

TSS4-04

Crossfire

A 1-Round D&D LIVING GREYHAWK[®] The Splintered Sun Meta-Regional Adventure

Version 1.0

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News that prisoners taken during the Greyhawk Wars are still being held as slaves in Ahlissa has spread like wildfire. In response to a cry of outrage from the nations of old Iron League, Overking Xavener has promised to release all former prisoners of war, starting with those held at the Calling Mines. Diplomats have been dispatched, but they need guards.

Are you up to the task?

A One-Round Splintered Suns Metaregional adventure for APL 4 to 10. The second part of the Broken Chains series.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character sheet from your convention coordinator or the RPGA Website, 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*.

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 six 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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 of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being 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 sidebar 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.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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. 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 two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 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 dogs

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

to attack must succeed at a DC 10 Handle Animal or

Charisma check. 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.

Time Units and Upkeep

This is a standard one-round Meta-regional adventure, set in the Splintered Sun. Characters native to the Splintered Sun pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Travel In The United Kingdom Of Ahlissa

In 593 CY, PCs adventuring in the Splintered Sun had several opportunities to receive AR entries that could help or hinder their movement through the United Kingdom of Ahlissa.

For the DM's convenience these are replicated below.

☛ **Free Travel Throughout the Kingdom of Ahlissa:** The bearer of this document is entitled to travel freely throughout the United Kingdom of Ahlissa without molestation. It is signed by Garlann of Naelax.

☛ **Wanted!** The PCs are known to have slain one or more nobles of the United Kingdom of Ahlissa. As such the authorities are actively searching for them.

☛ **Wanted In Ahlissa:** This PC is wanted in connection with the slaying of several Ahlissan soldiers. This status is in effect in all parts of Ahlissa including the occupied portions of Medegia and the Principalities of Naerie and Innspa but not in the Adri Forest. PCs instantly lose any travel privileges within Ahlissa including the *Free Travel Throughout the Kingdom of Ahlissa*. At the beginning of a session taking place in Ahlissa the DM should make a secret d20 roll. On a 1 or 2 (a DC 20 Disguise check reduces this to 1) the PC will be captured and must pay total bribes of 100 gp x APL at which the scenario was played to prevent their execution. One favour with a high ranked Ahlissan NPC or powerful organization might be spent instead of the bribes.

Once this bribe is paid, score through this entry. The PC is free to continue the adventure in which he was caught.

Adventure Background

Until fairly recently Sunndi has been at war with the Great Kingdom. While this war of attrition ended in 584 CY, the scars can still be seen in the society and the land of Sunndi. One of the most painful scars is the disappearance of many Sunndians during the wars and Sunndi's short conquest by the armies of the Great Kingdom in 583 CY. The fate of these people remains unknown. Many rumours tell that they are kept as slaves in the successor state of the Great Kingdom, Ahlissa. Most people though presume they have died.

In the chaotic years following the Greyhawk Wars, local princes and warlords indeed used these people as slaves. When Xavener I was crowned overking of Ahlissa in 587 CY, he ordered the release of all soldiers captured in Sunndi during the Greyhawk Wars. A group of mostly dwarves and elves returned to Sunndi, but many of those that had disappeared were not among this group. So rumours persisted of Sunndian slaves being held by the rulers of Ahlissa. Xavener denied these rumours, stating that the people that are still missing probably died either in Sunndi during the wars or in Ahlissa during the chaotic years that followed.

When Xavener ordered the release of the soldiers captured during the Greyhawk Wars, many of the more obvious prisoners were indeed released. Many more remained in Ahlissa however. These slaves were either kept as workers in remote areas, hidden among regular prisoners or, in case of certain individuals with specialized training, imprisoned in the keeps of the more influential nobles of Ahlissa. Obviously, their owners cannot risk their escape out of fear for what these prisoners could tell the world.

One of the places where Sunndian slaves (as well as prisoners from other regions) were being kept is the Calling Mines south of Hexpools in the northernmost portion of the Hollow Highlands. The Calling Mines are rich in minerals (mostly silver). The mine is perilous, both to mind and body. As a result, Ahlissa uses more slaves (primarily convicted criminals) as workers here than in other mines, with the possible exception of Wyverntor.

The proximity of the mines to Sunndi meant that the mines had to be heavily guarded against attacks by Sunndian raiders. The Sunndians despise slavery and the Hollow Highland clans and tribes are quick to take up arms when confronted by something they do not like. The Sunndian inhabitants of the Hollow Highlands made it increasingly dangerous for the owners of these mines to keep the Sunndian prisoners around, so they had decided to transport them to other areas.

Recent Events

During one of these transports, one of the prisoners escaped (TSS3-06 The Prisoner). By some strange twist of fate the prisoner landed right in the arms of a group of adventurers, who decided to help the prisoners on the transport. They raided the caravan, freed almost all prisoners and disappeared into the night. Eventually they and the freed prisoners returned to Sunndi and the news of their escape spread like wildfire through the region.

Rumours tell that Hazendel was on the brink of attacking the Calling Mines with an army to liberate all prisoners within. Calmer heads prevailed, mainly due to Xavener's equal outrage at the news that prisoners captured during the Greyhawk Wars were still imprisoned. The overking immediately ordered a thorough investigation, as a result of which the owners of the Calling Mines and several officers were imprisoned on charges of treason, convicted and put to death.

At the same time Xavener invited diplomats from Sunndi to check several work camps for the presence of old prisoners of war.

The Calling Mines

One of the first locations for the Sunndian diplomats to visit is the infamous Calling Mines. These mines are located in highly dangerous territory, rife with bandits and worse. The diplomats need guards, and that is what the PCs will be hired for.

Those in charge though, failed to recognize is that the Calling Mines have become a powder keg on the verge of exploding. The situation among the guards was already tense due to the many raids by the inhabitants of the Hollow Highlands. With the execution of several of their officers and some of the civilian leaders of the mines, the situation has become worse. Discipline has deteriorated while cruelty against prisoners has risen. Life for the prisoners in the mines has become a downright hell. It gave several prisoners the chance to escape, but those that remained behind became more angry and desperate per the minute.

The arrival of the diplomats from Sunndi and Ahlissa will prove to be the spark to this powderkeg. The prisoners (aided by some former guards) will rebel and the diplomats and their bodyguards will be caught in the middle.

Throughout these problems, the PCs are also asked to look for news on the missing fiancé of Hazendel. Will they and their charges survive? Or will all news of Hazendel's fiancé die in the brutal uprising together with Sunndian diplomats and Ahlissan guards?

Adventure Summary

Unlike more traditional scenarios, where PCs follow a string of events in a linear fashion, Crossfire focuses on a rebellion in the Calling Mines in which the PCs are caught in the middle. The rebellion will follow a specific time line with the PCs being able to support it, remain neutral in the conflict or oppose it. Depending on their choices they will have specific encounters, while others are never used.

The first four encounters are the same for all PCs:

Introduction: The adventure starts when two envoys, one from Sunndi and one from Ahlissa, are seeking able bodyguards for an inspection of the Calling Mines. The PCs are questioned to see if they are acceptable, and they can ask some questions about the mission as well.

If they get the job, a mysterious rich merchant approaches certain PCs asking them to gather information on a gray olven lady and to keep that information to themselves. He cannot offer gold, but when they find anything useful, his word can achieve much among the rulers of the Iron League.

Encounter 1 - Arrival: The trip to the Calling Mines is a long and hard one, but it proves to be relatively uneventful. Once they arrive, the PCs have some time to visit a tavern or two to gather information before they will enter the Mines the following morning.

Encounter 2 - Trouble Below: The inspection starts with a visit to the Calling Mines. While there, prisoners and unsatisfied jailors rebel, assaulting the envoy and their bodyguards in the hope of gaining hostages to be used against the Ahlissan authorities.

Encounter 3 - Allies or Hostages: The battle with the rebels leaves the PCs locked up in the infirmary, but either free to act, or locked up with manacles. Soon they are given a choice: join the rebels or remain imprisoned to be used as hostages. The choice the PCs will make shapes the rest of the adventure.

Encounter 4 - The Infirmary: During the introduction some PCs have been asked to find information on the gray olve lady Fanara. The Infirmary is the place to get it.

From here there are roughly three story lines. If the PCs decide to aid the rebels they will most likely play through Encounter 5, 6, 7 and either 8 or 9. If the PCs remain loyal to Ahlissa, the most likely encounters will be Encounter 10, 11 and 12. Those remaining neutral are either moved deeper into the Mines out of harm's way where they stumble across desperate jailors in Encounter 13 and the horrors of the deep in Encounter 9. Those who refuse to go into the deep need to fight their way out the Mines (Encounter 10) then discuss events with Ahlissan authorities (Encounter 11) and then, while waiting for the

situation to resolve itself, deal with desperate rebels (Encounter 13). PC actions might make other sequences of events more likely, just keep in mind not to place too many combat encounters on their path. You should try to meet the quota of ELs for the APL you are playing at.

Players being players, they might make some strange decisions. Hopefully, the information provided in the scenario allows you to deal with them, leading to completely different order of events.

Supporting the Rebels:

Encounter 5 - Rebel War Council: Assuming there is enough time, the PCs are brought to the leaders of the rebellion where they can meet the leaders, discuss options and make decisions.

Encounter 6 - At the Gates: For the rebellion to have any success, the rebels need to gain full control of the Mines and that requires that the gates be stormed and taken. Such is easier said than done and for success the PCs are needed.

Encounter 7 - Speaking with the Devil: Once the gate is taken, the Ahlissan authorities want to speak. Negotiations prove to be just a method to buy time, though such might be beneficial for both sides.

Encounter 8 - Battle for Freedom: To win freedom, the rebels need to escape the mines. If the choice is to try a massive breakout, a battle will ensue. A unit of archers, high atop the slopes overlooking the valley, blocks the path of the fleeing rebels, and the PCs are asked to lead a small unit up a cliff to attack these from behind.

Encounter 9 - Flight into Darkness: Another option for the rebels is to flee deeper into the Mines and try to find a hidden backdoor. The deeper parts of the Mines are not particular safe though and denizens of the Dark try to gain some fresh meat for lunch.

Supporting the Ahlissans:

Encounter 10 - Escape from the Mines] When the PCs do not want to join the rebellion, they need to fight their way out of the Mines. Luckily, the Infirmary is near to the exit, which is still in the hands of loyal Ahlissans.

Encounter 11 - Ahlissan War Council: Once out, Commander Noquann, leader of the Ahlissan forces, wants to get information on events transpiring down in the Mines. He also offers a mission for the PCs: to go down and dispose of the rebel leaders. While this might seem apprehensible to some (assassination), it is a tactic that would ultimately save a lot of lives.

Encounter 12 - Strike Team: To save countless lives, the PCs go back into the mines to assassinate the leaders. Finding them is relatively easy, but they do not go down without a fight.

Neutrality:

Encounter 13 - The Price of Neutrality: Desperate rebels, or Ahlissans, come across the PCs and hope to use them as hostages. Desperate as they are, they fight to the death.

Conclusion: Eventually the uprising is ended, either by brute force or through diplomacy. If the PCs joined the rebelling forces, they will be forced to flee. If the PCs aided the Ahlissans they will be treated as heroes and rewarded as such. If they remained neutral, all that is left for them to do is to wait for the Sunndian diplomat to return home.

The Voices of the Calling Mines

A large part of this scenario takes place in the infamous Calling Mines. Most people who spend some time inside these mines are haunted by mysterious voices. How much time one needs to spend in the dark corridors of the mines, or sometimes whether at all, to begin hearing the voices differ greatly between individuals. If there is any rhyme or reason to it, nobody has found it yet. In addition, the nature of these voices differs from person to person. Sometimes individuals describe hearing a number of different voices. Sometimes the voices are comforting, taking the form of the voice of loved ones, uttering warnings when a person is in danger or just giving support. For others they are grim haunting voices driving the listener slowly insane. Virtually every type of personality is possible.

In general the PCs are not long enough below to start hearing the voices, or at least not to be permanently damaged by them. If you feel up to it, you could haunt them a couple of times when they are below ground. For example, there could be voices giving them advice (sometimes good, sometimes bad) with the voice of one of their companions or perhaps just distant whispers or laments. If done in moderation and with one or two PCs, it can add some atmosphere to the scenario, but don't overdo it. The voices are fickle and their presence is not guaranteed.

Introduction

The adventure starts like so many with a call for mercenaries. The diplomats of Ahlissa and the Iron League need able bodyguards willing to risk their life for a righteous cause. Of course, the pay will be well worth the trouble. To make sure that both parties trust each other, the two groups hire the bodyguards together.

Mustering the adventures will take place in Irongate. Most PCs will have traveled there for their own private matters.

Irongate is one of the bigger, if not the biggest, city in the region. It is the hub of trade within the region and the unofficial capitol of the Iron League. Some of you are here looking for a job, others are on their way through, or are simply here to enjoy the pleasures and distractions of the Fortress City. One thing is for sure, you all decided to visit the temple of Zilchus, interested for one reason or another in a job-offer as bodyguards of a combined diplomatic mission to the Calling Mines in the northern Hollow Highlands. The goal of this mission is to make sure that no prisoners from the Iron League captured during the Greyhawk Wars remain imprisoned there. The delegation consists of an Ahlissan envoy and a Sunndian diplomat representing the Iron League.

Apparently a lot more mercenaries and adventurers have been drawn by the lure of adventure and its rewards.

This is a good time for the PCs to introduce one another. There are a lot more mercenaries in the meeting room than that are ultimately hired. Feel free to describe a few, varying from noble paladin to savage barbarian. After a while, the PCs will be called forward for a private interview with both envoys.

One by one, each of the mercenaries present is called into another area for a private interview with Lord Taraskan of Ahlissa and Lord Rilcern of Sunndi. Eventually it is your turn. You are brought into a small room dominated by a large table covered with loose papers behind which two Oeridian men are sitting. When you enter one of the men is making notes while the other one was taking a sip from a crystal goblet. Both men are richly dressed, but the one sipping from the goblet looks a lot less formal and more at ease than his friend.

When you enter the room both men quickly rise to greet you politely. The man who was sipping wine is short, with long light brown hair tied together in a pony-tail. His angular features and emerald green eyes hint at some elven blood in his ancestry. He smiles warmly at you, offering his hand, which shows the signs that he is not afraid for hard physical labor. The other man is a tall, gaunt man with short dark brown hair and a short beard. He has a pock marked face, a pale complexion and numerous ink stains on his hand. He looks rather nervous, and makes a rather formal bow.

The gaunt man starts the conversation in a rather formal tone. "Greetings, I am Lord Taraskan of Ahlissa, and this," while nodding at the other richly dressed man, "is Lord Rilcern of Sunndi. Please, can you give me your full name, your specialty in the mercenary business and why you think you would be a good addition for this mission."

With that Taraskan sits down, grasping his pen and a new sheet of paper, clearly expecting a prompt answer.

Lord Rilcern shakes his head, and gestures you to sit down. "Perhaps I can offer you something to drink while we talk? Wine? Ale? Or something else?"

This is a job interview and both Lord Rilcern and Lord Taraskan will want to know much about the PCs previous exploits as well as their reason for being here. At the same time, they are willing to answer most questions the PCs might have. More information about the personalities of both diplomats can be found in Appendix 5.

Note that the clergy of Zilchus has cast both *detect good* and *detect law* beforehand in secret, and any PC that would detect as neither good nor lawful will get more attention than the others. Unless they give a poor explanation and succeed in a DC 11 + APL Bluff (when lying) or Diplomacy (when telling the truth) check to backup the story, these PCs will not be hired. If a divine spellcaster of Zilchus, or a divine spellcaster of Trithereon speaks in favor of the PC, they will gain a +4 circumstance bonus on this roll. If a divine spellcaster of a good aligned deity does the same the bonus will only be +2. These bonuses do not stack if more than one PC speaks in favor of the accused. Under any other circumstances the PCs must really make things difficult not to be hired, especially if they were personally invited for this conversation.

Below follow some of the questions the PCs might ask with the answers given by both lords:

What exactly is the nature of this diplomatic mission?

Lord Rilcern replies: "The goal of this trip is to make sure that no illegal prisoners are kept anymore in the Calling Mines and those responsible for these illegal imprisonments have been punished for it. Lord Taraskan comes as a liaison between myself and any Ahlissan authorities we might encounter on the way and at the Calling Mines."

Do you expect to need guards?

Both diplomats state that they do not think that the guards will be more than a deterrent and that it unlikely that they have to come into action. When pressed though, both do fear an attack from extremists on both sides and Scarlet Brotherhood agents looking to drive a wedge between the Iron League and Ahlissa. Besides, the trip through the Hollow Highlands is not without danger. Due to general lawlessness of the region, monsters and outlaws infest it.

Note that Lord Rilcern is visibly irritated about the mention of lawlessness in the context of the Hollow Highlands, but to prevent an argument he lets it rest.

Why adventurers instead of normal soldiers? Lord Taraskan: *"Neither of the parties involved in this mission feel comfortable with professional soldiers of the other side around. There is also the risk of conflict if soldiers from both sides are present. Selecting adventurers that make a favorable impression on us is the best compromise."*

What will we get for this service? Pay for the task will be 25 gp x APL, which is raised to 50 gp x APL when the PCs are called to action during the mission. The gold will be paid at the end of the mission. In addition they will earn the favor of both the Crowns of Sunndi and Ahlissa, assuming they behave of course.

PCs who earned a wanted status in TSS3-06 The Prisoner (and are still wanted) are offered amnesty instead of the favor with the Crown of Ahlissa. If they prove to be an asset, the PCs might also be hired for future missions of a similar nature. Assuming of course, that they get the job...

Of course, horses and food will be provided for during the trip.

When will the mission start?

The envoys will be organizing the trip to the Calling Mines the coming day, but they are planning to leave the day after.

How much time will this mission cost?

The trip to the Calling Mines will take about 8 days. The envoys expect to be busy for 1 week, after which the PCs will need to return to Hexpools, which will take another 2 days. So all in all, it should cost about 20 days.

All APLs

♣ Lord Rilcern: Male Oeridian Ari1/Brd2; see Appendix 5.

♣ Lord Taraskan: Male Oeridian Rog3; see Appendix 5.

Development: At the end of the interview both lords want to know whether the PCs still want the job. If so, and they have not been sent away at an early stage, both envoys will tell them that they have a good chance to be selected, but that they will have to wait another hour. Assuming that the PCs did not prejudice their chances during the interview, they will get the job.

Ultimately a total of twelve bodyguards will be hired to accompany the envoys in the coming trip. Up to six of these will be the PCs, while the remaining guards are NPCs. Like the two envoys and their aides, these are detailed in Appendix 5. Select 6 to 8 from the 12 NPC guards provided based on the open position after having

hired the PCs so that six guards favor Ahlissa and six guards favor the cause of the Iron League. PCs hailing from Onnwal and Sunndi are automatically assumed to be in favour of the Iron League, as are followers of Trithereon, elves and dwarves. PCs hailing from the principalities of Naerie and Adri as well as public members of the Royal Merchant Guild and the Knights of the Great Kingdom are automatically assumed to be favorable to Ahlissa (with the exception of Trithereonites). For all others PCs count the favors with either important Ahlissans or the Iron League (which includes the favor with Almor possibly gained in TSS3-07 The Lance of Osson) a PC has. A PC with more Ahlissan favors than Iron League favors will be considered Ahlissan favored and the other way around. PCs without any favor counts as Iron League favored. Lord Rilcern is more willing to take a risk.

Once the envoys have selected their guards, they will call them together in the common room to allow the people to meet each other. They give the newly hired bodyguards one day to arrange their private affairs while they are organizing the trip. The second morning after this meeting, the envoys will set out for the Calling Mines.

Hazendel's Fiancé

During the day that the PCs are free to arrange their business, a high-ranking agent of the Veiled Sun, the Sunndian branch of the Jade Mask, approaches some of the PCs. This agent will arrange a meeting with all PCs hailing from Onnwal or Sunndi, as well as PCs who either earned Hazendel's favor in TSS3-06 The Prisoner or who have gained the trust of the Iron League in previous meta-regionals.

Take these players aside, and read out aloud the following:

While making arrangements for your trip into the Hollow Highlands, you are approached by a young boy with the message that a rich man wanted to speak with you, and you alone, at one of the fountains in town. When you arrive, a rich looking older Oeridian merchant, accompanied by a beautiful young lady in a green dress a lady some of you might have seen before when she hired you for some tasks in Sunndi – approached. –[This woman - Lady Myrana Rinak aka The Lady in Green – may have hired the PCs in SND2-03M The Onnwalian Envoy, SND3-02M Harsh Words and may have hired them in TSS4-03 Woodland Trail. Members of the Jade Mask from Sunndi know her as the main liaison between adventurers in Sunndi and the Jade Mask.]

The merchant has a very simple and straightforward request: One of the prisoners already liberated from servitude in the Calling Mines was captured during the

Greyhawk Wars together with an olven lady by the name of Fanara. Other escaped prisoners talked about a beautiful olven lady treating the wounded in the Infirmary. The merchant asks you to learn more about this Fanara.

According to the man, information about this woman is not of importance to the Iron League, it is a personal curiosity of his. While he cannot not offer a solid reward, he will certainly not forget this service, mentioning that important people within the Iron League listen to his advice. He also expressed some concern of the wrong people learning about his interest in the woman. He supposedly has many enemies, and some of them would have little difficulty with harming him through innocents such as this woman.

Before he leaves you alone to ponder the matter, he tells you to think about it. He says he will contact you once you have returned from the Calling Mines. He does not want any commitment or answers beforehand.

Development: It is up to the players to decide if they are going to do anything with this somewhat strange request. More information on this request and the olven lady Fanara can be found Encounter 4 and in the Conclusion.

Encounter 1: Arrival

Read aloud or paraphrase the following:

The trip to the Calling Mines is a long and hard one over dusty roads, under a relentless sun. Once you reach the Hollow Highlands, the trail becomes rather treacherous at some points, winding along precipitous cliffs, steep, scree-strewn slopes and overgrown sinkholes dotting the surrounding countryside. Perhaps in ancient past, the road was well maintained and save, but after generations of war and weather not much is left of it. Even though officially there is peace between Sunndi and Ahlissa, the fear of ambush is constant. Some of the local clans will only rest once the last Ahlissan has been driven from "their" Highlands. Ahlissan soldiers on the other hand sometimes have difficulties discerning the difference between an honest traveller and a raider. This might be an official mission supported by both Crowns, but that certainly is no guarantee that either side will leave you alone.

There is considerable relief then, when you see the first pillars of smoke rising from the foundries, and the overgrown mounds of mine spoil, certain signs that you have finally arrived at the infamous Calling Mines. The road towards the mines takes you through a rocky pass, which contains a rather macabre sight. On both sides of the road, grisly humanoid remains in various states of

decay are displayed as some kind of grim warning. Most are crucified, a punishment only given to traitors and deserters. Many of the victims indeed wear the uniforms of soldiers in the Ahlissan army. A few have died by the gallows or have starved to death by thirst in black iron cages. These look more like slaves and simple workers. The smell of rotting flesh and decomposition hangs heavily in the air. The pass is deathly silent, except for the raucous cawing of the carrion crows irritated by your arrival, the buzzing of insects and the sound of the horses' hooves on the rocky road.

An Ahlissan patrol met your party not long ago, and now guides you towards the Calling Mines. The soldiers seem determined to ignore the grisly sight and suddenly quicken the pace. Their grim expressions show that they are unwilling to discuss matters.

Allow the PCs some time to ask a few questions. The Ahlissan soldiers will simply state that Commandant General Noquann of the House of Naelax has ordered not to discuss these matters. If they want answers, they need to get them from Noquann. The Ahlissan envoy, Lord Tarakan, looks only slightly less surprised (though clearly less disgusted) as the Sunndian envoy, Lord Rilcern. Tarakan just shrugs and says that these people probably were found responsible of ignoring Xavener's edict to free all prisoners of the Greyhawk Wars and they now have been punished for it. He looks a bit worried though, whispering a warning to the PCs and the other bodyguards that such a large amount of executions bodes no good. Who ever has been placed in charge of the investigations is a ruthless man who has not thought too much about the consequences of his actions. Executing soldiers is never good for morale, and the situation is more then likely very tense.

Stopping to give these people a proper burial is not a good idea and will not be appreciated by the Ahlissan soldiers. In fact, it is illegal to do so. These people have been placed on a display for a purpose. Such displays are quite common even in more friendly states as a warning to criminals to what awaits them if they break the laws. PCs that take a closer look note various symbols and amulets on the corpses. These are part of the religious rituals that prevent troubled souls from returning or necromancers from using the bodies to animate. Noquann might be a ruthless man, but he is not insane and he prefers to minimize the chance of undead haunting the valley. If the PCs insist, stating the risk of undead, the soldiers will laugh coarsely. Measures have been taken against such risings, and the possibility of undeath is not nearly as frightening as the certainty of the wrath of Ahlissan authorities. Burial of

these people before their corpses have fallen to the ground is against the law.

Once the PCs have satisfied their curiosity, or are ushered on by the Ahlissan soldiers who just want to leave this area as quickly as possible, proceed by reading aloud or paraphrasing the following.

The road finally breaks out of the pass to reveal a fine view of the valley below. The vale of the Calling Mines is broad and strewn with steep mounds of spoil. A handful of dead trees stand scattered about the margins. The stench of smoke and brimstone (sulphur) wafts up from below. Across the valley, about 1 mile distant, stands a small walled village watched over by very big keep, standing upwind of the many foundries further down the valley near an obvious man-made lake. Several aqueducts lead into the valley providing fresh water to the small hamlet below as well to the lake. A number of roads run through the valley towards several yawning openings in the valley walls. There is a lot of movement around some of these openings and the nearby foundries: human and half-orc soldiers and overseers, workers and donkey-drawn wagons. Other openings appear look deserted and disused, some being nothing more then old abandoned ruins. Guard posts dot the valley, and the keep looks ready to withstand a siege at a moment's notice. One glance shows you that silver mining on this scale clearly is not healthy for nature. Except for some hardy grasses en herbs, little plant life can be seen.

The Ahlissans soldiers urge their horses down into the valley towards the keep, and your group follows quickly. The trip across the vale is a short one. Soldiers, overseers and workers glance in your direction with suspicion or downright hostility, whispering together as you pass. The walled hamlet looks just as grim and foreboding as the populace and the central keep is not much better.

Passing, under the gate, into the courtyard of the keep, soldiers immediately step forward to take care of the horses, while your guide ushers you up a set of steps leading to the tower itself. A tall broad-shouldered man with short brown hair and a short beard stands in the doorway. He is girthed in rust-red plate mail and wears a large flail thrust into his belt. Next to him stands a smaller Oeridian man, dressed in expensive clothes typical of a rich merchant.

A DC 15 Religion check will allow the PCs to guess that the main in plate mail is a worshipper of Hextor, the Oeridian god of war, slaughter, tyranny and discord. .

The well-dressed man steps forwards and bows, loudly welcoming you in the Calling Mines, introducing himself as Zamasken, the Master of Coins, and the man next to him as Commandant-General Noquann. Zamasken wishes you a pleasant stay and hopes the results of the inspection satisfactory. He takes pains to point out that those guilty of keeping the prisoners of war in the mines have been caught and punished accordingly. All the while Noquann stands by silently, scrutinising you, his face stern, stony and determined.

After the apparently mandatory speeches by both envoys, you are all dismissed. A soldier leads you to your quarters in one of the towers. He also provides you with papers, giving you freedom to wander the keep and hamlet, though you are not allowed to leave the village proper. Tomorrow your services will be required again when you will join with the envoys on their first inspection into the mines. For now you are free to do what you want.

As stated above, the PCs are free to wander through the village and parts of the keep. There are a couple of taverns in town, rough places with cheap drinks and few comforts. Don't spend too much time on this encounter. The goal is for the PCs to gather some information, and to get a feeling that something is amiss. Tension is high. The mines are a powderkeg ready to explode. The real adventure will start come morning when the envoys and the PCs will descend into the mines for an inspection.

If the PCs inquire about the slaves, they will be told that they are kept below ground in the mines and only leave to be interred in a burial pit, to be executed or in rare cases, when set free. There is an infirmary in the village, a spartan building run by grim-faced healers. Only the free workers of the foundries are treated here. The slaves have their own infirmary down below. These people know nothing about olven ladies of any kind. The locals will be rather unfriendly to the PCs, and if the PCs speak with a Sunndian accent (or are dwarves, gnomes or halflings), their behaviour is fairly hostile. Gold does wonders though. If the PCs try to gather information, they must spend 2d4 gold pieces and make a Gather Information check:

Check DC	Result
<10	The PC makes a wrong remark, resulting in a small brawl. Nobody wants to talk with the PC for the remainder of the evening.
10	Commandant-General Noquann and Zamasken have been appointed after earlier disappointing results of the investigations into the Sunndian prisoner affair. The overking has appointed them personally

and they are capable men.

People fear Noquann, and since his arrival, life has become much harder.

After some recent escapes from the mines, and several failed attempts, Noquann executed several soldiers for their failure to control the prisoners. Since then the life of the slaves must have become like hell on Oerth.

Some soldiers resent the current situation and the workers fear a rebellion.

An old worn down man, obviously insane, warns the PCs that something is amiss and they should expect an attack in the mines below the following day. Note that this information will not keep the envoys from their planned inspection, nor will the soldiers believe it to be true.

Development: This is not the place to cause trouble. The local soldiers have become fanatic and harsh under Commandant-General Noquann, fearing punishment if they are found to be slack in duty. Being part of a diplomatic mission offers some protection, so unless the PCs do something truly horrific, they will either be thrown in the cells for the night or sent back to the Keep with their passes revoked. Obviously, the envoys will be furious at the PCs. Such behaviour does not make their task any easier.

If the PCs do something truly horrific, such as attacking a soldier on duty (and casting a *charm* is considered an attack), the envoys cannot help them. Punishment is swift and harsh: death. Allow the PC in question to escape if it looks likely he can pull it off, but the adventure will be over for that PC.

Encounter 2: Trouble Below

The morning after their arrival at the Calling Mines, the envoys immediately set out for an inspection of the mines themselves. The PCs are expected to come along. The inspection will take them to the infirmary, where the slaves will start their rebellion with an attempt to take the envoys and their servants as hostages.

Note: Taking most animal companions below ground is troublesome due to the nature of the route. Most animals are not particularly well suited to climbing down ladders made for medium humanoids. Use your judgment when determining whether an animal companion can or cannot get down.

Read aloud or paraphrase the following:

The morning starts early with a quick and simple breakfast in the barracks, with about an hour of personal time for prayers, training or other things. An hour after sunrise you are all called together at the gate of the village to join the envoys for an inspection of the Calling Mines. Zamasken and Commandant-General Noquann are not present, having business elsewhere. Instead one of the lower ranking officers, a tough looking fellow by the name of Kemenser, will be your guide of the day together with three other Ahlissan soldiers.

Kemenser luckily proves to be not much of a talker. Once the group is complete, he immediately takes you towards one of the openings in the hillside about 5 minutes walk from the keep. You are ushered through the mine entrance into a large chamber where the ore from deeper in the mines is placed in larger wagons for transport to the foundries. Several large corridors, each of which can be blocked with iron grates, lead away from the chamber deeper into the hillside. Several small shafts in the ceiling provide a little illumination.

Kemenser takes you to a large circular shaft in a corner of the room, motioning the group to climb down along the steel ladder at the side of the shaft, sending two of his soldiers down before you. He also hands over several sunrods to a couple of you for illumination down below. There is a wooden construction above the shaft that would help lower and raise a small platform. The platform is not suited for people, but it is apparently used for supplies.

