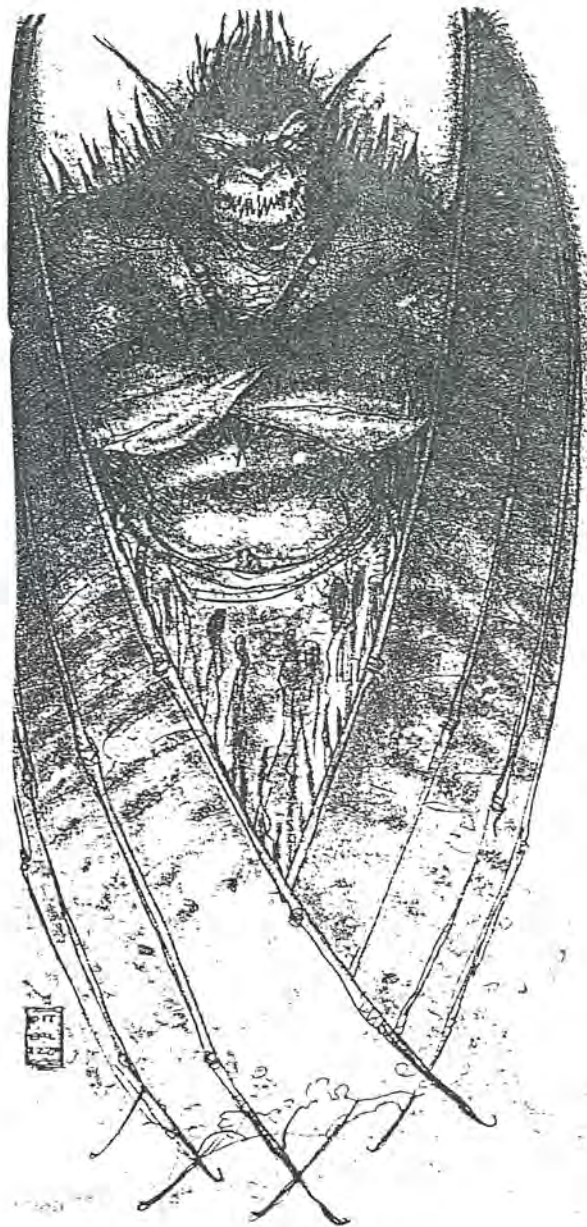


Name: Naman  
Side: Tanar'ri  
Race/breed/rank: Balor

Roleplaying: You are a Balor, one of the most powerful of the true tanar'ri. You are a great general. You make the real decisions when it comes to the Blood War—not the mariliths or the nalfeshnee. Don't let either of these sorts of tanar'ri tell *you* what to do. Their plans are always bad.

You command 16 units of manes and dretches (d4)



Name: Vandessa

Side: Tanar'ri

Race/breed/rank: Marilith

Roleplaying: Though not the most powerful of the tanar'ri, you are certainly the craftiest—a much better commander than the balors, that's for sure. Don't let the balors tell *you* what to do. Their plans are always bad. You also hate a god named Grummsh, for a priest of his once stole from you. Your personal spies say that a proxy of his named Knar, will be present at this battle—you will do all you can to destroy him.

