



# Rights of Passage

By Keith Knecht

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

Townfolk, farm hands, and caravan workers alike are disappearing of late. Can the heroes of Amthydor get to the bottom of this? For heroes of levels 5 - 10.

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## Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

## A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

## **Adventure Background**

There is an area in the Delambir Mountains that the locals say has been haunted for many years. The old tales, used to scare the children of Amthydor, tell of creatures that can appear from nowhere and take away the bad or unwanted children to another place. People have also been known to vanish occasionally in that area. Not many go to this place because of the tales.

There is also a town named Brexton that had an incident a while back where its inhabitants were sent to the Ethereal Plane. The townsfolk were saved by a band of adventurers and the town wizard, but not before some of the inhabitants of the Ether, known as xill, attempted to claim some of the townsfolk as breeding stock. (These events are detailed in the module Ghost Town.)

Said Ether critters are known as the xill, and have been taking the occasional wanderer in the haunted area as breeding stock for quite some time. So the tales of the mysterious monsters are actually factual.

Some local miners discovered a few months ago that some caves in the supposed haunted area are reasonably rich in mithral ore. They have “acquired the services of” some folks and made arrangements with some employment agencies (Bahobb’s is the only one to accept their offer so far) to get other folks to be used as mining slaves.

Unfortunately, the mine was almost immediately set upon by the xill for being a veritable buffet of breeding stock. The miners researched the xill, and have since made arrangements to supply some of said slave labor to the xill as breeding stock. The xill agreed to let House Pelligari mine in the area with no altercations.

Since the xill are lawful (and evil) creatures, it serves their purpose to honor the treaty. They get more breeding stock without working for it, and they really don’t care what the humans do in the area.

Introduction – The party hears rumors about some missing townsfolk and caravan workers and gets an invite to see Captain Vestra.

Encounter 1 – The party is asked by the Diamond Legion to investigate the missing caravan workers, farm hands, and townsfolk.

Encounter 2 – Asking at the shelter for information. All the missing folk had looked for jobs through Bahobb’s employment service.

Encounter 3 – Asking the farm for information. All the missing folk were hired through Bahobb’s employment service.

Encounter 4 – Asking the Merchant’s Guild for information. All the missing folk were hired through Bahobb’s employment service.

Encounter 5 - Gathering info for the trek. You may also find out about Bahobb’s and the missing folks.

Encounter 6 – The source, Bahobb’s employment service. It seems that Bahobb has ties to House Pelligari, and some interesting information is found here. Bahobb is informing the miners where certain folks will be at certain times so they can disappear to the mines. Bahobb has also become an unwanted asset lately and has recently been taken for the xill.

Encounter 7 – Going to the mining camp. Info from Bahobb’s leads the party to a mining camp in the mountains. The missing folks are cheap labor for the camp. The party gets waylaid on the trip for being a bit too nosy for their own good, and they may be captured.

Encounter 8 – The mining camp. The party can free the slaves currently working there and get information about what happened to the others.

Encounter 9 – Where the slaves went. Our intrepid adventurers rescue the breeding stock that the xill have. Or not...

Conclusion – A = success. B = failure. C = the PCs fled. D = the PCs never went through to the end.

## Introduction

*The Shining Jewel hasn't been all that shiny with the bad weather lately. It's the rainy season and the weather has lived up to it so far. That's great for the crops and the farmers, but oh, does it make the days get dreary. In your travels about the town after a hearty breakfast, you overhear some tidbits of interest. Something about missing farmers and caravan workers...*

*As you ponder what you have heard, a Diamond Legion patrolman sees you and approaches. "Good morning to you," says the Legionnaire. "Captain Vestra requests a bit of your time. Please report to the Diamond Legion headquarters to see her post haste." The Legionnaire turns smartly and goes back about his patrol route.*

Captain Vestra is looking for a few good men (and women) to undertake a mission for her.

- If the party goes to see Vestra, proceed to **Encounter 1**.
- If not, the adventure is over for that player(s).

### Encounter 1 – Your Mission, Should You Decide to Accept it...

*You have decided to report to the Diamond Legion headquarters and see what the good Captain wants. Upon arriving, you see that some other folks are also in the waiting area outside Captain Vestra's office. After a few moments, the aide shows you into the office.*

*Captain Vestra's office is a spartan affair, with her desk and bookshelves kept in what appears to be perfect order. There are just enough chairs for you all to sit around her desk.*

*"Good day to you all," says the woman behind the desk as you gather around. "Some of you may know me, but for those of you that don't, I am Captain Ardent Vestra."*

Allow the PCs to introduce themselves and make small talk if they wish to.

Captain Vestra will personally greet those PC's she knows and that have worked for her before, particularly anyone with a "Favor of Captain Vestra" certs.

When they are ready, proceed with the details.

*"I don't know what rumors you may have heard on the street, but there has been a rash of missing persons lately. The Diamond Legion is currently stretched thin with other things going on, so I would like you to look into this for me. What say you?"*

If the party accepts, continue.

If they don't accept, the module is over for that player(s).

*"It started about a month ago. Some folks that fled from the Poor District during the undead invasion went missing. We received reports from the Quarter House, one of the shelters that they stayed at. Then we received reports from one of the field bosses about some farm hands outside of town gone missing. Recently, we started getting reports from the Merchant's Guild about caravan workers disappearing as well."*

Information the party can get through questions –

- **How many folks have gone missing?**

*“At least a dozen have been reported. Here is a list of who we know has disappeared.” (Player Handout #1) “I think it may be more than just these people though.”*

➤ **Why would you think more are missing?**

*“I just don’t think that folks have reported all the disappearances. Call it a hunch, but I know some people have trouble talking to the Diamond Legion about things. I also know that many people in the Poor District have no family left after the undead invasion. So there is no one to report it, or maybe even know about it, if some people go missing.*

*“I also feel this is partly due to all of the recent problems the city has been having. With the undead incursions, pirates about in the waters off the coast, and evil cultists and the like cropping up, I must admit that crime rates have risen over the last couple years and the Legion has not been able to control it as well as we should. But now that some of the major issues plaguing the city have been solved, we can get back to curtailing the lawlessness that has sprung up.”*

➤ **What about these locations? (Quarter House, Squatter’s Farm, Western Caravan)**

*“The Quarter House is a shelter in the Service District just outside the Poor District walls. It’s a place where the folks with no place to go can get a decent meal and a safe night’s sleep.*

