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The remaining orcs and goblins were easily being fought by the Bear Hand warriors. But soon after the excitement of battle was over, the deep night returned and we were all back to the nerve wrecking wait for the next wave of assailants.

The barbarians had taken some minor wounds by the orcs charge, but fortunately nothing too serious and while the men were attending to the wounds we could hear a rumble from deep inside the mountain. Not long after, one of the sappers came rushing out in search of Grimwald. A tunnel had collapsed and almost crushed a dozen workers! Grimwald decided that his presence was better used in the tunnels.

To get some better intelligence about whoever was casting the walls of ice we decided to send out an scouting party and Felina, Lieutenant Dark and me set out into the dark.

Not long after that some barbarians came climbing down the steep rock wall towering over the village. These were the men who went hunting with the village champion. Cuura also climbed down with them and introduced Brego to us. They spoke of large camps of green skins and described the fiery figure we know to be the pitfiend.

The champion was being brought up to speed regarding the defence and the tunnelling deep inside the mountain to provide the clan with a safe way out. We also decided that the ice wall didn't make our stone tower as effective as we'd hoped and decided it would be better to not to split our forces. During the briefing we met Aurin, a scout in the Silverymoon army. She informed us that forces of silverymoon were being delayed and she was send ahead to inform the other armies. She had been trailing Cuura for a while and decided that were were not the enemy and it would be safe to make contact.

No reprieve was coming soon from that side and with our own army coming towards us, with the pitfiend waiting for our complete militia to be served on a platter.

The worrying was quickly cut short by drums starting to beat furiously in the enemies direction. Wave after wave of orcs and goblins commanded by bearded devils made their entrance on to the field. Ogres walked the field smashing their great clubs down on the ground, tearing lumps out of the ground and crushing small rocks. The devils kept a short leash on the greenskins, keeping them from charging. The barbarians were quickly losing morale from the sheer intimidation of the enemies numbers. Then Cuura walked out into the open and showed herself to the enemy. Somehow her presence made sure that we were not going to be easy prey. That and a careful placed arrow from Kendalan removing one of the bearded devils from the game made sure that the enemy was no longer so keen to charge us.

Somewhere during the scouting mission I lost the lieutenant and Felina and decided I should try to reach our own forces before the fight would come down. As could be expected an new wall of ice appeared before the village just after I was able to reach it.

It didn't take too long for us to see the enemy approaching. Two score of orcs were walking curiously towards us. It was difficult to see through the thick ice wall, but Reed decided that these were no normal orcs, we were going to face undead now. We were going to have to kill the enemy twice. While Reed worried about the devils using necromancy, the others quickly organized the defence. Cuura and Brego commanded the forces in the central cave while Kendalan and I took the right one, leaving Reed and Aurin to guard the last. Cuura had tried to put the barbarians in a V-shaped formation allowing the enemy slightly into to the caves, leaving them vulnerable for a few more barbarian spears.

When the ice wall finally came down my cave and Cuura's cave were assaulted by zombies. For us these pitiful undead may be easy foes, but the barbarians, like our own fellow soldiers are not so capable and in the following fight Cuura's group took heavy losses despite her capable commands and valiant fighting. I tried to command my own swordsmen but it seems that when tactics are involved that involves me tumbling into the fray, while they just form the anvil in relative safety, they follow more willingly than whenever I command them to charge head long into the flanks of a zombie platoon that is threatening to overrun a neighbouring friendly squad.

Fortunately they're more afraid of me than the enemy and after a careful reminder from my side I tried again to command them and this time they followed like meek sheep.

Anyway, with a charge from the fresh barbarian squad from the left cave led by Aurin, my little charge and a formidable sortie by Cuura and Kendalan's bear the fight was quickly over. Reed and Kendalan cured the severely wounded and dying barbarians.

Shortly after the small victory the Erinyes appeared. She carried a white flag again and with a smirk face she told us "to surrender because resistance would be futile"

Reed opened up negotiations and tricked the Erinyes to admit that she broke parley last time when she charmed the barbarians shaman. That was enough for Reed to disregard the white flag and with a blast of magic forced the devil to teleport away just before any second attack would end her life.

Negotiations were cut short and we had to prepare for the big push!

Not too long after the failed negotiations Felina and Lieutenant Dark arrived. They had been cut off by the approach of the enemy and the ice wall. Fortunately they were able to give us some intelligence about the undead. Not the devils, but orcs had created them. The consequences of this will have to wait 'till later. Right now our army had to be informed about the presence of the pitfiend and the delay of Silvermoon forces. Lieutenant Dark and Aurin were dispatched immediately.

A new defensive plan was devised. Grimwald was able to rig one of the cave entrances for a semi controlled cave-in. The other ones would be partially blocked by rubble to make them as defensive as possible. We decided quickly that the warriors from the Bear Hand clan will not be able to withstand waves upon waves of enemies. We will have to withstand the brunt of the attack!

All is ready, we just have to trust in Tymora to give me the Luck I need in the battle to come.