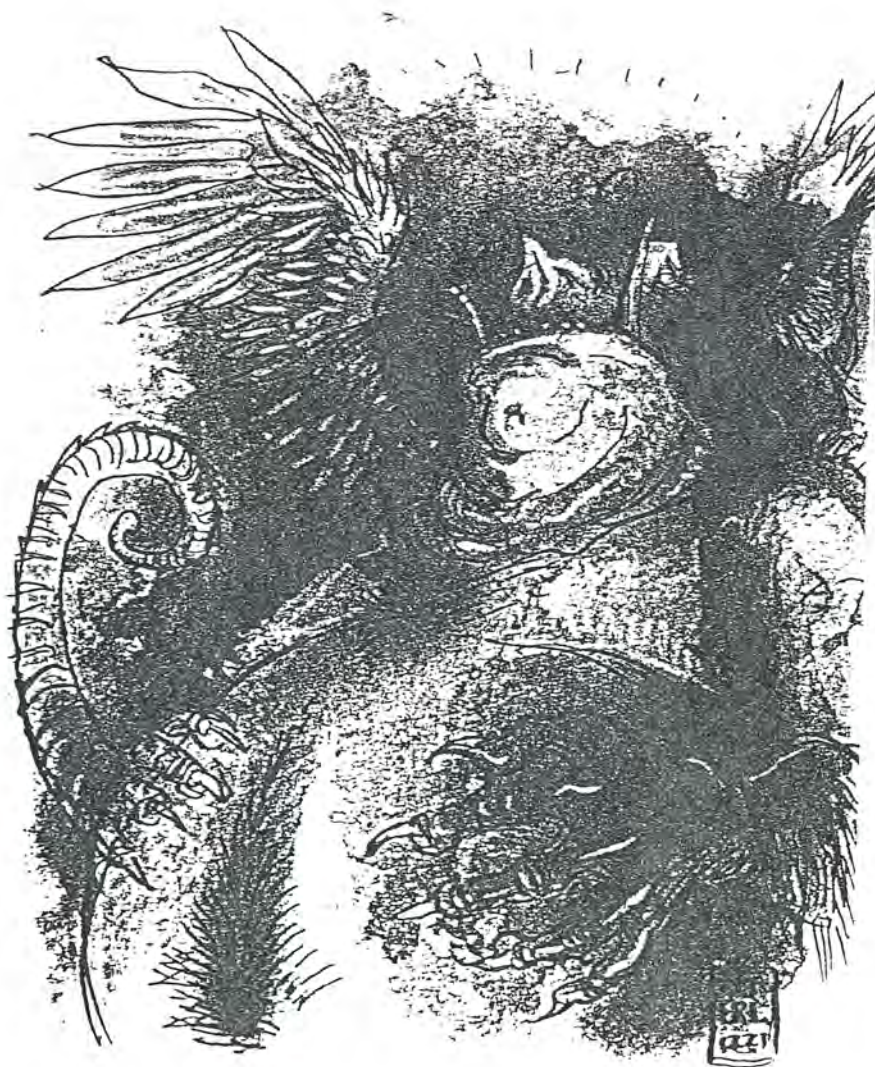
You command 6 units of hezrou (d8) and 3 units of babau (d6)



Name: Myrish  
Side: Tanar'ri  
Race/breed/rank: Nalfeshnee

Roleplaying: Though not the most powerful of the tanar'ri, you are certainly the craftiest—a much better commander than the balors, that's for sure. Don't let the balors tell *you* what to do. Their plans are always bad.

You command 6 units of chasme (d6, flyers) and 7 units of manes (d4)



Name: Oaegnas  
Side: Tanar'ri  
Race/breed/rank: Balor

Roleplaying: You are a Balor, one of the most powerful of the true tanar'ri. You are a great general. You make the real decisions when it comes to the Blood War—not the mariliths or the nalfeshnee. Don't let either of these sorts of tanar'ri tell *you* what to do. Their plans are always bad. You also have no respect for Bindim Ironblade, a half-breed mortal with no business dealing with real fiends. Ignore all that he says.

You command 8 units of vrocks (d8, flyers)



Name: Bindim Ironblade  
Side: Tanar'ri  
Race/breed/rank: 12th Level Tiefling Warrior

Roleplaying: Though not a real tanar'ri, you have fiendish blood in your veins. You are a mercenary commanding mortal troops in the blood war. You have shown through years of experience that you are a capable and powerful leader. Among the tanar'ri, it is your job to try to maintain order—don't let them fight amongst themselves and keep them focused on their true enemy, the baatezu. Your forces are made up of humans, tieflings, drow, trolls, and more.