*“Squatter’s Farm is a fairly large farm a few miles outside the city to the west. It’s owned and run by Milos Squatter. He has to have 20 or so people working there at any time, more during harvest season. He has his own steady farm hands and he also hires some folks from the city that need work.*

*“The Western Caravan runs from the city to other areas in the west. The Merchant’s Guild usually hires on a few people for different duties on the caravan each time it goes out.”*

➤ **Why us?/Why a high level party instead of newbies?**

*“I had sent out a group of less experienced adventurers. Unfortunately, they have not been heard from in over a week. This why I summoned more experienced people.”*

➤ **What about the Phaerosians (or other slave traders)? Could they be involved?**

*“Our ambassadors have asked them thanks to some other incidents that happened and they deny any involvement. We believe them to be telling the truth.”*

➤ **What do we get paid?**

*“I’m sure we can work out something for the mercenaries among your group. How does (100 gold x ATL) each sound?”*

When the party is done with questions and is getting ready to leave, continue with the following

*Captain Vestra takes out quill and parchment, writes up a writ of investigation, and hands it to you. “This may help to smooth out any bumps you may find along the way. I thank you for your assistance in this matter. Please report back to me on your findings.”*

*As you leave the Diamond Legion headquarters, the rain lets up and the sun breaks through the clouds. It seems that it might become a nice day in the Shining Jewel after all.*

The party now has a few places to go and people to see.

- If the party wants to go to the Quarter House, **GO TO Encounter 2.**

- If the party wants to go to Squatter's Farm, **GO TO Encounter 3.**
- If the party wants to go to the Merchant's Guild, **GO TO Encounter 4.**
- If the party wants to Gather Info on the missing, rumors, etc, **GO TO Encounter 5.**

## Encounter 2 – The Quarter House

*The Quarter House is located in the Service District, a couple blocks outside the gates to the Poor District. It is a two story building around 100' square made of wood and stone that is in fairly good condition. A sign above the door, painted in a fancy hand, announces that this is 'The Quarter House'. You can see a few shabbily dressed people coming and going from there as you approach.*

The Quarter House is a shelter and soup kitchen for the folks of the Poor District that were displaced by the undead invasions. Since the undead problem was fixed recently, it has seen a bit less use than in past times, since some of the families that stayed there can begin to rebuild their lives safely now.

It does still cater to the folks that lost everything and the people that have no family left after the undead incidents.

If the PCs make a **Knowledge (local)** or **Bardic Knowledge** check, they may learn the following information:

**DC 5 + ATL** - They will remember that the Quarter House was a very well-to-do inn and tavern a few years ago, but the original owner had financial troubles and had to sell it off.

**DC 10 + ATL** – The Quarter House had been unused for about four years, and was purchased just after the undead invasion and made into a shelter. The new owner is Aubrey Ossami, a female human.

*Entering the building, you come into a large common room. The ceiling is high and criss-crossed with carved wooden beams, and ornate chandeliers hang around the room. There are a dozen tables with benches on either side lined up throughout the room. There are about two dozen folks here eating. Some are obvious families, but the majority of them are sitting alone or in small clusters.*

*An intricately trimmed wooden bar sits in one corner on the far side of the room. Instead of the normal glassware and such, it has kettles, pots, and bottles on it. A human woman is behind the bar dishing out food and drinks to people as they approach.*

*A pair of young people comes through an archway to the side of the bar from time to time carrying full pots and bottles and taking away the empty ones. You can see the end of a stove beyond the archway.*

*At least two workers clean tables and tidy the room when needed.*

*A spiral stairway with a wrought iron railing going up toward the second floor is in the far corner of the room opposite the counter.*

*Between the counter and the stairway, the space is wide open. The floor in that area is made of hardwood slats that have seen better days.*

*There are two other doors visible, one on each side of the room. They each have signs in common on them. One says 'Males', the other says 'Females'.*

*One of the room monitors, a human female about 20 years old with brown hair tied back in a pony tail approaches your group. She is wearing a tan apron over her clothes with a towel hanging from it.*

*"I'm Deirdre. Welcome to the Quarter House! Please come in and have a seat. We don't get*

*many adventurers here, but you're welcome to have a meal if you want."*

If the PCs start questioning Deirdre or any of the other workers –

➤ **If the PC's show Deirdre the writ from the Diamond Legion**

*Deirdre looks a bit relieved after seeing the writ. "It's good that you are looking into this for the Legion. I would hate to see these people turn up dead or worse. You'll want to talk to Aubrey. She's the owner and might have more information than I do. I'll see if she can speak to you right now." Deirdre walks over and says something to the woman behind the bar, who nods. She leaves Deirdre behind the bar and approaches. "Good day to you, I am Aubrey Ossami. So I hear you're looking for the missing people?"*

➤ **We need to speak to the boss/owner? Who's in charge here?**

*"That would be Aubrey. She's right over there." Deirdre indicates the woman behind the bar. "I'll see if she can speak to you right now." Deirdre walks over and says something to the woman at the bar, who nods. She leaves Deirdre behind the bar and approaches. "Good day to you, I am Aubrey Ossami. What can I do for you?"*

➤ **What is this place?**

*"This is The Quarter House. It was once an elegant inn and tavern. In its prime, it was one of the places in Amthydor for noble society to have their visitors stay. The old owner had some financial troubles a couple years after opening and had to sell the place off to avoid going broke. Aubrey bought it not long after the undead invasion, made some repairs, and set it up as a shelter for the displaced folks from the Poor District. At least here people can have a meal and a place to sleep safely."*

➤ **What kind of troubles did the old owner have?**

*"He had financial issues of some sort. I'm not sure but maybe Aubrey would have more details."*

➤ **What about the missing people?**

*"What a shame that those poor souls have disappeared. And more than just the four from here, I've heard. (The Diamond Legion really needs to look into it. They can't be that busy with other things, can they?) I knew some of the people were staying here, but I don't know if they have anything in common. Aubrey would have notes or records, so she might know."*

The following information the PCs can only get from Aubrey. She has the same information available as Deirdre also, so adjust that text if needed.