Kemenser will give two PCs a sunrod each, while he himself sticks 5 more into his belt. Allow the PCs some time to ask questions about the mines, while waiting on those already climbing down. Kemenser is a grim man, who does not waste many words. He will give short answers to any questions. Kemenser and his soldiers will ignore any insulting remarks by the PCs, but both envoys will reprimand the PCs for such crude behavior. If the PCs do not ask the questions below, Lord Rilcern will do so.

What is down there?

"Slaves' living quarters. There's an infirmary, guard post, kitchen, the isolation cells and the sleeping halls."

So there are other routes?

"Yeah, but that'd mean going through the maze of corridors in the mines."

Why don't we take that route?

"Because it takes too long, and I don't know my way around that well down there."

But I cannot climb down the ladder because of my armor.

Climbing down the ladder is a DC 0 Climb check, so only people with a tower shield will have difficulties climbing down.

The Ahlissan says: "I was already wondering why you were lumbering around with that shield. We are inspecting a prisoner camp, not preparing for a battle."

How is it that you do not know your way in the actual mines?

"I'm new, but even the long-timbers don't go down below too often. Jobs involving the mines are usually given to half-orcs. They're better suited to the job."

Note Lord Richern will not ask this question if PCs do not:

Are you not afraid for a rebellion by the slaves?

"Why should I be? They've no weapons and they're chained. I heard about some half-orcs who let themselves be surprised and murdered in their sleep deeper in the mines, but most soldiers are smarter than those brutes and there's a lot more soldiers up here. As long as they don't get aid from the army - and that would never happen - such a rebellion would only be suicide."

How are the slaves treated?

"Like the criminals they are. You can better ask Coin Master Zamasken about the exact procedures."

Once the PCs are ready to continue, read aloud or paraphrase the following:

You follow the others down into the darkness. The ladder takes you 30 feet down to a junction of some kind. A sturdy wooden door stands open, leading to a small guard post where a group of half-orc soldiers stare at you with blank expressions. Three passages lead into darkness. One reeks of smoke. From the other two you hear the echoes of voices and rattling chains. Iron grates block all three tunnels.

Kemenser orders one of the half-orc jailors to open the tunnel to the right of the guard post and take the group to the Infirmary. The jailors immediately comply, opening the grates with a large iron key and leading you into the tunnel ahead. After about 30 feet the passage is blocked by another grate. Next to the grate a set of double iron-bound wooden doors leads to the right. The jailors open the double doors and Kemenser motions you to enter, following quickly behind the envoys.

Ask whether the PCs are following or not. If they do not follow, protecting the envoys in the coming combat will be more difficult, but for the adventure it does not matter that much.

Behind the doors lies a short passage that leads to a large well-lit room and two smaller rooms left and right of the corridor. The room is filled with stretchers, several filled with wounded prisoners, all looking thin, malnourished and deathly pale. Two frail gnome women seems to be nursing the wounded, while a tall gaunt Oeridian man in what once might have been white robes quickly rushes out of a side room as you enter. The wooden symbol of Pelor around his neck is difficult to miss.

"Welcome my lords and ladies, welcome to my abode, the infirmary," the man starts with a strong proud voice.

Kemenser seems to want to give an answer, but what exactly it would have been you don't know. Suddenly a lot of things happen at once.

One of the biggest half-orcs you have ever seen, apparently a jailor, appears in the door opening <Or in the corridor if some of the PCs waited there>. *"Now! For Freedom! Take as many as possible alive!"*

With that some of the jailors draw there weapons and some of the so-called wounded prisoners rise from their stretchers brandishing makeshift weapons and rushing towards you and the envoys.

Allow the PCs to make a DC 12 + APL Sense Motive check. If they succeed they were not surprised, and can act during the surprise round. The jailors and the prisoners draw their weapons in the surprise round, and move to attack. Roll initiative normally afterward.

A quick glance shows the PCs that the gnomes and Tarrak the Pelorian are as surprised about this turn of events as the PCs and Ahlissan soldiers. Some of the jailors with the group are equally surprised and are targets for the attackers as well. Right now, the PCs have no choice in the matter. The rebels treat them as their opponents and will attack them no matter what they do. Later on, this might change when the PCs are negotiating with rebels (see Encounter 3). Note that at first both prisoners and jailors will use nonlethal damage against the PCs and the envoys. They will show no mercy to Kemenser and his soldiers however.

For a map of the Infirmary see DM's Aid 1.

Creatures: The PCs are facing rebellious slaves and jailors. The prisoners are mostly Oeridian men. The jailors are all half-orcs, except for their leader, who is a true orc and a cleric of Ilneval, the orc god of war and leadership.

Some of the prisoners on the stretchers are really wounded. The gnomes and the Pelorian will risk their lives to move these away from the battle. Both sides will mostly ignore them though.

APL 4 (EL 6)

👉 **Barag:** Male orc Clr3; hp 24; See Appendix 1.

👉 **Half-orc jailors (3):** Male half-orc Ftr3; hp 28; See Appendix 1.

APL 6 (EL 8)

👉 **Barag:** Male orc Clr5; hp 38; See Appendix 2.

👉 **Half-orc jailors (3):** Male half-orc Ftr5; hp 44; See Appendix 2.

APL 8 (EL 10)

👉 **Barag:** Male orc Clr7; hp 52; See Appendix 3.

👉 **Half-orc jailors (3):** Male half-orc Ftr7; hp 60; See Appendix 3.

APL 10 (EL 12)

👉 **Barag:** Male orc Clr9; hp 66; See Appendix 4.

👉 **Half-orc jailors (3):** Male half-orc Ftr9; hp 76; See Appendix 4.

Note: The EL has been reduced by one, because the opposition will not use lethal force against the PCs and, except for the leader, are not optimally equipped.

Tactics: The opposition will be bigger than the numbers given above, which are those attacking the PCs directly. The battle between the others will take place in the background, though their presence will certainly hinder movement for the PCs. Since the PCs are clearly the strongest opposition, the jailors will focus on them. If the PCs are defeated, then the rebels will win. If the PCs win then the remaining rebels will flee or, if that is impossible, surrender. The goals of the jailors are to disable the PCs as quickly as possible, and they are not afraid to use the envoys as hostages to force the PCs into compliance.

Note that the infirmary is crowded with prisoners fighting the Ahlissan soldiers and the protectors of the envoys. The stretchers in the area do not make things easier for the PCs.

Treasure:

Looting the corpses of the jailors, but note that this costs time (10 minutes to be precise) and that armor, weapons and cloaks are possessions of the Ahlissan army (and keeping them is considered theft):

APL 4: L (472 gp); C (10 gp); M *potion of protection from arrows* 10/magic (25 gp), 3x *potion of cure light*

wounds (4 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 6: L (472 gp); C (10 gp); M 4x *cloak of resistance* +1 (83 gp each), 3x *potion of cure light wounds* (4 gp each), *potion of protection from arrows 10/magic* (25 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of lesser restoration* (12 gp).

APL 8: L (681 gp); C (10 gp); M 4x *cloak of resistance* +1 (83 gp each), *full plate* +1 with armor spikes (225 gp), 3x *potion of cure light wounds* (4 gp each), *potion of protection from arrows 10/magic* (25 gp), *ring of sustenance* (208 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of lesser restoration* (12 gp).

APL 10: L (268 gp); C (10 gp); M 3x *cloak of resistance* +1 (83 gp each) *cloak of resistance* +2 (333 gp), 4x *full plate* +1 with armor spikes (225 gp each), 3x *heavy wooden shield* +1 (96 gp each), 3x *potion of cure light wounds* (4 gp each), *potion of protection from arrows 10/magic* (25 gp), *ring of protection* +1 (167 gp), *ring of sustenance* (208 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of lesser restoration* (12 gp).

Detect Magic results: *cloak of resistance* +1 and +2 (Faint Abjuration), *full plate* +1 (Faint Transmutation), *heavy wooden shield* +1 (Faint Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of protection from arrows 10/magic* (Faint Abjuration), *ring of protection* +1 (Faint Abjuration), *ring of sustenance* (Faint Conjunction), *scroll of cure light wounds* (Faint Conjunction), *scroll of cure moderate wounds* (Faint Conjunction), *scroll of lesser restoration* (Faint Conjunction).

Development: At the start of the battle the PCs will be with up to 8 NPC bodyguards and Kemenser in the Infirmary. The other three soldiers stayed behind at the Guard Post. During each round that the combat last 1 NPC goes down. Half will die, the other half will be simply unconscious.

During the battle, the PCs will hear more sounds of battle echo through the corridor. If they want to flee to the exit either during the battle or afterward, they will note a large force of angry prisoners in the chamber at the foot of the ladder leading up. There are way too many to fight for the moment in an uncoordinated assault, forcing the PCs to retreat into the Infirmary to discuss possible tactics (see Encounter 3). Captured rebellious prisoners, the two gnomes and the Pelorite can provide some much needed information. Though they can certainly give it a try, see Encounter 8.

If the PCs are defeated nothing is lost. See Encounter 3 for more information on how to proceed.

Encounter 3: Allies or Hostages

There are basically two possible results to Encounter 2: either the PCs have been imprisoned or they are stuck in the infirmary their retreat blocked by an unknown but large number of rebels. What happens next depend on the situation the PCs are in. If they were victorious, and are now in the infirmary deciding on what to do next proceed with the section "Cut Off". If they were captured, go to the section "Captured".

Note: Resolving the situation described in this encounter can lead to long discussions between the PCs. When you are running the game in a time sensitive environment keep a close eye on the clock and remind the players about the time after about 30 minutes.

Cut Off

After their victory over the rebellious prisoners, the PCs will be standing in a mostly empty infirmary. Only those unable to flee, as well as the Pelorian and two gnomes, will have remained behind. The infirmary staff will start to help the wounded, unless prevented to do so by the PCs. Preventing them to do so will lead to loud protests by the Pelorian. More information on him, the gnomes and the few wounded prisoners can be found in Encounter 4.

Outside the infirmary the sounds of combat can be heard. A large group of angry prisoners has barricaded themselves in the passages outside and the chamber below the shaft leading up and out. There are even more rebellious prisoners to the right, a passage that leads to the slave quarters. Right now the only option for the PCs are an immediate assault on the group blocking the exit or barricade them selves inside the infirmary to recover from the fight and to discuss options. If Kemenser and his men are still alive, they will argue an immediate assault, asserting that the opposition has not yet had the time to dig themselves in. Lord Rilcern, assuming he is alive, on the other hand points out that they have no idea about whom they are fighting and neither under what circumstances. Best to take a more wait and see approach, using that time to learn more about the situation and recover from the last battle.

If they chose for the immediate assault, one of the leaders of the rebels, Shekal, will arrive before the PCs can attack. The man will be carrying a white flag, clearly showing he wants to negotiate. Of course, Kemenser (if alive) will protest at any negotiations with such scum. Both envoys on the other hand, think it is best to talk. If the PCs still want to press on, proceed with Encounter 10 and Shekal will flee. If the PCs actually take the time to recover

(e.g. they start healing one another up and looting the defeated jailors) then let Shekal approach once the PCs are ready to act or even after already have done a bit of questioning and scouting. In either case, both envoys will follow the lead of the PCs. They are diplomats, not adventurers and this is clearly a case in which adventurers shine. They might offer some advice, but the final decision lies with the PCs.

The Ahlissan soldiers, the Pelorian, the gnomish ladies and the prisoners can give a description of the layout of surrounding passages (see DMs Aid 1). Any captured rebels will quickly give in under pressure and reveal the names of their leaders as well as why they rebelled (increased cruelty, hunger, fear). Apparently, their leaders heard about the upcoming visit of the envoys and saw it as their chance for a successful rebellion. They hoped to capture the envoys and use them as hostages. Their main goal is to escape en masse and flee into the Hollow Highlands and Sunndi beyond. Apparently they think that nation is heaven. The rebellious jailors profess to agree with the prisoners, but in reality they rebelled because of resentment against how Noquann has treated them. They don't really care about the fate of the prisoners. They wanted to flee into the hills at the first possible opportunity, hoping that the chaos in the Mines would prevent any soldier from hunting them down as deserters and traitors.

Eventually Shekal will approach the infirmary, though not before some rebels beg the PCs to release the Pelorian and the gnomes since they are needed for treating the wounded. This may lead to another morale dilemma for the PCs. Shekal is a master diplomat (or, depending on your point of view, liar) and manipulator. He will approach the PCs quite openly and if the PCs guarantee him free passage, he will even enter the infirmary alone and unarmed. Breaking such a promise is highly chaotic and ultimately useless. All it will do is alienate the envoys (the PCs will NOT gain the favors). Using him as a hostage will mean little, because even though he is the inciter of the rebellion, nobody realizes this. Most prisoners are perfectly willing to sacrifice somebody else for their own freedom. Killing him removes any chance for talking with the rebels, but it will make Encounter 12 easier.

Note: Killing a helpless sentient being who came under the flag of truce is an evil act.

If the PCs sense the evil within Shekal and confront him with it, he just laughs. He is not a nice guy, and he knows it. Nobody remains nice for long down here, not if they want to survive. Shekal does keep his word though and if he states that the PCs will not be attacked while they are talking with him, then that is how it will be. Besides, he has little to gain with treachery. Shekal is the dominant party after all. He just want to provide them with the point

of view of the prisoners, so that the PCs can make a decision on what to do on a much fairer basis then is the case right now. He will also apologize for the violence earlier. It was a necessary evil, caused by the fact that there was no time to talk. Didn't they only use nonlethal force? So they clearly did not mean to kill the PCs.

If the PCs still refuse to talk with him, then so be it. He retreats, and it is save to assume that the PCs will fight against the rebellion. If the PCs are intrigued and allow him to tell his story he will do so. His goal is to convince the PCs to join the rebellion. He is fully aware that with their aid, chances of success increase significantly. The story of the prisoners is a horror story. Use your imagination when describing the horrors, keeping in mind that Shekal is natural gifted speaker, prone to be very descriptive and making the story just a bit worse then it really is. He does not lie though, since he does not need to.

He will try to make the following points:

- The punishment does not fit the crime. Most people are for relative minor crimes, such as stealing food to feed their hungry families.
- The prisoners are treated worse then animals. They didn't have a decent meal in weeks, are beaten just for the fun of it and have to work till they drop dead.
- If the prisoner disobeys one of the guards, the prisoner is beaten to pulp and thrown in one of the Holes. The Holes are large pits in the ground filled with a variable amount of water, mostly a foot deep, and with a diameter of 5 feet. There is no light source and the prisoners are kept there for a night or sometimes even more. Often enough people are found drowned the following morning.
- Safety conditions are terrible. Collapses are relatively common, and if it were not for the good doctor, referring to Tarrak (see Encounter 4) nothing would be done to aid them.
- If that was not enough, there is that constant whispering of the Voices in one's head.
- If a PC points that because he is evil, they will not support the prisoners, he will look surprised. He will ask if they think Commendant-General Noquann is good and he will reassure them that he is not the only leader of the rebellion. His two companions, Parndarn, a cleric of Trithereon, and Brakash, a half-orc berserker, share that responsibility with him.
- He will **not** tell the PCs anything about what is going on until they have sworn to aid the prisoners.

Shekal profoundly apologizes for the violence in the infirmary. If pressed, he promises not to hurt the envoys and their bodyguards if that is what the PCs require, taking

an oath on it if needed. Though he says that by giving such a promise, they give away a weapon against Commandant-General Noquann and while he had no intention of every harming the Sunndian envoy, he feels less concern for the Ahlissan envoy. If pressed, and the PCs succeed in a DC 11 + APL Diplomacy check (and seem to favor the prisoners) he will admit that he does not expect much success by keeping the envoys and Ahlissan soldiers as hostages, since he doubt Noquann cares much about them. He also fears that Noquann is aware that the prisoners will never kill the Sunndian envoy. Using them as a hostage though, does buy the prisoners some time. Time they might need.

Shekal cannot promise not to kill any more Ahlissan soldiers. Equally, he cannot let the envoys go. Right now they know too much, and to be honest, they are the leverage needed to make sure the PCs do remain loyal to the prisoner's cause. If needed, he will allow them to go deeper into the mines out of harms way. After having given his speech and answered some questions, he gives the PCs 30 minutes to think about it.

More information on Shekal can be found in Encounter 5 and Encounter 11.

NPCs' opinions on the matter:

- Lord Rilcarn: As an official envoy from Sunndi he has to remain neutral in this conflict, even though in his heart he supports the prisoners. When people ask him for advice, he tells them to look into their own hearts. As long as they keep the envoys safe, he will support them. If the PCs draw him into a discussion on how to aid the prisoners, he immediately states that he does not want to hear about any such plans. If the PCs need some private time, he will aid them by starting a discussion with Kemenser and Lord Taraskan about the present situation.

- Lord Taraskan: As an official representative of the Ahlissan government, he of course supports the Ahlissan troops. Except for a rare slip, all people in the mines are criminals and they have been given a fair trial. They are here for a reason and that reason is not because they are nice. His first priority is getting out alive, and like any diplomat, he favors leaving the mines by talking instead of fighting and if deceiving the enemy will help lowering the risks, so much the better.

- Kemenser: Kemenser is a soldier, and he is no opinion on the treatment of the prisoners. It is not his place to question his superiors. He hates the idea of talking with the enemy, favoring a direct assault above tricks and trickery.

Note: The players might want to have a more private discussion with Shekal. Shekal has no objections to such a meeting, but to Lord Taraskan and Kemenser it is a sure

sign that the PCs are plotting against Ahlissa. A DC 11 + APL Bluff (when lying) or Diplomacy (when telling the truth) check is needed to convince them otherwise. Actions will speak for themselves of course.

Captured

If the PCs surrender (or are knocked unconscious), they will be tied up and placed on empty stretchers. The envoys and those in their employ await a similar fate. If the PCs killed any prisoners, treatment will be rough, otherwise they will be treated rather well considering the circumstances. The Ahlissan soldiers and loyal jailors are bound as well.

Once the PCs and companions are tied up, most of the rebels will leave the room. Two humans will remain behind to keep an eye out, but they allow the PCs to talk with each other as long as it is in a language they understand. Soon afterward though several wounded rebels will be brought in and things become rather frantic. During this time the PCs can discuss things with themselves as well as with the various NPCs present in the room. More information on these NPCs can be found in Encounter 4.

PCs offering to help with the wounded, will be untied if they succeed in a DC 10 + APL Bluff (when they have no intention of doing so) or Diplomacy (when speaking the truth) check and promise not to break free. Promising not to break free while treating the wounded is a good compromise that will be accepted. Clerics of Pelor or a lawful good deity will not need to make the check. The rebels will trust them on their word. Note that there is a small furnace in one of the side rooms, as well as a barrel filled with clean water. There are no clean bandages or healing tools in the area and the room itself is incredibly dirty. Working under those poor conditions (and they are poorer then on the average battlefield) incurs a -2 circumstance penalty to any Heal check the PCs might need to make.

Allow the PCs to come up with an escape plan during this time. Lord Taraskan is a bit of a coward and wants to sit tight until the Ahlissan soldiers liberate them. That is, until Lord Rilcarn points out that in case of a massive assault by those soldiers, Taraskan would be the first to be murdered. PCs might tell about their knowledge on the backdoor into the mines (those that escaped in TSS3-08 Prisoners of the Calling Mines anyway). In which case, Rilcarn advises them to keep that knowledge hidden for the moment and keep it as a bargain chip in the future.

At some point, either when it becomes clear that they are not coming up with a plan, or when they are about to act upon their plan, one of the leaders of the rebellion, Shekal, will come to the infirmary to have a word with the envoys and their bodyguards. He will bring all of them into

one of the side rooms, and give them the same offer as above in the section "Cut Off".

If the PCs do not join the rebellion they remain tied up, and are placed under minimal guard. It should not be too difficult to escape. See Encounter 10 for more details.

Joining the rebellion

When the PCs join the rebellion, they will be asked to swear to do their utmost best to save the rebels or die trying. Once the oath has been given, the PCs will be introduced to the other two leaders of the rebellion (see Encounter 5 and 12 for details on the War Room and the three leaders).

At some point the rebel leaders will request the PCs to 'liberate' the entrance to the mine, since now the soldiers have a very easy time getting into the mines and throw burning oil or worse down through the main access shaft to the slave quarters. Assuming the PCs accept, proceed with Encounter 6.

Once the PCs have conquered the gates, they learn what has transpired outside (learning the outside rebellion was not nearly as successful) and that chances for a victory are truly slim. Though they might decide to rush out in a desperate attempt to escape (see Encounter 8) or negotiate with Commandant-General Noquann (see Encounter 7). Eventually though, the PCs should realize there is no chance for peace, and the only option is to flee deeper into the mines, hopefully escaping through a backdoor – which is described in Encounter 9.

Fighting against the rebellion

If the PCs refuse to join the rebellion, they only have one option: get out of the mines as quickly as possible. Sitting tight in the infirmary is not a good option, which will become clear in Encounter 10. Once outside, the PCs (and hopefully the envoys) are welcomed at the tent of Commandant-General Noquann where they can have an impact on what happens with the rebellious prisoners in Encounter 11. At one point, they will be asked to capture or kill the leaders of the rebellion to minimize the amount of victims on both sides. How this happens is described in Encounter 12.

Other choices

From here the adventure will give the PCs considerable freedom in what direction they will take during the scenario. All information provided below should give the DM the tools to run the adventure no matter what choices the PCs make. Players being players though, they can still surprise the DM. In this case, the order of the encounters or the exact contents can make little sense. Don't be afraid to change the order or use the information provided in the

scenario to make a new encounter. Try to make sure though that they will get two of the 4 provided combat encounters (Encounter 6, 8, 9, 10 and 12) whether under the circumstances described or not.

For example, the PCs might act as if they join the rebels, and then instead of assaulting the Gate to the mine just flee outside to inform the Ahlissan soldiers on the situation down below. In this case Encounter 9 will not be placed while the PCs are fleeing from the rebels, but for example when they use the backdoor discussed in Encounter 12 when sent in by the Ahlissans to capture/kill the leaders of the rebellion. Or they might decide to join the rebellion, then go outside to acquire information and return under the pretence of killing the leaders, after which those leaders will ask them to conquer the gate to buy valuable time for the prisoners to escape in the depths. On the other hand, the PCs might decide to remain neutral in the conflict and flee deeper into the mines after having fought their way out of the infirmary and wait there for things to settle down. In which you can adjust Encounter 9 to take place while the PCs are waiting in the darkness.

Information is even provided if the PCs decide to assassinate Commandant-General Noquann in Encounter 11. Though this is only a feasible course of action on higher APLs (the EL of that encounter is independent of the APL at which the scenario is played). Conquering the gates afterwards (or before that time) might allow the PCs to flee with all the prisoners into the Hollow Highlands in the chaos that Noquann's death caused.

Troubleshooting: There always is a chance that the PCs cannot come to an agreement on whose side to support. It is best to take the minority aside and to discuss the matter in private. If the minority wants to support the Ahlissans, or keep a more neutral stance, tell them that for the game it is best that they go with the majority of the group. It is not as if they can do anything to help the Ahlissans tied up deep under the ground, while if they support the rebels they can try to save as many lives as possible by using nonlethal force and trying to get the other PCs to do the same. Note in that case, they will probably not get any punishments for their support of the rebels. If on the other hand, a minority wants to join the rebellious prisoners, point out that by themselves they will not have a big impact on the battle while remaining below ground. If they go along with the majority though, then they could try to use their aid as a leverage to save as many lives as possible or even help some prisoners escape. Only use the RPGA rules as a last resort.

At higher APLs the PCs might be able to use *dimension door* (or even *teleport*) to leave the complex. The exit is easily within reach of the spell. Assuming all

PCs (and preferably the envoys) can leave the Calling Mines through this method (and do not forget the limit of 1 medium sized creature per 3 levels of the caster) this is no problem. It will only change the order of encounters in the section about supporting the authorities. Though if the envoys are not with the PCs, you might need to adjust the boxed texts and reactions slightly. Encounter 11 will take place at the start, while the fight out (Encounter 10) will most likely be a fight in to finally dispatch of the leaders of the rebellion within the mines (Encounter 12).

DMs Note: At a first glance the basis of this conflict appears to be between law and chaos. It is what makes the decision so hard. In Greyhawk, things are rarely that black-and-white though. For some PCs alignment is important, and before assuming that lawful PCs should support Ahlissa and chaotic PCs the prisoners, one should never forget that Ahlissa's case leans strongly towards law and evil and the prisoners towards chaos and good. Lawful good people (and even lawful neutral – especially when from another region than Ahlissa) are correct if they argue that punishment in the Mines is unduly harsh and cruel for the crimes they committed and that nobody deserves such punishment. Those people should also realize that the Ahlissan soldiers are just doing their duty, and that killing them because of that **is** a chaotic act. Obviously, in Living Greyhawk, one cannot always choose one's companions. Hence lawful good clerics and paladins should not be punished for the acts of their companions. As long as they argue on behalf of the soldiers' lives and they themselves try to refrain from dealing lethal damage, there should be no problem. It is a minor infraction though, better dealt with through reducing role-play experience than by removing class abilities until atoned for.

In the end one's loyalties to Ahlissa, and once stance of justice and freedom are more important when determine sides then alignment. Obviously, holy liberators choosing for Ahlissa are in for some divine smacking...

Encounter 4: The Infirmary

In the Introduction PCs might have been approached by an old rich merchant to acquire information on the whereabouts of the gray olven lady called Fanara. The only clue of her whereabouts is that she might have worked (or perhaps still works) at the Infirmary.

The prisoners are not very talkative, except when a PC succeeds in a DC 15 Diplomacy check or when treating the wounded prisoners a DC 15 Heal check. If the check fails, nothing is lost. They can still talk with Tarrak, the Pelorian cleric, and the gnome sisters Whisper and Dinaerfa. If they

gained the confidence of the regular prisoners, it becomes clear that Tarrak and the gnome sisters have been in the Infirmary longer then any of the prisoners currently present can remember. None of them know why the three are at the Mines, but all three have been convicted for one crime or another. Rumor has it that freedom has been offered to Tarrak and that he refused to leave. The jailors can actually confirm that rumor. The prisoners consider the man to be a virtual saint, a servant of the sun bringing the light of hope to the eternal night of the mines.

◆ **Typical Prisoner:** Male/Female Com1; CN; See Appendix 1 – 4.

Appearance: Malnourished, tired, dirty, under the bruises and festering wounds and wearing nothing more then rags and sandals.

Personality: The typical prisoner is fearful of anybody with weapons, never looking them in the eyes, and trying to draw as little attention to themselves as possible. Violence and threats make them very meek and unwilling to talk, but only with friendliness and care will they go out of their way to talk with people. Most want to hear stories from above. How does the sun look like? How do the birds sound? What is the taste of freshly baked bread? They almost all hear voices, the nature of which differs between each person, or even within one person. Use your imagination.

◆ **Tarrak:** Male Oeridian Rog2/Clr4; NG; Heal +13.

Appearance: Tarrak is a tall gaunt Oeridian with a rather pale skin due to lack of exposure to the sun. He is suffering from a rather nasty sounding cough, and his composure is that of a man at peace with himself.

Personality: Tarrak is a pacifist and under no circumstances will he resort to violence or silently accept others to do so under his eyes. Not that he will interfere physically, but he will not hide his opinion. He is a proud man, a very faithful follower of Pelor, and he does not fear death or pain. Most people respect him, even if they do not agree with his philosophies. He greatly distrusts Shekal, and if the PCs have earned Tarrak's trust, he will tell them so.

The rebellion places him in a very awkward spot. He abhors the violence, even though he can understand where it is coming from. What is more, he knows that it is doomed to failure, something he will make painfully clear to any rebels whether they ask his advice or not.

What he knows about Fanara: Before Tarrak will tell the PCs anything of importance they need to earn his trust. A simple DC 16 + APL Diplomacy check will do so. Aiding to the wounded prisoners grants a +4 circumstance bonus on this check. Having used lethal force against the jailors

on the other hand, grants a -4 circumstance penalty. If Tarrak is aware that the PCs have joined the prisoners in their plight, they will have another +2 circumstance bonus on the Diplomacy check.

Once his trust is earned, Tarrak will tell them in private that there once was a gray olven lady that worked in the Infirmary for some time. It was over a decade ago, but since there are so few elves in the mines, and because she was rather special he remembers her well. She was a kind soul, but just before the end of the Greyhawk Wars, she was taken away, apparently to be presented as a gift to Overking Ivid V. When the PCs show concern, for example if they remember that Rauxes is fallen and beyond reach, he will hasten to reassure them. Tarrak doubts that the lady ever reached Rauxes, because Ivid and his capital fell before she possibly could have reached the mad overking.

Alert PCs might want to know why Ivid The Undying, the fiend seeing overking of the Great Kingdom of Aerdy would be interested in an olven lady. Tarrak will not provide the answer immediately, but eventually he will tell that Fanara had the unusual ability to predict the future – most often when it concerned the death of people. The guards had learned of this ability when she saved a couple soldiers' lives by stopping them from entering a gallery that was about to collapse. She had no control over these visions though and considered the gift to be a curse.

Note: In his youth Tarrak committed a terrible crime. In the mines he found faith with Pelor and true his faith forgiveness. He is here to repent. He will **not** talk about his reason for being here. Though he will admit that his punishment given to him by the mundane authorities were ended a long time ago.

🔮 **Janechikea "Whisper":** Female Gnome Exp2; NG.

Appearance: Whisper is the oldest of the two gnomish sisters, and her long curly black hair is showing signs of graying. Her skin is wrinkled, and her composure sullen and withdrawn. Most of the time she looks more like an automaton than a living person.

Personality: Prison life has taken its toll on Whisper both physically and mentally. She is constantly whispering to herself in Gnomish. Those paying attention to her whispering, and being able to understand Gnomish recognize that most of the time she is quoting Gnomish poetry. Most of the time she slavishly follows Dinaerfa, who tells her what to do and when to do it. If threatened with violence, she curls up and starts whimpering.

What she knows about Fanara: The only way to get any reply from her is to talk in Gnomish and even then it requires a DC 20 Diplomacy check. She remembers Fanara, describing her as her only friend. She thinks Fanara is dead

though, because she has spoken with her ghost on occasion.

🔮 **Dinaerfa:** Female Gnome Exp2; NG.

Appearance: Dinaerfa has black curly hair like her sister, but there is no trace of gray in it and she is clearly less wrinkled. She looks sad, and at times very patient and supportive of Whisper while at other times she seems very frustrated and angry (both with herself and Whisper).

Personality: She knows it was her fault that she and her sister have ended up in the Calling Mines and that her sister lost her mind due to grief and the Voices. She is guilt wrecked about it, desperately trying to make up for it. Her sister's condition is incredibly frustrating because she cannot ask for forgiveness. Unlike her sister though, she has not lost much of her gnomish nature during her stay down below. She talks a lot, dreaming about seeing the sun and smelling flowers once again.

What she knows about Fanara: Of the three, she is the easiest to talk with. In fact, she is always in for a chat, though she would be doing most of the talking. She remembers Fanara dimly, since she only met her for a very short period of time. All she knows is that she was put on a transport to Rauxes, but that it is unlikely she ever arrived before that city was lost. She never heard what happened to her though. Tarrak should know more, because he has been here much longer.

Supporting the Rebellious Prisoners:

Encounter 5: Rebel War Council

Note: In a time sensitive environment, it is best to just summarize events below instead of role-playing it unless you have gone through the first 4 encounters relatively quickly. You could also decide not to use the encounter, and just let Shekal provide the PCs with the needed information and plans.