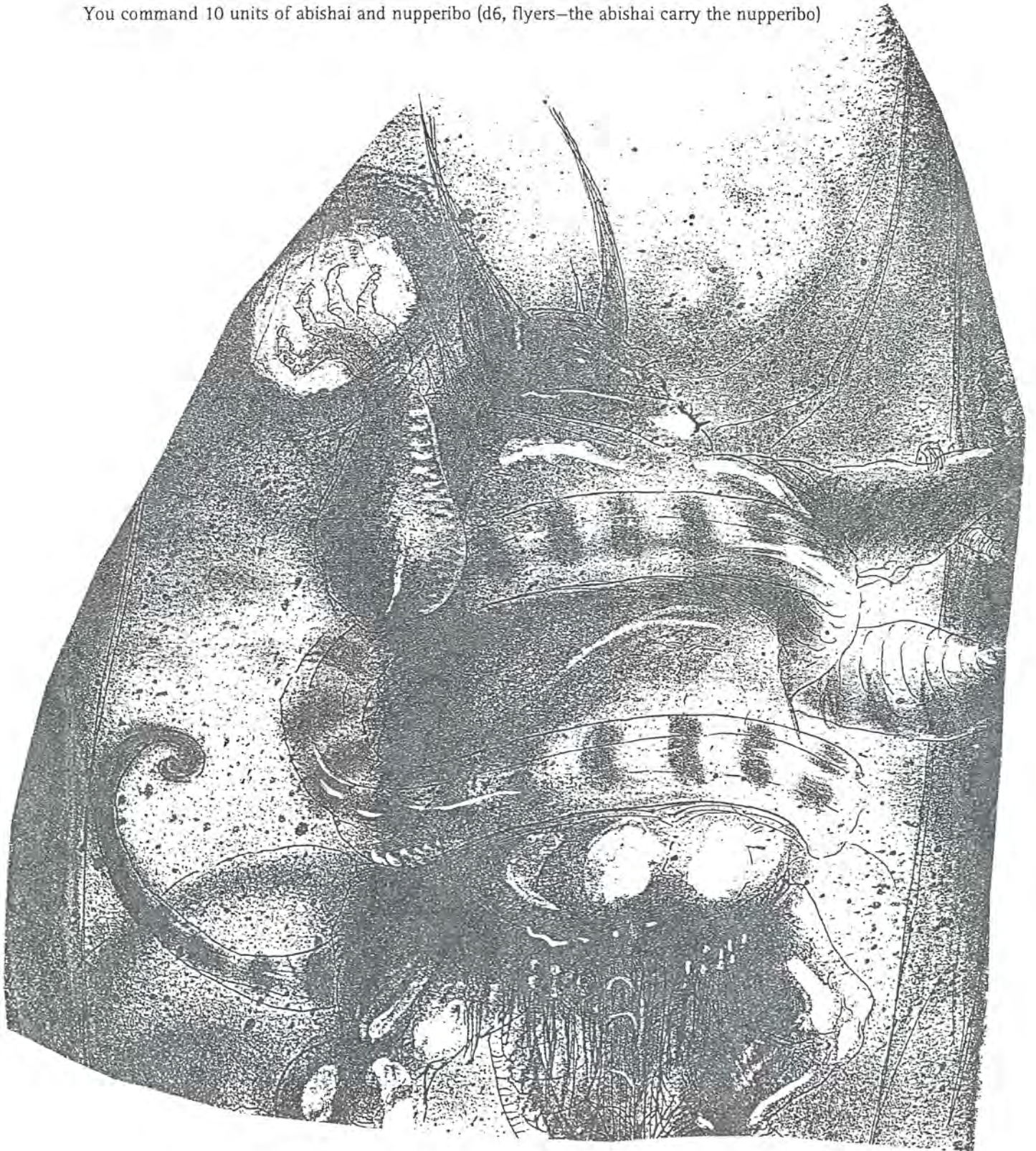
You command 12 units of mercenaries (d6)



Name: Ragnolon  
Side: Baatezu  
Race/breed/rank: Pit Fiend

Roleplaying: You are a pit fiend, one of the greatest of all baatezu and a high-ranking general among your kind. Your personal spies have told you that Daegnas, a balor tanar'ri, is going to take part in the upcoming battle. This fiend has defeated you in the past, and so you want to see him destroyed more than anything else. You are also none too happy that a human, Deanin Ra, is in your midst. Keep him in his place.

You command 10 units of abishai and nupperibo (d6, flyers—the abishai carry the nupperibo)