➤ **What about the missing people?**

*"It's a shame, it is. Four people staying here just vanished. And they aren't the only ones, I've heard. Are you trying to find them or who is behind it?" She thinks for a moment or two and then replies, "They did have a couple things in common. They were all loners, with any relations they had killed or worse by the undead. They were all looking to get back on their feet, you know, get work and a room somewhere besides here. They all went to an employment service and got jobs through it. Bahobb's I think was the name I heard tossed around. The people went missing a few days after they went to sign on at Bahobb's."*

➤ **What kind of troubles did the old owner have?**

*"He had financial troubles. Big ones. Big enough so he had to sell this place to cover them. Seems he was fond of disreputable women and even fonder of the dice and cards. Only problem was that his fondness tended to cloud his common sense most times. He got himself a big marker to some*

*gaming hall. Guess his common sense came back about then and he realized his that keeping his body intact was worth more than the Quarter. The Diamond Legion found him dead in an alley six months later, so I guess his sense left him again. Go figure...”*

➤ **What exactly is Bahobb’s?/What do you know about Bahobb?**

*“Bahobb’s Employment Service. I asked some of the... shall we say ‘more connected’... of my guests about it when I figured out that some of the missing people went there. I found out that it’s a business over in the Laborer’s District run by a halfling named Bahobb. He started it about 3 months ago. He helps people find work if they want it. I personally thought he’s doing the poorer people a good service with that idea and supported him totally. I had even started referring people to his service in the past couple weeks. Now, I’m not so sure that was a good idea.”*

(A Sense Motive check of **DC 10 + ATL** on this shows her to be honest.)

The upper floor of the Quarter House is divided into rooms for singles, doubles, and families. There is also a suite over the kitchen that Aubrey stays in.

There is nothing of importance upstairs since Aubrey has cleaned out the rooms of the missing folks to make space for more people.

Aubrey can show the PCs a couple of confirmation slips from Bahobb’s that she found in the missing people’s rooms.

- If the party wants to go to Squatter’s Farm, **GO TO Encounter 3.**
- If the party wants to go to the Merchant’s Guild, **GO TO Encounter 4.**
- If the party wants to Gather Info on the missing, rumors, etc, **GO TO Encounter 5.**

- If the party wants to go to Bahobb’s, **GO TO Encounter 6.**

### **Encounter 3 – Squatter’s Farm**

*Squatter’s Farm is a rather large farm about five miles to the west of the city. There are corn and wheat fields as well as pastures with cows and sheep here. A farmhouse, a barracks building, and two barns are set just off the road. You can see a few people working in the fields and around the barns.*

*A large orc in cover-alls and a straw hat warily hails your group as you approach. “What would you be wanting from old Milos Squatter today?”*

Milos Squatter, a full blooded orc, is the owner and operator of Squatter’s Farm. At one time, he was just that – a squatter. He and his family had a bit of legal trouble. They squatted on the land here, began growing corn and wheat, and finally got permission from the city and purchased the land. (If asked, he jokes it off as nothing big unless the PCs push him about it. It was actually over the farming permits for the land.)

He has been running the farm here ever since and making a decent living from the looks of it. He hires workers from Amthydor to help plant the fields, feed the livestock, harvest, etc.

There is a nice sized farmhouse that he and his immediate family live in. A barracks big enough to house 30 people is set not too far from the house. There are currently 15 people in the barracks on Milos’ payroll since it’s not a harvest season.

Two barns are also near the house and barracks. One barn is for storage of equipment, grain, and animal feed, the other is contains the livestock pens and stalls.



Milos is just what he appears, a farmer by trade. If the PCs attack him, he will surrender as soon as he can and not fight back. Give him an AC 14 and 20 hit points for giggles and grins.

The PCs can get some information from Milos... maybe. He won't answer anything but very basic questions until the PC's show him the writ from the Diamond Legion. He is not openly hostile with the party, but he's not a trusting soul either. He is an orc after all, so he does come off a bit gruff.

➤ **You're an orc?**

*"That I am. And so is my family." He looks a little disappointedly at (whoever asked). "And before you put your boot any farther into you mouth, I only want to earn my living like other folk around here. Never went in for the pillaging and raiding like my people do." He lets out the laugh that he has been holding in, "No worries, I've heard all the jokes and been judged a bunch of times before now and I'm sure I'll hear it all again before I take my final planting."*

➤ **What kind of work do you do out here?/What did the hired missing people do?**

*"If it's got to do with farming, then I probably done it at one time or another. I set up the hired hands to do mostly labor type work. Plant the fields, clear weeds, feed the livestock, pick crops at harvest time. All that kind of stuff. It can be hard at times, but they get a bunk, three squares, and a bit of pay too. If they show promise and want to stay on, I'd make some of them field bosses and then they help keep the place running."*

➤ **What about these missing people?**

*"Missing people? Oh, you're working for the Diamond Legion then are you? If not, then I got nothing to say about that. So be off with you."*

➤ **If the party shows him Vestra's writ.**

*"Well, now that that's settled, you all might as well sit and take a load off. Didn't mean to be so gruff, but I don't need any trouble with the city by saying things to the wrong folks." He ushers you up to the farmhouse porch and offers seats. "We've lost 5 workers in roughly a month. They just up and disappeared."*

Milos will not answer anything below unless he has seen the Diamond Legion writ first. He will just keep telling the party "be off with you" and such.

➤ **Wrong folks?**

*"Yeah, the wrong folks. The rumor mill has been working overtime with these folks going missing. I do NOT need any of those blasted gossip mongers sneaking around here poking into my place, disrupting my crew, and making up stories. Especially if it's stories about a case the Legion's investigating."*

*"My son chased a couple of them reporter folks off last week. We figure that some of them would do anything for a story to spread, so we try to just keep them out."*

➤ **Trouble with the city?**

*"Well... yeah. I had a bit of an issue with the city land office a few years back when I first got here. It seemed that they had 'lost' my farming permit application and my contract to buy this farmland."*

*"So I did what any self respecting orc would... I stuck around anyways. Me and my family squatted here and started farming. Folks gave us the name of Squatter back then and we kept it just to tick them off."*

*"The city finally 'found' my papers again about a month or so later. Was right after they seen how well we were growing things out here and that we were being no trouble to anyone. Been a good relationship ever since."*

*“Guess someone somewhere finally realized that some orcs don’t live up to the reputation we always get.”*

➤ **Where were the people when they went missing?**

*“In all different areas of the farm, they were. Each one was working alone in the area that they vanished from, but there were other folks in earshot of them on the same shifts. None of them that disappeared made much noise, or they would have been heard by someone.” He thinks for a moment and adds, “Come to think of it, they all were on the edges of the property when they vanished. Working in the far fields or pastures at the time.”*

➤ **Did they have anything in common?**

*“Actually, they did. I hired each of them in Amthydor a few days before they went missing. They were all starting to get back on their feet after the undead invasions and went to Bahobb’s Employment Service to look for work. Bahobb runs an employment agency that helps the down and out find work. That’s where I hired all of them missing ones from. Matter of fact, that’s where I get many of my crew from.”*