Having joined the rebels, Shekal quickly leads you to other leaders of the rebellion to discuss future plans. The route takes you through a virtual maze of corridors, and it almost as if Shekal takes a longer path to confuse you. After a couple of minutes you arrive in a small chamber. Several well-armed prisoners, who immediately ready themselves for battle when you appear, wait within, guarding a heavy-looking door. A single signal by Shekal causes them to relax somewhat.

"Before you will be brought forward to the others, you will have to leave your weapons here and any spellcasters

and monks will need to be put in manacles. I hope you understand and accept these safety precautions...

If the PCs are unwilling to hand-over their weapons, either to the guards or Shekal, they are not allowed to proceed. A compromise can be found if the PCs offer to place all special weapons in a bundle, tie it up and to let it be carried by one of the non-fighter types in the group. A DC 16 + APL Diplomacy check can get them to drop the demand for manacles, but that is as far as they go.

The heavy looking door is opened, revealing a well-lit chamber dominated by a large flat rock covered with sand and smaller rocks. Two people - a small broad-shouldered half-orc and a human with a wooden leg - were apparently discussing something on the rock before you arrival. When the door opened though, they quickly stopped, laying their hands on the hilts of their weapons and staring at you with suspicion. When they notice Shekal, they visibly relax.

"Ah... you managed to convince some of envoy's bodyguards to aid us in our plight?" the human starts with a soft but firm voice.

"Good, we need 'em ta get out o' here afore that tyrant above gets wind and sends his lads down here." the half-orc growls.

"Where are your manners, people?" Shekal replies with a laugh. With that he turns towards you: "Welcome in our war room, this is Parndarn cleric of Trithereon," pointing at the human, "and this is Brakash," pointing at the half-orc.

"Quiet yer yelping! W're not at some party. We've work to do," the half-orc growls in reply. He then stares at you: "Stop staring, come in 'n' tell us what you can do for us."

The sand and pebbles on the flat rock form a makeshift map of the valley and parts of the mines. Parndarn and Brakash have been using it to discuss their options. Parndarn wants to seize the gate-complex at the entrance of the mines as quickly as possible by overrunning it and then immediately rush out before the Ahlissan soldiers can recover. He realizes many people will die, but at least they will die free.

Brakash is more careful. He agrees that the gate-complex needs to be taken, but he feels that make plans beyond that is foolish since circumstances change during battles. If anything, he prefers to make a show of power out of the conquest to make Noquann think twice before attacking the gates. That should buy enough time to find or make any back-entrance in the mines and flee in that direction.

Parndarn is afraid fleeing into the mines will not work, fearing that most of the prisoners will get lost and wander right back into the hands of the Ahlissans or attacked by the horrors from the UnderOerth. Brakash fears a frontal assault before the night is suicide because the prisoners have not been in the sun for months if not years, while at the same time waiting will allow Noquann to dig his soldiers in and throw up defensive works that will be of great aid to him.

Shekal does not involve himself in the discussion. Instead he will give the PCs the opportunity to give their opinion on the matter. Though he does believe that with the PCs aid, both plans might actually have a bigger chance of success. Outside the PCs have fewer problems with the sun and hence can deal with any archers. Inside their skill with weapons can be a big boon against any dangers from below. If the PCs offer alternative plans that sound reasonable to you, the three might follow those instead. Note that if the PCs consider assassinating Commandant-General Noquann, all three will advice the PCs not to do so, except perhaps at APL 10. Though even then they want to know how the PCs think to approach the commander without fighting the whole army.

✦**Shekal:** Male Suel BrdX/RogX/AsnX; AL NE; See Appendix 1 to 4 (his exact level is dependent on the APL at which the scenario is played).

Appearance: Short, but dexterous and regal. He has long wild almost white hair, a very pale skin and light blue eyes. He looks a lot less malnourished then most of the other prisoners, though it is clear that he has not had a decent meal in a long time either. By the time he arrives, he apparently took some gear from defeated jailors.

Personality: Shekal is a snake-oil merchant: a smooth talker who has a natural talent to say exactly the right thing to the right person at the right time. He is the type of person that could sell sand in a desert and ice in a frozen wasteland. For some people, he is a bit too smooth though. While he might be a manipulative bastard who cares about nothing, but himself, he is brave though and more then willing to take great risks if the rewards are well worth it. He has a good sense of humor.

What did he do to get in the Mines? At first he notes that that is private, but if the PCs press the matter, he will admit to have been convicted for conning a rich merchant out of a lot of money. He just wishes that he could have left the daughter alone or else he might not have been here...

✦**Parndarn:** Male Oeridian ClrX; AL CG; See Appendix 1 to 4 (his exact level is dependent on the APL at which the scenario is played).

Appearance: Parndarn is of average height, but like the other prisoners he looks thin and malnourished. He misses his lower left leg, which is replaced by a wooden stump. Parndarn wears his armor and weapons like a man that knows what do with it, and he has the looks of a man determined to succeed or die trying.

Personality: Proud, desperately longing for freedom. He would have killed himself in a desperate attempt to escape a long time ago, except that his death would have been rather meaningless and he would not have been very free. Now with freedom looming, he is willing to risk much. His biggest fault is that he thinks the other prisoners share his opinion that it is better to die as a free man than live as a slave and they are willing to sacrifice their lives to give others a chance to escape.

What did he do to get in the Mines? He insulted the wrong person one time too many. Somehow agitating against the lawful authorities is not a very healthy thing to do in Ahlissa.

🔱 **Brakash:** Male half-orc BbnX; AL CN; See Appendix 1 to 4 (his exact level is dependent on the APL at which the scenario is played).

Appearance: Brakash is a short broad-shouldered half-orc. One of his tusks is broken, and he seems to be unable to speak without making it sound more like a growl.

Personality: Brakash is not particular intelligent and he prefers short resolute sentences. Too much talk makes his head hurt, and when his head hurts he can be rather foul tempered. He does not like people that use many complicated words, and the quickest way to anger him is to speak deliberately slow to him. He can be surprisingly careful though when it comes to battle tactics. He does not start a fight unless he thinks he can win it.

Development: Once the PCs have made a decision on the next move, proceed with that particular Encounter.

One of the main problems both Parndarn and Brakash have is that neither of them knows what is happening outside. Spells such *clairvoyance* would be a great boon in their planning. Look at the development section in Encounter 6 for more details on what the PCs can see outside.

Troubleshooting: If the PCs at one time or another decide to attack and kill the three, look at Encounter 12 for details on how to handle this.

Encounter 6: At the Gates

At the entrance of the mines stands a large gatehouse, designed to keep invaders out and the prisoners in. These gates form a nearly unsurpassable barrier for the prisoners to escape from their prison. Especially since a group of elite archers have been stationed at the gates to cover the only way to approach the gates itself. Still, if the prisoners want anything remotely resembling a victory they will need to seize the gatehouse: either to get out themselves or to keep the Ahlissans out while scouts are looking for a backdoor.

DM's Aid 2 provides a detailed map of the area. Between the dark corridors and the gates lies a large dome shaped natural cavern nearly 30 feet high at its highest point above the gate. The walls and floor have been flattened, so little remains of the natural cavern. It is about 150 feet wide, and 80 feet long. This room is known as the Gate Room. Before the gate complex can be taken, this room must be firmly in the hands of the rebellious prisoners. So far this has proven to be incredibly difficult due to groups of archers posted on watch platforms overlooking the chamber and a temporary wooden barricade placed about 20 feet from the gates itself with soldiers behind it. Until now the prisoners failed at the job, losing valuable lives during two ultimately futile attempts.

The PCs are asked to assist in the third attempt. They have one choice out of three:

- (1) assault the left watch platform,
- (2) assault the right watch platform
- (3) lead the assault on wooden barricades that form the first line of protection of the gates behind it.

While this battle is easier to run if the PCs stick together, it is understandable if those PCs who excel at ranged battle focus on the archers, while the melee specialists focus on the assault of the ground. In this case it is best to only actively use a similar percentage of Ahlissans as the PCs that oppose them. While there are not any fewer soldiers, the other soldiers are faced by the remaining prisoners making the assault.

For example, if two out of six PCs (1/3) decide to assault the tower, and the remaining 4 attack the wooden barricades, two archers (1/3) will focus on the PCs shooting at them, while down below 4 soldiers will form a defense against the melee combatants (though in case of 4 PCs using all the opponents becomes less of a risk and you might decide not to divide them if they had an easy time up until now – be careful with this because there will be another battle in this adventure). This reduction in opposition is not only done to give the PCs a fair chance, but also to prevent the adventure from taking too much time.

Assaulting the Watch Platforms

The platforms are 15 feet above the floor, and the area facing the room are protected by battlements, providing the archers behind it hard cover (+4 bonus to AC, and a +2 bonus on Reflex saves assuming the originating point of the effect is in the room side of the battlements – meaning it does not provide the bonus against *fireballs* or *flame strikes*). There will be 5 archers and an officer (a lesser cleric of Hextor) on each platform. The walls of the platform are rough, hence not too difficult to climb, and require a DC 15 Climb check. The rebelling prisoners have grappling hooks and ropes. Of course, the archers will try to cut any of these ropes.

Arcane (and to a lesser extent divine) spell casters with area of effect destructive spells, such as *fireball* and *flame strike*, are especially effective at disabling the archers on the platforms, though good archers are of great use as well.

APL 4 (EL 5)

☛ **Ahlissan Lieutenant:** Male Oeridian Clr1; hp 9; See Appendix 1.

☛ **Ahlissan archers (5):** Male/Female Oeridians Ftr1; hp 12; See Appendix 1.

APL 6 (EL 7)

☛ **Ahlissan Lieutenant:** Male Oeridian Clr2; hp 14; See Appendix 2.

☛ **Ahlissan archers (5):** Male/Female Oeridians Ftr2; hp 20; See Appendix 2.

APL 8 (EL 9)

☛ **Ahlissan Lieutenant:** Male Oeridian Clr4; hp 25; See Appendix 3.

☛ **Ahlissan archers (5):** Male/Female Oeridians Ftr4; hp 36; See Appendix 3.

APL 10 (EL 11)

☛ **Ahlissan Lieutenant:** Male Oeridian Clr6; hp 37; See Appendix 4.

☛ **Ahlissan archers (5):** Male/Female Oeridians Ftr6; hp 52; See Appendix 4.

Tactics: The Ahlissan soldiers are archers specialized in the crossbow. They will try to remain behind cover and fire at the PCs as often as possible while their lieutenant aids them from behind with spells and his crossbow.

Once the PCs come within melee range by climbing on the platform or flying through the air, the soldiers will try to form a shield wall in front of the door leading into the gate complex, at higher APLs increasing their AC

significantly due to the Phalanx Fighting feat each of them possesses. The lieutenant might actually sacrifice his life to buy his archers some time to ready the shields. Note that you can shoot a crossbow with one hand, incurring a -2 penalty to the attack roll. So when the PCs are close, they might decide move back, while readying their shield, and ready an action to shoot at the first and second PC entering past the wooden walls. Of course, that is assuming a well-placed area spell or a hail of arrows has not dispatched them before that time.

Treasure:

The following treasure can be gained by looting the fallen soldiers, but looting everything will take 10 minutes. Taking cloaks, wands and smaller items can be done quicker. Of course, the PCs' fellow rebels will also loot the bodies for armor and weapons. Taking the soldiers equipment is theft from the Ahlissan army, and they are all clearly marked as belonging to said army.

APL 4: L (154 gp); C (20 gp); M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp).

APL 6: L (696 gp); C (20 gp); M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 8: L (821 gp); C (20 gp); M *cloak of resistance* +1 (83 gp), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 10: L (276 gp); C (20 gp); M *cloak of resistance* +1 (83 gp), 6x *full plate* +1 (221 gp each), 6x *heavy wooden shield* +1 (96 gp each), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

Detect Magic results: *Cloak of resistance* +1 (Faint Abjuration), *full plate* +1 (Faint Transmutation), *heavy wooden shield* +1 (Faint Transmutation), *scroll of remove fear* (Faint Abjuration), *wand of cure light wounds* (Faint Conjunction), *wand of remove fear* (Faint Abjuration).

Development: The outcome of this battle will have a big impact on the amount of casualties that will be taken by the rebels on ground. The quicker the PCs manage to wipe a platform clean, the more chance of success the prisoners will have in escaping in Encounter 8 or in surviving a flight through the mines itself in Encounter 9. Note down the type of success:

- Resounding success: 1 to 3 rounds
- Success: 4 to 6 rounds
- Near Failure: 7 to 9 rounds
- Partial Failure: 10+ rounds

Of course, if the PCs are forced to retreat from the battlefield, escaping through the gates never even is an option. Count it as a 'Partial Failure' during Encounter 9.

Note: If the PCs split up during the battle, chose the worst of the two results and lower it by one step if the other group was more successful (and never more than one step even if the PCs partook on all three assaults). Remember that the criteria of success are lower if there are fewer PCs, out of the total amount of PCs, involved in a particular battle. They will achieve success by defeating fewer Ahlissan soldiers.

Assaulting the Barricades

To reach the wooden barricades the PCs and their allies will have to cross over 60 feet of open ground. Even though this distance is not too great, it opens them to at least one round, if not more, of fire from the archers on the platforms. For ease of running this battle, the archers do not focus on the PCs in particular during the storming of the barricades. A rain of arrows comes down around them, but none of the bolts hits the PCs. Around them various prisoners are less lucky.

The wooden barricades are 7 feet high and provide total cover to combatants from both sides as long as they are more than 10 feet away from the walls. The barricade though consists of loose sections, each 10 feet wide, and it contains holes large enough for ranseurs to pierce through. It provides normal cover to combatants between 10 and 0 feet away from these walls (providing +4 cover bonus on AC, and a +2 bonus on reflex saves assuming the cause of that save does not destroy the wall-section). It certainly is possible to try and place a *fireball* though these holes, requiring a ranged attack roll against AC 5. Note that to cast this *fireball* the PC will have to step into view of the archers. If this is done before the prisoners charge forward might be a bad idea. The archers will not hesitate to fire at lone opponents appearing in the room.

The PCs can elect to remain fighting through the wall, but for that to be effective they need reach weapons just the Ahlissans (because the Ahlissans will step back 5 feet once the prisoners are at the walls – see tactics below). So more then likely, they will try to get past the wall. There are two ways for combatants to get past the barricades: (1) pushing them aside, and/or (2) hacking through them. Pushing them aside requires a Break check just like these walls are stuck good wooden doors (see the *Dungeon Master Guide* page 61). Bashing the barricade open makes it fall flat to the ground without causing undue problems either at the rebellious prisoners' side or at the Ahlissan side.

Wooden Barricade (10 feet section): 1-1/2 in. thick; hardness 5; hp 15; AC 5; DC 16 Break.

Behind the wooden barricades there are about 25 soldiers, but the PCs will only face the 5 elite guards and their

officer. The prisoners will be able to deal with the rest (common soldiers, which are described below as well in case it becomes important). Though once again the speed with which the PCs dispose of their enemies determine how successful the prisoners are in their battle.

APL 4 (EL 5)

☠ **Ahlissan Lieutenant:** Male Oeridian Clr1; hp 9; See Appendix 1.

☠ **Ahlissan soldiers (5):** Male/Female Oeridians Ftr1; hp 12; See Appendix 1.

APL 6 (EL 7)

☠ **Ahlissan Lieutenant:** Male Oeridian Clr2; hp 14; See Appendix 2.

☠ **Ahlissan soldiers (5):** Male/Female Oeridians Ftr2; hp 20; See Appendix 2.

APL 8 (EL 9)

☠ **Ahlissan Lieutenant:** Male Oeridian Clr4; hp 25; See Appendix 3.

☠ **Ahlissan soldiers (5):** Male/Female Oeridians Ftr4; hp 36; See Appendix 3.

APL 10 (EL 11)

☠ **Ahlissan Lieutenant:** Male Oeridian Clr6; hp 37; See Appendix 4.

☠ **Ahlissan soldiers (5):** Male/Female Oeridians Ftr6; hp 52; See Appendix 4.

Tactics: The Ahlissan soldiers will be forming a ranseur line 10 feet behind the wooden barricades to prevent becoming easy targets for spells. They will ready them selves for the assault that surely will come. Once the melee combatants assault the barricade, they will step up to the wall, gaining attacks of opportunity on those getting within 5 feet of the wall. If the walls are still standing after the initial onslaught, they will move back 5 feet, out of reach of the PCs while the PCs remain within their reach. Once the PCs break through the wall, the Ahlissans will drop their ranseurs, draw their short swords and form a shield wall.

Treasure:

The following treasure can be gained by looting the fallen soldiers, but looting everything will take 10 minutes. Taking cloaks, wands and smaller items can be done quicker. Of course, the PCs' fellow rebels will also loot the bodies for armor and weapons. Taking the soldiers equipment is theft from the Ahlissan army, and they are all clearly marked as belonging to said army.

APL 4: L (147 gp); C (20 gp); M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp).

APL 6: L (696 gp); C (20 gp); M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 8: L (814 gp); C (20 gp); M *cloak of resistance* +1 (83 gp), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 10: L (269 gp); C (20 gp); M *cloak of resistance* +1 (83 gp), 6x *full plate* +1 (221 gp each), 6x *heavy wooden shield* +1 (96 gp each), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

Detect Magic results: *Cloak of resistance* +1 (Faint Abjuration), *full plate* +1 (Faint Transmutation), *heavy wooden shield* +1 (Faint Transmutation), *scroll of remove fear* (Faint Abjuration), *wand of cure light wounds* (Faint Conjunction), *wand of remove fear* (Faint Abjuration).

Development: The outcome of this battle will have a big impact on the amount of casualties that will fall on the ground. The quicker the PCs manage to clean the floor, the more chance of success the prisoners will have in escaping in Encounter 8 or in surviving a flight through the mines itself in Encounter 9. Note down the type of success:

- Resounding success: 1 to 3 rounds
- Success: 4 to 6 rounds
- Near Failure: 7 to 9 rounds
- Partial Failure: 10+ rounds

Of course, if the PCs are forced to retreat from the battlefield, escaping through the gates never even is an option. Count it as a 'Partial Failure' during Encounter 9.

Note: If the PCs split up during the battle, chose the worst of the two results and lower it by one step if the other group was more successful (and never more then one step even if the PCs partook on all three assaults). Remember that the criteria of success are lower if there are fewer PCs, out of the total amount of PCs, involved in a particular battle. They will achieve success by defeating fewer Ahlissan soldiers.

Troubleshooting: It is possible the PCs might pretend to join the Ahlissans and then aid the rebels from within by attacking the soldiers from behind. It should not be too difficult to adjust the encounter, though it might easier because the terrain will be less of a hindrance. On the other hand, this is definitely treachery of the lowest kind, and it will lead to the PCs gaining a wanted AR (see the Conclusion for more information on this).

Taking the Gates

Luckily for the prisoners, Commandant-General Noquann is rather busy outside. His strict regime has thinned out his forces more then is good for them. If it had not been so, taking the Gate Room would not have been the end of the

battle. As the common soldiers within the gate complex observe the elite units being defeated, realizing standing to fight will be ultimately futile, they choose to flee. All the prisoners have to do is break open the doors of the watch platforms, trigger (or disable) the traps in the corridors and then open the main gates to the mine from within the complex.

Once inside the gatehouse, the PCs can take a good look outside. What they will see there depends highly on how long it took for the PCs to arrive here. If they arrive within an hour since the onslaught in Encounter 2 (highly unlikely) they will see troops manoeuvring through the valley, with signs of several skirmishes having taken place (some of the foundries are burning and crows feasting upon corpses). The roof on the towers prevents the PCs from seeing the unit of archers that have taken place above the gate complex, ready to fire at anybody leaving it (if the PCs use *clairvoyance* though, they will see these archers). If more then an hour, but less then 6, have passed, then the fighting is over. Fluttering standards make clear Commandant-General Noquann and his forces where victorious. Troops are being manoeuvred into various positions to cut off anybody trying to flee from the mines. If more then 6 hours have past, Commandant-General Noquann's forces have dug themselves in, and getting past them will be virtually impossible for the PCs (no matter the results in this encounter).

From here, the PCs and the prisoners have two main options: (1) wait and see, or (2) attack. The first option is dealt with in Encounter 7, the second in Encounter 8.

Encounter 7: Speaking with the Devil

Note: In a time sensitive environment you can elect not to use this encounter, especially since Encounter 8 and 9 are combat encounters and will take 30 to 60 minutes.

It is also possible the PCs want to remain out of the limelight since they fear being recognized and becoming wanted in Ahlissa – a wise thing to be afraid of. In that case any negotiations will be between a small group of unknown prisoners and the Ahlissan soldiers. One of the prisoners tries to attack Commandant-General Noquann and all are captured and executed publicly in sight on the gate complex and the prisoners within.

Fifteen minutes after the prisoners take the gate complex, a soldier waving a white flag will approach the gate. The man is clearly very afraid and ready to run away at the first sign of trouble. Though the prisoners will not fire a shot at him, he will be on the receiving end of insults, jokes and threats.

The soldier is a messenger from Commandant-General Noquann, who wants to arrange negotiations between the leaders of the rebels and him self. His name is Mordren, and he was in the gate complex during the assault. His role as a messenger is a way for him to regain some honor in the eyes of his commander, who obviously was not too pleased with the ease with which the soldiers fled. Conversation from the floor below to the person standing behind arrow slits in the gate is not to comfortable, and he requests one or more persons coming out to arrange a meeting between the leaders of both groups. It is up to the PCs to decide whether they comply or not. If not, the encounter is over. If they do emerge, they can try to arrange a meeting between the Ahlissans and the prisoners.

Commandant-General Noquann wishes to storm the mines and put the "low-life prisoner scum" inside to the sword. His ultimate goal is to gain time to better prepare his troops for the coming assault. Master of Coins Zamasken on the other hand, really wants to talk, hoping for a solution that will not cost the mines too much gold (and both dead soldiers and dead prisoners will cost money). Mordren thinks his commanders are sincere, though he also realizes that gaining time might be the most important goal and he will keep that in mind while arranging the meeting.

Note: The leaders of the rebellion also consider it a useful method to gain time. If they are planning a breakout assault (see Encounter 8) then all they want is to let the PCs talk with Mordren. They will not go themselves, expecting a trap of some kind. If such an assault is not an option anymore, they even want to directly negotiate with Noquann to give them valuable time to find and/or make a backdoor out of the mines.

The following issues need to be dealt with when talking with Mordren (he does not know what the Commandant-General's demands will be, let alone what he has to offer):

- Location: The only location for a meeting Commandant-General Noquann will accept is in a tent well out of bowshot of the gates. Any negotiators will be allowed to return alive and with all his equipment as long as the prisoners do not break the cease-fire, and the negotiators do not attack first. If the prisoners do not agree to this demand, then there is nothing more to discuss
- Time: Any time is good for Noquann, and he leaves this up to the wishes of the prisoners.
- Whom: Noquann expects a small group of representatives of the rebellious prisoners. At first, Mordren demands that these representatives will come unarmed, but if pressed he will allow them to carry weapons as long as Commandant-General Noquann and his bodyguards can do the same. He will also accept the demand to allow Lord Rilecarn, the

envoy of Sunndi, to attend the meeting as an impartial observer. Mordren will not suggest this himself though.

- What: To discuss the terms of surrender by the rebellious prisoners, who obviously cannot win.

🔱 **Mordren:** Male human (Oeridian) War2; LN.

Shekal and Parndarn are rather curious on what Commandant-General Noquann wants to offer, but what is more, it is a very good opportunity for killing the hated commander. Such a suggestion will only be made if none of the PCs has an obvious lawful alignment (e.g. monks, paladins and clerics of lawful deities) **AND** the group is playing at APL 10. If the adventure is run at APL 10, but there are obvious lawful types in the group, the three rebel leaders will want to send one of their own along as the main negotiator. This man will be ordered to try and assassinate the commander, and by doing so forcing the PCs to defend them selves (which is not a particular good act, but Parndarn is not aware of this request, it was Shekal's idea). Smart PCs will try to stop this man from coming along. At lower APLs such an assassin will not be sent along, leaving the negotiations up to the PCs.

The description of the negotiations as well as Commandant-General Noquann, Master of Coins Zamasken and their bodyguards are described in Encounter 11. Though Noquann will have cast any buffing spells with a duration of 10 minutes per level or longer before the PCs are allowed into his tent. The descriptions need to be adjusted for the different circumstances as well.

Noquann's demands are rather simple and straightforward: surrender now and only the leaders will be executed – these are non-negotiable. After all, he will win this battle anyway, so the prisoners are not exactly in a position to demand anything. He is rather curious though about what the prisoners want or think is possible. Once the PCs have issued their demands, and it becomes clear they are not about to accept his terms, he will quickly end the conversation and send the PCs back to gate. Unless the PCs attack him, he will keep his word and give them safe passage.

Encounter 8: Battle for Freedom

For this encounter to be anything more than a heroic fight to death it must take place within 6 hours after the battle in the Infirmary in Encounter 2. While the PCs might not fear this fight so much, the prisoners will realize how desperate their plight is and will refuse to leave the gates under these circumstances (ie that 6 hours or more have passed and the Ahlissans are firmly dug in around the

entrance to the mine). In which case the only option left for the prisoners is to flee underground (see Encounter 9). Note that any attempt to attack the archers on top of the slope as described below cannot be made once the Ahlissans are dug in around the mine entrance. Any force attempting to sneak up on the arches will be spotted and fired upon, making it a suicide mission.

Assuming that Commandant-General Noquann has not yet been able to put his defenses in order, one of the first things Parndarn and Shekal will do is to send out scouts. Within 30 minutes, most of the scouts return and based on their information the best escape route would be to climb the valley side right next to the gate, since that way cavalry cannot assault the fleeing prisoners. Such a maneuver gives the prisoners a valuable head start. The problem is that a unit of archers has been stationed on top of the hill and these soldiers can inflict a lot of damage if not dealt with beforehand. Where an army would not succeed, a small unit might though.

The idea put forward is that a small unit climbs the cliff side on the other side of the gate and gets behind the archers. If done relatively quietly, this assault from behind surprises and distracts the archers. Meanwhile the rest of the rebels will break out of the gates and swarm up the slope, catching the archers in the middle. It is the best chance to get away without horrendous losses – though as always the leaders are open for suggestions. Of course, the rebel leaders will look to the PCs to lead the initial attack on the archers.

Climbing the cliff side and gaining surprise might sound like a very difficult task to the average PC in full plate and with a tower shield. It is not nearly as difficult as it sounds though. It is a DC 15 Climb check, but some of the prisoners are excellent climbers and they are more than capable enough to lower ropes for those that cannot climb very well (reducing the DC to 0). The situation is calm enough to take 10. Of course, shields and the like still need to be bound to the back (a climber needs two free hands), but once on the top there is time enough to ready them again. Moving up silently might appear to be an even bigger challenge, but in reality so much sounds are echoing through the valley that a few falling rocks or clanging sounds of armor would not draw that much attention. As long as the PCs do not cause an avalanche there is no chance the archers above will note the rebels before they are at the top.

Having gained the top of the slope, it will be a relatively simple battle, with the PCs focusing on the officers of the archer unit. The difficulty of the battle will depend highly on the success the PCs had during the storming of the Gate in Encounter 6 – this to represent the fact that that success determines how many prisoners

survived up until this point and thus are able to aid in this battle.

Depending on the success of the battle at the gates, the encounter will consist of the following opponents (note if the PCs have not faced their full quota of ELs for the adventure, adjust this encounter accordingly to ensure they do.):

- Resounding success: Captain, lieutenant and 1 soldier.
- Success: Captain, lieutenant and 2 soldiers.
- Near Failure: Captain, lieutenant and 3 soldiers.
- Partial Failure: Captain, lieutenant and 5 soldiers.

APL 4 (EL 5, 6, 7 or 8)

☠ **Ahlissan Captain:** Male human (Oeridian) Wiz2; hp 11; See Appendix 1.

☠ **Ahlissan Lieutenant:** Male human (Oeridian) Rng2; hp 17; See Appendix 1.

☠ **Ahlissan Soldiers (1 to 5):** Male human (Oeridian) Ftr2; hp 18 each; See Appendix 1.

APL 6 (EL 7, 8, 9 or 10)

☠ **Ahlissan Captain:** Male human (Oeridian) Wiz4; hp 21; See Appendix 2.

☠ **Ahlissan Lieutenant:** Male human (Oeridian) Rng4; hp 31; See Appendix 2.

☠ **Ahlissan Soldiers (1 to 5):** Male human (Oeridian) Ftr4; hp 32 each; See Appendix 2.

APL 8 (EL 9, 10, 11 or 12)

☠ **Ahlissan Captain:** Male human (Oeridian) Wiz6; hp 31 (42 with *false life*); See Appendix 3.

☠ **Ahlissan Lieutenant:** Male human (Oeridian) Rng6; hp 45; See Appendix 3.

☠ **Ahlissan Soldiers (1 to 5):** Male human (Oeridian) Ftr6; hp 46 each; See Appendix 3.

APL 10 (EL 11, 12, 13 or 14)

☠ **Ahlissan Captain:** Male human (Oeridian) Wiz8; hp 41 (52 with *false life*); See Appendix 4.

☠ **Ahlissan Lieutenant:** Male human (Oeridian) Rng8; hp 59; See Appendix 4.

☠ **Ahlissan Soldiers (1 to 5):** Male human (Oeridian) Ftr8; hp 68 each; See Appendix 4.

Tactics: Since the PCs are attacking from behind, the soldiers have no special advantages due to the terrain. In fact, the light undergrowth provides both the soldiers and the PCs with concealment and increases the DC of Tumble and Move Silently checks by 2. A few low trees might provide cover to both the Ahlissan soldiers and the PCs. Due to the bushes though the Ahlissans lack oversight

which explains why the PCs only have so face such a limited amount of opponents.

Treasure:

Looting the Ahlissan soldiers. Note that the wizard does not have his spellbook with him! Unlike during previous encounters, the PCs might have enough time to take all.

APL 4: L (81 gp + 64 gp/soldier); C (10 gp); M +1 *chain shirt* (104 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *potion of cure light wounds* (4 gp).

APL 6: L (106 gp + 222 gp/soldier); C (10 gp); M +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *potion of cure light wounds* (4 gp).

APL 8: L (105 gp + 222 gp/soldier); C (10 gp); M +1 *buckler* (97 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), *pear of power – 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp).

APL 10: L (63 gp + 85 gp/soldier); C (10 gp); M +1 *buckler* (97 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), *headband of intellect* +2 (333 gp), +1 *mighty {+2} composite longbow of frost* (717 gp), *pear of power – 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), *potion of cure light wounds* (4 gp).

Detect Magic results: *Amulet of natural armor* +1 (Faint Transmutation), +1 *buckler* (Faint Transmutation), +1 *chain shirt* (Faint Transmutation), *cloak of resistance* +1 (Faint Abjuration), +1 *full plate* (Faint Transmutation), *headband of intellect* +2 (Moderate Transmutation), +1 *mighty {+2} composite longbow of frost* (Moderate Evocation), *pear of power – 1st level* (Strong Transmutation), *potion of cure light wounds* (Faint Conjunction), *potion of cure serious wounds* (Moderate Conjunction), *scroll of dispel magic* (Faint Abjuration), *wand of mage armor* (Faint Conjunction).

Development: Once the battle is won, the adventure is more or less over. With the archers dealt with, the prisoners can make good their escape, fleeing the mines and the valley. The trip through the Hollow Highlands into Sunndi is relatively uneventful. Go to the Conclusion for information on what will happen exactly.

