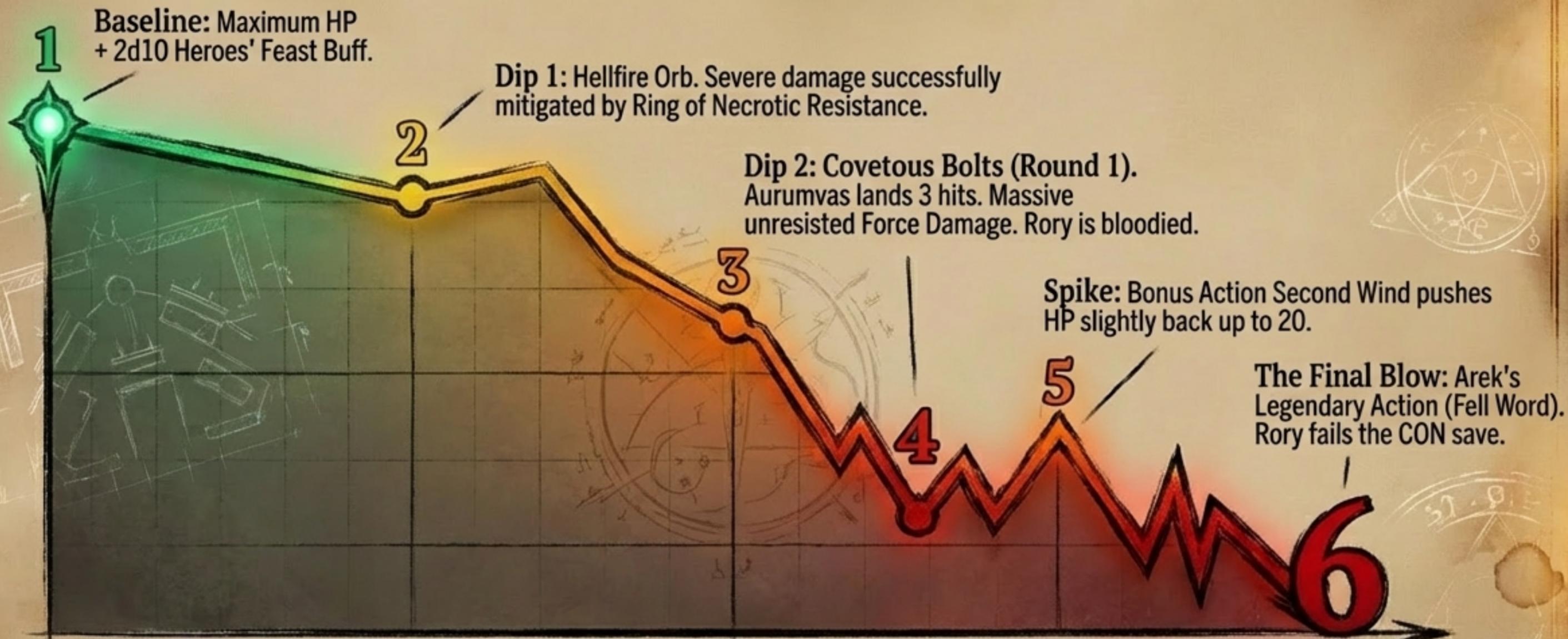
5



## Desperate Measures

Zhanis drops Conjure Celestial (33 heal / 41 radiant dmg) and feeds Karl a Supreme Healing Potion (+47 HP). Freya erects a Wall of Force and opens a Shadow Portal.

# Vital Signs Tracker: The Near-Loss of Rory



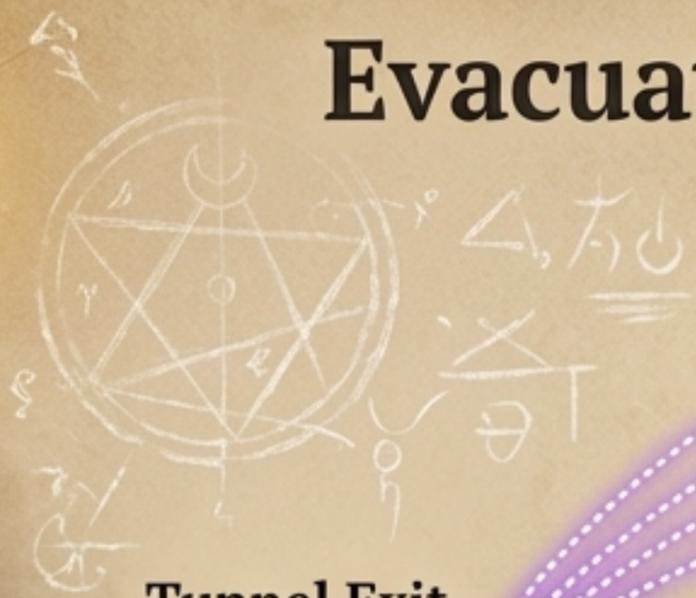
Survival Gauge

Critical State:

Rory stabilizes at 6 HP before immediately activating the Psi Lens teleport.



# Evacuation Logistics: The Psi Lens Network



Tunnel Exit



## The Barrier

Freya drops a Wall of Force to physically stall the Death Knights and Ruinant.



## The Shortcut

Freya opens a Shadow Portal on a nearby tree, exiting 200ft east. Ensures Karl can safely escape the immediate blast radius.



## The Extraction

Operating under Aurumvas's explosive 'At Any Cost' bombardment, the party sequentially activates their pre-placed Psi Lenses.



## The Seal

Reappearing at the west river tunnel, the party successfully collapses the masonry behind them, completely severing Arek's pursuit path.

# Command Debrief and Strategic Re-Alignment

## The Duke's Directives



- **Arek's Flaw:** His weakness is not just his massive ego, but his insatiable, blinding bloodlust.
- **The Breach:** Total defense is failing. Command is falling back, actively moving all civilians into the fortified Old Town.
- **Public Relations:** Pro-party messaging is circulating to calm merchants angry over the High Inquisitor's death, clearing the way for emergency military purchasing.

## Max Schreiber's Arcane Intel



- **The Cost of Summoning:** Aurumvas required immense magical capital to summon, leveraging the dense dense concentration of Chaos magic hovering over Praag.
- **Tactical Adaptation:** Responding directly to Aurumvas's devastating Force damage, Rory purchases a Ring of Force Resistance directly from Schreiber for 12,000g.

# The Efreeti's Counsel: Rolrut's Oracle Triad

## Ember 1: The Cavalry

"You should hope for the arrival of your Ice Queen."

Survival depends entirely on external reinforcements.

## Ember 3: The Toll

"Do not expect to come out the other side of this invasion without loss."

Victory will not be absolute; the party must prepare for inevitable sacrifice.

## Ember 2: The Trap

"Do not give up on killing Arek Daemonclaw, but perhaps in different circumstances."

He must be surgically isolated from his vanguard and heavy magical support.



*Intelligence Note: Rolrut (trapped after tripping in a City of Brass watches Praag*

*City of Brass magic shop) confirms that the entire with bated breath. The scale of this war is planar.*