➤ **How did you hear of Bahobb’s?/What do you know about Bahobb’s?**

*“I had some problems a few months back finding help and almost came up short on my harvest. A lot of the folks that used to help out were having bigger issues with all these dead things running around in the city, which is understandable. Got to take care of your own first, right? So, about three months ago or so, this halfling by the name of Bahobb opens an Employment Service to help people find jobs. I figured what the heck and went to his place to see if he could find me some hands to help with the planting.*

*He came through with flying colors, he did. I’ve had about a dozen of my hands hired*

*on from his place so far, and plan on using him every season if I need help. If he stays in business, of course, with all this happening now. For the record, the people Bahobb sends me tend to be good workers and I got no problems giving any of them a chance to make good.”*

This is all Milos knows that pertains to the investigation, but he will chat away for a while longer about anything and everything farming if the party wants to talk.

- If the party wants to go to the Quarter House, **GO TO Encounter 2.**
- If the party wants to go to the Merchant’s Guild, **GO TO Encounter 4.**
- If the party wants to Gather Info on the missing, rumors, etc, **GO TO Encounter 5.**
- If the party wants to go to Bahobb’s, **GO TO Encounter 6.**

## **Encounter 4 – The Merchant’s Guild**

*You arrive at the offices of the Merchant’s Guild in Amthydor’s Merchant District. A fair elven maiden sits behind a plain but functional desk in the entry lobby of the Guild hall. She greets you rather mechanically when you enter: “Hello, welcome to the Merchant’s Guild. What would be your business with the Merchant’s Guild today?”*

If the PCs mention the Western Caravan or the missing people, she will summon an aide to show them in to see Beldak Theros, the Guild master. Theros has left instructions that he personally wishes to speak to any Diamond Legion investigators or agents that ask about this.

Otherwise, Theros is ‘busy at the moment with Guild business so would you like an appointment.’ So show that writ, baby!

*Beldak Theros' office is one of understated wealth. His furnishings and decorations border on high end extravagance, but do not make the room look pretentious. Theros motions for you all to sit around the small conference table in his office.*

*He instructs the aide to bring you refreshments and sits at the head of the table. "So, you are here about the missing caravan hands from the western route, yes?"*

Give the PCs time to answer if they wish, then continue.

Theros will give out the information he has without much questioning needed as the missing people are very bad for his business.

*"The Guild hires people from the city to work on the caravans as basic labor. They help set up tents for the night, feed and water the horses, help the cooks or even sometimes do the cooking. Mostly they do that kind of grunt work. They get paid a bit of gold, get free passage one way or round trip, and normally have uneventful trips. Until recently that is..."*

*"The reports came in to me after each person had gone missing, and I passed them on to the Diamond Legion. The reports are disturbingly similar. The people were doing their normal jobs as they were hired to do. Everyone had settled in for the night and in the morning when it came time to pack up and move on, the people were gone. Gone right from their tents without much of a struggle it appeared."*

➤ **Don't you have guards on the caravans?/Did your guards notice anything?**

*"The guards made their regular patrols just like they do on every other caravan we send out. They noticed nothing out of the ordinary on their rounds. They just found the empty bedrolls the next morning."*

*"Since all the goods were still in the wagons, the guards assumed the folks just left during the night. That has happened on other runs so the guards were not as concerned as if there was an actual attack of some sort. We occasionally have workers that pick up and leave during the run. It's a small profit loss to the Guild, but part of the cost of business. The Guild just reports those cases to the Diamond Legion with a 'ran off' notation."*

*"The people usually turn up married to someone in one of the towns along the route a few days later or some other thing like that."*

➤ **Where did the disappearances happen?**

*"The people went missing while the caravan was camped about ten miles west of the city. The campsite is the same one the Western route always uses so the drivers and the guards all know the area. So far, only the Western Caravan has had incidents."*

➤ **Did the people have anything in common?**

*Theros thinks for a moment and replies, "That I can think of, no. But I have been too busy with Guild business lately to look into this thing closely. If you wish to look through the records to check, my assistant can show you the files on the missing people."*

If the PC's check out the files, a **Search check or Gather Information check of 10 + ATL** will show that all of the missing people were hired on from Bahobb's Employment Service.

- If the party wants to go to the Quarter House, **GO TO Encounter 2.**
- If the party wants to go to Squatter's Farm, **GO TO Encounter 3.**
- If the party wants to Gather Information on the missing people, rumors, etc, **GO TO Encounter 5.**

- If the party wants to go to Bahobb's, **GO TO Encounter 6.**

## **Encounter 5 – The Rumor Mill**

At some time during this shindig, the PCs may want to Gather Information about the missing people. Here is a list of the rumors they can find. The list is duplicated in **Player Handout #4.**

All information will be found on the following **Gather Information** checks:

### **DC 5 + ATL**

- “All of the missing folks are from the Poor District.” (True)
- “The mountains to the northwest of the city are haunted.” (Sort of True)
- “Bahobb's is an employment service.” (True)
- “The missing folks all just ran off to another city. Too much undead here for them.” (False)
- “There's been animal attacks outside the city not too long ago.” (This has no bearing in this module.)
- “Milos Squatter is an orc. An orc doing farming, can you believe it?” (True)
- The Quarter House is a shelter for those displaced from the Poor District. (True)
- “The people of Phaeros are slavers, maybe they have done this!” (False – for this mod anyway!)

### **DC 10 + ATL**

- “The missing folks have no family or friends left after the undead invasion.” (True)

- “The Delambir Mountains to the northwest have had people vanish from there. That's why people consider them haunted.” (True)
- “Bahobb is a halfling that runs an employment service in the Laborer's District.” (True, and the PCs get an address.)
- “There's some big tiger critter running around the wilds not too far from the city.” (Has nothing to do with this module.)
- “The Quarter House was a rich man's inn before the undead invaded.” (True)

### **DC 15 + ATL**

- “I heard that the missing folks all went to Bahobb's. No good halfling is behind it, I just know it.” (sort of True)
- “The missing folks lost everything in the undead invasion and are now trying to get back on their feet.” (True)
- “The Merchant Guild knew what was happening on the Western Caravan and hired on more people anyways. They vanished too.” (False, Guild is not involved)
- “Those haunted mountains are supposed to have lots of nice ores in them.”
- “People have disappeared in the Delambir Mountains for years. Not enough to really warrant the Diamond Legion doing anything until recently. Most folks think its just accidents where the body isn't found or gets eaten by the wild life. I think there's something behind it all.” (True)
- If the party wants to go to The Quarter House, **GO TO Encounter 2.**
- If the party wants to go to Squatter's Farm, **GO TO Encounter 3.**

- If the party wants to go to the Merchant's Guild, **GO TO Encounter 4.**
- If the party wants to go to Bahobb's, **GO TO Encounter 6.**

## Encounter 6 – Bahobb's Employment Service

Bahobb's Employment Service has a reputation among the more down and out of the city as being the place to go to get work. A **Gather Information check of 5 + ATL** will get the PCs Bahobb's office address in the Laborer's District.