There always is a chance the PCs are defeated, and forced to retreat.

Encounter 9: Flight into Darkness

In a mine as old and extensive as the Calling Mines, set in a region riddled with natural caverns, there is bound to be a hidden entrance somewhere. PCs that have played TSS3-08 Prisoners of the Calling Mines obviously know for sure there is at least one such backdoor. Finding one (or finding that particular one) is not easy since the mines are a maze of passages, galleries and caverns, especially since those easy to find and near the main mines have been long closed by the Ahlissans. Given time, eventually such an exit is found, but time might be a problem. Commandant-General Noquann will not remain quiet, especially if he notes that the gate complex has been abandoned.

For the PCs this is not a problem to worry about. Parndarn does not ask them to sacrifice themselves for the freedom of the prisoners. Instead he and a small group of prisoners volunteer to guard the gate complex while the rest of the prisoners retreat further into the mines and out through one of the hidden backdoors. He asks the PCs to find one of these exits, and lead the prisoners through it. Of course, doing so is not without danger either. Rumors tell that there are entrances into UnderOerth, and that now and then the dangerous denizens of that region have been known to wander up into the Mines.

Parndarn proves to be correct. Finding an exit will take the better part of the night and during these explorations the PCs are assaulted by a pack of UnderOerth hunters with species depending on APL. A couple of hours pass before the ambush while the PCs are traveling through small corridors – at first mostly dug by humanoids and later formed by natural processes. These corridors are dark, and many strange sounds echo through them. At times the PCs have to crawl through very tight places, wade through ice-cold streams or climb up or down shafts to new corridors. It is a tiring journey and unless the PCs have been able to get enough rest (only possible for elves and people with a *ring of sustenance*) it is considered to be a forced march. The ambush takes place after 2 hours of exploration, forcing a DC 10 and 12 Constitution check. If the check fails, that character gets 1d6 nonlethal damage and becomes fatigued.

The PCs will need to succeed in a DC 16 + APL Listen check or be surprised.

Terrain: Remember that the battle takes place in a semi-natural cavern. The floor is rough, and there are ample places to take cover behind or climb on. Designing the terrain is up to you, though take care not to give any unfair

advantages to the creatures, the risk of fatigue is more than enough as it is. In any event running or charging requires a DC 12 Balance check, and Tumbling will incur a +3 to the standard DCs. Failing a balance check stops the movement before it even starts, failing it by 5 or more leads the character falling prone at the place where he started. The monsters suffer the same penalties.

APL 4 (EL 6)

👉 **Chokers (4):** hp 16 each; See *Monster Manual* page 34.

APL 6 (EL 8)

👉 **Cloakers (3):** hp 45 each; See *Monster Manual* page 36.

APL 8 (EL 10)

👉 **Destrachan (2):** hp 60 each; See *Monster Manual* page 49.

APL 10 (EL 12)

👉 **Destrachan (4):** hp 60 each; See *Monster Manual* page 49.

Tactics: These denizens try to ambush the PCs by hiding in a side corridor (high-up for the chokers and cloakers). Though if the PCs have no need for a light source, there is actually a chance that the PCs might surprise the cloakers. Remember that the cloakers do not enter the area lit by a light source until after having started moaning and having observed the effects of it. Note that these creatures are hungry, and if the PCs are forced to flee, but leave behind a corpse or two, they do not follow – content with what they got.

Treasure: None.

Development: Once the PCs have defeated the denizens of the dark, the remainder of their exploration is uneventful. Just before sunrise they find the same exit as described in TSS3-08, though without a guardian or loot. When they return to the prisoners, Noquann has started the assault on the gate complex, forcing the PCs to quickly return the prisoners to that area. Due to the haste many a prisoner is not able to keep up, either losing their way or falling unconscious due to exhaustion. This is no different as with an escape above ground, though chances of survival/escape are even lower down below. The PCs and most of the prisoners do reach the exit, and are able to get out.

It is the end of the adventure; see the Conclusion for what happens next.

Supporting the Ahlissan Authorities:

Encounter 10: Escape from the Mines

Note: Chances are that the PCs might act as if they are truly going for a breakout, while in reality the fight is an act to lower any suspicions Lord Taraskan might have. The intended end-result of the fight would then be them supposedly dying during the battle to help the prisoners in their struggle without arousing suspicion. If that is the case, and you are in a time sensitive environment it is best not to play through the encounter. The conquest of the gate (Encounter 6) and the fight for liberation (Encounter 8 or 9) will take enough time and drain enough resources as it is.

In any event, assuming the PCs decide not to help the prisoners, but instead to fight their way out of trouble to save the lives of the envoys (Lord Taraskan in particular), then they first have to get out the infirmary and the mines. Getting out of the infirmary is a simpler matter of stepping through the door. From there it becomes considerably more difficult. Alert rebels in the Guard Post to the left can note movement in the shadowy area, so in front of the Infirmary door, and with a distance of 50 feet can even fire with a crossbow at such movement (incurring a 20% miss chance due to the darkness). The rebels are careful not to use too many sunrods too quickly out of fear of running out, hence there is only one rod burning at the Guard Post (to better keep an eye at the exit above).

The PCs can try to remain hidden from the rebels which requires a regular Hide and Move Silently check opposed by the rebels' Spot and Listen checks (and the rebels have a -5 penalty on these checks due to the distance).

The downside of the shadowy area is that it also hides the bat familiar of the sorcerer who leads the defense of the Guard Post (see DM's Aid 1), which is hanging from the ceiling 10 feet away from the door is. A DC 30 Spot check is required to notice the bat. With its blindsight, the bat will most likely see whom ever comes through the door. The bat will alert his master only when somebody actually steps through the door, which means that a PC that peeks through a crack after slightly opening the door, might spot the bat and take precautions accordingly (requiring among other things a *silence* spell). If the familiar is attacked, it gains cover, but it will not remain to fight, instead immediately fleeing back to its master.

Once outside, the PCs have two choices: they can either assault the guard post or flee to the right deeper into the mines. The second option might avoid a fight right then and there, but takes them deeper into the mines and there is no chance of finding the exit without either the aid

of the rebels or before the rebels are defeated. During their wandering through the mines they will come across a band of rebels, a fight similar to the one below but slightly adjusted due to the different surroundings (use the terrain description provided in Encounter 9) and later on they are ambushed by the denizens of the dark as described in Encounter 9.

Their best bet of getting out alive, and of actually being able to aid the Ahlissans suppressing the rebels later on, is to assault the rebels at the guard post. DM's Aid 1 provides a good map of the area. As can be seen from the map, the rebels have barricaded themselves behind tables. These tables provide hard cover (+4 cover bonus to AC and a +2 cover bonus on reflex saves) and from there half will shoot at anybody leaving the Infirmary uninvited, while the other half stands ready with their chains.

Charging PCs can elect to bull rush through the tables (count this as a regular bull rush, except that the rebels gain a +4 bonus on the opposed strength check). Success by the PCs will move both the rebel and the table backward the same amount as with a regular bull rush (and triggering the same attacks of opportunity). Another option would be to jump over the tables. Since these are only 5 feet high, it requires a DC 25 Jump check. This is a long distance jump with a running start that starts about 10 feet before the tables and end 15 feet after. With this check the PC also jumps over the rebels behind the table. It does trigger attacks of opportunity as normal though. If the PC succeeds in a regular Tumble check to pass through an enemy square, the DC of the jump check will only be 20. Failing the Tumble check results either in crushing into the table (failed by 5 or more) and falling prone in the square before it or (failed by 4 or less) crashing into the rebel behind the table (treat this as a bull rush with a +4 bonus for the rebel being hit; if the PC is successful (no matter how successful) the rebel will be pushed 5 feet backwards and the PC will land prone behind the table; if the rebel is successful, the PC will land prone before the table). Of course, a medium PC could also try to just hop over the table, requiring a DC 10 Jump check and a free square behind the table (which costs 15 feet of movement and triggers attack of opportunities as would any movement).

From there the battle is as normal. Any surviving Ahlissan soldiers and non-PC bodyguards will follow soon afterwards together with the envoys, leaving the fighting to the PCs.

Note: Lord Taraskan knows the passwords for the Ahlissan camp outside and he is sure that he can get the PCs safely through Ahlissan lines once past the rebels.

APL 4 (EL 5)

☛ **Rebel leader:** Male Oeridian Sor1; hp 6; See Appendix 1.

☛ **Rebels (5):** Male/Female Oeridians Ftr1; hp 11 each; See Appendix 1.

APL 6 (EL 7)

☛ **Rebel leader:** Male Oeridian Sor2; hp 11; See Appendix 2.

☛ **Rebels (5):** Male/Female Oeridians Ftr2; hp 20 each; See Appendix 2.

APL 8 (EL 9)

☛ **Rebel leader:** Male Oeridian Sor4; hp 21; See Appendix 3.

☛ **Rebels (5):** Male/Female Oeridians Ftr4; hp 36 each; See Appendix 3.

APL 10 (EL 11)

☛ **Rebel leader:** Male Oeridian Sor6; hp 31; See Appendix 4.

☛ **Rebels (5):** Male/Female Oeridians Ftr6; hp 52 each; See Appendix 4.

Tactics: The rebels are a chaotic bunch, but they are desperate and highly motivated. As stated above, 2 of them will be kneeling behind the tables covering the corridor with their crossbows while 2 others are standing behind them (slightly to the left and right) to cover the area with their spiked chains. The 5th will be standing next to the sorcerer, also ready with his chain and functioning as a bodyguard. The sorcerer will stand out of sight from the door into the Infirmary, but at a spot from where he can cover the whole room. The sorcerer starts *rays of enfeeblement* at low APLs, while at higher APLs buffing the rebels (*enlarge person* and *haste*) or hindering the PCs with a *web* (useful to separate the front-line fighters from the wizards at the back) might be more appropriate.

The rebels are prone to fleeing when things go badly.

Treasure: The following treasure can be gained by looting the fallen rebels, but this will take 10 minutes - precious minutes they might not have. Also note that most of these items have been stolen from the Ahlissan army.

APL 4: L (112 gp); C (5 gp); M *wand of magic missile* (CL 1, 62 gp).

APL 6: L (279 gp); C (5 gp); M *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* (CL 1, 62 gp).

APL 8: L (279 gp); C (5 gp); M 6x *cloak of resistance* +1 (83 gp each), *potion of cure light wounds* (4 gp), *wand of light* (31 gp), *wand of magic missile* (CL 3, 187 gp).

APL 10: L (862 gp); C (5 gp); M 6x *cloak of resistance* +1 (83 gp each), *horn of fog* (167 gp), *potion of cure light wounds* (4 gp), *wand of light* (31 gp), *wand of magic missile* (CL 3, 187 gp).

Detect Magic results: *Cloak of resistance* +1 (Faint Abjuration), *horn of fog* (Faint Conjuration), *potion of cure*

light wounds (Faint Conjunction), *wand of light* (Faint Evocation), *wand of magic missile* (CL 1 and 3, Faint Evocation).

Development: Winning the first fight does not get the PCs and their allies home free. Unless the battle took place silently (requiring either a quick fight and some good rolls on the PCs side, or a *silence* spell), and nobody escaped, the rebels are alerted. Within 15 rounds after the start of the battle another unit will appear with the same statistics as above. These rush forward immediately. It is a 30 feet climb up to the gate level, which costs a double move for creatures with a movement of 30 feet and three move actions by a creature with 20 feet. 4 medium sized creatures can climb up per round. There are at maximum 18 creatures (the two envoys, 4 Ahlissan soldiers and 12 bodyguards) that need to get above. So getting up will take about 5 rounds.

Once above though, the PCs are home free. The Ahlissans manning the gate will give them some time to recover and then escort them out of the gate complex once it becomes clear Noquann has won the battle above ground. Proceed with Encounter 11.

Troubleshooting: There always is a chance the PCs have been captured by the rebels in Encounter 2 and decided not to join the rebels. In that case nothing is lost. One of the rebels guarding them has lost confidence in an easy victory, and he is willing to release the PCs from their bonds if they promise him that he can go with them and earn his freedom that way. Once that promise is given, he knocks his companion unconscious and releases the PCs.

Encounter 11: Ahlissan War Council

Once out the mines, the PCs are brought to the commandant-general's tent where Noquann and the Master of Coins want to talk with them about what happened in the mines. While the request is brought as a friendly invitation, it should be clear that is more like an order. Noquann wants to meet the PCs specifically without the envoys. A map of the tent can be found at DM's Aid 3.

The young squire, who brought you the message from Commandant-General Noquann, leads you through several military units recovering from the previous battle and preparing for the next. Oddly enough, he does not take you to the keep, instead going towards one of the foundries near the Gate Complex. A small unit of cavalry is preparing for battle in the area with squires placing heavy barding on them, and knights donning full plate. When

you pass them, they throw suspicious glances in your direction and a few make jokes at your expense. The tension is rather high, and it is clear these people are expecting a battle soon.

Once around the corner behind the foundry, you note a small green pavilion, partially hidden behind an earthen wall and two wooden fences. Flags in front of the tent denote it as the commandant-general's tent. A quick look at the surroundings shows you that Noquann probably selected this spot because of the excellent view of the Gates to the mine.

In front of the pavilion, two soldiers in plate mail armed great swords stand guard. A third guard is posted behind the tent on the earthen embankment. The squire guides you towards the entrance, and keeps it open for you to step in. One big table with a large map dominates the space inside the pavilion. Several flags are pinned on the map, possibly demoting the position of various units. Behind the table you see the Master of Coins comfortably sitting in a chair, with Commandant-General Noquann, armed to the teeth in full plate, standing beside him with both hands resting on the table.

"Ah, the heroes of the day have arrived. Please report," Noquann demands in a strong, low, grim voice.

Both Commandant-General Noquann and Zamasken are very curious about what happened below ground. They want a detailed report, and if the PCs do not give one immediately, they start asking rather direct questions. Noquann is mostly interested in military matters, such as how many rebels there are, how they are armed, how they fight, who leads them and how their morale is. Zamasken shows some concern about the fate of the envoys, and he does his best to make the PCs feel more appreciated and less like soldiers. Zamasken is also more interested in non-military matters and the conditions the mine is in. If the PCs refuse to answer any questions, Ahlissan PCs are reminded that it is their duty to answer any question asked by an officer on duty (definitely during wartime) and refusing to do so might lead to charges of treason. Non-Ahlissans are reminded that if they refuse to answer, the authorities assume they are in league with the enemy and that they will be charged with rioting and affray. PCs who do not want to answer specific questions are better off stating they do not know something, than saying they do not want to answer a particular question.

Note: Both lords want to be addressed by their proper titles: Master of Coins, Commandant-General, Sir or my Lord. Rudeness is not tolerated. Treating them like commoners or friends is not the way to earn their respect.

Once Noquann and Zamaskan are satisfied that the PCs have told them everything the PCs know they direct the conversation to the future. While the interrogation was lead by Noquann, Zamaskan mostly does this part. Zamasken is very curious about the PCs opinion on the whole matter, stating that since they are not in the military they are free to give their opinion without fear for repercussion – assuming they remain polite of course.

During the following discussion, Zamasken argues that those imprisoned in the mines are all dangerous criminals who got a fair trial and where found guilty for a wide variety of crimes. A few might have slipped through the cracks and be innocent or punished too severely, but most are there for a reason. Still, he realizes that perhaps treatment has been a bit too strict (and with that statement he glares at Noquann, who pointedly ignores him) and that none of them deserve to die. If they did, they would have been convicted with the death penalty after all. Zamasken then expresses his concern that suppressing this riot will cost a lot of lives and goods and with a bit of bad luck production will drop to zero. Now, the PCs might be able to prevent this...

From that point Commandant-General Noquann takes the lead again. His idea is to send a small elite unit down through one of the usually blocked entrances, which can be opened for that purpose. This elite unit then tracks down the leaders of the rebellion and they will either kill or capture them, after which they return back to the surface. With the leaders gone, the prisoners are much likelier to surrender, especially if promised that they will not to be punished for the rebellion and treatment will improve. Noquann admits that he does not like the idea, but he is willing to give it a shot. If it fails, it might cost a few lives, but no more then if it was not tried. If it succeeds, then many lives are spared, both Ahlissan and rebel.

Of course, Noquann does not want to risk his soldiers who are also not trained for such a task. So he hopes the PCs are willing to carry out the mission. The reward should be well worth it. If the PCs refuse the task, Ahlissans are reminded that it is their duty to aid the soldiers, while members of the Royal Guild of Merchants of Aerdy are asked to consider the consequences for the guild if the mines are out of operation for several months and how they think superiors within the guild would react if they hear the PCs are partially responsible for it. Others are once again reminded of the lives they will save. Before the PCs agree they might have a few questions:

What exactly will this reward be?

Zamasken: ***"We shall buy back anything you take and have taken from the rebellious prisoners for the standard fee, even items that are officially owned by the Ahlissan***

military. In addition, any special items you find, you will be allowed to keep as prizes of war. Of course, Ahlissa has a long memory and does not forget those who have aided her in the past."

Where can we find these leaders?

Noquann: ***"Down below, though the exact location is not known. There are some good maps of the upper mines. All you have to do is to capture a few rebels alive and question them. That should not be too hard for doughty fellows like you."***

When do we need to do it?

Noquann ***"Preferably right now. However, if you have been weakened by your exertions thus far, we can afford to wait until midnight"***

(This will give the PCs 8 hours to sleep. Remember though that arcane spellcasters can prepare spells only once per day and that clerics can only pray at one particular time of the day (most often at sunrise). If the mission starts any later, the rebels will have made good their escape through the back entrance to the tunnels.)

How dangerous is it?

Noquann: ***"For able sell-swords such as yourselves, it should not be a problem. These slaves are no match for you, well fed, well rested and well armed as you are. If you are perhaps...apprehensive, then why not disguise yourselves as prisoners?"***

Zamasken: ***"Of course, there always is a risk involved, but isn't that always the case with things? And let's be honest, big risks involve big rewards. One word of warning, the first part of your journey goes through a long abandoned part of the mine. It was abandoned due to the instability. So I wouldn't be making too much noise in there, were I you."***

Note: It is suicide for the PCs attempt to attack the Commandant-General at anything other than APL 10. Strongly dissuade the PCs from taking this course of action, adding the presence of large numbers of troops around the tent at APL 4 to 8 if needs be to discourage rash action.

APL 10 (EL 13)

☛ **Commander Noquann:** Male Oeridian Clr11; hp 91 (102 due to *heroes feast*); See Appendix 6.

☛ **Master of Coins Zamasken:** Male Oeridian Rog7; hp 37 (48 due to *heroes feast*); See Appendix 6.

☛ **Bodyguards (3):** Male Oeridian Ftr7; hp 67 (78 due to *heroes feast*); See Appendix 6.

Tactics: If the PCs come here after a daring escape from the Calling Mines, Commandant-General Noquann only has his long duration spells running (*greater magic weapon*, *heroes feast* and *magic vestment*). If the PCs come here as negotiators for the rebelling prisoners, his 10 minute/level spells are running as well – cast mere seconds before the PCs arrived. Fighting within the crowded conditions of the tent is not a particularly good idea and both Noquann and Zamasken will leave through the backdoor at the first sign of trouble, with Zamasken sounding the alarm and Noquann casting a long range destructive spell (a *spiritual weapon* at an obvious arcane spellcaster or a *blade barrier* when many PCs form a nice line).

Once outside, Zamasken tries to dodge in and out of flanking position, using both tumble and spring attack to his advantage. The three bodyguards try to maneuver themselves between any attacker and the two leaders – using improved bull rush if necessary (or useful, for example against weak looking opponents that are going to be pushed along several of the bodyguards allies). Noquann tries to do as much damage as possible by smiting and casting destructive spells such as *poison*.

If things look bleak, Noquann and Zamasken will flee for safety with Zamasken being the first to run. The three bodyguards remain behind to block any pursuers. They fight to the death.

Treasure: Looting Noquann, Zamasken and the bodyguards:

ALL APLs: L (103 gp); C (20 gp); M *amulet of wisdom* +2 (333 gp), *boots of striding and springing* (458 gp), +1 *chain shirt* (104 gp), *circlet of persuasion* (375 gp), 5x *cloak of resistance* +1 (83 gp each), 3x +1 *full plate* (221 gp each), +2 *full plate* (804 gp), 3x +1 *great sword* (196 gp each), 4x *potion of cure serious wounds* (63 gp each), *potion of invisibility* (25 gp), 4x *ring of protection* +1 (167 gp each).

Detect Magic results: *amulet of wisdom* +2 (Moderate Transmutation), *boots of striding and springing* (Faint Transmutation), +1 *chain shirt* (Faint Transmutation), *circlet of persuasion* (Faint Transmutation), *cloak of resistance* +1 (Faint Abjuration), +1 *full plate* (Faint Transmutation), +2 *full plate* (Faint Transmutation), +1 *great sword* (Faint Transmutation), 4x *potion of cure serious wounds* (Moderate Conjunction), *potion of invisibility* (Faint Illusion), *ring of protection* +1 (Faint Abjuration).

Development: What happens next depends on the choices the PCs made and what actions they took during this encounter.

If they accept the mission, they are brought to the quartermaster who provides them with any mundane

supplies they might need (within reason of course). If they need to rest, they can do so in private quarters at the keep. Maps are also provided for the PCs to study. Once ready for the mission, they are brought to the back entrance and they are about to start at Encounter 12.

If the PCs refuse to be the assassins in Commandant-General Noquann's employ, they are escorted to the keep and ordered to remain there for the duration of the battle. Here they guard the envoy, until two desperate rebels manage to sneak into the keep and try to kill the PCs and take the envoys hostages (Encounter 13).

Another, at this point less likely, option is that sometime during this encounter (or Encounter 7 above) they decide to attack the commandant-general and Zamasken intending either to kill or to take them hostages. Doing so is not easy though. Commandant-General Noquann is a very skilled cleric well trained in battle. His three bodyguards (all three within line of sight) are elite fighters. Zamasken is an expert rogue who is not afraid to bloody his rapier. Worse though, if the PCs take too much time alarm is sounded and they have to face a complete army and no matter how strong they are, that is a battle they cannot win (at these levels). Luckily for the PCs it takes time for the soldiers to realize something is amiss, to properly gear for battle and attack. Unless the PCs do some spectacularly visible or audible during the battle, alarm is sounded somewhere halfway through the battle and the first soldiers will arrive shortly after the end of the battle. The goal is that the PC gain the feeling that the soldiers are alert and ready, but they still have a chance to defeat Noquann without dying in the process (unless they screw up during the battle or make an extra-ordinary amount of noise).

If the PCs win the battle with Noquann and Zamasken, and kill both, they will leave the army behind in disarray. During that time the soldiers remain doing their regular jobs in the valley, none of the soldiers suddenly risen into a position of command have the status, experience and skill to dare doing things out of the ordinary. Commandant-General Noquann's policy did not favor officers who threatened his position, and hence those who show daring and initiative. Noquann's death certainly creates a big enough window for the prisoners to get out in a relatively easy battle and without being hunted once in the Hollow Highlands. Capturing him alive is even better. In that case a battle is not even needed for the prisoners and they can just walk out. What the PCs do with him once they are safely in the hills is up to them – though killing them in cold blood is not a good act.

Encounter 12: Strike Team

If the PCs accepted the mission to kill the rebel leaders, and are ready to go, they will be brought to one of the ruined gate complexes higher up the valley.

At a first glance, whatever entrance might once have been here has been buried under a heap of rubble overgrown with various tall green weeds. You are quickly guided to a dark corner to the left of the main pile of rubble in what might once must have been the left tower of the gatehouse. Here a group of Ahlissan soldiers stand guard over a small iron grate, barely enough for a human to squeeze through. A small clear path leads to the rubble towards the grate. When you approach, one of the soldiers grabs a large key from his belt, and opens the grate which makes a loud squeaking noise. Behind it, you see a small rubble strewn tunnel leading off into the darkness beyond. The soldier motions you to enter quickly, glancing nervously into the darkness beyond.

This is the time to ask a few standard questions about the marching order (a scout with darkvision would be of particular value), who carries a light and what type of light it is. It also a good time to discuss standard actions the PCs will take in case they come across rebels down below. Are they going to hide? Try to ambush and kill them or something entirely different?

Also ask for a DC 10 Sense Motive check. Those that succeed realize the soldiers are terrified to be here. If questioned about it, they just state that they do not like being here. If the PCs succeed in a DC 15 Diplomacy check, one of them whispers that the place is haunted and that people have disappeared here. Whether this rumor is true or not is not important, nothing is going to happen.

Carefully, you move along the small tunnel and into a small room. Behind you, you hear the squeaking noise of the grate closing. Most exits are blocked by rubble, except for a steep small staircase leading up. It takes you further into the hillside towards a platform overlooking a rubble filled room. The only sounds are of dripping water and your breathing echoing through the room. The cavern floor is 20 feet lower, and to reach it you have to climb down a slope of dangerously unstable looking rubble.

Climbing down is easier then it looks, especially if the PCs use a rope (a DC 0 Climb check with a rope; DC 5 without). Once down, the mission takes the PCs deeper into the mines. During the first hour, nothing interesting happens. These parts of the mines have been abandoned and closed

off to the rest of the mines. Then, they arrive at a low passage blocked by a large rock. This passage leads to the main mine according to the map. Removing the rock takes some work (a DC 25 Strength check), and the low tunnel beyond is not for those with claustrophobia. Medium sized humanoids have to crawl, while large sized creatures need to succeed in a DC 15 Escape Artist check or get stuck. Small humanoids have little problems traversing the tunnel.

The tunnel leads to a small ledge about 10 feet high in a small natural cavern. The cavern lies somewhat away from the main corridors and forms an excellent place to stage a raid from: with the goal of the first raid being to capture one or more rebelling prisoners for questioning and the second time to strike at the heart of the rebellion. Allow the PCs to set up defensive perimeters and to discuss plans on how to proceed.

Capturing a prisoner should not be too difficult, even less so if one or more of the PCs have darkvision. Almost all prisoners do not have darkvision and they are carrying a light source. Patrols consist of 4 prisoners, who are all 1st level warriors with 7 hit points. The best plan for the PCs would be to either disguise themselves as prisoners, or to find a good spot to ambush the prisoners and hiding their in darkness until a group passes by. As long as the plan sounds reasonable it should work. If there is time, feel free to play it out, but be careful that the dice do not ruin a perfectly working plan unless the PCs are able to deal with such a set back.

All APLs (EL 2)

☛ **Tarkan, Hamdal, Kenser, Prakash:** Male human (Oeridian/ Suel) War1; hp 7 each; AL CN.

Appearance: Malnourished, pale, wearing rags and armed with clubs, daggers and small picks.

Personality: Proud and boastful until captured. They quickly give in under pressure of violence, begging for mercy and doing whatever they think saves their lives.

What they can tell about their leaders and the rebellion: Things are not going as planned. The hope was to have captured the Gate Complex during the initial surprise or by using the envoys as living shields when assaulting it. This all failed. Scouts have been sent deeper into the mines to find an exit before the army attacks in force. They know where their leaders are: discussing plans for the battle that is certainly coming the following morning. They can point it out on the map, or guide the PCs there.

Apparently, the three leaders have selected a supply room near the slave quarters. To get there means moving through an area where most of the rebels are quartered. Still, reaching the area unnoticed should be possible if the PCs take proper precautions or disguise themselves as

prisoners. There is a small room before the supply room, and in it are 4 well-trained and well-armed guards. Once there, the PCs have 2 minutes once an alarm has sounded before the area is crawling with rebels.

Trip to the Rebel Leaders

Once again, if pressed for time, do not spend much time on the trip itself. Give a quick description in which the PCs manage to avoid sounding an alarm by a mix of skill and luck. If there is time enough, the PCs might come across several groups of prisoners and they have to hide, quickly dispatch or fast talk their way out of trouble. Just remember that if you do decide to play it out, the dice can create surprises that would make the sounding of alarm very likely to happen. Such an alarm does not make the mission impossible, but it certainly becomes more difficult. Adjust descriptions where necessary and have the 4 guards ready for any trouble.

Arrival

Note that the description below assumed no alarm has been sounded. If such an alarm has been made the guards will not be playing a game of dice. All four are alert and ready for battle, constantly looking down the corridor.

A quick glance down the corridor shows you that there are six guards posted in the room at the end. Two of the four guards are sitting in the middle of the room on the floor, playing a game of dice at the light of a slowly burning sunrod. The other two are positioned left and right of the corridor, but they are paying more attention to the game than to their duty. They seem to wear mismatched studded leather, and they are armed with flails, and daggers.

The corridor towards the room is at most 30 feet long, and the room is probably 15 by 15 feet. Right across the room you see a sturdy looking door. The maps tell you that there are two more, one to the left and one to the right. The biggest room though is behind the door across. Next to the door hangs a large steel shield with on it the Ahlissan heraldry. It is covered with dents, and considering its position it probably functions as a makeshift gong and alarm.

What will you do?

Unless an alarm has been sounded earlier, the PCs gain automatic surprise on the guards. It is a straight corridor, so the PCs can charge. The guards playing on the floor are considered prone. At the first sign of trouble, one tries to reach the shield to start banging on it. Disposing of them should not be too difficult for the PCs since half of them are prone (and need to get up to sound the alarm). These rebels have a +2 on the attack roll (dealing 1d8 damage), an

AC of 12 and 11 hit points. They will fight to the death, even risking their lives to sound the alarm. Fighting in the guard room cannot be hidden from the leaders in the room next door, but without the shield being hit, it does not draw the attention of the rest of the prisoners. Meanwhile the leaders in the room next door prepare for battle.

The door leading to the leaders is a good wooden door, and it is blocked on the inside (requiring a DC 16 Strength check to break through).

☛ **Good wooden door:** 1-1/2 in.; Hardness 5; hp 15; Break DC 16.

On the other side of the door the PCs will find a 30 feet wide, 20 feet deep room with door right in the middle. In the middle of the room there lies a 10 by 5 feet wide, 3 feet high stone slab that functions as a makeshift table. Barrels around it function as chairs. Hardly comfortable, but the prisoners are used to hardships. Three beds lie on the floor in the corner..

APL 4 (EL 6)

☛ **Shekal:** Male Suel Brd4; hp 26; See Appendix 1.
☛ **Pamdarn:** Male Oeridian Clr2; hp 19; See Appendix 1.
☛ **Brakash:** Male half-orc Bbn2; hp 25; See Appendix 1.
☛ **Rebels (4):** Male/Female human War2; hp 11.

APL 6 (EL 8)

☛ **Shekal:** Male Suel Brd4/Rog1/Asn1; hp 34; See Appendix 2.
☛ **Pamdarn:** Male Oeridian Clr4; hp 33; See Appendix 2.
☛ **Brakash:** Male half-orc Bbn4; hp 45; See Appendix 2.
☛ **Rebels (4):** Male/Female human War2; hp 11.

APL 8 (EL 10)

☛ **Shekal:** Male Suel Brd4/Rog2/Asn2; hp 46; See Appendix 3.
☛ **Pamdarn:** Male Oeridian Clr6; hp 47; See Appendix 3.
☛ **Brakash:** Male half-orc Bbn6; hp 65; See Appendix 3.
☛ **Rebels (4):** Male/Female human War2; hp 11.

APL 10 (EL 12)

☛ **Shekal:** Male Suel Brd4/Rog3/Asn3; hp 58; See Appendix 4.
☛ **Pamdarn:** Male Oeridian Clr8; hp 61; See Appendix 4.
☛ **Brakash:** Male half-orc Bbn8; hp 85; See Appendix 4.
☛ **Rebels (4):** Male/Female human War2; hp 11.