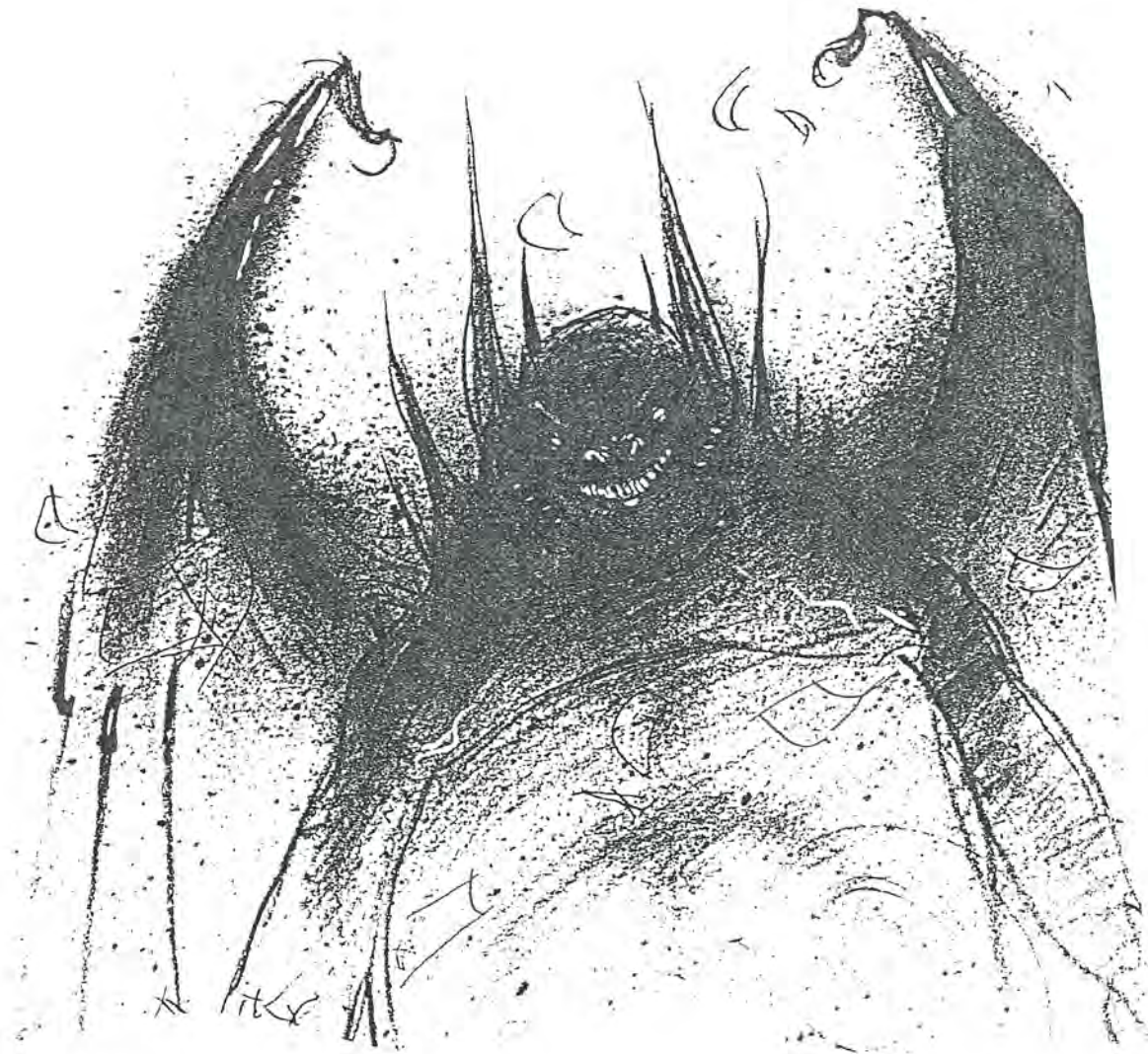
Name: Valedemis

Side: Baatezu

Race/breed/rank: Pit Fiend

Roleplaying: You are a pit fiend, one of the greatest of all baatezu and a high-ranking general among your kind. More than anything, however, you hate your rival Arlix, who is also a pit fiend. While defending your keep is important to you, your primary agenda is making Arlix look bad, forcing him into a situation where he dies, or killing him yourself. You are also none too happy that a human, Deanin Ra, is in your midst. Keep him in his place.

You command 6 units of cornugons (d10, flyers)



Name: Knar

Side: Baatezu

Race/breed/rank: Orc Proxy of Grummsh (10th level priest)

Roleplaying: Though an orc, you are a proxy of the god, Grummsh, which gets you respect among the baatezu that you work with. You've taken a liking to the human, Deanin Ra, and don't like his mistreatment by the baatezu. Your forces are made up primarily of orcs, but there are also yeth hounds, giant wolves and even a few manticores in your command as well.

You command 12 units of orcs (d4)





Name: Arlix  
Side: Baatezu  
Race/breed/rank: Pit Fiend

Roleplaying: You are a pit fiend, one of the greatest of all baatezu and a high-ranking general among your kind. More than anything, however, you hate your rival Valedemis, who is also a pit fiend. While defending your keep is important to you, your primary agenda is making Valedemis look bad, forcing him into a situation where he dies, or killing him yourself. You are also none too happy that a human, Deanin Ra, is in your midst. Keep him in his place.

You command 10 units of barbazus and lemures (d6)



Name: Deanin Ra

Side: Baatezu

Race/breed/rank: 12th Level Human Wizard

Roleplaying: Though human, you are a mercenary commanding mortal troops in the blood war. You have shown through years of experience that you are a capable and powerful leader—a schemer the equal of many baatezu. Sometimes the baatezu don't treat you very well, but you can always look to Knar for support. Your forces are made up of humans, tieflings, hobgoblins, and more.