*It seems that recently all roads lead to one little shop. You trek to the Laborer's District and the location of Bahobb's Employment Service. Bahobb's office is in an unassuming building in the midst of other unassuming buildings.*

*You enter a 40' by 40' room that is mostly rows of chairs and couches. People sit around waiting to be called by the interviewers at the half-dozen desks on the far side of the room. Behind each of these desks, on a raised chair, sits a halfling. There is a large pile of folders and scrolls on each desk. Cabinets along the walls hold more folders and scrolls. There is an office off to the far left corner of the room with its windows shaded and its door closed.*

*One of the halflings looks up from his conversation with the person at his desk and says to you, "Please take a number and be seated. We shall call you in a few moments," and goes back to his interview.*

*That is when you notice a peg on the wall near the door with small numbered plaques hanging on it. The number on the top plaque is 26.*

If the PCs take a number and wait, the next number called by the halflings will be 20.

The party will see that the halflings have a system going. Though it takes about an hour for

a person to complete the application interview, the start times are staggered so that it takes only about 10 minutes to get an empty desk somewhere in the room.

*As you contemplate taking a number and getting settled on some of the chairs, a human man finishes his conversation with one of the halflings, gets up from the desk, and leaves the room. The now alone halfling yells out "20! Number 20, please report to the empty desk!"*

*A half-elf female rises from her seat, walks over to the desk, and sits. She and the halfling begin speaking to each other and you can see the halfling taking notes on a scroll.*

*After about 10 minutes, a female half-orc gets up from another desk and leaves. The halfling there yells out "21! Paging number 21! Please report to the empty desk!"*

If the PCs sit close enough to try and hear what some of the conversations are while they wait, ask for Listen checks.

Anyone who makes **DC 5 + ATL** will hear the halflings are questioning the folks about past job experiences, work references, place of residence, friends and family, availability to travel, etc. Basically normal things for an employment service to request.

*This routine continues for about an hour, with a new number being shouted out every 10 minutes like clockwork, when the next open halfling yells out "26! Number 26, please report to the empty desk!"*

If the PCs took plaque number 26 and one or more of them doesn't respond within half a minute or so, the halfling will call out again for number 26.

If they still do not respond, the halfling will move on and yell for number 27.

**GM Note:**  
The halflings will not totally ignore anyone that

approaches a desk while they have a client there. They will make a 'wait one minute' type gesture to anyone that approaches or interrupts and continue interviewing the person currently at the desk.

They will acknowledge the PC for questions after their current interview is finished. Use the text below.

If the PC (or PCs) in question makes a fuss or demands attention after being asked to wait by the halfling, he will excuse himself from his interview and speak to the PC. Use the text below.

If the PCs approach one of the empty desks after waiting until their number is called, or when they are acknowledged by an interviewer after interrupting, use the following text.

***The halfling behind the desk looks at you a bit oddly and tells you to take a seat. "Good day, I'm Bahiil. Adventurer, eh? You look pretty well-to-do compared to our usual clients. Wouldn't you be more likely to get a job at the Venturer's Hall or maybe the Merchant's Guild as caravan guards? Well, you must need our services or you wouldn't be at Bahobb's, right?"***

***"So, are you here looking for work or looking to hire workers? Bahobb's can help you either way."***

The halflings working at the desks know absolutely nothing about the missing people except what the rumor mill has spread. They do know that all of the missing so far have come through this office, but just think it's coincidence or that other employment firms just aren't reporting incidents.

If the PCs ask to see Bahobb at any time, use the following –

***"Sure. Let me see if he is free." Bahiil gets up from his desk and walks over to the office door. You can hear him knock.***

***He waits for a moment or two and knocks again a little louder. He knocks a third time and slowly opens the door to announce himself. You see him peek into the office, withdraw, and close the door. He turns to the row of desks and yells out "Bahobb's gone! Anyone know what he had scheduled for today?"***

***The other halflings pause in their interviews, check notes on their desks and all shout back almost in unison, "He had nothing that I know of. He should still be here."***

***Bahiil looks a bit pale at that. "Bahobb always lets us know when he will be out in case we need him for anything. He would never just up and leave without notice. With all the missing people lately, I'll have to call the Diamond Legion."***

If the PCs show the halfling Captain Vestra's writ, he will let them handle things from there.

If the halfling gets the Diamond Legion, they will check the place out, acknowledge the PCs are investigators on site, and go report back to Captain Vestra that there is another missing person to add to the list.

The party is now free to search around in Bahobb's office.

***Bahobb's office is a totally functional affair. He has a beat up desk piled with folders and scrolls and no less than four cabinets around the room stuffed with paperwork. The chair behind the desk is raised like the ones that the halflings outside use. There is a conference table with room for eight around it opposite his desk area.***

Search checks of **15 + ATL** will find a hidden compartment in the bottom of Bahobb's desk drawer. In it is some information and a map. Give out **Player Handout 2**, which is Bahobb's journal.

The map has no handout. It is just a map with directions to the mining caves northwest of the

city in the Delambir Mountains.

Following the map leads to **Encounter 7**.

## **Encounter 7 – A Scenic Journey to the Mountains**

If the PC's decide to turn the info over to the Diamond Legion, Captain Vestra will read it over, give the party a copy of the map, and ask them to check out the area shown to make sure all the bases are covered. Feel free to improvise reasons if the party actually needs to be persuaded to do the right thing.

If any of the characters have played the module Ghost Town, they will realize that the town of Brexton is in the same direction as this location. Brexton is 2 ½ days farther out from the city than the map location.

*You follow the directions from Bahobb's notes out into the wilderness. The trail leads northwest of the city toward the Delambir Mountains.*

*The sun sinking quickly toward the horizon shows that you won't make the indicated location on this day. There is a nice clearing that you passed about a half mile back that would be the perfect place to set up camp for a good night's rest.*

Allow the party to set watches, have animal companions guard, etc. Whatever they do, the night will pass uneventfully.