Tactics: Only if the PCs manage to dispose of the rebels without a sound and to open the door as well can they hope to gain surprise of the rebel leaders – one of which is always awake. If the PCs attack during the middle of the night, the

two other leaders are asleep (or trying to sleep anyway). They need some time to ready themselves for battle (especially if they need to get into plate mail). Otherwise all three are awake and ready for battle in a moments notice this is also the case when an alarm has been sounded earlier.

If there is time, Pamdarn and Shekal start with buffing themselves and Brakash. Meanwhile Brakash stands ready behind the door to hit the first person coming through it. Shekal will not use his death attack, preferring to use his spells and song abilities, if only because it is virtual impossible to pull off (3 rounds of interrupted study without the target realizing the assassin is an enemy is rather difficult during battle). Parndarn and Brakash will fight to the death (or until they lose unconsciousness). Shekal does surrender when things look hopeless.

Treasure: Looting the bodies of the rebel leaders:

APL 4: L (195 gp); C (30 gp); M 2x *cloak of resistance* +1 (83 gp each), +1 *mithral shirt* (175 gp), 4x *potions of cure light wounds* (4 gp each), 2 *scrolls of cure light wounds* (2 gp each).

APL 6: L (55 gp); C (30 gp); M 2x *cloak of resistance* +1 (83 gp each), *headband of intellect* +2 (333 gp), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), +1 *mithral shirt* (175 gp), +1 *plate mail* (221 gp), 4x *potions of cure light wounds* (4 gp each), 2 *scrolls of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove paralysis* (12 gp).

APL 8: L (69 gp); C (30 gp); M +1 *chain mail* (108 gp), *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), +1 *mithral shirt* (175 gp), +1 *plate mail* (221 gp), 4x *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (167 gp), 2 *scrolls of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove paralysis* (12 gp).

APL 10: L (43 gp); C (30 gp); M +1 *chain mail* (108 gp), *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), +1 *keen dagger* (692 gp), +1 *mithral shirt* (175 gp), *periapt of wisdom* +2 (333 gp), +1 *plate mail* (221 gp), 4x *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (167 gp), *ring of protection* +2 (667 gp), 2 *scrolls of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove paralysis* (12 gp).

Detect Magic results: +1 *chain mail* (Faint Transmutation), *cloak of resistance* +1 and +2 (Faint Abjuration), *headband of intellect* +2 (Moderate Transmutation), +1 *heavy flail* (Faint Transmutation), +1

heavy wooden shield (Faint Transmutation), +1 *keen dagger* (Moderate Transmutation), +1 *mithral shirt* (Faint Transmutation), *periapt of wisdom* +2 (Moderate Transmutation), +1 *plate mail* (Faint Transmutation), *potions of cure light wounds* (Faint Conjunction), *potion of cure serious wounds* (Moderate Conjunction), *ring of protection* +1 and +2 (Faint Abjuration) *scrolls of cure light wounds* (Faint Conjunction), *scroll of cure moderate wounds* (Faint Conjunction), *scroll of remove paralysis* (Faint Conjunction).

Development: Once the leaders of the rebellion are killed or captured, the PCs must get out of the mines. The easiest way would be to go through the way they came. If an alarm has been sounded that proves to be very difficult. The best bet the PCs have is when they have one or more of the rebel leaders alive. The prisoners will not attack the PCs as long as they keep their leaders hostage. Of course, if no alarm has been sounded, getting out is just as easy as getting in. The rebels are a chaotic bunch whom tends to be slack when on guard duty. In the end though, the adventure is over and the PCs should be able to get out alive. If they have any solid proof of their deed, Commandant-General Noquann receives them as heroes and they are well rewarded for their deed (see Conclusion). Without such proof, the actions of the rebels the following morning give the much needed proof though and the PCs earn their just reward.

Troubleshooting: The above encounter description assumes that the PCs enter the mines with the intent to kill or capture the rebel leaders. It is of course possible that the goal of the PCs is completely different. They might openly approach the prisoners and tell them why they are here and they want to discuss options with their leaders. Such an action leads to astonished prisoners, who have no idea how to proceed. After a bit of prodding, they bring the PCs to their leaders. Of course, in this case no amount of talking gets the guards to relent when the PCs have to hand over their weapons and spellcasters and monks are put in manacles (see Encounter 5).

Any discussion taking place would be along the lines described in Encounter 5 – though it might be late to conquer the gates. If the PCs are honest about their offer of aid, they get the offer to find another exit like described in Encounter 9 (the entrance they came through is not suited for large groups to flee through) or when at APL 10 to assassinate Commandant-General Noquann instead (Encounter 7 and 11). Whatever plan they decide upon, if the PCs want to return to claim their reward, they need something to proof they killed the leaders. Obviously, Noquann does not know how the leaders look like, and

three random heads (as long as they are not jailors) would work. The PCs themselves should come with this gruesome idea, but there are enough dead prisoners to pull it off. They just have to hope that no prisoner who can identify the leaders is captured alive. The leaders do not sacrifice their lives just so the PCs can claim a reward...

Encounter 13: The Price of Neutrality

Events transpiring in this adventure do place the PCs for a morale dilemma. There always is a chance that the PCs will decide to keep as far away as possible from the conflict whether or not while protecting the envoys (the job for which they were originally hired). It is a bit of a coward's choice, but sometimes it is the only choice. It is difficult to remain outside a conflict of this scope though when you are right in the middle of it. Wherever the PCs are, two desperate men attack them sometime around the end of the day. The exact background and tactics differ though.

If the PCs managed to fight their way out of the mines, and are recuperating in the keep, both men are desperate officers who lead those few that rebelled outside earlier in the morning. With their friends beaten, they see no other alternative then to attack the envoys and use them as hostages to get away alive from the Calling Mines. They sneaked into the keep posing as regular soldiers, and approach the PCs as if messengers from Commandant-General Noquann. Once in a position to attack, they immediately do so.

If the PCs made deal with the rebels, they are hiding down below in the darkness together with the envoys. Two desperate jailors come across their path. Driven mad by the voices and fear for their lives, they somehow see the envoys as their only path to freedom. Of course, the PCs are in the way and they must be killed.

Note: Since both men are half-orcs, they have darkvision. Hence they do not need a light, which is one of the reasons how they managed to avoid capture by angry prisoners.

APL 4 (EL 7)

☛ **Barbern:** Male half-orc Clr5; hp 38; See Appendix 1.

☛ **Ghalann:** Male half-orc Bbn3/Ftr2; hp 53; See Appendix 1.

APL 6 (EL 9)

☛ **Barbern:** Male half-orc Clr7; hp 50; See Appendix 2.

☛ **Ghalann:** Male half-orc Bbn3/Ftr4; hp 69; See Appendix 2.

APL 8 (EL 11)

☛ **Barbern:** Male half-orc Clr9; hp 64; See Appendix 3.

☛ **Ghalann:** Male half-orc Bbn3/Ftr6; hp 85; See Appendix 3.

APL 10 (EL 13)

☛ **Barbern:** Male half-orc Clr11; hp 89; See Appendix 1.

☛ **Ghalann:** Male half-orc Bbn3/Ftr8; hp 112; See Appendix 1.

Tactics: The tactics of both men depend on the location of the battle. Their goal is to dispose of the PCs as quickly as possible and to capture both envoys alive. During the battle they might forget this though when casting area of effect spells or using other tactics during the battle. Both men are desperate, and like cornered animals they can do some strange things. They fight to the death, and once it is clear they cannot win, they want to take as many people with them as possible.

Through the things both men say during the battle, the PCs might realize who they are and why they are attacking. If they then try to make promises that both men's life will be spared, this only makes both men angrier. They are not stupid, and lying to them is not going to help the PCs. The PCs must be really desperate to resolve to such tactics.

Note that Barbern already has cast some spells early on in the conflict. These have been scratched through in the Appendices.

Treasure: Looting Barbern and Ghalann:

APL 4: L (61 gp); C (0 gp); M *cloak of resistance* +1 (83 gp), 2x +1 *full plate* (221 gp each), +1 *heavy wooden shield* (96 gp), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (63 gp).

APL 6: L (33 gp); C (0 gp); M 2x *cloak of resistance* +1 (83 gp each), +1 *dwarven waraxe* (194 gp), 2x +1 *full plate* (221 gp each), 2x +1 *heavy wooden shield* (96 gp each), *pearl of power – 1st level* (83 gp), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (63 gp).

APL 8: L (33 gp); C (0 gp); M *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), +1 *dwarven waraxe* (194 gp), 2x +1 *full plate* (221 gp each), *gauntlets of ogre power* (333 gp), 2x +1 *heavy wooden shield* (96 gp each), *pearl of power – 1st level* (83 gp), 2x *potion of cure light wounds* (4 gp each), *ring of protection* +1 (167 gp), *wand of cure light wounds* (63 gp).

APL 10: L (33 gp); C (0 gp); M 2x *amulet of health* +2 (333 gp each), 2x *cloak of resistance* +2 (333 gp each), +1 *dwarven waraxe* (194 gp), 2x +2 *full plate* (471 gp each), *gauntlets of ogre power* (333 gp), +1 *heavy wooden shield* (96 gp), +2 *heavy wooden shield* (346 gp), *pearl of power* –

1st level (83 gp), *2x potion of cure light wounds* (4 gp each), *ring of protection +1* (167 gp), *wand of cure light wounds* (63 gp).

Detect Magic results: *Amulet of health +2* (Moderate Transmutation), *cloak of resistance +1/+2* (Faint Abjuration), *+1 dwarven waraxe* (Faint Transmutation), *+1/+2 full plate* (Faint Transmutation), *gauntlets of ogre power* (Moderate Transmutation), *+1/+2 heavy wooden shield* (Faint Transmutation), *pearl of power – 1st level* (Strong Transmutation), *potion of cure light wounds* (Faint Conjunction), *ring of protection +1* (Faint Abjuration), *wand of cure light wounds* (Faint Conjunction).

Development: Once defeated, the adventure is either over (when it is the third battle of the day), or one more battle will take place in the dark (Encounter 9). Go to the Conclusion to decide what happens next.

Conclusion

During the adventure the PCs basically have had 3 courses of action:

- (1) support the rebelling prisoners,
- (2) support the Ahlissan soldiers
- (3) remain neutral.

The exact ending of this adventure depends on the choices the PCs made early on.

Supporting the Rebels

If the PCs helped the prisoners, success stands and falls with the amount of prisoners who escaped. The fact is, that without the PCs aid the prisoner's rebellion would have failed completely. Now more then likely at least a small group will escape and flee into Sunndi, causing all kinds of problems that come with a sudden influx of refugees. At the same time, the PCs might have dealt a sensitive blow to the pride of the Ahlissan army. Only if the PCs have to flee, or have all been killed, is the result of the rebellion the same as when the PCs remained neutral (see below for details).

The adventure ends with the PCs and the surviving prisoners fleeing into the hills (though if the PCs kept their aid hidden from the Ahlissans, they might actually still return). From there the trip to safety will be a hard one, and not all prisoners make it to Sunndi. Commandant-General Noquann sends troops after them, hunting the escaped prisoners with a fervor coming close to an obsession (realizing fully well that this defeat is not good for his career). The terrain favors the fleeing prisoners though and most make it to safety. Their arrival in Sunndi makes it very difficult for Ahlissa to hide the rebellion and its success, which results in a lot of rumors about the whole affair.

Eventually the rumors lead to promises to reform both the army and labor camps. Whether those promises are empty or not remains to be seen.

By aiding the prisoners without any promise of a reward (quite the opposite actually), the PCs made a very good impression on the temple of Trithereon in Sunndi and the rest of the Splintered Sun region – even gaining a bit of notoriety among them. If during the struggles they kept the lives of both envoys in mind, Lord Rilcern also makes sure they get the proper pay for their work even if they had to leave early.

When the PCs elected to aid the prisoners, they more then likely realized they would be breaking Ahlissan laws. Most of the prisoners after all are at the Mines for a reason and helping them escape is a crime. What is worse, while aiding them they more then likely took up arms against Ahlissan soldiers and they might have killed one or more. Chances of this leading to an arrest or a wanted status are not very big though. They were a few among many, and while their role might be well known, there are few witnesses and little hard evidence. This is especially true if the PCs try to hide any evidence of their aid from the Ahlissans by trying to fool Lord Taraskan and donning disguises. The stories might aggravate Ahlissan authorities (as described in the favor of Trithereon), but that is all.

There are a few exceptions though. If the PCs do not even try hide (how successful they were is of no point) aiding the prisoners from Lord Taraskan (and he survives), then they will be accused of *rioting and affray*. Punishment will be “permanent exile” for non-Ahlissans, and 1d4+4 years of hard labor for Ahlissans. If the PCs went out of their way not to kill any Ahlissans, they are sentenced to an enormous fine. Note that a DC 20 Diplomacy and/or Profession (lawyer) check can lower the punishment by one step (respectively 1d4 years of hard labor and a heavy fine). Favors can reduce punishment even more as described on the wanted AR and The Splintered Sun meta-game book. If they actually committed treason during negotiations with Commandant-General Noquann (and started the attack them selves) and they killed him and/or Zamasken it will be treated as such (with death being the punishment). If neither was killed, but used as hostages for example, then it will be treated as rioting and affray (see above for details).

Note that while it is logical if the whole group is punished when even one person does not try to hide his or her involvement. After all, the Ahlissans are fully aware of whom they employed and whom not. It is rather unfair to the PCs involved though, especially if a minority actually wanted to support the Ahlissans and not the prisoners. So only punish those PCs that do NOT even try to hide their involvement and not those that do.

Treasure: Being paid for once services as promised when employed by the envoys:

APL 4: L (0 gp); C (200 gp); M (0 gp).

APL 6: L (0 gp); C (300 gp); M (0 gp).

APL 8: L (0 gp); C (400 gp); M (0 gp).

APL 10: L (0 gp); C (500 gp); M (0 gp).

ALL APLs: Respect of the Temple of Trithereon (see AR).

Supporting the Ahlissan Soldiers

While victory for Commandant-General Noquann was assured, without the aid of the PCs, many of his soldiers would have fallen and almost all the slaves would have died. Noquann does not care that much about the lives of his soldiers, let alone of rebelling prisoners and slaves. In fact, in his eyes the only way to discourage other rebellions is to use violence as a deterrent for would-be rebels. The Master of Coins Zamasken, and Noquann's superiors though have another opinion on the matter and Noquann does respect his superiors. So the Ahlissan authorities have reasons to be grateful, and awarding the PCs their favor (see AR). In addition they offer to sell any loot the PCs might have gained, even military equipment, to the PCs (giving them access to these items as normal). They also get the gold agreed upon when the envoys employed the PCs.

Smart PCs might try to have their cake and eat it during the scenario by appearing to aid both sides. For example, by leading the prisoners through a backdoor when they are officially busy assassinating the rebel leaders (Encounter 12) and then return with proof of having killed the leaders. In this case, they do get the gold rewards and access like normal, but the authorities learn about the duplicity and the favor is revoked before the PCs can cash it in.

If the PCs kill the rebel leaders, most of the remaining rebels surrender. Those that surrender are spared, and treatment is actually slightly better than before the rebellion (Zamasken does not want a second rebellion). The few that keep fighting are killed to the last men, though a few escape to tell the news. Due to the PCs interference, a lot of lives are spared, and news of the rebellion does not spread as quickly and loudly as in any other situations, saving the Ahlissan authorities a rather big embarrassment. What is even better is that damage to the mines is minimal, and there are more than enough survivors among the prisoners that work can keep going on (even though at a slower rate).

Treasure: Being paid for once services as promised when employed by the envoys:

APL 4: L (0 gp); C (200 gp); M (0 gp).

APL 6: L (0 gp); C (300 gp); M (0 gp).

APL 8: L (0 gp); C (400 gp); M (0 gp).

APL 10: L (0 gp); C (500 gp); M (0 gp).

ALL APLs: Favor of the Ahlissan Army (see AR).

Neutrality

The higher the risks, the greater the rewards will be. It is no different for this scenario. While remaining neutral in this conflict might be the sensible thing to do, neither side really likes the choice that have been made. Both envoys accept the decision of the PCs to remain neutral, especially if their stance did allow both envoys to survive the conflict. It did not earn their respect though. The ever-loyal citizen of Ahlissa, Lord Taraskan would have preferred the PCs to elect supporting the Ahlissans. Lord Rilcern on the other hand, while politically forced into inactivity, favored the cause of the prisoners and unlike him the PCs did have a choice in the matter. Once things have settled down, the Lords are escorted to Hexpools where the PCs are paid as promised in the Introduction with the additional money for having come into action. No special favors are earned though.

As for the rebellious prisoners, without the aid of the PCs they did not stand a chance. They never managed to take the gates, and early the next morning Commandant-General Noquann launches a massive assault on the Mines. The result of this battle is that virtually all rebels are slaughtered or, when captured alive, killed in a mass execution. A few manage to flee deeper into the mines, disappearing into the eternal darkness down below and only a handful eventually escape to tell their pitiful tale in Sunndi. The Ahlissan authorities call it a victory, announcing it as a minor prison rebellion that was easily suppressed. In reality, many a soldier lost his or her life and the destruction to the mine and its workers bring the mining to a grinding halt for a long time to come.

Also note that most of the loot during this scenario is in fact owned by the Ahlissan army. The Ahlissan authorities do not look kindly on stealing. Armor, weapons, cloaks and wands are marked with the heraldry of the Ahlissan army and these will be confiscated if found by the Ahlissans. If the PCs express anger over this, warn them that they are lucky that they are not charged with theft. If they hand over the items voluntarily, they get a reward for the return of the stolen property. Which comes down to the normal amount up to the treasure cap and in this case there is no overflow to pay for any expenses made during the adventure (with the exception of items taken and used during the adventure). Hiding weapons and armor is impossible, but smaller items (such as wands and potions) are another matter. Though selling them has to be done

through fences, explaining why there is a cap to the gold earned.

If the PCs voluntarily hand over any AR item (mostly wants in case the PCs remained neutral) then they will have access to it as part of the reward for their return. In this case they do **not** get access to items they did **not** found during the adventure.

The End

Treasure:

Being paid for once services as promised when employed by the envoys:

APL 4: L (0 gp); C (200 gp); M (0 gp).

APL 6: L (0 gp); C (300 gp); M (0 gp).

APL 8: L (0 gp); C (400 gp); M (0 gp).

APL 10: L (0 gp); C (500 gp); M (0 gp).

Information on Fanara

At the start of the scenario a mysterious old merchant might have asked one or more of the PCs to gather information on a gray olve lady who once was kept imprisoned in the Calling Mines. Before you hand out the ARs you need to note whether they acquired the information and what they are going to do with it. If they tell it to the merchant, provide them with the favor of the Jade Mask as noted on the AR. If they keep it to themselves they do not earn this favor. Also try to find out how secretive the PCs are with this information, and note it down at the Campaign Consequences (see below).

Campaign Consequences

At the conclusion of this module the DM should answer the following questions regarding how events transpired. These answers should be emailed to madfox@planet.nl and woelsing@hotmai.com.

1. What was the composition of the party?
2. From what region did the PCs come?
3. Who did the PCs aid? And how successful where they at it?
4. Did any of the rebel leaders survive? If so, whom?
5. Did the Ahlissan commanders survive?
6. Did both envoys survive? If not, who died?
7. Did the PCs learn about Fanara's fate and did they inform the mysterious merchant and the lady in green?

Of course, besides the answers to these questions, a short summery of what transpired and a review of the scenario is welcome as well. If there are any things you or the players particularly liked or disliked, let us know as well.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

This scenario consists of several storylines. **As such the PCs should only get 3 of all the possible combat encounters.** The PCs can only get XP from **one** encounter with the same letter between brackets behind the encounter title. IN any event the PCs **CANNOT** earn more than the total possible experience award for their APL as shown below.

Note: The exception might be when the PCs flee into the depths of the mines without fighting through Encounter 10, and instead face Encounter 9 and 13. In that case replace the xp of Encounter 9 by the xp of Encounter 10.

Encounter 2: Trouble Below

Defeating the rebelling prisoners and jailors:

APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Using non-lethal force against the jailors:

APL4	30 XP
APL6	30 XP
APL8	30 XP
APL10	30 XP

Encounter 6: At the Gates (A)

Defeating the Ahlissan Soldiers at the gates:

APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

OR

Encounter 10: Escape from the Mines (A)

Escaping from the mines:

APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

OR

Encounter 13: The Price of Neutrality (A)

Defeating the jailors/Ahlissan deserters:

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP

Encounter 7/11: Speaking with the Devil (B)

Defeating Noquann and his cronies:

APL 10 only	390 XP
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OR

Encounter 8: Battle for Freedom (B)

Defeating the Ahlissan Soldiers:

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP

OR

Encounter 9: Flight into Darkness (B)

Defeating the monsters of the UnderOerth:

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP

OR

Encounter 12: Strike Team (B)

Defeating the rebel leaders in combat:

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP

Discretionary Role-playing Award

APL4	105 XP
APL6	150 XP
APL8	195 XP
APL10	240 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter

that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 2: Trouble Below

Looting the corpses of the jailors:

APL 4: L 472 gp; C 10 gp; M *potion of protection from arrows* 10/magic (25 gp), 3x *potion of cure light wounds* (4 gp each), 2x *scroll of cure light wounds* (2 gp each).

APL 6: L 472 gp; C 10 gp; M 4x *cloak of resistance* +1 (83 gp each), 3x *potion of cure light wounds* (4 gp each), *potion of protection from arrows* 10/magic (25 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of lesser restoration* (12 gp).

APL 8: L 681 gp; C 10 gp; M 4x *cloak of resistance* +1 (83 gp each), *full plate* +1 with armor spikes (225 gp), 3x *potion of cure light wounds* (4 gp each), *potion of protection from arrows* 10/magic (25 gp), *ring of sustenance* (208 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of lesser restoration* (12 gp).

APL 10: L 268 gp; C 10 gp; M 3x *cloak of resistance* +1 (83 gp each) *cloak of resistance* +2 (333 gp), 4x *full plate* +1 with armor spikes (225 gp each), 3x *heavy wooden shield* +1 (96 gp each), 3x *potion of cure light wounds* (4 gp each), *potion of protection from arrows* 10/magic (25 gp), *ring of protection* +1 (167 gp), *ring of sustenance* (208 gp), 2x *scroll of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of lesser restoration* (12 gp).

Encounter 6: At the Gates

Looting the soldiers on the archer platforms (note that chances are high the PCs have no time to loot armor, nor will it be appreciated by fellow prisoners if they take mundane weapons and armor):

APL 4: L 154 gp; C 20 gp; M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp).

APL 6: L 696 gp; C 20 gp; M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 8: L 821 gp; C 20 gp; M *cloak of resistance* +1 (83 gp), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 10: L 276 gp; C 20 gp; M *cloak of resistance* +1 (83 gp), 6x *full plate* +1 (221 gp each), 6x *heavy wooden shield* +1 (96 gp each), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

Looting the soldiers at the barricades (see above fore notes on looting these soldiers):

APL 4: L 147 gp; C 20 gp; M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp).

APL 6: L (696 gp); C (20 gp); M *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 8: L 814 gp; C 20 gp; M *cloak of resistance* +1 (83 gp), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

APL 10: L 269 gp; C 20 gp; M *cloak of resistance* +1 (83 gp), 6x *full plate* +1 (221 gp each), 6x *heavy wooden shield* +1 (96 gp each), *scroll of remove fear* (2 gp), *wand of cure light wounds* (62 gp), *wand of remove fear* (62 gp).

Encounter 8: Battle for Freedom

Looting the Ahlissan soldiers:

APL 4: L 81 gp + 64 gp/soldier; C 10 gp; M +1 *chain shirt* (104 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *potion of cure light wounds* (4 gp).

APL 6: L 106 gp + 222 gp/soldier; C 10 gp; M +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *potion of cure light wounds* (4 gp).

APL 8: L 105 gp + 222 gp/soldier; C 10 gp; M +1 *buckler* (97 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), *pear of power – 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp).

APL 10: L 63 gp + 85 gp/soldier; C 10 gp; M +1 *buckler* (97 gp), +1 *chain shirt* (104 gp), *cloak of resistance* +1 (83 gp), *headband of intellect* +2 (333 gp), +1 *mighty {+2} composite longbow of frost* (717 gp), *pear of power – 1st level* (83 gp), 4x *potion of cure light wounds* (4 gp each), *potion of cure serious wounds* (62 gp), *scroll of dispel magic* (31 gp), *wand of mage armor* (62 gp) + per soldier: *amulet of natural armor* +1 (167 gp), *cloak of resistance* +1 (83 gp), +1 *full plate* (221 gp), *potion of cure light wounds* (4 gp).

Encounter 10: Escape from the Mines

Looting the rebels (note that it is unlikely the PCs had the time to take all items):

APL 4: L 112 gp; C 5 gp; M *wand of magic missile* (CL 1, 62 gp).

APL 6: L 279 gp; C 5 gp; M *cloak of resistance* +1 (83 gp), *potion of cure light wounds* (4 gp), *wand of magic missile* (CL 1, 62 gp).

APL 8: L 279 gp; C 5 gp; M 6x *cloak of resistance* +1 (83 gp each), *potion of cure light wounds* (4 gp), *wand of light* (31 gp), *wand of magic missile* (CL 3, 187 gp).

APL 10: L 862 gp; C 5 gp; M 6x *cloak of resistance* +1 (83 gp each), *horn of fog* (167 gp), *potion of cure light wounds* (4 gp), *wand of light* (31 gp), *wand of magic missile* (CL 3, 187 gp).

Encounter 12: Strike Team

Looting the rebel leaders:

APL 4: L 195 gp; C 30 gp; M 2x *cloak of resistance* +1 (83 gp each), +1 *mithral shirt* (175 gp), 4x *potions of cure light wounds* (4 gp each), 2 *scrolls of cure light wounds* (2 gp each).

APL 6: L 55 gp; C 30 gp; M 2x *cloak of resistance* +1 (83 gp each), *headband of intellect* +2 (333 gp), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), +1 *mithral shirt*

(175 gp), +1 *plate mail* (221 gp), 4x *potions of cure light wounds* (4 gp each), 2 *scrolls of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove paralysis* (12 gp).

APL 8: L 69 gp; C 30 gp; M +1 *chain mail* (108 gp), *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), +1 *mithral shirt* (175 gp), +1 *plate mail* (221 gp), 4x *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (167 gp), 2 *scrolls of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove paralysis* (12 gp).

APL 10: L 43 gp; C 30 gp; M +1 *chain mail* (108 gp), *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), *headband of intellect* +2 (333 gp), +1 *heavy flail* (193 gp), +1 *heavy wooden shield* (96 gp), +1 *keen dagger* (692 gp), +1 *mithral shirt* (175 gp), *periapt of wisdom* +2 (333 gp), +1 *plate mail* (221 gp), 4x *potions of cure light wounds* (4 gp each), *potion of cure serious wounds* (63 gp), *ring of protection* +1 (167 gp), *ring of protection* +2 (667 gp), 2 *scrolls of cure light wounds* (2 gp each), *scroll of cure moderate wounds* (12 gp), *scroll of remove paralysis* (12 gp).

Encounter 13: The Price of Neutrality

Looting Barbern and Ghalann:

APL 4: L 61 gp; C (0 gp); M *cloak of resistance* +1 (83 gp), 2x +1 *full plate* (221 gp each), +1 *heavy wooden shield* (96 gp), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (63 gp).

APL 6: L 33 gp; C (0 gp); M 2x *cloak of resistance* +1 (83 gp each), +1 *dwarven waraxe* (194 gp), 2x +1 *full plate* (221 gp each), 2x +1 *heavy wooden shield* (96 gp each), *pearl of power – 1st level* (83 gp), 2x *potion of cure light wounds* (4 gp each), *wand of cure light wounds* (63 gp).

APL 8: L 33 gp; C (0 gp); M *cloak of resistance* +1 (83 gp each), *cloak of resistance* +2 (333 gp), +1 *dwarven waraxe* (194 gp), 2x +1 *full plate* (221 gp each), *gauntlets of ogre power* (333 gp), 2x +1 *heavy wooden shield* (96 gp each), *pearl of power – 1st level* (83 gp), 2x *potion of cure light wounds* (4 gp each), *ring of protection* +1 (167 gp), *wand of cure light wounds* (63 gp).

APL 10: L 33 gp; C (0 gp); M 2x *amulet of health* +2 (333 gp each), 2x *cloak of resistance* +2 (333 gp each), +1 *dwarven waraxe* (194 gp), 2x +2 *full plate* (471 gp each), *gauntlets of ogre power* (333 gp), +1 *heavy wooden shield* (96 gp), +2 *heavy wooden shield* (346 gp), *pearl of power – 1st level* (83 gp), 2x *potion of cure light wounds* (4 gp each), *ring of protection* +1 (167 gp), *wand of cure light wounds* (63 gp).

Conclusion

Payment from the envoys:

- APL 4: L 0 gp; C 200 gp; M 0 gp.
- APL 6: L 0 gp; C 300 gp; M 0 gp.
- APL 8: L 0 gp; C 400 gp; M 0 gp.
- APL 10: L 0 gp; C 500 gp; M 0 gp.

Maximum Possible Treasure

- APL 4: 650
- APL 6: 900
- APL 8: 1300
- APL 10: 2300

Items for the Adventure Record

☛ **Favor of the Ahlissan Military:** By providing the Ahlissan army vital support during the prison rebellion at the Calling Mines you have earned their favor. This favor can be used once for the following:

- Remove the wanted status gained during TSS3-06 The Prisoner, or reduce punishment for a crime committed in Ahlissa as described in the Wanted AR.
- Gain access to the Tactical Soldier prestige class from the *Miniatures Handbook*.
- Gain one time access to one item costing 16,000 gp or less from the following *Dungeon Master* tables: 7-2, 7-5, 7-6, 7-9, 7-14, 7-15, 7-17, 7-23, 7-24, 7-26, 7-27 and 7-28.

☛ **Respect of the Faith of Trithereon:** By risking live and freedom for those robbed of their freedom you have earned the respect of the faithful of Trithereon. You gain a +2 circumstance bonus on Bluff and Diplomacy checks with the faithful of Trithereon in the Splintered Sun region. On the other hand you have earned the ire of the Ahlissan authorities and gain a -2 circumstance penalty on Bluff and Diplomacy checks with them.

In addition this counts as one favor with the Temples of Trithereon within the Splintered Sun region. Exact use of the favor depends on the region, and in some regions without such a temple it might have no impact.

It can be spend for one time access to one of the following items:

- Upgrade one suit of armor up to +3 (no special enhancements).
- One of the following weapon enhancements: *axiomatic*, *flaming*, *mighty cleaving* or *thundering*.
- Upgrade a *cloak* or *vest of resistance* up to +3.
- Upgrade an *amulet of health* or a *periapt of wisdom* to +4.

☛ **Favor of the Jade Mask:** In addition to the standard uses for a favor with this secretive organization, you can use it as a minor favor at the Royal Court of Sunndi (granting you

one favor with any Count with a seat at the Congress to be used to become a squire or knight or for a promotion at the Sunndian army).