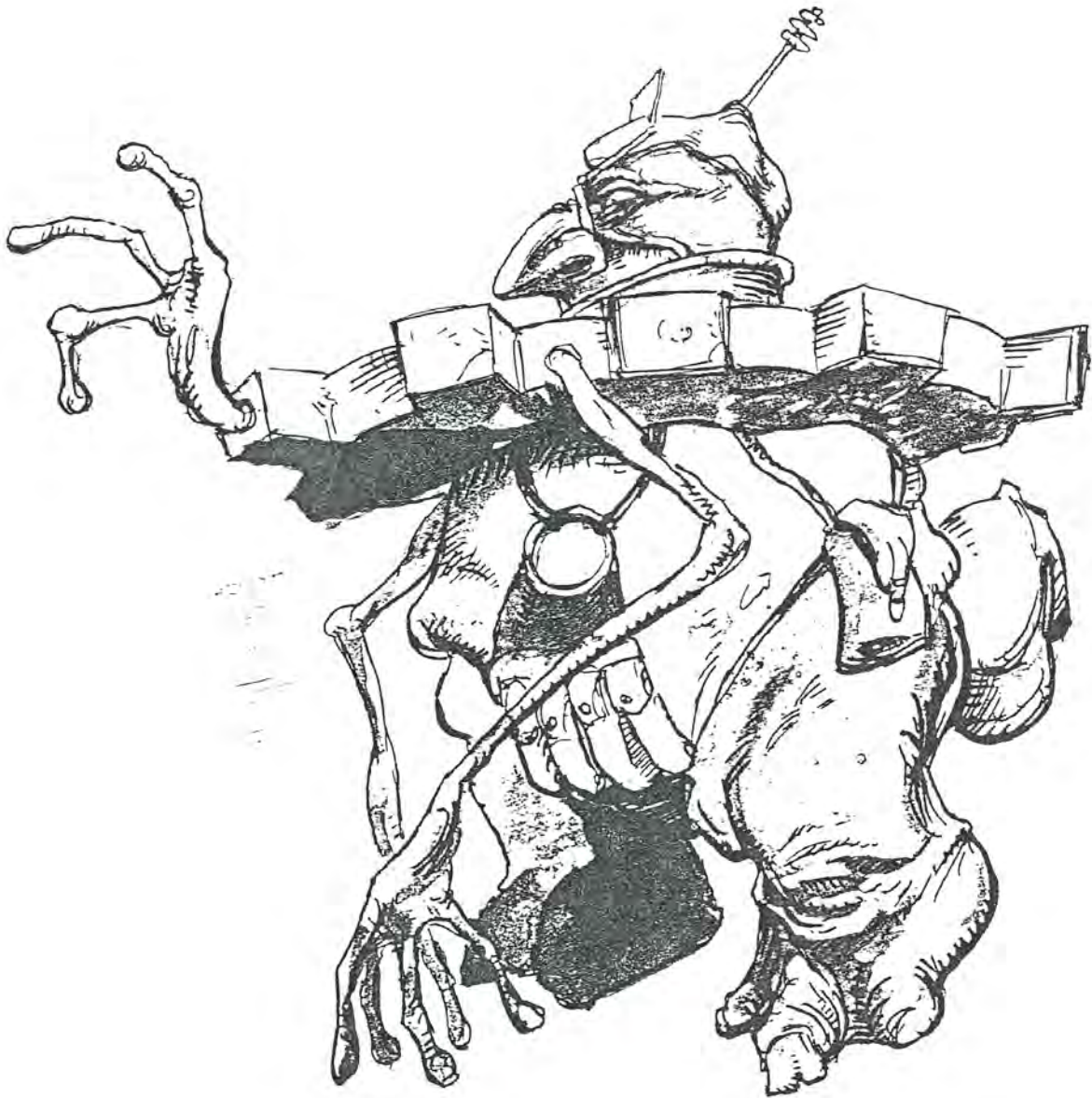
You command 8 units of mercenaries (d6)



Name: None  
Side: Modron  
Race/breed/rank: Septon

Roleplaying: Order is all. You serve your function as a high ranking modron insuring that order is maintained. As the highest ranking modron in this scenario, you can only communicate with the octon and any non-modron allies.