*You awaken the next morning refreshed after an uneventful night's sleep. After a quick breakfast, you set out on the trail again. After a couple of hours, you enter the foothills of the Delambir Mountains.*

Have each PC make a Listen and Spot check. On a **DC 5 + ATL**, they will either hear noises or see movement off to the side of the trail up ahead.

These sounds and sights come from one member of the slaver capture squad being careless. Since the squad is not expecting anyone to be this close to the mine, they are not being overly careful or quiet.

They will spot the party approaching unless the PCs are being cautious, moving silently, etc. so the party will not be able to surprise them. These mercenaries have been hired to bring specified people to the mines unharmed. They are heading back toward the city from the mines, and have been instructed to keep their eyes open for meddling adventurers. (We all know how much they pop up, don't we?) They are to capture same meddling adventurers if at all possible and bring them back to work the mines.

They have even received word (via spell) that someone has been investigating things in the city and to take them captive if they are found. Give the party a Listen check of 10 + ATL to hear the fighter mutter "That's them." to the others.

Use **GM Map – On the Road Combat** for this encounter. The PCs will be coming from the south end of the map and the capture squad from the north.

If captured alive, they know all about the missing people since they are the reason that said people are missing. They know nothing of any other goings on at the mines besides the use of "contracted" labor they have brought in.

### **Tactics**

Since the mercenaries are paid to be a capture squad, they will do their best to subdue the party. More labor for the mines is a good thing in their eyes and their coin purses.

The rogues will use their saps for nonlethal damage.

The monks will use all of their stunning fist strikes as quickly as possible and strike for nonlethal damage.

The fighter will have the merciful quality of his

weapon on to hit for nonlethal damage.

The sorcerer will cast any damaging spells as nonlethal damage using his subdual substitution feat.

Any PCs that are knocked out or stunned will be secured on the next round if the squad member doing so is not threatened.

If the fight goes badly for the squad (any of them get down to 10 hp or less), they will try to flee. If they cannot flee, they will draw other weapons and fight for real. (Rapiers for the rogues, real damage for the monks, and turn off the merciful quality for the fighter). They will not surrender, but will talk if subdued or captured.

The party will find (or be given) notes on the fighter (or fighter's body) with descriptions and work locations of the last 3 people on the list of missing persons. These notes have some pieces of a broken wax seal still stuck to them.

A successful check on Knowledge (nobility) DC 15 + ATL, Knowledge (local) DC 20 + ATL, or Bardic Knowledge DC 20 + ATL will identify the pieces as the signet of House Pelligari. The fighter can also impart this information as part of a deal, but will not confirm or deny their involvement.

- If the PCs beat the capture squad, **GO TO Encounter 8.**
- If the PCs lose to the capture squad, they will be captured and brought unarmed to the mines to work. They will awake later that night with the slaves in **Area C of Encounter 8.**



**ATL 5**

✂ **Monk 5 (1):** Medium human; HD 5d8+10; hp 44; Init +3; Spd 40 ft.; AC 17 (+3 Dex, +2 Wis, +1 class, +1 bracers), touch 16, FF 14; BAB/Grp +3/+4; Atk +4 melee (1d8+1 unarmed strike); Full Atk +4 melee (1d8+1, unarmed strike) or +3/+3 melee (1d8+1, flurry of blows); Space/Reach 5 ft/5 ft.; SA Flurry of blows, ki strike (magic), slow fall 20'; SQ Evasion, purity of body, still mind; AL LN; SV Fort +6, Ref +7, Will +6; Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 10.

**Skills:** Balance +5, Climb +3, Escape Artist +11, Hide +6, Jump +3, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +6, Sense Motive +2, Spot +2, Swim +1, Tumble +11.

**Feats:** Combat Reflexes, Combat Expertise, Dodge, Mobility, Stunning Fist (Fort DC 14) 4/day.

**Equipment:** +1 bracers of armor.

✂ **Rogue 5 (2):** Medium human; HD 5d6+10; hp 34; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 leather armor +1), touch 13, FF 16; BAB/Grp +3/+4; Atk +4 melee (1d6+1 nonlethal, sap) or +4 melee (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL N; SV Fort +3, Ref +7, Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 10.

**Skills:** Balance +6, Climb +2, Escape Artist +11, Hide +10, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +10, Sense Motive +4, Spot +5, Swim +2, Tumble +11.

**Feats:** Dodge, Mobility, Spring Attack.

**Equipment:** Sap, +1 leather armor, rapier.

✂ **Fighter 4 (1)** Medium human; HD 4d10+12; hp 46; Init +5; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp +4/+7; Atk +8 melee (1d8+4+1d6 nonlethal, or 1d8+4 real; +1 merciful battleaxe, x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +7, Ref +5, Will +5, Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

**Skills:** Climb +5, Intimidate +5, Jump +5, Ride +3, Swim +3.

**Feats:** Cleave, Iron Will, Improved Initiative,

Lightning Reflexes, Power Attack.

**Equipment:** +1 merciful battleaxe, +1 chainmail, heavy steel shield.

✂ **Sorcerer 4 (1):** Medium human; HD 4d4+8; hp 22; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 bracers of armor +1, +1 dodge), touch 12, FF 13; BAB/Grp +2/+2 Atk +2 melee (1d8, morningstar) or ranged +4 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL N; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 15.

**Skills:** Bluff +9 Concentration +9, Knowledge (arcana) +8 Spellcraft +8

**Feats:** Dodge, Still Spell, Subdual Substitution.

**Equipment:** +1 bracers of armor, Morningstar, light crossbow, toad familiar.

**Spells per Day:** 6/7/4

**Spells: (save DC = 12 + spell level)**

**0** – Acid Splash, Daze, Light, Ray of Frost, Read Magic, Touch of Fatigue

**1** – Grease, Magic Missile, Ray of Enfeeblement

**2** – Glitterdust

## ATL 7

⚔ **Monk 7 (1)** Medium human; HD 7d8+12; hp 60; Init +3; Spd 50 ft.; AC 18 (+3 Dex, +2 Wis, +1 class, +2 bracers), touch 16, FF 15; BAB/Grp +5/+6; Atk +6 melee (1d8+1, unarmed strike); Full Atk +6 melee (1d8+1, unarmed strike) or +5/+5 melee (1d8+1, flurry of blows); Space/Reach 5 ft/5 ft.; SA Flurry of blows, ki strike (magic), slow fall 30'; SQ Evasion, purity of body, still mind (+2 on enchantment saves), wholeness of body; AL LN; SV Fort +7, Ref +7, Will +7; Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 10.