Item Access

APL 4

- ❖ *Boots of striding and jumping* (Adventure, DMG)
- ❖ *Circlet of persuasion* (Adventure, DMG)
- ❖ +2 *full plate* (Adventure, DMG)
- ❖ +1 *mithral shirt* (Adventure, DMG)
- ❖ *Wand of cure light wounds* (Adventure, DMG)
- ❖ *Wand of mage armor* (Adventure, CL 1, DMG)
- ❖ *Wand of magic missile* (Adventure, CL 1, DMG)

APL 6 (All of APLs 2-4 plus the following)

- ❖ *Elixir of fire breath* (Adventure, DMG)
- ❖ *Pearl of Power, 1st level* (Adventure, DMG)
- ❖ *Wand of Remove Fear* (Adventure, DMG)

APL 8 (All of APLs 2-6 plus the following)

- ❖ *Cloak of resistance* +2 (Adventure, DMG)
- ❖ *Ring of sustenance* (Adventure, DMG)
- ❖ *Wand of light* (Adventure, DMG)
- ❖ *Wand of magic missile* (Adventure, CL 3, DMG)

APL 10 (All of APLs 2-8 plus the following)

- ❖ *Horn of Fog* (Adventure, DMG)
- ❖ +2 *heavy wooden shield* (Adventure, DMG)
- ❖ +1 *keen dagger* (Adventure, DMG)
- ❖ +1 *mighty {+2} composite longbow of frost* (Adventure, DMG)
- ❖ *Ring of protection* +2 (Adventure, DMG)

Appendix 1: APL 4

Encounter 2 [Trouble Below]

🗡️ **Barag:** Male orc Clr3; CR 3; Medium Humanoid (orc); HD 3d8+6; hp 24; Init -1; Spd 20 ft.; AC 19 (touch 9, flat-footed 19); Base Atk +2; Grp +5; Atk +7 melee (1d8+3/19-20/x2, masterwork longsword) or +1 ranged (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d8+3/19-20/x2, masterwork longsword) or +1 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +3 dmg) 1/day, spontaneous inflict; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +0, Will +5; Str 16, Dex 8, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +11, Knowledge (religion) +2, Profession (miner) +4, Spellcraft +2; Eschew Materials, Martial Weapon Proficiency (longsword), Skill Focus (concentration), Weapon Focus (longsword).

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*create water, detect magic, detect poison, purify food and drink*, 1st—*command* (2), *cure light wounds, magic weapon**, 2nd—*hold person, silence, spiritual weapon**.

*Domain spell. *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Masterwork longsword, dagger, light crossbow, 20 bolts, masterwork full plate with spikes, heavy wooden shield, wooden holy symbol, 2 alchemist fire, 2 *scrolls of cure light wounds, potion of protection from arrows* 10/ *magic*.

🗡️ **Jailors (3):** Male half-orc Ftr3; CR 3; Medium Humanoid (orc and human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC 19* (touch 11, flat-footed 18); Base Atk +3; Grp +6; Atk +8 melee (1d10+4/19-20/x2, masterwork heavy flail) or +7 melee (1d6+3 nonlethal, masterwork sap) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +8 melee (1d10+4/19-20/x2, masterwork heavy flail) or +7 melee (1d6+3 nonlethal, masterwork sap) or +4 ranged (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +4; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb -3, Intimidate +0, Jump -3, Listen +3, Spot +3; Alertness, Iron Will, Power Attack, Weapon Focus (heavy flail).

Possessions: Masterwork heavy flail, masterwork sap, light crossbow, 20 bolts, dagger, banded mail with spikes, heavy wooden shield, masterwork manacles, 2 tanglefoot bags, 2 thunderstones, *potion of cure light wounds*.

* The AC value assumes the jailor is using a shield and a sap. Reduce it by 2 when using the flails.

Encounter 6 [At the Gates]

🗡️ **Ahlissan Lieutenant:** Male human (Oeridian) Clr1; CR 1; Medium Humanoid (human); HD 1d8+1; hp 9; Init +4; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Base Atk +0; Grp +2; Atk +3 melee (1d8+2, flail) or +0 missile (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d8+2, light flail) or +0 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +1 dmg) 1/day, spontaneous inflict; AL LE; SV Fort +3, Ref +0, Will +4; Str 14, Dex 10, Con 12, Wis 15, Int 12, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcana) +3, Knowledge (religion) +5, Profession (soldier) +6, Spellcraft +3; Improved Initiative, Martial Weapon Proficiency (light flail), Skill Focus (Concentration), Weapon Focus (light flail).

Spells Prepared (3/3; base DC = 12 + spell level): 0—*detect magic, detect poison* (2); 1st—*cause fear, cure light wounds, magic weapon**.

*Domain spell. Deity: Hextor; *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Flail, dagger, light crossbow, 20 bolts, banded mail, heavy wooden shield, wooden holy symbol, spell component pouch, 4 sunrods, *scroll of remove fear, wand of cure light wounds*.

🗡️ **Ahlissan Archers (5):** Male/Female human (Oeridian) Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12 each; Init +2; Spd 20 ft.; AC 19* (touch 11, flat-footed 18); Base Atk +1; Grp +2; Atk +2 melee (1d6+1/19-20/x2, short sword) or +4 missile (1d8/19-20/x2, light crossbow); Full Atk +2 melee (1d6+1/19-20/x2, short sword) or +4 missile (1d8/19-20/x2, light crossbow); AL LN/LE; SV Fort +4, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +1, Listen +3, Spot +3; Point Blank Shot, Rapid Reload (light crossbow), Weapon Focus (light crossbow).

Possessions: Short sword, dagger, light crossbow, 20 bolts, banded mail, heavy wooden shield, *potion of cure light wounds*.

* The AC value assumes the soldier is using a shield and a short sword (or dagger). Reduce it by 2 when using the crossbows.

☛ **Ahlissan Soldier (5):** Male/Female human (Oeridian) Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12 each; Init +1; Spd 20 ft.; AC 17* (touch 11, flat-footed 16); Base Atk +1; Grp +3; Atk +4 melee (2d4+3/x3, ranseur) or +3 melee (1d6+2/19-20/x2, short sword); Full Atk +4 melee (2d4+3/x3, ranseur) or +3 melee (1d6+2/19-20/x2, short sword); AL LN/LE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +1, Listen +3, Spot +3; Combat Reflexes, Quick Draw, Weapon Focus (ranseur).

Possessions: Short sword, dagger, ranseur, banded mail, heavy wooden shield, *potion of cure light wounds*.

* The AC value assumes the soldier is using a ranseur. Increase it by 2 when using the short swords and shields (which requires a move equivalent action from the soldiers).

Encounter 8 [Fight for Freedom]

☛ **Ahlissan Captain:** Male human (Oeridian) Wiz2; CR 2; Medium Humanoid (human); HD 2d4+4; hp 11; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20/x2, dagger) or +3 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +0 melee (1d4-1/19-20/x2, dagger) or +3 missile (1d8/19-20/x2, masterwork light crossbow); AL LE; SV Fort +2, Ref +1, Will +3; Str 8, Dex 13, Con 14, Int 15, Wis 10, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Knowledge (arcane) +7, Knowledge (nobility and royalty) +7, Profession (military command) +5, Spellcraft +9; Improved Initiative, Scribe Scroll, Skill Focus (Concentration).

Spells prepared (4/3; Base DC = 12 + spell level): 0—*detect poison, detect magic, read magic, touch of fatigue*, 1st—*magic missile, shield, sleep*.

Possessions: Masterwork light crossbow, 20 bolts, dagger, spell component pouch, 2 tanglefoot bags, *wand of mage armor*, 2 *potions of cure light wounds*, *scroll of dispel magic*.

☛ **Ahlissan Lieutenant:** Male human (Oeridian) Rng2; CR 2; Medium Humanoid (human); HD 2d8+4; hp 17; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +2; Grp +3; Atk +3 melee (1d8+1/19-20/x2, long sword) or +5 missile (1d8+1/x3, masterwork mighty composite longbow); Full Atk +3 melee (1d8+1/19-20/x2, long sword) or +5 missile (1d8+1/x3, masterwork mighty composite longbow) or +3/+3 missile (1d8+1/x3, masterwork mighty composite

longbow); SA Favored enemy (human) +2; AL LE; SV Fort +4, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +4, Knowledge (nature) +4, Listen +6, Search +4, Spot +6, Survival +8 (+10 when tracking); Track, Point Blank Shot, Rapid Shot, Weapon Focus (long bow).

Possessions: Long sword, dagger, masterwork mighty composite longbow (+1), 20 arrows, *chain shirt* +1, buckler, 2 *potions of cure light wounds*.

☛ **Ahlissan Soldier:** Male human (Oeridian) Ftr2; CR 2; Medium Humanoid (human); HD 2d10+2; hp 18; Init +2; Spd 20 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +4; Atk +4 melee (1d8+3/19-20/x2, long sword) or +6 missile (1d8+2/x3, masterwork might composite longbow); Full Atk +4 melee (1d8+3/19-20/x2, long sword) or +6 missile (1d8+2/x3, masterwork might composite longbow) or +4/+4 missile (1d8+2/x3, masterwork might composite longbow); AL LN/LE; SV Fort +4, Ref +2, Will +3; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +1, Intimidate +4, Ride +0; Iron Will, Point Blank Shot, Rapid Shot, Weapon Focus (longbow).

Possessions: Long sword, dagger, masterwork mighty +2 composite longbow, 20 arrows, chain mail, *potion of cure light wounds*.

Encounter 9 [Escape from the Mines]

☛ **Rebel leader:** Male human (Oeridian) Sor1; CR 1; Medium Humanoid (human); HD 1d4+2; hp 6; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20/x2, dagger); Full Atk +0 melee (1d4/19-20/x2, dagger); AL CN; SV Fort +2, Ref +1, Will +3; Str 10, Dex 13, Con 14, Int 8, Wis 12, Cha 15.

Skills and Feats: Bluff +4, Concentration +6, Listen +4, Spellcraft +1; Endurance, Eschew Materials.

Spells Known (5/4; base DC = 12 + spell level): 0—*detect magic, light, message, read magic*, 1st—*shield, ray of enfeeblement*.

Possessions: Dagger, 2 alchemist fire, 4 sunrods, *wand of magic missile* (CL 1).

Familiar: Bat—AC 17; hp 3; Spd 5 ft., fly 40 ft. (good); SQ Blindsight 20 ft.; Hide +14.

☛ **Rebels (5):** Male/Female human (Oeridian) Ftr1; CR 1; Medium Humanoid (human); HD 1d10+2; hp 12 each; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Base Atk +1; Grp +4; Atk +5 melee (2d4+4, spiked chain) or +2 missile (1d8/19-20/x2, light crossbow);

Full Atk +5 melee (2d4+4, spiked chain) or +2 missile (1d8/19-20/x2, light crossbow); AL CN; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +2, Listen +2, Profession (miner) +2, Spot +2; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: Spiked chain, sap, dagger, light crossbow, 20 bolts, chain mail, 2 alchemist fire, 2 sunrods.

Appearance: The fact that each rebel carries exactly the same equipment suggests that they are disciplined troops in uniforms. This is not the case. They all wear equipment scratched together from goods stolen from unfortunate guards. These are the elite of the prisoners though, getting the best of the equipment taken from the guards. In its core though, it is a choice for ease of design. Designing 5 different fighters would take a lot of time and space.

Encounter 12 [Strike Team]

☛**Shekal:** Male human (Suel) Brd4; CR 4; Medium Humanoid (human); HD 4d6+8; hp 26; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +2; Atk +2 melee (1d6-1, club) or +5 missile (1d8/19-20/x2, light crossbow); Full Atk +2 melee (1d6-1, club) or +5 missile (1d8/19-20/x2, light crossbow); SQ Bardic music (countersong, fascinate, inspire courage +1, inspire competence) 4/day; AL NE; SV Fort +4, Ref +7, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats: Balance +4, Bluff +11, Diplomacy +11, Disguise +8, Hide +9, Intimidate +6, Jump +1, Knowledge (arcane) +6, Move Silently +9, Perform (oratory) +11, Slight of Hand +6, Speak Modern Languages (Common, Ancient Sueloise, Draconic, Old Oeridian), Spellcraft +5, Tumble +9; Improved Initiative, Iron Will, Spell Focus (enchantment).

Spells Known (3/3/1; Base DC = 14 + spell level): 0—*daze**, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*, 1st—*charm person**, *cure light wounds*, *tasha's hideous laughter**, 2nd—*glitterdust*, *suggestion**.

* Due to Spell Focus (enchantment) base DC = 15 + spell level for these spells.

Possessions: Club, dagger, light crossbow, 20 bolts, *mithral shirt* +1, *cloak of resistance* +1, 2 *potions of cure light wounds*, 4 sunrods, 2 tanglefoot bags, spell component pouch.

☛**Parndarn:** Male human (Oeridian) Clr2; CR 2; Medium Humanoid (human); HD 2d8+4; hp 19; Init

+0; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +1; Grp +2; Atk +2 melee (1d8+1, heavy mace) or +1 missile (1d8/19-20/x2, light crossbow); Full Atk +2 melee (1d8+1, heavy mace) or +1 missile (1d8/19-20/x2, light crossbow); SA Turn undead 4/day; SQ Spontaneous cure; AL CG; SV Fort +5, Ref +0, Will +6; Str 13, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +7, Heal +8; Endurance, Die Hard.

Spells prepared (4/4; Base DC = 13 + spell level): 0—*detect poison*, *light* (2), *purify food and drink* (2); 1st—*bless*, *magic stone*, *enlarge person**, *shield of faith*.

* Domain spell. Deity: Trithereon; *Domains:* Good (+1 CL good spell), Strength (+2 enchantment bonus to strength for 1 rd, 1/day).

Possessions: Heavy mace, dagger, light crossbow, 20 bolts, masterwork full plate, heavy wooden shield, 2 sunrods, 2 *scrolls of cure light wounds*.

☛**Brakash:** Male half-orc Bbn2; CR 2; Medium Humanoid (human, orc); HD 2d12+6; hp 25; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +2; Grp +6; Atk +7 melee (1d10+6/19-20/x2, masterwork heavy flail); Full Atk +7 melee (1d10+6/19-20/x2, masterwork heavy flail); SQ Rage 1/day, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +1; Str 18, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +0, Listen +2, Survival +5, Swim +2; Power Attack.

Possessions: Masterwork heavy flail, 4 daggers, chain mail, *cloak of resistance* +1, 2 *potions of cure light wounds*.

Encounter 13 [The price of neutrality]

☛**Babern:** Male half-orc Clr5; CR 5; Medium Humanoid (human, orc); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +3; Grp +5; Atk +7 melee (1d8+2, masterwork flail) or +4 missile (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d8+2, masterwork flail) or +4 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 1/day, smite (+4 atk, +5 dmg) 3/day, spontaneous inflict; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +7; Str 15, Dex 12, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +8, Knowledge (religion) +1; Extra Smiting, Martial Weapon Proficiency (flail), Skill Focus (concentration), Weapon Focus (flail).

Spells prepared (5/5/4/3; Base DC = 13 + spell level): 0—*cure minor wounds*, *detect poison*, *mending* (2), *resistance*, 1st—*cause fear*, *cure light wounds*, *inflict*

*light wounds**, *shield of faith*, *sanctuary*, 2nd–~~*calm emotions*~~, *silence*, *sound burst* (2), *spiritual weapon**, 3rd–*contagion*, *cure serious wounds*, ~~*meld into stone*~~.

*Domain spell. Deity: Hextor; *Domains*: Destruction (smite); War (free weapon feats).

Possessions: Masterwork flail, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, wooden holy symbol, spell component pouch, *wand of cure light wounds*.

◆ **Ghalann**: Male half-orc Bbn3/Ftr2; CR 5; Medium Humanoid (human, orc); HD 3d12 + 2d10 + 15; hp 53; Init +1; Spd 20 ft.; AC 20/22* (touch 11, flat-footed 19); Base Atk +5; Grp +9; Atk +11 melee (1d10+6/x3, masterwork dwarven waraxe) or +6 missile (1d8/19-20/x2, light crossbow); Full Atk +11 melee (1d10+6/x3, masterwork dwarven waraxe) or +6 missile (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft., rage 1/day, trap sense +1, uncanny dodge; AL LE; SV Fort +9, Ref +3, Will +3; Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Climb +5, Intimidate +0, Listen +7, Survival +7; Exotic Weapon Proficiency (dwarven waraxe), Improved Toughness, Power Attack, Weapon Focus (dwarven waraxe).

Possessions: Masterwork dwarven waraxe, dagger, light crossbow, 20 bolts, +1 *full plate*, heavy wooden shield, *cloak of resistance* +1, 2 *potions of cure light wounds*.

* Depending on whether or not he is using his shield or not.

Appendix 2: APL 6

Encounter 2 [Trouble Below]:

🗡️ **Barag:** Male orc Clr5; CR 5; Medium Humanoid (orc); HD 5d8+10; hp 38; Init -1; Spd 20 ft.; AC 20^W (touch 9, flat-footed 20); Base Atk +3; Grp +6; Atk +8 melee (1d8+3/19-20/x2, masterwork longsword) or +2 ranged (1d8/19-20/x2, light crossbow); Full Atk +8 melee (1d8+3/19-20/x2, masterwork longsword) or +2 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +5 dmg) 1/day, spontaneous inflict; SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +1, Will +8; Str 16, Dex 8, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Knowledge (religion) +3, Profession (miner) +5, Spellcraft +3; Eschew Materials, Martial Weapon Proficiency (longsword), Skill Focus (concentration), Weapon Focus (longsword).

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*create water, detect magic, detect poison* (2), *purify food and drink*, 1st—*bless, command* (2), *cure light wounds, magic weapon**; 2nd—*hold person, resist energy, silence, spiritual weapon**; 3rd—*cure serious wounds, magic vestment**, *prayer*.

*Domain spell. *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Masterwork longsword, dagger, light crossbow, 20 bolts, masterwork full plate with spikes, heavy wooden shield, wooden holy symbol, 2 alchemist fire, *cloak of resistance* +1, 2 *scrolls of cure light wounds, scroll of cure moderate wounds, scroll of lesser restoration, potion of protection from arrows* 10/*magic*.

Ψ These values have been modified by *magic vestment*.

🏹 **Jailors (3):** Male half-orc Ftr5; CR 5; Medium Humanoid (orc and human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC 20* (touch 11, flat-footed 19); Base Atk +5; Grp +9; Atk +11 melee (1d10+6/19-20/x2, masterwork heavy flail) or +10 melee (1d6+4 nonlethal, masterwork sap) or +6 ranged (1d8/19-20/x2, light crossbow); Full Atk +11 melee (1d10+6/19-20/x2, masterwork heavy flail) or +10 melee (1d6+4 nonlethal, masterwork sap) or +6 ranged (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +5; Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb -2, Intimidate +0, Jump -2, Listen +3, Spot +3; Alertness, Iron Will, Phalanx Fighting, Power Attack, Weapon Focus (heavy flail).

Possessions: Masterwork heavy flail, masterwork sap, light crossbow, 20 bolts, dagger, banded mail with spikes, heavy wooden shield, masterwork manacles, *cloak of resistance* +1, 2 tanglefoot bags, 2 thunderstones, *potion of cure light wounds*.

* The AC value assumes the jailor is using a shield and a sap. Reduce it by 3 when using the flails. If within 5 ft. of another jailer they will form a shield wall. Increase AC by 2, and give a +1 bonus on reflex saves.

Encounter 6 [At the Gates]:

🗡️ **Ahlissan Lieutenant:** Male human (Oeridian) Clr2; CR 2; Medium Humanoid (human); HD 2d8+2; hp 14; Init +4; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +1; Grp +3; Atk +4 melee (1d8+2, flail) or +1 missile (1d8/19-20/x2, light crossbow); Full Atk +4 melee (1d8+2, light flail) or +1 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +2 dmg) 1/day, spontaneous inflict; AL LE; SV Fort +4, Ref +0, Will +5; Str 14, Dex 10, Con 12, Wis 15, Int 12, Cha 10.

Skills and Feats: Concentration +9, Knowledge (arcana) +5, Knowledge (religion) +6, Profession (soldier) +6, Spellcraft +3; Improved Initiative, Martial Weapon Proficiency (light flail), Skill Focus (Concentration), Weapon Focus (light flail).

Spells Prepared (4/4; base DC = 12 + spell level): 0—*detect magic, detect poison* (2), *read magic*; 1st—*bless, cause fear, cure light wounds, magic weapon**.

*Domain spell. Deity: Hextor; *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Flail, dagger, light crossbow, 20 bolts, full plate, heavy wooden shield, wooden holy symbol, spell component pouch, 4 sunrods, *scroll of remove fear, wand of cure light wounds, wand of remove fear*.

🏹 **Ahlissan Archers (5):** Male/Female human (Oeridian) Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20 each; Init +2; Spd 20 ft.; AC 21* (touch 11, flat-footed 20); Base Atk +2; Grp +3; Atk +3 melee (1d6+1/19-20/x2, short sword) or +6 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +3 melee (1d6+1/19-20/x2, short sword) or +6 missile (1d8/19-20/x2, masterwork light crossbow) or +4/+4 missile (1d8/19-20/x2, masterwork light crossbow); AL LN/LE; SV Fort +5, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Listen +3, Spot +4; Point Blank Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (light crossbow).

Possessions: Short sword, dagger, masterwork light crossbow, 20 bolts, full plate, heavy wooden shield, *potion of cure light wounds*.

* The AC value assumes the soldier is using a shield and a short sword (or dagger). Reduce it by 2 when using the crossbows.

☛ **Ahlissan Soldiers (5):** Male/Female human (Oeridian) Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20 each; Init +1; Spd 20 ft.; AC 19* (touch 11, flat-footed 18); Base Atk +2; Grp +4; Atk +4 melee (1d6+2/19-20/x2, short sword) or +6 melee (2d4+3/x3, masterwork ranseur); Full Atk +4 melee (1d6+2/19-20/x2, short sword) or +6 melee (2d4+3/x3, masterwork ranseur); AL LN/LE; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Listen +3, Spot +4; Combat Reflexes, Quick Draw, Phalanx Fighting, Weapon Focus (ranseur).

Possessions: Short sword, dagger, masterwork ranseur, full plate, heavy wooden shield, *potion of cure light wounds*.

* The AC value assumes the soldier is using ranseur. Increase it by 3 when using the short swords and shields (requiring a move equivalent action to ready). If another soldier is within 5 feet then this must be increased by another 2 for a total of +5 AC.

Encounter 8 [Fight for Freedom]

☛ **Ahlissan Captain:** Male human (Oeridian) Wiz4; CR 4; Medium Humanoid (human); HD 4d4+8; hp 21; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +2; Grp +2; Atk +1 melee (1d4-1/19-20/x2, dagger) or +4 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +1 melee (1d4-1/19-20/x2, dagger) or +4 missile (1d8/19-20/x2, masterwork light crossbow); AL LE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 13, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +5, Knowledge (arcane) +9, Knowledge (nobility and royalty) +7, Profession (military command) +6, Spellcraft +11; Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Evocation).

Spells prepared (4/4/3; Base DC = 13 + spell level): 0—*detect poison, detect magic, read magic, touch of fatigue*, 1st—*magic missile* (2), *shield, sleep*, 2nd—*false life, flaming sphere**, *protection from arrows*.

* Due to Spell Focus (enchantment) the base DC against these spells is 14 + spell level.

Possessions: Masterwork light crossbow, 20 bolts, dagger, spell component pouch, 2 tanglefoot bags, *cloak of resistance* +1, *wand of mage armor*, 2 *potions of cure light wounds*, *scroll of dispel magic*.

☛ **Ahlissan Lieutenant:** Male human (Oeridian) Rng4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 31; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +4; Grp +5; Atk +6 melee (1d8+1/19-20/x2, masterwork long sword) or +8 missile (1d8+1/x3, masterwork mighty composite longbow); Full Atk +6 melee (1d8+1/19-20/x2, masterwork long sword) or +8 missile (1d8+1/x3, masterwork mighty composite longbow) or +6/+6 missile (1d8+1/x3, masterwork mighty composite longbow); SA Favored enemy (human) +2; AL LE; SV Fort +5, Ref +6, Will +2; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +4, Hide +4, Knowledge (nature) +4, Listen +8, Move Silently +4, Search +4, Spot +8, Survival +10 (+12 when tracking); Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (long bow).

Spells prepared (1; Base DC = 11 + spell level): 1st—*entangle*.

Possessions: Masterwork long sword, dagger, masterwork mighty composite longbow {+1}, 20 arrows, *chain shirt* +1, buckler, 2 *potions of cure light wounds*, *elixir of fire breath*.

☛ **Ahlissan Soldier:** Male human (Oeridian) Ftr4; CR 4; Medium Humanoid (human); HD 4d10+4; hp 32; Init +6; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +4; Grp +6; Atk +7 melee (1d8+3/19-20/x2, masterwork long sword) or +9 missile (1d8+4/x3, masterwork might composite longbow); Full Atk +7 melee (1d8+3/19-20/x2, masterwork long sword) or +9 missile (1d8+4/x3, masterwork might composite longbow) or +7/+7 missile (1d8+4/x3, masterwork might composite longbow); AL LN/LE; SV Fort +5, Ref +4, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3, Intimidate +6, Ride +3; Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Masterwork long sword, dagger, masterwork mighty {+2} composite longbow, 20 arrows, masterwork full plate, *potion of cure light wounds*.

Encounter 9 [Escape from the Mines]:

◆ **Rebel leader:** Male human (Oeridian) Sor2; CR 2; Medium Humanoid (human); HD 2d4+4; hp 11; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20/x2, dagger); Full Atk +1 melee (1d4/19-20/x2, dagger); AL CN; SV Fort +3, Ref +2, Will +5; Str 10, Dex 13, Con 14, Int 8, Wis 12, Cha 15.

Skills and Feats: Bluff +4, Concentration +7, Listen +4, Spellcraft +1; Endurance, Eschew Materials.

Spells Known (6/5; base DC = 12 + spell level): 0—*detect magic, light, message, prestidigitation, read magic*, 1st—*shield, ray of enfeeblement*.

Possessions: Dagger, *cloak of resistance* +1, 2 alchemist fire, 4 sunrods, *wand of magic missile* (CL 1), *potion of cure light wounds*.

Familiar: Bat—AC 17; hp 5; Spd 5 ft., fly 40 ft. (good); SQ Blindsight 20 ft.; Hide +14.

◆ **Rebels (5):** Male/Female human (Oeridian) Ftr2; CR 2; Medium Humanoid (human); HD 2d10+4; hp 20 each; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +2; Grp +5; Atk +7 melee (2d4+4, masterwork spiked chain) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +7 melee (2d4+4, masterwork spiked chain) or +3 missile (1d8/19-20/x2, light crossbow); AL CN; SV Fort +5, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +2, Listen +3, Profession (miner) +2, Spot +2, Swim -8; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

Possessions: Masterwork spiked chain, sap, dagger, light crossbow, 20 bolts, banded mail, 2 alchemist fire, 2 sunrods.

Appearance: The fact that each rebel carries exactly the same equipment suggests that they are disciplined troops in uniforms. This is not the case. They all wear equipment scratched together from goods stolen from unfortunate guards. These are the elite of the prisoners though, getting the best of the equipment taken from the guards. In its core though, it is a choice for ease of design. Designing 5 different fighters would take a lot of time and space.

Encounter 12 [Strike Team]

◆ **Shekal:** Male human (Suel) Brd4/Rog1/Asn1; CR 6; Medium Humanoid (human); HD 6d6+12; hp 34; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +3; Grp +2; Atk +5 melee (1d4-1/19-20/x2, dagger) or +6 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +5 melee (1d4-1/19-20/x2, dagger) or +6

missile (1d8/19-20/x2, masterwork light crossbow); SA Death attack (DC 13), sneak attack +2d6; SQ Bardic music (countersong, fascinate, inspire courage +1, inspire competence) 4/day; AL NE; SV Fort +4, Ref +11, Will +7; Str 8, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +4, Bluff +13, Diplomacy +13, Disguise +9, Escape Artist +7, Hide +10, Intimidate +6, Jump +1, Knowledge (arcane) +6, Move Silently +10, Perform (oratory) +11, Slight of Hand +8, Speak Modern Languages (Common, Ancient Sueloise, Draconic, Old Oeridian), Spellcraft +5, Tumble +11; Improved Initiative, Iron Will, Spell Focus (enchantment), Weapon Finesse.

Assassin Spells Known (1; Base DC = 12 + spell level): 1st—*disguise self, obscuring mist*.

Bard Spells Known (3/3/1; Base DC = 14 + spell level): 0—*daze**, *detect magic, light, mage hand, prestidigitation, read magic*, 1st—*charm person**, *cure light wounds, tasha's hideous laughter**, 2nd—*glitterdust, suggestion**.

* Due to Spell Focus (enchantment) base DC = 15 + spell level for these spells.

Possessions: Club, dagger, masterwork light crossbow, 20 bolts, *mithral shirt* +1, *cloak of resistance* +1, *headband of intellect* +2, 2 *potions of cure light wounds*, 4 sunrods, 2 tanglefoot bags, spell component pouch.

◆ **Parndarn:** Male human (Oeridian) Clr4; CR 4; Medium Humanoid (human); HD 4d8+8; hp 33; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Base Atk +3; Grp +5; Atk +5 melee (1d8+2, heavy mace) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +5 melee (1d8+2, heavy mace) or +3 missile (1d8/19-20/x2, light crossbow); SA Turn undead 4/day; SQ Spontaneous cure; AL CG; SV Fort +6, Ref +1, Will +7; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +9, Heal +10; Augmented Healing, Endurance, Die Hard.

Spells prepared (5/5/4; Base DC = 13 + spell level): 0—*detect magic, detect poison, light* (2), *purify food and drink* (2); 1st—*bless, magic stone* (2), *enlarge person**, *shield of faith*, 2nd—*aid**, *calm emotions, resist energy* (2).

* Domain spell. Deity: Trithereon; *Domains:* Good (+1 CL good spell), Strength (+4 enchantment bonus to strength for 1 rd, 1/day).

Possessions: Heavy mace, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, 2 sunrods, 2 *scrolls of cure light wounds*, *scroll of cure moderate wounds*, *scroll of remove paralysis*.

☛ **Brakash:** Male half-orc Bbn4; CR 4; Medium Humanoid (human, orc); HD 4d12+12; hp 45; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +4; Grp +8; Atk +9 melee (1d10+7/19-20/x2, +1 *heavy flail*); Full Atk +9 melee (1d10+7/19-20/x2, +1 *heavy flail*); SQ Rage 2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +8, Ref +4, Will +4; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +0, Listen +4, Survival +7, Swim +2; Iron Will, Power Attack.

Possessions: +1 *heavy flail*, 4 daggers, chain mail, *cloak of resistance* +1, 2 *potions of cure light wounds*.

Encounter 13 [The price of neutrality]

☛ **Babern:** Male half-orc Clr7; CR 7; Medium Humanoid (human, orc); HD 7d8+14; hp 50; Init +5; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +5; Grp +7; Atk +9 melee (1d8+2, masterwork flail) or +6 missile (1d8/19-20/x2, light crossbow); Full Atk +9 melee (1d8+2, masterwork flail) or +6 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 1/day, smite (+4 atk, +7 dmg) 3/day, spontaneous inflict; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +4, Will +9; Str 15, Dex 12, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +10, Knowledge (religion) +1; Extra Smiting, Improved Initiative, Martial Weapon Proficiency (flail), Skill Focus (concentration), Weapon Focus (flail).