You command 10 units of duodrones (d6)

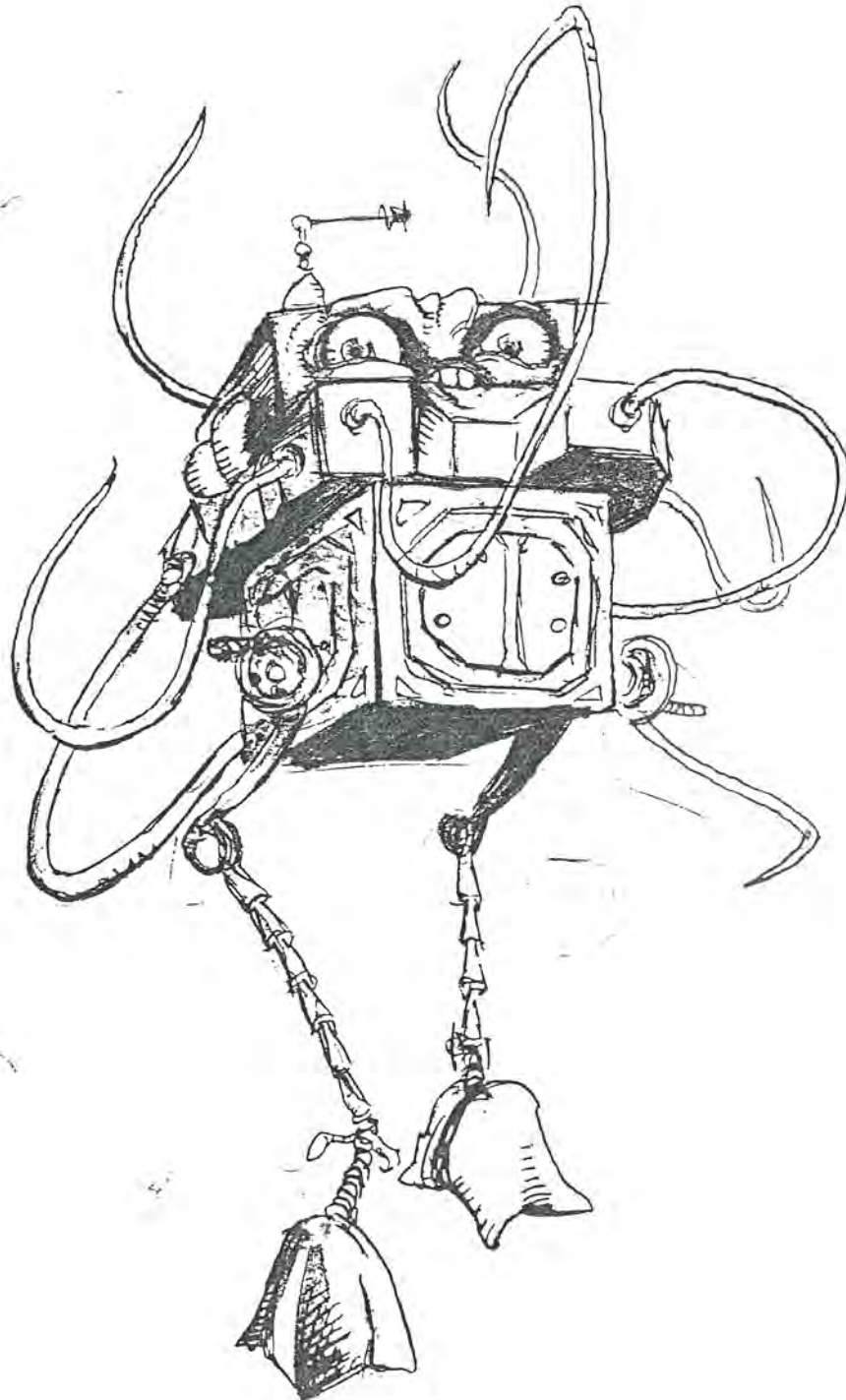


Name: None  
Side: Modron  
Race/breed/rank: Octon

Roleplaying:

Order is all. You serve your function as a high ranking modron by monitoring all activities in your sector of Regulus, the modron realm. In this scenario, you can only communicate with the septon, the nonaton and any non-modron allies.

You command 10 units of duodrones (d6)



Name: None

Side: Modron

Race/breed/rank: Nonaton

Roleplaying: Order is all. You serve your function as a high ranking modron by acting as a supervisor for those modrons beneath your rank. In this scenario, you can only communicate with the septon, the nonaton and any non-modron allies.