**Skills:** Balance +5, Climb +3, Escape Artist +12, Hide +7, Jump +3, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +7, Sense Motive +2, Spot +2, Swim +1, Tumble +12.

**Feats:** Combat Reflexes, Combat Expertise, Dodge, Improved Trip, Mobility, Spring Attack, Stunning Fist (Fort DC 15) 6/day.

**Equipment:** +2 bracers of armor.

⚔ **Rogue 7 (2)** Medium human; HD 7d6+14; hp 46; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 leather armor +2), touch 13, FF 14; BAB/Grp +5/+6; Atk +6 melee (1d6+1 nonlethal, sap) or +6 melee (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge; AL N; SV Fort +4, Ref +8, Will +5; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 10.

**Skills:** Balance +8, Climb +5, Escape Artist +13, Hide +13, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +13, Sense Motive +4, Spot +8, Swim +2, Tumble +13.

**Feats:** Dodge, Iron Will, Mobility, Spring Attack.

**Equipment:** Sap, +1 leather armor, rapier.

⚔ **Fighter 6 (1)** Medium human; HD 5d10+15; hp 66; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 19; BAB/Grp +6/+9; Atk +10 melee (1d8+6+1d6 nonlethal or 1d8+6 real, +1 merciful battleaxe, x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +8, Ref +6, Will +6; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

**Skills:** Climb +5, Intimidate +8, Jump +5, Ride +3, Swim +3.

**Feats:** Blind Fighting, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

**Equipment:** +1 merciful battleaxe, chainmail +2, heavy steel shield.

⚔ **Sorcerer 6 (1):** Medium human; HD 6d4+12; hp 35; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 bracers of armor +2, +1 dodge), touch 12, FF 13; BAB/Grp +3/+3 Atk +3 melee (1d8, morningstar) or ranged +5 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL N; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 15.

**Skills:** Bluff +12 Concentration +14, Knowledge (arcana) +10 Spellcraft +10

**Feats:** Dodge, Skill Focus (concentration), Still Spell, Subdual Substitution.

**Equipment:** +2 bracers of armor, Morningstar, light crossbow, toad familiar.

**Spells per Day:** 6/7/6/3

**Spells: (save DC = 12 + spell level)**

**0** – Acid Splash, Daze, Detect Magic, Light, Ray of Frost, Read Magic, Touch of Fatigue

**1** – Grease, Mage Armor, Magic Missile, Ray of Enfeeblement

**2** – Flaming Sphere, Glitterdust

**3** – Fireball

## ATL 9

✧ **Monk 9 (1):** Medium human; HD 9d8+18; hp 76; Init +4; Spd 60 ft.; AC 20 (+4 Dex, +2 Wis, +1 class, +3 bracers), touch 17, FF 16; BAB/Grp +6/+7; Atk +7 melee (1d10+1, unarmed strike); Full Atk +7/+2 melee (1d10+1, unarmed strike) or +6/+6/+1 melee (1d10+1, flurry of blows); Space/Reach 5 ft/5 ft.; SA Flurry of blows, ki strike (magic), slow fall 40'; SQ Improved evasion, purity of body, still mind (+2 on enchantment saves), wholeness of body; AL LN; SV Fort +8, Ref +10, Will +8; Str 12, Dex 18, Con 14, Int 10, Wis 14, Cha 10.

**Skills:** Balance +8, Climb +4, Escape Artist +16, Hide +9, Jump +5, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +2, Move Silently +9, Sense Motive +2, Spot +2, Swim +1, Tumble +16.

**Feats:** Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Mobility, Spring Attack, Stunning Fist (Fort DC 16) 8/day.

**Equipment:** +3 *bracers of armor*.

✧ **Rogue 8 (2):** Medium human; HD 9d6+18; hp 50; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 leather armor +3), touch 14, FF 19; BAB/Grp +6/+7; Atk +7 melee (1d6+1 nonlethal, sap) or +7 melee (1d6+1 18-20, rapier); Full Atk +7/+2 melee (1d6+1 nonlethal, sap) or +7/+2 (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +5d6; SQ Improved evasion, improved uncanny dodge; AL N; SV Fort +7, Ref +10, Will +6; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

**Skills:** Balance +9, Climb +5, Escape Artist +14, Hide +14, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +14, Sense Motive +4, Spot +8, Swim +2, Tumble +14.

**Feats:** Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack.

**Equipment:** Sap, +3 *leather armor*, rapier.

✧ **Fighter 8 (1):** Medium human; HD 8d10+24; hp 86; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chainmail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +8/+12; Atk +14 melee (1d8+7 x3 +1d6 nonlethal or 1d8+7 real, +1 *merciful battleaxe*, 19-20 x3); Full Atk +14/+9 melee (1d8+7+1d6 nonlethal or 1d8+7 real, +1

*merciful battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +9, Ref +6, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

**Skills:** Climb +6, Intimidate +10, Jump +6, Ride +3, Swim +3.

**Feats:** Blind Fighting, Cleave, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

**Equipment:** +1 *merciful battleaxe*, +3 *chainmail*, heavy steel shield.

✧ **Sorcerer 8 (1):** Medium human; HD 8d4+16; hp 45; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +3 *bracers of armor* +3, +1 dodge), touch 13, FF 13; BAB/Grp +4/+4; Atk +4 melee (1d8, morningstar) or ranged +6 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL N; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 16.

**Skills:** Bluff +14 Concentration +16, Knowledge (arcana) +12 Spellcraft +12

**Feats:** Dodge, Skill Focus (concentration), Still Spell, Subdual Substitution.

**Equipment:** +3 *bracers of armor*, Morningstar, light crossbow, toad familiar.

**Spells per Day:** 6/7/7/6/3

**Spells: (save DC = 13 + spell level)**

**0** – Acid Splash, Daze, Detect Magic, Light, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

**1** – Burning Hands, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement

**2** – Flaming Sphere, Glitterdust, Tasha's Hideous Laughter

**3** – Fireball, Hold Person

**4** – (Otiluke's) Resilient Sphere

**ATL 11**

✠ **Monk 11 (1):** Medium human; HD 11d8+22; hp 92; Init +4; Spd 60 ft.; AC 22 (+4 Dex, +2 Wis, +2 class, +4 bracers), touch 18, FF 18; BAB/Grp +8/+9; Atk +9 melee (1d10+1, unarmed strike); Full Atk +9/+4 melee (1d10+1, unarmed strike) or +9/+9/+9/+4 melee (1d10+1, flurry of blows); Space/Reach 5 ft/5 ft.; SA Greater flurry of blows (2 extra attacks), ki strike (magic & lawful), slow fall 50'; SQ Diamond body (immune to all poisons), improved evasion, purity of body, still mind (+2 on enchantment saves), wholeness of body (immune to normal diseases); AL LN; SV Fort +9, Ref +11, Will +9; Str 12, Dex 18, Con 14, Int 10, Wis 14, Cha 10.