Spells prepared (6/6/5/4/2; Base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *mending* (2), *resistance*, 1st—*cause fear*, *command*, ~~*cure light wounds*~~, *inflict light wounds**, *shield of faith*, *sanctuary*; 2nd—~~*calm emotions*~~, *resist energy*, *silence*, *sound burst* (2), *spiritual weapon**, 3rd—*blindness/deafness*, *contagion*, *cure serious wounds*, ~~*meld into stone*~~, 4th—*cure critical wounds*, *divine power**, *freedom of movement*.

*Domain spell. Deity: Hextor; *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Masterwork flail, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +1, *pearl of power* (1st level), wooden holy symbol, spell component pouch, *wand of cure light wounds*.

☛ **Ghalann:** Male half-orc Bbn3/Ftr4; CR 7; Medium Humanoid (human, orc); HD 3d12 + 4d10 + 19; hp 69; Init +1; Spd 20 ft.; AC 20/23* (touch 11, flat-footed 19); Base Atk +7; Grp +11; Atk +13 melee (1d10+9/x3, +1 *dwarven waraxe*) or +8 missile (1d8/19-20/x2, light crossbow); Full Atk +13+8 melee (1d10+9/x3, +1

dwarven waraxe) or +8 missile (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft., rage 1/day, trap sense +1, uncanny dodge; AL LE; SV Fort +10, Ref +4, Will +6; Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 6.

Skills and Feats: Climb +7, Intimidate +0, Listen +7, Survival +7; Exotic Weapon Proficiency (*dwarven waraxe*), Improved Toughness, Iron Will, Power Attack, Weapon Focus (*dwarven waraxe*), Weapon Specialization (*dwarven waraxe*).

Possessions: +1 *dwarven waraxe*, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +1, 2 *potions of cure light wounds*.

* Depending on whether or not he is using his shield or not.

Appendix 3: APL 8

Encounter 2 [Trouble Below]:

🗡️ **Barag:** Male orc Clr7; CR 7; Medium Humanoid (orc); HD 7d8+14; hp 52; Init -1; Spd 20 ft.; AC 21^Ψ (touch 9, flat-footed 21); Base Atk +5; Grp +8; Atk +11 melee (1d8+4/19-20/x2, masterwork longsword^Ψ) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk +11 melee (1d8+4/19-20/x2, masterwork longsword^Ψ) or +4 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +7 dmg) 3/day, spontaneous inflict; SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +2, Will +9; Str 16, Dex 8, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +15, Knowledge (religion) +4, Profession (miner) +5, Spellcraft +4; Eschew Materials, Extra Smite, Martial Weapon Proficiency (longsword), Skill Focus (concentration), Weapon Focus (longsword).

Spells Prepared (6/6/5/4/2; base DC = 13 + spell level): 0—*create water, detect magic, detect poison* (2), *purify food and drink* (2); 1st—*bles, command* (2), *cure light wounds, magic weapon**, *obscuring mist*; 2nd—*death knell, hold person, resist energy, silence, spiritual weapon**; 3rd—*cure serious wounds, magic circle against law, magic vestment**, *prayer*; 4th—*divine power**, *greater magic weapon*.

*Domain spell. *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Masterwork longsword, dagger, light crossbow, 20 bolts, *full plate* +1 with spikes, heavy wooden shield, wooden holy symbol, 2 alchemist fire, *cloak of resistance* +1, 2 *scrolls of cure light wounds*, *scroll of cure moderate wounds*, *scroll of lesser restoration*, *potion of protection from arrows* 10/magic.

Ψ These values have been modified by *magic vestment* and *greater magic weapon*.

🗡️ **Jailors (3):** Male half-orc Ftr7; CR 7; Medium Humanoid (orc and human); HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC 22* (touch 11, flat-footed 21); Base Atk +7; Grp +11; Atk +13 melee (1d10+8/19-20/x2, masterwork heavy flail) or +13 melee (1d6+4 nonlethal, masterwork sap) or +8 ranged (1d8/19-20/x2, light crossbow); Full Atk +13/+8 melee (1d10+8/19-20/x2, masterwork heavy flail) or +13/+8 melee (1d6+4 nonlethal, masterwork sap) or +8 ranged (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +4, Will +6; Str 18, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb -1, Intimidate +2, Jump -1, Listen +3, Spot +3; Alertness, Iron Will, Phalanx Fighting, Power Attack, Weapon Focus (heavy flail), Weapon Focus (sap), Weapon Specialization (heavy flail).

Possessions: Masterwork heavy flail, masterwork sap, light crossbow, 20 bolts, dagger, masterwork full plate with spikes, heavy wooden shield, masterwork manacles, *cloak of resistance* +1, 2 tanglefoot bags, 2 thunderstones, *potion of cure light wounds*.

* The AC value assumes the jailor is using a shield and a sap. Reduce it by 3 when using the flails. If within 5 ft. of another jailor they will form a shield wall. Increase AC by 2, and give a +1 bonus on reflex saves.

Encounter 6 [At the Gates]:

🗡️ **Ahlissan Lieutenant:** Male human (Oeridian) Clr4; CR 4; Medium Humanoid (human); HD 4d8+4; hp 25; Init +4; Spd 20 ft.; AC 20 (touch 10, flat-footed 20); Base Atk +3; Grp +5; Atk +6 melee (1d8+2, flail) or +3 missile (1d8/19-20/x2, light crossbow); Full Atk +6 melee (1d8+2, light flail) or +3 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +4 dmg) 1/day, spontaneous inflict; AL LE; SV Fort +6, Ref +2, Will +8; Str 14, Dex 10, Con 12, Wis 16, Int 12, Cha 10.

Skills and Feats: Concentration +11, Heal +7, Knowledge (arcana) +7, Knowledge (religion) +6, Profession (soldier) +7, Spellcraft +7; Improved Initiative, Martial Weapon Proficiency (light flail), Skill Focus (Concentration), Spell Focus (necromancy), Weapon Focus (light flail).

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, detect poison* (2), *read magic*; 1st—*bles, cause fear^Ψ, cure light wounds, magic weapon**, *shield of faith*; 2nd—*calm emotions, death knell, hold person, spiritual weapon**.

*Domain spell. Deity: Hextor; *Domains:* Destruction (smite); War (free weapon feats).

Ψ Due to Spell Focus (necromancy) DC = 14 + spell level. Note that the various *inflict wounds* spells are Necromancy spells as well.

Possessions: Flail, dagger, light crossbow, 20 bolts, full plate, heavy wooden shield, *cloak of resistance* +1, wooden holy symbol, spell component pouch, 4 sunrods, *scroll of remove fear*, *wand of cure light wounds*, *wand of remove fear*.

☛ **Ahlissan Archers (5):** Male/Female human (Oeridian) Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36 each; Init +3; Spd 20 ft.; AC 22* (touch 11, flat-footed 21); Base Atk +4; Grp +5; Atk +6 melee (1d6+1/19-20/x2, masterwork short sword) or +9 missile (1d8+2/19-20/x2, masterwork light crossbow); Full Atk +6 melee (1d6+1/19-20/x2, masterwork short sword) or +9 missile (1d8+2/19-20/x2, masterwork light crossbow) or +7/+7 missile (1d8+2/19-20/x2, masterwork light crossbow); AL LN/LE; SV Fort +6, Ref +3, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Listen +4, Spot +5; Phalanx Fighting, Point Blank Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Possessions: Masterwork short sword, dagger, masterwork light crossbow, 20 bolts, full plate, heavy wooden shield, *potion of cure light wounds*.

* The AC value assumes the soldier is using a shield and a short sword (or dagger). Reduce it by 3 when using the crossbows. If within 5 ft. of another soldier they will form a shield wall. Increase AC by 2, and give a +1 bonus on reflex saves.

☛ **Ahlissan soldiers (5):** Male/Female human (Oeridian) Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36 each; Init +5; Spd 20 ft.; AC 19* (touch 11, flat-footed 18); Base Atk +4; Grp +7; Atk +8 melee (1d6+3/19-20/x2, masterwork short sword) or +9 melee (2d4+6/x3, masterwork ranseur); Full Atk +8 melee (1d6+3/19-20/x2, masterwork short sword) or +9 melee (2d4+6/x3, masterwork ranseur); AL LN/LE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +2, Listen +4, Spot +5; Combat Reflexes, Improved Initiative, Quick Draw, Phalanx Fighting, Weapon Focus (ranseur), Weapon Specialization (ranseur).

Possessions: Masterwork short sword, dagger, masterwork ranseur, full plate, heavy wooden shield, *potion of cure light wounds*.

* The AC value assumes the soldier is using ranseur. Increase it by 3 when using the short swords and shields (requiring a move equivalent action to ready). If another soldier is within 5 feet then this must be increased by another 2 for a total of +5 AC.

Encounter 8 [Fight for Freedom]

☛ **Ahlissan Captain:** Male human (Oeridian) Wiz6; CR 6; Medium Humanoid (human); HD 6d4+12; hp 31 (42 due to *false life*); Init +5; Spd 30 ft.; AC 15 (touch 11,

flat-footed 14); Base Atk +3; Grp +3; Atk +2 melee (1d4-1/19-20/x2, dagger) or +5 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +2 melee (1d4-1/19-20/x2, dagger) or +5 missile (1d8/19-20/x2, masterwork light crossbow); AL LE; SV Fort +7, Ref +4, Will +6; Str 8, Dex 13, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +6, Knowledge (arcane) +11, Knowledge (nobility and royalty) +7, Knowledge (the planes) +7, Profession (military command) +6, Spellcraft +13; Extend Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Evocation).

Spells prepared (4/4/4/3; Base DC = 13 + spell level): 0—*detect poison*, *detect magic*, *read magic*, *touch of fatigue*; 1st—*magic missile* (2), *shield*, *sleep*; 2nd—*flaming sphere**, *protection from arrows*, *scorching ray* (2); 3rd—*false life* (extended), *fireball**, *haste*.

* Due to Spell Focus (enchantment) the base DC against these spells is 14 + spell level.

Possessions: Masterwork light crossbow, 20 bolts, dagger, spell component pouch, 2 tanglefoot bags, *cloak of resistance* +1, *pearl of power* (1st level), *wand of mage armor*, 2 *potions of cure light wounds*, *potion of cure serious wounds*, *scroll of dispel magic*.

☛ **Ahlissan Lieutenant:** Male human (Oeridian) Rng6; CR 6; Medium Humanoid (human); HD 6d8+12; hp 45; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +6; Grp +7; Atk +8 melee (1d8+1/19-20/x2, masterwork long sword) or +10 missile (1d8+1/x3, masterwork mighty composite longbow); Full Atk +8/+3 melee (1d8+1/19-20/x2, masterwork long sword) or +10/+5 missile (1d8+1/x3, masterwork mighty composite longbow) or +8/+8/+3 missile (1d8+1/x3, masterwork mighty composite longbow); SA Favored enemy (human) +4, favored enemy (orc) +2; AL LE; SV Fort +6, Ref +7, Will +5; Str 13, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +5, Hide +7, Knowledge (nature) +4, Listen +10, Move Silently +7, Search +4, Spot +10, Survival +12 (+14 when tracking), Swim +2; Endurance, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (long bow).

Spells prepared (2; Base DC = 11 + spell level): 1st—*entangle*, *longstrider*.

Possessions: Masterwork long sword, dagger, masterwork mighty composite longbow (+1), 20 arrows, +1 *chain shirt*, +1 *buckler*, 2 *potions of cure light wounds*, *elixir of fire breath*.

☛ **Ahlissan Soldier:** Male human (Oeridian) Ftr6; CR 6; Medium Humanoid (human); HD 6d10+6; hp 46; Init +3; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +6; Grp +8; Atk +9 melee (1d8+3/19-20/x2, masterwork long sword) or +11 missile (1d8+4/x3, masterwork might composite longbow); Full Atk +9/+4 melee (1d8+3/19-20/x2, masterwork long sword) or +11/+6 missile (1d8+4/x3, masterwork might composite longbow) or +9/+9/+4 missile (1d8+4/x3, masterwork might composite longbow); AL LN/LE; SV Fort +7, Ref +6, Will +6; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +5, Intimidate +6, Ride +5; Far Shot, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Masterwork long sword, dagger, masterwork mighty {+2} composite longbow, 20 arrows, masterwork full plate, *cloak of resistance* +1, *potion of cure light wounds*.

Encounter 9 [Escape from the Mines]:

☛ **Rebel leader:** Male human (Oeridian) Sor4; CR 4; Medium Humanoid (human); HD 4d4+8; hp 21; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20/x2, dagger); Full Atk +2 melee (1d4/19-20/x2, dagger); AL CN; SV Fort +6, Ref +3, Will +6; Str 10, Dex 13, Con 14, Int 8, Wis 12, Cha 16.

Skills and Feats: Bluff +4, Concentration +9, Listen +4, Spellcraft +3; Endurance, Eschew Materials, Great Fortitude.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*detect magic, detect poison, light, message, prestidigitation, read magic*, 1st—*enlarge person, shield, ray of enfeeblement*, 2nd—*scorching ray*.

Possessions: Dagger, *cloak of resistance* +1, 2 alchemist fire, 4 sunrods, *wand of light, wand of magic missile* (CL 3), *potion of cure light wounds*.

Familiar: Bat—AC 18; hp 10; Spd 5 ft., fly 40 ft. (good); SQ Blindsense 20 ft.; Hide +14.

☛ **Rebels (5):** Male/Female human (Oeridian) Ftr4; CR 4; Medium Humanoid (human); HD 4d10+8; hp 36 each; Init +1; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +4; Grp +7; Atk +9 melee (2d4+6, masterwork spiked chain) or +5 missile (1d8/19-20/x2, light crossbow); Full Atk +9 melee (2d4+6, masterwork spiked chain) or +5 missile (1d8/19-20/x2, light crossbow); AL CN; SV Fort +7, Ref +3, Will +4; Str 17, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +4, Listen +3, Profession (miner) +3, Spot +3, Swim -6; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Iron Will, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: Masterwork spiked chain, sap, dagger, light crossbow, 20 bolts, banded mail, *cloak of resistance* +1, 2 alchemist fire, 2 sunrods.

Appearance: The fact that each rebel carries exactly the same equipment suggests that they are disciplined troops in uniforms. This is not the case. They all wear equipment scratched together from goods stolen from unfortunate guards. These are the elite of the prisoners though, getting the best of the equipment taken from the guards. In its core though, it is a choice for ease of design. Designing 5 different fighters would take a lot of time and space.

Encounter 12 [Strike Team]

☛ **Shekal:** Male human (Suel) Brd4/Rog2/Asn2; CR 8; Medium Humanoid (human); HD 8d6+16; hp 46; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +5; Grp +4; Atk +8 melee (1d4-1/19-20/x2, masterwork dagger) or +8 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +8 melee (1d4-1/19-20/x2, masterwork dagger) or +8 missile (1d8/19-20/x2, masterwork light crossbow); SA Death attack (DC 14), sneak attack +2d6; SQ Bardic music (countersong, fascinate, inspire courage +1, inspire competence) 4/day, evasion, uncanny dodge; AL NE; SV Fort +5, Ref +14, Will +8; Str 8, Dex 15, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +4, Bluff +14, Diplomacy +14, Disguise +9, Escape Artist +10, Hide +10, Intimidate +6, Jump +1, Knowledge (arcane) +6, Listen +2, Move Silently +10, Perform (oratory) +11, Slight of Hand +8, Speak Modern Languages (Common, Ancient Sueloise, Draconic, Old Oeridian), Spellcraft +5, Spot +2, Tumble +12; Improved Initiative, Iron Will, Spell Focus (enchantment), Weapon Finesse.

Assassin Spells Known (2; Base DC = 12 + spell level): 1st—*disguise self, obscuring mist, true strike*.

Bard Spells Known (3/3/1; Base DC = 14 + spell level): 0—*daze**, *detect magic, light, mage hand, prestidigitation, read magic*, 1st—*charm person**, *cure light wounds, tasha's hideous laughter**, 2nd—*glitterdust, suggestion**.

* Due to Spell Focus (enchantment) base DC = 15 + spell level for these spells.

Possessions: Club, masterwork dagger, 2 daggers, masterwork light crossbow, 20 bolts, +1 *mithral shirt, cloak of resistance* +2, *headband of intellect* +2, 2

potions of cure light wounds, 4 sunrods, 2 tanglefoot bags, spell component pouch.

☛ **Parndarn**: Male human (Oeridian) Clr6; CR 6; Medium Humanoid (human); HD 6d8+12; hp 47; Init +0; Spd 20 ft.; AC 23 (touch 11, flat-footed 23); Base Atk +4; Grp +6; Atk +6 melee (1d8+2, heavy mace) or +4 missile (1d8/19-20/x2, light crossbow); Full Atk +6 melee (1d8+2, heavy mace) or +4 missile (1d8/19-20/x2, light crossbow); SA Turn undead 4/day; SQ Spontaneous cure; AL CG; SV Fort +9, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 8, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Heal +10, Knowledge (religion) +1; Augmented Healing, Die Hard, Endurance, Great Fortitude.

Spells prepared (5/5/5/4; Base DC = 13 + spell level): 0—*detect magic*, *detect poison*, *light* (2), *purify food and drink* (2); 1st—*bless*, *magic stone* (2), *enlarge person**, *shield of faith*; 2nd—*aid**, *calm emotions*, *resist energy* (2), *silence*; 3rd—*dispel magic*, *invisibility purge*, *magic circle against evil**, *prayer*.

* Domain spell. Deity: Trithereon; *Domains*: Good (+1 CL good spell), Strength (+6 enchantment bonus to strength for 1 rd, 1/day).

Possessions: Heavy mace, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *ring of protection* +1, 2 sunrods, 2 *scrolls of cure light wounds*, *scroll of cure moderate wounds*, *scroll of remove paralysis*.

☛ **Brakash**: Male half-orc Bbn6; CR 6; Medium Humanoid (human, orc); HD 6d12+18; hp 65; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +6; Grp +10; Atk +11 melee (1d10+7/19-20/x2, +1 *heavy flail*); Full Atk +11/+6 melee (1d10+7/19-20/x2, +1 *heavy flail*); SQ Improved uncanny dodge, rage 2/day, trap sense +2; AL CN; SV Fort +9, Ref +5, Will +5; Str 19, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +2, Listen +4, Survival +9, Swim +2; Endurance, Iron Will, Power Attack.

Possessions: +1 *heavy flail*, 4 daggers, +1 *chain mail*, *cloak of resistance* +1, 2 *potions of cure light wounds*, *potion of cure serious wounds*.

Encounter 13 [The price of neutrality]

☛ **Babern**: Male half-orc Clr9; CR 9; Medium Humanoid (human, orc); HD 9d8+18; hp 64; Init +5; Spd 20 ft.; AC 24 (touch 12, flat-footed 23); Base Atk +6; Grp +9; Atk +10 melee (1d8+3, masterwork flail) or +7 missile (1d8/19-20/x2, light crossbow); Full Atk +10/+5 melee (1d8+3, masterwork flail) or +7 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 1/day, smite

(+4 atk, +9 dmg) 3/day, spontaneous inflict; AL LE; SV Fort +10, Ref +6, Will +11; Str 16, Dex 12, Con 14, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +12, Knowledge (religion) +1; Extra Smiting, Improved Initiative, Martial Weapon Proficiency (flail), Power Attack, Skill Focus (concentration), Weapon Focus (flail).

Spells prepared (6/6/6/5/3/2; Base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *mending* (2), *resistance*, 1st—*cause fear*, *command*, ~~*cure light wounds*~~, *inflict light wounds**, *shield of faith*, *sanctuary*; 2nd—~~*calm emotions*~~, *hold person*, *resist energy*, *silence*, *sound burst* (2), *spiritual weapon**, 3rd—*blindness/deafness*, *contagion*, *cure serious wounds*, *dispel magic*, ~~*meld into stone*~~, 4th—*cure critical wounds*, *divine power**, *freedom of movement* (1 - 1 cast); 5th—~~*mass inflict light wounds*~~*, *righteous might*.

*Domain spell. Deity: Hextor; *Domains*: Destruction (smite); War (free weapon feats).

Possessions: Masterwork flail, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +2, *pearl of power* (1st level), *ring of protection* +1, wooden holy symbol, spell component pouch, *wand of cure light wounds*.

☛ **Ghalann**: Male half-orc Bbn3/Ftr6; CR 9; Medium Humanoid (human, orc); HD 3d12 + 6d10 + 23; hp 85; Init +1; Spd 20 ft.; AC 20/23* (touch 11, flat-footed 19); Base Atk +9; Grp +14; Atk +16 melee (1d10+11/19-20/x3, +1 *dwarven waraxe*) or +10 missile (1d8/19-20/x2, light crossbow); Full Atk +16/+11 melee (1d10+11/19-20/x3, +1 *dwarven waraxe*) or +10 missile (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft., rage 1/day, trap sense +1, uncanny dodge; AL LE; SV Fort +11, Ref +5, Will +7; Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 6.

Skills and Feats: Climb +9, Intimidate +0, Listen +7, Survival +7; Cleave, Exotic Weapon Proficiency (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Toughness, Iron Will, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: +1 *dwarven waraxe*, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +1, *gauntlets of ogre power*, 2 *potions of cure light wounds*.

* Depending on whether or not he is using his shield or not.

Appendix 4: APL 10

Encounter 2 [Trouble Below]:

☛ **Barag:** Male orc Clr9; CR 9; Medium Humanoid (orc); HD 9d8+18; hp 66; Init -1; Spd 20 ft.; AC 23^ψ (touch 10, flat-footed 23); Base Atk +6; Grp +9; Atk +13 melee (1d8+5/19-20/x2, masterwork longsword^ψ) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +13/+8 melee (1d8+5/19-20/x2, masterwork longsword^ψ) or +5 ranged (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +9 dmg) 3/day, spontaneous inflict; SQ Darkvision 60 ft.; AL NE; SV Fort +10, Ref +4, Will +11; Str 16, Dex 8, Con 14, Int 10, Wis 17, Cha 10.

Skills and Feats: Concentration +17, Knowledge (religion) +5, Profession (miner) +5, Spellcraft +5; Eschew Materials, Extra Smite, Martial Weapon Proficiency (longsword), Power Attack, Skill Focus (concentration), Weapon Focus (longsword).

Spells Prepared (6/6/6/5/3/2; base DC = 13 + spell level): 0—*create water, detect magic, detect poison* (2), *purify food and drink* (2); 1st—*bless, command* (2), *cure light wounds, magic weapon**, *obscuring mist*; 2nd—*death knell, hold person* (2), *resist energy, silence, spiritual weapon**; 3rd—*cure serious wounds, dispel magic, magic circle against law, ~~magic vestment*~~*, *prayer*; 4th—*divine power**, *~~freedom of movement, greater magic weapon~~*; 5th—*greater command, mass inflict light wounds**.

*Domain spell. *Domains:* Destruction (smite); War (free weapon feats).

Possessions: Masterwork longsword, dagger, light crossbow, 20 bolts, +1 *full plate* with spikes, heavy wooden shield, wooden holy symbol, 2 alchemist fire, *cloak of resistance* +2, *ring of protection* +1, 2 *scrolls of cure light wounds, scroll of cure moderate wounds, scroll of lesser restoration, potion of protection from arrows* 10/magic.

ψ These values have been modified by *magic vestment* and *greater magic weapon*. Note that he also has *freedom of movement* cast on him.

☛ **Jailors (3):** Male half-orc Ftr9; CR 9; Medium Humanoid (orc and human); HD 9d10+18; hp 76; Init +2; Spd 20 ft.; AC 24* (touch 11, flat-footed 23); Base Atk +9; Grp +13; Atk +15 melee (1d10+8/19-20/x2, masterwork heavy flail) or +15 melee (1d6+4 nonlethal, masterwork sap) or +11 ranged (1d8/19-20/x2, light crossbow); Full Atk +15/+10 melee (1d10+8/19-20/x2, masterwork heavy flail) or +15/+10 melee (1d6+4 nonlethal, masterwork sap) or +11 ranged (1d8/19-

20/x2, light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +9, Ref +6, Will +7; Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +0, Intimidate +4, Jump +0, Listen +3, Spot +3; Alertness, Improved Grapple, Improved Unarmed Strike, Iron Will, Phalanx Fighting, Power Attack, Weapon Focus (heavy flail), Weapon Focus (sap), Weapon Specialization (heavy flail).

Possessions: Masterwork heavy flail, masterwork sap, light crossbow, 20 bolts, dagger, +1 *full plate* with spikes, +1 *heavy wooden shield*, masterwork manacles, *cloak of resistance* +1, 2 tanglefoot bags, 2 thunderstones, *potion of cure light wounds*.

* The AC value assumes the jailor is using a shield and a sap. Reduce it by 3 when using the flails. If within 5 ft. of another jailer they will form a shield wall. Increase AC by 2, and give a +1 bonus on reflex saves.

Encounter 6 [At the Gates]:

☛ **Ahlissan Lieutenant:** Male human (Oeridian) Clr6; CR 6; Medium Humanoid (human); HD 6d8+6; hp 37; Init +4; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Base Atk +4; Grp +6; Atk +7 melee (1d8+2, flail) or +4 missile (1d8/19-20/x2, light crossbow); Full Atk +7 melee (1d8+2, light flail) or +4 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 3/day, smite (+4 atk, +6 dmg) 3/day, spontaneous inflict; AL LE; SV Fort +7, Ref +3, Will +9; Str 14, Dex 10, Con 12, Wis 16, Int 12, Cha 10.

Skills and Feats: Concentration +13, Heal +7, Knowledge (arcana) +7, Knowledge (religion) +8, Profession (soldier) +9, Spellcraft +9; Extra Smiting, Improved Initiative, Martial Weapon Proficiency (light flail), Skill Focus (Concentration), Spell Focus (necromancy), Weapon Focus (light flail).

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, detect poison* (2), *read magic*; 1st—*bless, cause fear^ψ, cure light wounds, magic weapon*, shield of faith*; 2nd—*calm emotions, death knell, hold person, resist energy, spiritual weapon**; 3rd—*blindness/deafness^ψ, contagion^ψ, cure serious wounds, invisibility purge*.

*Domain spell. Deity: Hextor; *Domains:* Destruction (smite); War (free weapon feats).

ψ Due to Spell Focus (necromancy) DC = 14 + spell level. Note that the various *inflict wounds* spells are Necromancy spells as well.

Possessions: Flail, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +1, wooden holy symbol, spell component pouch, 4 sunrods, *scroll of remove fear*, *wand of cure light wounds*, *wand of remove fear*.

☛ **Ahlissan Archers (5):** Male/Female human (Oeridian) Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 52 each; Init +3; Spd 20 ft.; AC 24* (touch 11, flat-footed 23); Base Atk +6; Grp +7; Atk +9 melee (1d6+1/19-20/x2, masterwork short sword) or +11 missile (1d8+2/19-20/x2, masterwork light crossbow); Full Atk +9/+4 melee (1d6+1/19-20/x2, masterwork short sword) or +11/+6 missile (1d8+2/19-20/x2, masterwork light crossbow) or +9/+9/+4 missile (1d8+2/19-20/x2, masterwork light crossbow); AL LN/LE; SV Fort +7, Ref +4, Will +3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Listen +6, Spot +6; Phalanx Fighting, Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Rapid Shot, Weapon Focus (light crossbow), Weapon Focus (short sword), Weapon Specialization (light crossbow).

Possessions: Masterwork short sword, dagger, masterwork light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *potion of cure light wounds*.

* The AC value assumes the soldier is using a shield and a short sword (or dagger). Reduce it by 3 when using the crossbows. If within 5 ft. of another soldier they will form a shield wall. Increase AC by 2, and give a +1 bonus on reflex saves.

☛ **Ahlissan Soldiers (5):** Male/Female human (Oeridian) Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 52 each; Init +5; Spd 20 ft.; AC 20* (touch 11, flat-footed 19); Base Atk +6; Grp +9; Atk +11 melee (1d6+5/19-20/x2, masterwork short sword) or +11 melee (2d4+6/x3, masterwork ranseur); Full Atk +11/+6 melee (1d6+5/19-20/x2, masterwork short sword) or +11/+6 melee (2d8+6/x3, masterwork ranseur); AL LN/LE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +4, Listen +6, Spot +6; Combat Reflexes, Improved Initiative, Quick Draw, Phalanx Fighting, Weapon Focus (ranseur), Weapon Focus (short sword), Weapon Specialization (ranseur), Weapon Specialization (short sword).

Possessions: Masterwork short sword, dagger, masterwork ranseur, +1 *full plate*, +1 *heavy wooden shield*, *potion of cure light wounds*.

* The AC value assumes the soldier is using ranseur. Increase it by 4 when using the short swords

and shields (requiring a move equivalent action to ready). If another soldier is within 5 feet then this must be increased by another 2 for a total of +6 AC.

Encounter 8 [Fight for Freedom]

☛ **Ahlissan Captain:** Male human (Oeridian) Wiz8; CR 8; Medium Humanoid (human); HD 8d4+16; hp 41 (54 due to *false life*); Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Base Atk +4; Grp +3; Atk +3 melee (1d4-1/19-20/x2, dagger) or +6 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +3 melee (1d4-1/19-20/x2, dagger) or +6 missile (1d8/19-20/x2, masterwork light crossbow); AL LE; SV Fort +7, Ref +4, Will +7; Str 8, Dex 13, Con 14, Int 19, Wis 10, Cha 12.

Skills and Feats: Concentration +16, Diplomacy +7, Knowledge (arcane) +13, Knowledge (nobility and royalty) +7, Knowledge (the planes) +9, Profession (military command) +8, Spellcraft +15; Extend Spell, Great Fortitude, Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Evocation).

Spells prepared (4/5/4/4/3; Base DC = 14 + spell level): 0—*detect poison*, *detect magic*, *read magic*, *touch of fatigue*, 1st—*magic missile* (2), *obscuring mist*, *shield*, *sleep*, 2nd—*flaming sphere**, *protection from arrows*, *scorching ray* (2), *see invisibility*, 3rd—*dispel magic*, ~~*false life*~~ (extended), *fireball**, *haste*, 4th—*fear*, *mass enlarge person*, *wall of fire*.

* Due to Spell Focus (enchantment) the base DC against these spells is 15 + spell level.

Possessions: Masterwork light crossbow, 20 bolts, dagger, spell component pouch, 2 tanglefoot bags, *cloak of resistance* +1, *headband of intellect* +2, *pearl of power* (1st level), *wand of mage armor*, 2 *potions of cure light wounds*, *potion of cure serious wounds*, *scroll of dispel magic*.

☛ **Ahlissan Lieutenant:** Male human (Oeridian) Rng8; CR 8; Medium Humanoid (human); HD 8d8+16; hp 59; Init +3; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Base Atk +8; Grp +11; Atk +11 melee (1d8+2/19-20/x2, masterwork long sword) or +13 missile (1d8+3+1d6 cold/x3, +1 *mighty composite longbow of frost*); Full Atk +11/+6 melee (1d8+2/19-20/x2, masterwork long sword) or +13/+8 missile (1d8+3+1d6 cold/x3, +1 *mighty composite longbow of frost*) or +11/+11/+6 missile (1d8+3+1d6 cold/x3, +1 *mighty composite longbow of frost*); SA Favored enemy (human) +4, favored enemy (orc) +2; SQ Swift tracker, woodland stride; AL LE; SV Fort +7, Ref +8, Will +5; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +5, Hide +9, Knowledge (nature) +4, Listen +12, Move Silently +9, Search +4,

Spot +12, Survival +14 (+16 when tracking), Swim +4; Endurance, Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (long bow).

Spells prepared (2; Base DC = 11 + spell level): 1st—*entangle*, *longstrider*.