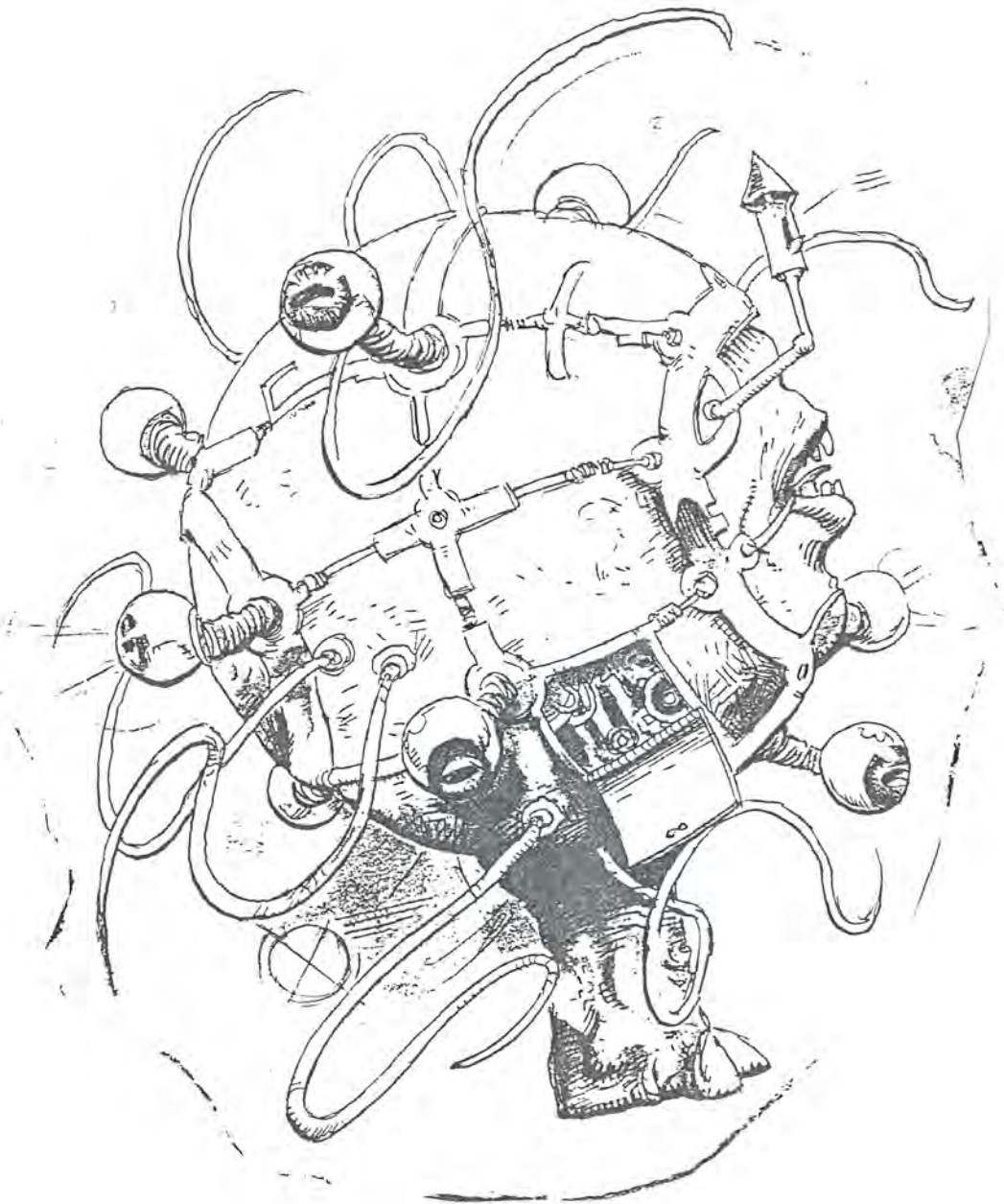
You command 16 units of monodrones (d4)



Name: None  
Side: Modron  
Race/breed/rank: Decaton

Roleplaying: Although not a high ranking modron, you are vital to the cause of law. You maintain communication with the lower ranks, and command them in battle. In this scenario, you can only speak to the nonaton and the non-modrons on your side.