Possessions: Masterwork long sword, dagger, +1 *mighty composite longbow* {+2} *of frost*, 20 arrows, +1 *chain shirt*, +1 *buckler*, 2 *potions of cure light wounds*, *elixir of fire breath*.

☛ **Ahlissan Soldier**: Male human (Oeridian) Ftr8; CR 8; Medium Humanoid (human); HD 8d10+16; hp 68; Init +3; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +8; Grp +10; Atk +11 melee (1d8+3/19-20/x2, masterwork long sword) or +13 missile (1d8+4/19-20/x3, masterwork might composite longbow); Full Atk +11/+6 melee (1d8+3/19-20/x2, masterwork long sword) or +13/+8 missile (1d8+4/19-20/x3, masterwork might composite longbow) or +11/+11/+6 missile (1d8+4/19-20/x3, masterwork might composite longbow); AL LN/LE; SV Fort +9, Ref +6, Will +6; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +5, Intimidate +8, Ride +7; Far Shot, Improved Critical (longbow), Iron Will, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Possessions: Masterwork long sword, dagger, masterwork mighty {+2} composite longbow, 20 arrows, +1 *full plate*, *amulet of natural armor* +1, *cloak of resistance* +1, *potion of cure light wounds*.

Encounter 9 [Escape from the Mines]:

☛ **Rebel leader**: Male human (Oeridian) Sor6; CR 6; Medium Humanoid (human); HD 6d4+12; hp 31; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20/x2, dagger); Full Atk +3 melee (1d4/19-20/x2, dagger); AL CN; SV Fort +7, Ref +4, Will +7; Str 10, Dex 13, Con 14, Int 8, Wis 12, Cha 16.

Skills and Feats: Bluff +4, Concentration +11, Listen +4, Spellcraft +5; Endurance, Eschew Materials, Great Fortitude, Still Spell.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—*detect magic*, *detect poison*, *light*, *mending*, *message*, *prestidigitation*, *read magic*; 1st—*enlarge person*, *grease*, *shield*, *ray of enfeeblement*; 2nd—*scorching ray*, *web*; 3rd—*haste*.

Possessions: Dagger, *cloak of resistance* +1, 2 alchemist fire, 4 sunrods, *horn of fog*, *wand of light*,

wand of magic missile (CL 3), *potion of cure light wounds*.

Familiar: Bat—AC 19; hp 15; Spd 5 ft., fly 40 ft. (good); SQ Blindsight 20 ft.; Hide +14.

☛ **Rebels (5)**: Male/Female human (Oeridian) Ftr6; CR 6; Medium Humanoid (human); HD 6d10+12; hp 52 each; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +6; Grp +10; Atk +12 melee (2d4+8, masterwork spiked chain) or +7 missile (1d8/19-20/x2, light crossbow); Full Atk +12/+7 melee (2d4+8, masterwork spiked chain) or +7 missile (1d8/19-20/x2, light crossbow); AL CN; SV Fort +10, Ref +4, Will +5; Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +5, Listen +4, Profession (miner) +4, Spot +4, Swim -2; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Great Fortitude, Improved Trip, Iron Will, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: Masterwork spiked chain, sap, dagger, light crossbow, 20 bolts, masterwork full plate, *cloak of resistance* +1, 2 alchemist fire, 2 sunrods.

Appearance: The fact that each rebel carries exactly the same equipment suggests that they are disciplined troops in uniforms. This is not the case. They all wear equipment scratched together from goods stolen from unfortunate guards. These are the elite of the prisoners though, getting the best of the equipment taken from the guards. In its core though, it is a choice for ease of design. Designing 5 different fighters would take a lot of time and space.

Encounter 12 [Strike Team]

☛ **Shekal**: Male human (Suel) Brd4/Rog3/Asn3; CR 10; Medium Humanoid (human); HD 10d6+20; hp 58; Init +7; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Base Atk +7; Grp +6; Atk +11 melee (1d4/17-20/x2, +1 *keen dagger*) or +11 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +11/+6 melee (1d4/17-20/x2, +1 *keen dagger*) or +11 missile (1d8/19-20/x2, masterwork light crossbow); SA Death attack (DC 14), sneak attack +4d6; SQ Bardic music (countersong, fascinate, inspire courage +1, inspire competence) 4/day, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +7, Ref +15, Will +10; Str 8, Dex 16, Con 14, Int 14, Wis 10, Cha 18.

Skills and Feats: Balance +5, Bluff +15, Climb +5, Diplomacy +15, Disguise +9, Escape Artist +15, Hide +11, Intimidate +6, Jump +3, Knowledge (arcane) +6, Listen +2, Move Silently +11, Perform (oratory) +11, Slight of Hand +9, Speak Modern Languages (Common, Ancient Sueloise, Draconic, Old Oeridian),

Spellcraft +5, Spot +2, Tumble +16; Improved Initiative, Iron Will, Spell Focus (enchantment), Weapon Finesse.

Assassin Spells Known (3/1; Base DC = 12 + spell level): 1st—*disguise self*, *obscuring mist*, *true strike*; 2nd—*alter self*, *cat's grace*.

Bard Spells Known (3/3/1; Base DC = 14 + spell level): 0—*daze**, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*; 1st—*charm person**, *cure light wounds*, *tasha's hideous laughter**; 2nd—*glitterdust*, *suggestion**.

* Due to Spell Focus (enchantment) base DC = 15 + spell level for these spells.

Possessions: Club, +1 *keen dagger*, 2 daggers, masterwork light crossbow, 20 bolts, *mithral shirt* +1, *cloak of resistance* +2, *headband of intellect* +2, 2 *potions of cure light wounds*, 4 sunrods, 2 tanglefoot bags, spell component pouch.

☛ **Parndarn**: Male human (Oeridian) Clr8; CR 8; Medium Humanoid (human); HD 8d8+16; hp 61; Init +0; Spd 20 ft.; AC 23 (touch 11, flat-footed 23); Base Atk +6; Grp +8; Atk +8 melee (1d8+2, heavy mace) or +6 missile (1d8/19-20/x2, light crossbow); Full Atk +8/+3 melee (1d8+2, heavy mace) or +6 missile (1d8/19-20/x2, light crossbow); SA Turn undead 4/day; SQ Spontaneous cure; AL CG; SV Fort +10, Ref +2, Will +9; Str 14, Dex 10, Con 14, Int 8, Wis 19, Cha 12.

Skills and Feats: Concentration +13, Heal +11, Knowledge (religion) +2, Augmented Healing, Die Hard, Endurance, Great Fortitude.

Spells prepared (5/6/5/5/4; Base DC = 13 + spell level): 0—*detect magic*, *detect poison*, *light* (2), *purify food and drink* (2); 1st—*bless*, *divine favor*, *magic stone* (2), *enlarge person**, *shield of faith*; 2nd—*aid**, *calm emotions*, *resist energy* (2), *silence*; 3rd—*dispel magic*, *invisibility purge*, *magic circle against evil** (2), *prayer*; 4th—*freedom of movement*, *greater magic weapon* (2), *spell immunity**.

* Domain spell. Deity: Trithereon; *Domains*: Good (+1 CL good spell), Strength (+8 enchantment bonus to strength for 1 rd, 1/day).

Possessions: Heavy mace, dagger, light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *ring of protection* +1, *amulet of wisdom* +2, 2 sunrods, 2 *scrolls of cure light wounds*, *scroll of cure moderate wounds*, *scroll of remove paralysis*.

☛ **Brakash**: Male half-orc Bbn8; CR 8; Medium Humanoid (human, orc); HD 8d12+24; hp 85; Init +2; Spd 30 ft.; AC 20 (touch 14, flat-footed 18); Base Atk +8; Grp +13; Atk +14 melee (1d10+8/19-20/x2, +1 *heavy*

flail); Full Atk +14/+9 melee (1d10+8/19-20/x2, +1 *heavy flail*); SQ DR 1/-, improved uncanny dodge, rage 3/day, trap sense +2; AL CN; SV Fort +10, Ref +5, Will +5; Str 20, Dex 14, Con 16, Int 6, Wis 10, Cha 6.

Skills and Feats: Climb +3, Listen +4, Survival +11, Swim +5; Endurance, Iron Will, Power Attack.

Possessions: +1 *heavy flail*, 4 daggers, +1 *chain mail*, *cloak of resistance* +1, *ring of protection* +2, 2 *potions of cure light wounds*, *potion of cure serious wounds*.

Encounter 13 [The price of neutrality]

☛ **Babern**: Male half-orc Clr11; CR 11; Medium Humanoid (human, orc); HD 11d8+33; hp 89; Init +5; Spd 20 ft.; AC 26 (touch 12, flat-footed 25); Base Atk +8; Grp +11; Atk +12 melee (1d8+3, masterwork flail) or +9 missile (1d8/19-20/x2, light crossbow); Full Atk +12/+7 melee (1d8+3, masterwork flail) or +9 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 1/day, smite (+4 atk, +11 dmg) 3/day, spontaneous inflict; AL LE; SV Fort +11, Ref +6, Will +12; Str 16, Dex 12, Con 16, Int 8, Wis 16, Cha 6.

Skills and Feats: Concentration +14, Knowledge (religion) +1; Extra Smiting, Improved Initiative, Martial Weapon Proficiency (flail), Power Attack, Skill Focus (concentration), Weapon Focus (flail).

Spells prepared (6/7/6/6/5/3/2; Base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *detect poison*, *mending* (2), *resistance*; 1st—*bless*, *cause fear*, *command*, ~~*cure light wounds*~~, *inflict light wounds**, *shield of faith*, *sanctuary*; 2nd—~~*calm emotions*~~, *hold person*, *resist energy*, *silence*, *sound burst* (2), *spiritual weapon**; 3rd—*blindness/deafness*, *contagion*, *cure serious wounds*, *dispel magic* (2), ~~*meld into stone*~~; 4th—*cure critical wounds*, *divine power**, *freedom of movement* (1 - 1 cast), *poison*; 5th—~~*mass inflict light wounds**~~, *righteous might*, *slay living*; 6th—*blade barrier**, *harm*.

*Domain spell. Deity: Hextor; *Domains*: Destruction (smite); War (free weapon feats).

Possessions: Masterwork flail, dagger, light crossbow, 20 bolts, +2 *full plate*, +2 *heavy wooden shield*, *cloak of resistance* +2, *pearl of power* (1st level), *ring of protection* +1, *amulet of health* +2, wooden holy symbol, spell component pouch, *wand of cure light wounds*.

☛ **Ghalann**: Male half-orc Bbn3/Ftr8; CR 11; Medium Humanoid (human, orc); HD 3d12 + 8d10 + 38; hp 112; Init +1; Spd 20 ft.; AC 21/24* (touch 11, flat-footed 20); Base Atk +11; Grp +16; Atk +19 melee (1d10+11/19-20/x3, +1 *dwarven waraxe*) or +12 missile (1d8/19-

20/x2, light crossbow); Full Atk +19/+14/+9 melee (1d10+11/19-20/x3, +1 *dwarven waraxe*) or +12 missile (1d8/19-20/x2, light crossbow); SQ Darkvision 60 ft., rage 1/day, trap sense +1, uncanny dodge; AL LE; SV Fort +13, Ref +6, Will +8; Str 20, Dex 12, Con 16, Int 8, Wis 14, Cha 6.

Skills and Feats: Climb +9, Intimidate +2, Listen +7, Survival +7; Cleave, Exotic Weapon Proficiency (dwarven waraxe), Greater Weapon Focus (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Toughness, Iron Will, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Possessions: +1 *dwarven waraxe*, dagger, light crossbow, 20 bolts, +2 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +2, *gauntlets of ogre power*, *amulet of health* +2, 2 *potions of cure light wounds*.

* Depending on whether or not he is using his shield or not.

Appendix 5: Diplomats and Bodyguards

The Envoys:

☛ **Lord Rilcern:** Male human (Oeridian) Ari1/Brd2; AL NG; Bluff +9, Diplomacy +17, Perform (oratory) +8, Sense Motive +6.

Appearance: Rilcern is a short man, with long light brown hair tied together in a ponytail. His angular features and emerald green eyes hint at some elven blood in his ancestry. He has a friendly ready smile, and a twinkle in his eyes. His hands and face show the signs of a man who is not afraid for hard physical labor and who spends a lot of time outside.

Personality: Rilcern is an out-going friendly man with a good sense of humor and self-mockery. He is polite no matter with whom he is talking, and he will do his best to make others feel at ease. He knows a lot of anecdotes about political figures in the region and he certainly knows how to tell them.

Rilcern has a healthy distrust for the intentions of Ahlissa and a strong dislike for Taraskan (though he is good enough not to show it). During the rebellion he wishes that he was not an official envoy, or else he would be aiding the prisoners.

☛ **Lord Taraskan:** Male human (Oeridian) Rog3; AL LN; Bluff +7, Diplomacy +9.

Appearance: Sir Taraskan is a tall, gaunt man with short dark brown hair and a short beard. He has a pock marked face, and a pale complexion. Most of the time he looks rather nervous, always fiddling with his thin long-fingered hands. He always dresses rather formal, even when on the road.

Personality: Everybody who stays with Taraskan for a while, realizes the man has been selected for his mission because of loyalty to Ahlissa and because he is unlikely to show much initiative. He is a pen pusher, but one who is reasonably good with people. He clearly hates being on the road, and when the shit hits the fan he proves to be a bit of a coward. He hides his fears and inability to deal correctly with the situation behind a thin layer of aloofness and etiquette.

Taraskan holds no love for the Sunndians, seeing them as a chaotic lawless paranoid bunch whom do not know their proper place in life. His opinion on sell-swords is not much better, but at least they tend to be loyal to the money and not some alien ideal of freedom and equality. Of course, during the rebellion he will have a much higher opinion of those that protect him

from harm, though his memory can be a bit short in this matter...

The Ahlissan Bodyguards:

Select one or more NPCs from the list below, the amount depending on how many of the PCs were selected by Lord Rilcern or Lord Taraskan. While these NPCs will not play a very visible role during the scenario, they can help you flesh out some parts. The NPCs are ordered alphabetically.

☛ **Alyshizia:** Female human (Oeridian) Ftr1; LN.

Appearance: Short, plump, piercing gaze.

Personality: Rude, selfish and jumpy.

☛ **Kratast:** Male human (Oeridian) Rgr1; N.

Appearance: Average height and built, but walks with a limp and he has a rather strong body odor.

Personality: Avid collector of feathers, silent, withdrawn.

☛ **Karast:** Male human (Flan-Oeridian) Ftr1; LE.

Appearance: Short black curly hair. He is covered with burn scars. Whistles a lot.

Personality: Silent, grim and obedient (though demanding).

☛ **Rinlorn:** Female human (Suel-Oeridian) Clr1 of stern Alia; AL LN.

Appearance: Long red-brown hair, dark skin. She is missing two fingers on her left hand.

Personality: Overly critical, stern, grim.

☛ **Verminak:** Male human (Oeridian) Ftr1; N.

Appearance: Bad breath.

Personality: Passionate horse rider, a bit reckless.

☛ **Younardd:** Male human (Oeridian) Ftr1; LN.

Appearance: High voice, spot-less skin, almost feminine.

Personality: Well mannered, proud.

The Iron League Bodyguards:

Select one or more NPCs from the list below, the amount depending on how many of the PCs were selected by Lord Rilcern or Lord Taraskan. While these NPCs will not play a very visible role during the

scenario, they can help you flesh out some parts. The NPCs are ordered alphabetically.

☛ **Kromm:** Male dwarf Ftr1; LG.

Appearance: Tall, strong, though still young, his hair is already white. Wears a lot of jewelry.

Personality: Pessimistic, dependable, loyal.

☛ **Lethian'opal:** Male gray elf Rgr1; CG.

Appearance: Short, stocky (for an elf), deep blue eyes, sharp pointed nose.

Personality: Leth is fascinated by all things magical, but has a tendency to be distracted by the smallest things.

☛ **Marzia:** Female human (Suel) Sor1; NG.

Appearance: Marzia is a regular beauty queen – a dumb blond, except that she is not dumb (far from it). Long, curly blond hair and brown eyes, makes forester clothes look good. Her hands have a tendency to shake.

Personality: Even tempered, quiet listener, a bit jumpy at times.

☛ **Krethak:** Male human (Oeridian) Ftr1; N.

Appearance: Thin, tall, sharp features.

Personality: Pessimistic jokster who tends to use long flowery speech and long words.

☛ **Jaleen:** Female halfling Rog1; NG.

Appearance: Tends to speak very fast, and has a tendency to mumble - making it somewhat difficult to understand her.

Personality: Neurotic, energetic and brave.

☛ **Letenser:** Male human (Oeridian) Clr1 of Pelor; NG.

Appearance: Loud speaker with a strong distrust for everything Suel.

Personality: Curious, well-mannered and a bit lazy.

Appendix 6: Ahlissan Leaders

☛ **Commander Noquann:** Male human (Oeridian) Clr11; CR 11; Medium Humanoid (human); HD 11d8+33; hp 91 (102 due to *heroes feast*); AC 24 (touch 10, flat-footed 24); Init -1; Spd 30 ft.; Base Atk +8; Grp +10; Atk +15 melee (1d8+4, +2 *flail*) or +8 missile (1d8/19-20/x2, light crossbow); Full Atk +15/+10 melee (1d8+2, +2 *flail*) or +8 missile (1d8/19-20/x2, light crossbow); SA Rebuke undead 4/day, smite (+4 atk, +11 dmg) 3/day, spontaneous inflict; AL LE; SV Fort +10, Ref +3, Will +13; Str 14, Dex 8, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +19, Diplomacy +8, Knowledge (religion) +7, Profession (military commander) +11, Spellcraft +7; Extra Smiting, Improved Toughness, Martial Weapon Proficiency (flail), Power Attack, Skill Focus (concentration), Spell Focus (necromancy), Weapon Focus (flail).

Spells prepared (6/7/6/6/5/3/2; Base DC = 14 + spell level): 0–*detect magic* (2), *detect poison*, *light mending*, *read magic*, 1st–*bless*, *cure light wounds*, *divine favor*, *entropic shield*, *inflict light wounds*[⚡], *shield of faith* (2); 2nd–*bear's endurance*, *cure moderate wounds*, *resist energy* (2), *silence*, *spiritual weapon*^{*}, 3rd–*cure serious wounds*, *dispel magic* (2), *invisibility purge*, *magic circle against chaos*, ~~*magic vestment*^{*}~~, 4th–*divine power*^{*}, *freedom of movement*, ~~*greater magic weapon*~~, *poison* (2)[⚡]; 5th–*mass cure light wounds*, *mass inflict light wounds*[⚡], *righteous might*, 6th–*blade barrier*^{*}, *heroes feast*.

^{*}Domain spell. Deity: Hextor; *Domains:* Destruction (smite); War (free weapon feats).

[⚡] Due to Spell Focus (necromancy) DC = 15 + spell level. Note that the various *inflict wounds* spells are Necromancy spells as well.

Note: The stat block above all ready includes the benefits of *greater magic weapon*, *heroes feast* and *magic vestment*.

Possessions: +2 *masterwork flail* (due to *greater magic weapon*), dagger, light crossbow, 20 bolts, +2 *full plate*, +2 *heavy wooden shield* (due to *magic vestment*), *boots of striding and springing*, *cloak of resistance* +1, *amulet of wisdom* +2, *ring of protection* +1, silver holy symbol, spell component pouch.

☛ **Master of Coins Zamasken:** Male human (Oeridian-Suel) Rog7; CR 7; Medium Humanoid (human); HD 7d6+7; hp 37 (48 due to *heroes feast*); Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +5; Grp +4; Atk +10 melee (1d6-1/18-20/x2, masterwork rapier) or

+10 missile (1d8/19-20/x2, masterwork light crossbow); Full Atk +10 melee (1d6-1/18-20/x2, masterwork rapier) or +10 missile (1d8/19-20/x2, masterwork light crossbow); SA Sneak attack +4d6; SQ Evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +4, Ref +9, Will +4; Str 8, Dex 16, Con 13, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +12, Balance +4, Bluff +14, Diplomacy +18, Escape Artist +13, Forgery +12, Jump +5, Listen +10, Profession (merchant) +10, Sense Motive +10, Slight of Hand +10, Speak Languages (Common, Dwur, Old Oeridian), Spot +10, Tumble +14; Dodge, Mobility, Spring Attack, Weapon Finesse.

Note: The stat block above all ready includes the benefits of *heroes feast*.

Possessions: Masterwork rapier, dagger, light crossbow, 20 bolts, +1 *chain shirt*, *circlet of persuasion*, *cloak of resistance* +1, *potion of cure serious wounds*, *potion of invisibility*.

☛ **Bodyguard:** Male human (Oeridian) Ftr7; CR 7; Medium Humanoid (human); HD 7d10+21; hp 67 (78 due to *heroes feast*); Spd 20 ft.; Init +5; AC 21 (touch 12, flat-footed 20); Base Atk +7; Grp +11; Atk +14 melee (2d6+9/19-20/x2, +1 *great sword*); Full Atk +14/+9 melee (2d6+9/19-20/x2, +1 *great sword*); AL LE; SV Fort +8, Ref +4, Will +6; Str 18, Dex 12, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Listen +5, Ride +11, Spot +5; Combat Expertise, Improved Bulls Rush, Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (great sword), Weapon Specialization (great sword).

Note: The stat block above all ready includes the benefits of *heroes feast*.

Possessions: +1 *great sword*, dagger, +1 *full plate*, *cloak of resistance* +1, *ring of protection* +1, *potion of cure serious wounds*.

Appendix 7

New Rules Item

Extra Smiting [General]

(Source: *Complete Warrior*, page 98)

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead for example).

Special: You can take this feat multiple times. Its effects stack.

Phalanx Fighting [General]

(Source: *Complete Warrior*, page 103)

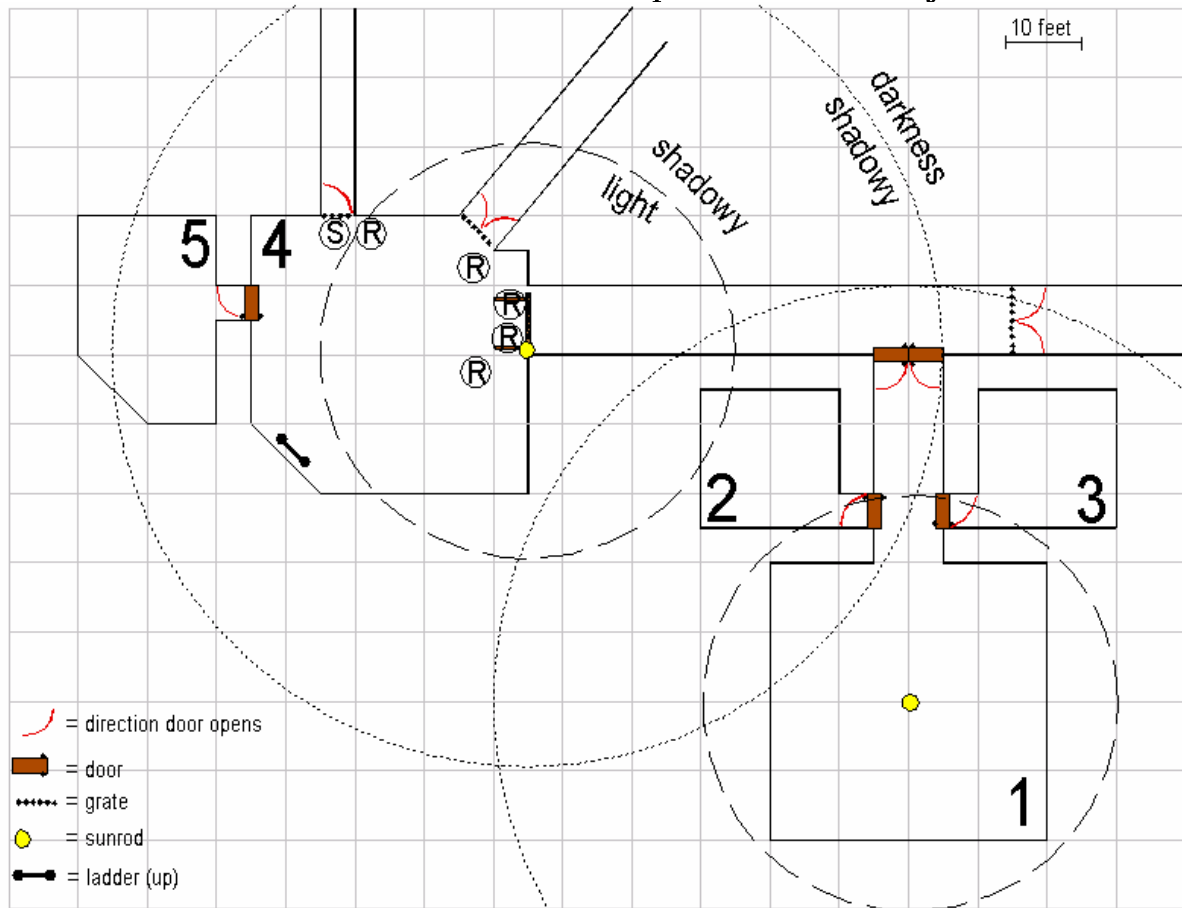
You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and a light weapon and who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus to Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus to Reflex saves.

Special: A fighter may select Phalanx Fighting as one of his fighter feats.

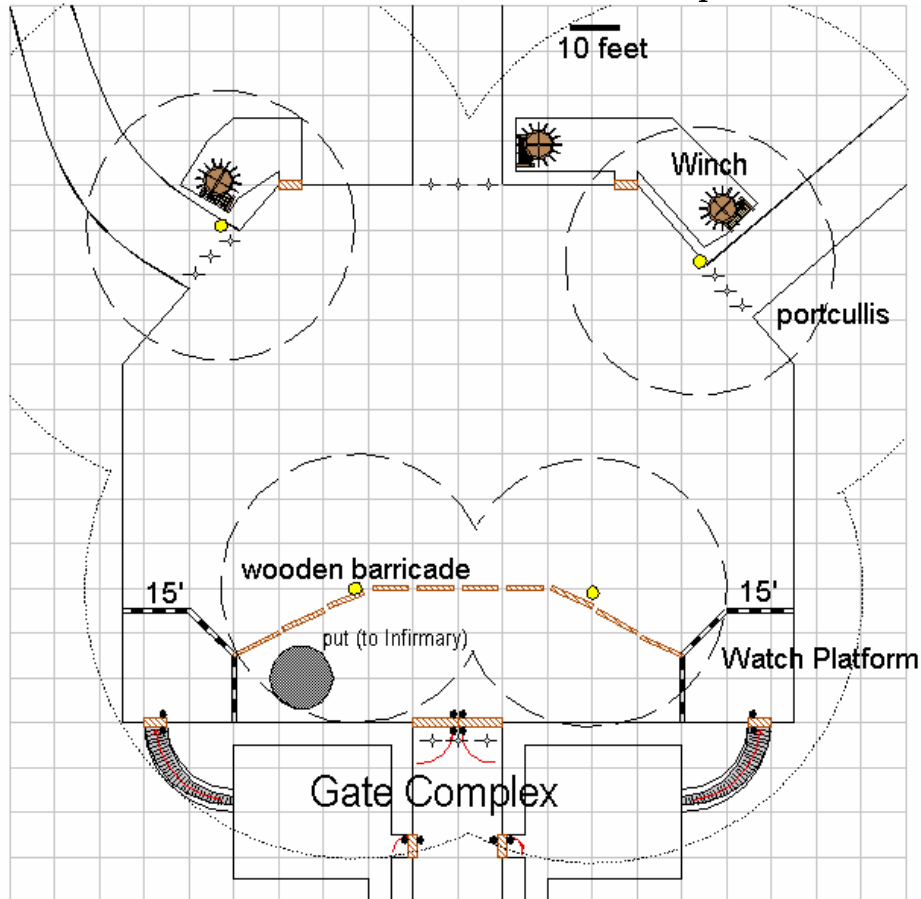
DM's Aid 1: Map of the Infirmary and Guard Post



1. Infirmary
 2. Sleeping Quarters Tarrak and the 2 gnomes
 3. Supply Room
 4. Guard Room
 5. Guard Post
- R = Rebel
S = Rebel Sorcerer

Note that the grates can be locked, but they are all standing open during the rebellion. The rebels do not have the keys, but the PCs could close them to slow new arrivals down and buy some time to escape. Also note that the light source radiuses are given for creatures without low-light vision, double these for creatures with low-light vision.

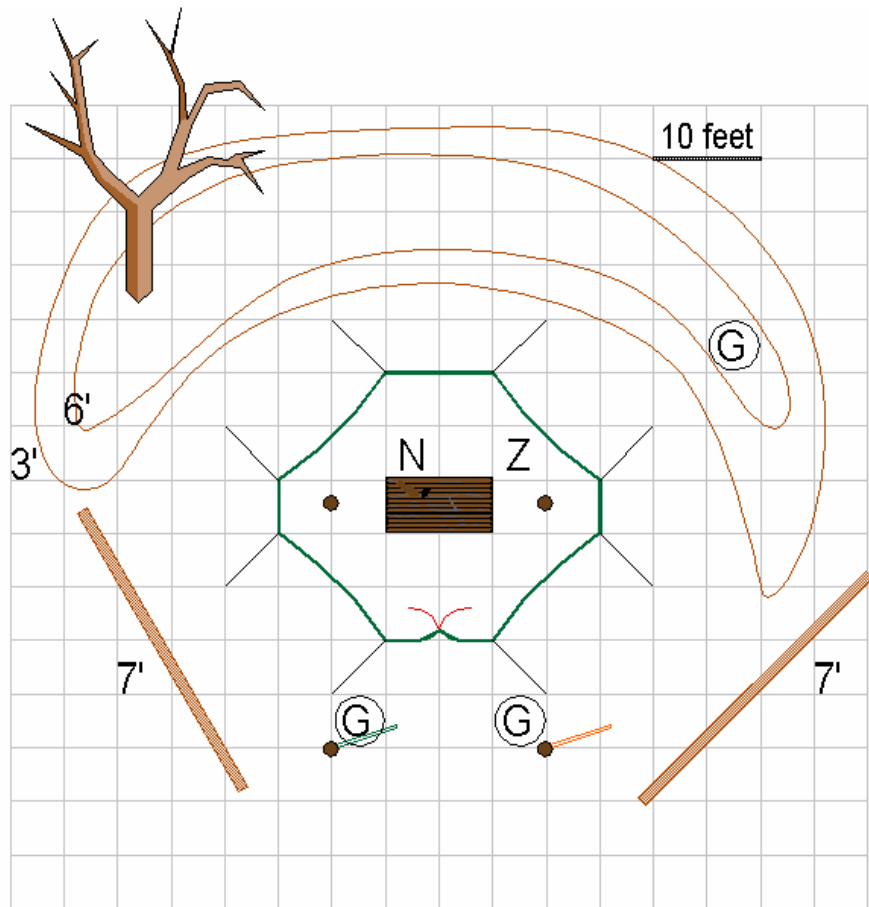
DM's Aid 2: Map of the Gate Complex



Note: by the time the PCs will arrive at the gates, the prisoners will have destroyed the portcullis.

The dotted lines are the light radiuses for creatures without low-light vision. The big dash form the border of the normal light, and the small dashes the border of the shadowy area. Note that the archers on the watch platforms are humans, and while they can see the whole room, there is concealment in the shadowy areas. PCs might also be able to sneak up close without being spotted assuming they come from the middle entrance.

DM's Aid 3: The Commander's Tent



N = Likely location for Noquann
 Z = Likely location for Zamasken
 G = Bodyguards
 # = Height of hill and wooden fence in feet