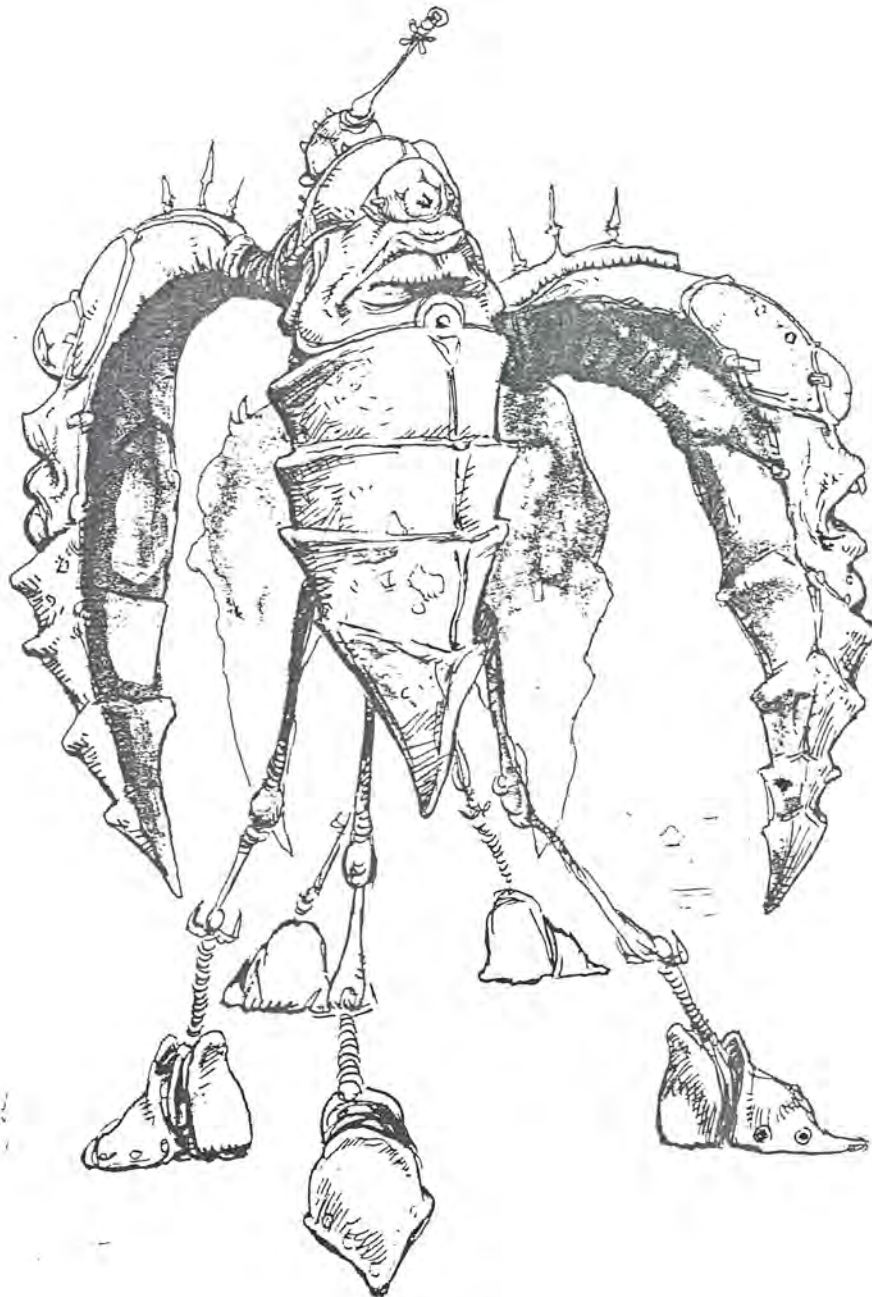
You command 7 units of quadrones (d8, flyers)



Name: None  
Side: Modron  
Race/breed/rank: Pentadrone

Roleplaying: Although not a high ranking modron, you are vital to the cause of law. You maintain order among the lower ranks, and transfer instructions to them from the decatons. In this scenario, you can only speak to the decaton and the non-modrons on your side.

You command 8 units of tridrones (d8)



Name: Factor Tilen Tunbar  
Side: Modron  
Race/breed/rank: Human

Roleplaying: As a factor in the Fraternity of Order, it is your job to handle relations with the modrons. It's a difficult job, but one in which you've grown accustomed. In order to keep their faith, you help defend the modron realm of Regulus when it is threatened.

You command 9 units of human warriors (d6)





Name: Sademalion

Side: ?

Race/breed/rank: Arcanoloth

Roleplaying: You are an arcanoloth, a master of knowledge and secrets. As a yugoloth, you are a mercenary in the Blood War, fighting for whichever side is paying the most at the moment (but actually working for your own goals in the end). You are particularly interested in dark secrets.

You command 5 units of mezzoloths (d8) and 2 units of nycaloths (d10, flyers)



Name: Kraagar

Side: ?

Race/breed/rank: Yagnoloth

Roleplaying: You are a yagnoloth, a noble among the yugoloths. As a 'loth, you are a mercenary in the Blood War, fighting for whichever side is paying the most at the moment (but actually working for your own goals in the end). Nevertheless, you are predisposed for working for other fiends—you're not crazy about working for modrons.

You command 8 units of mezzoloths (d8)