**Skills:** Balance +8, Climb +4, Escape Artist +16, Hide +10, Jump +5, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +4, Move Silently +10, Sense Motive +2, Spot +4, Swim +1, Tumble +18.

**Feats:** Combat Expertise, Combat Reflexes, Dodge, Improved Trip, Mobility, Spring Attack, Stunning Fist (Fort DC 17) 10/day, Whirlwind Attack.

**Equipment:** +4 bracers of armor.

✠ **Rogue 11 (2):** Medium human; HD 11d6+22; hp 70; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 Leather Armor +3), touch 14, FF 19; BAB/Grp +8/+9; Atk +9 melee (1d6+1 nonlethal, sap) or +9 melee (1d6+1 18-20, rapier); Full Atk +9/+4 melee (1d6+1 nonlethal, sap) or +9/+4 (1d6+1 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +6d6; SQ Improved uncanny dodge, improved evasion; AL N; SV Fort +7, Ref +11, Will +6.

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

**Skills:** Balance +12, Climb +5, Escape Artist +14, Hide +18, Jump +6, Knowledge (local) +4, Listen +5, Move Silently +18, Sense Motive +4, Spot +8, Swim +2, Tumble +18.

**Feats:** Dodge, Mobility, Spring Attack, Iron Will, Great Fortitude.

**Equipment:** Sap, +3 leather armor, rapier.

✠ **Fighter 10 (1):** Medium human; HD 10d10+30; hp 106; Init +5; Spd 20 ft.; AC 21

(+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +10/+14; Atk +16 melee (1d8+7 +1d6 nonlethal or 1d8+7 real, +1 *merciful battleaxe*, 19-20 x3); Full Atk +16/+11 melee (1d8+7 +1d6 nonlethal or 1d8+7 real, +1 *merciful battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +10, Ref +7, Will +7.

Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

**Skills:** Climb +6, Intimidate +14, Jump +6, Ride +5, Swim +5.

**Feats:** Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

**Equipment:** +1 *merciful battleaxe*, +3 chainmail, heavy steel shield.

✠ **Sorcerer 10 (1):** Medium human; HD 10d4+20; hp 55; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +3 bracers of armor +3, +1 dodge), touch 13, FF 13; BAB/Grp +5/+5; Atk +5 melee (1d8, morningstar) or ranged +7 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL N; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 16.

**Skills:** Bluff +16 Concentration +18, Knowledge (arcana) +14 Spellcraft +14

**Feats:** Dodge, Improved Initiative, Skill Focus (concentration), Still Spell, Subdual Substitution.

**Equipment:** +3 bracers of armor, Morningstar, light crossbow, toad familiar.

**Spells per Day:** 6/7/7/7/5/3

**Spells: (save DC = 13 + spell level)**

**0** – Acid Splash, Daze, Detect Magic, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

**1** – Burning Hands, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement

**2** – Flaming Sphere, Glitterdust, Scorching Ray, Tasha's Hideous Laughter

**3** – Fireball, Hold Person, Slow

**4** – Black Tentacles, (Otiluke's) Resilient Sphere

**5** – Cone of Cold

## **Encounter 8 – Mine Camp**

*About three hours after your encounter on the road with the hired capture squad, you reach the location indicated on the map from Bahobb's place. You have climbed steadily into the mountains as you have progressed on your quest.*

*The spot you have reached is in a natural cul de sac valley between extremely steep and rough cliffs. The side trail that you have followed for the past hour or so is little more than a goat track that would be beneath notice if you had not known where you were heading.*

A PC that can track may make a Survival check if they wish on the trip up the trail.

If they succeed at **DC 15 +ATL**, they can find faint signs of usage on the trail about 3 hours or so ago.

If they succeed at **DC 20 +ATL**, they can also find signs of older usage on the trail. They can figure it's been traveled about a dozen times over the past month.

*In the cliff face at the end of the cul de sac, you see a natural cave mouth barely 5' wide and about the same height.*

*The passage into the cave is narrow and winding and it feels like you have been squeezing through it forever when you notice a faint light ahead.*

*The passage widens out abruptly to almost 10' and turns into a straight long cavern. The light is coming from continual flame torches set into the cave walls every 40' or so.*

The *continual flame* torches make the caves almost as bright as an overcast day, so the PCs can see without needing light sources or darkvision.

### **GM Note:**

If the PCs have defeated the capture squad and follow the timeline of the module, they will arrive at the mine in the mid afternoon while the slaves and many of the guards are still down in the mine shaft area.

The mine in general is expecting no troubles from the outside world since its existence is virtually unknown. (Bahobb had VERY well connected friends and it cost him quite a bit of gold and favors to get his information.)

During the day, there are two not very alert guards in Area A and two sleeping guards in Area B still in the main caves. The other six guards are in the mine tunnels with the slaves.

If the PCs wish to set an ambush for the other guards, let them do so and it works.

If they delay until night, the party will have two guards on watch in Area A and eight sleeping guards in Area B.

### **Mining Cave Sections**

#### **Area A – Guard Post**

This guard post is a hollowed out room in the cave wall and is manned by two guards at all times. Unless the PCs are being blatantly obvious, the guards will be blissfully unaware of the party since most of their attention will be on the game of dice they are currently playing.

The guards are used to any threat coming from the inside of the caves, not the outside, so they are positioned to see the down the cavern easily.

If the party attempts stealth to sneak up on or past the guards, have them make a Hide or Move Silently check (or both).

The guards will have a default **Spot and Listen check of 2 + ATL** to notice things coming in from the outside. (2 + ATL is correct. The guards are paying virtually no attention to what comes in from the outside since nobody that

doesn't belong here knows about the place. They pay much more attention to things coming out from inside, like escaping slaves.)

They will have a **Spot and Listen check of 10 + ATL** to notice things coming from the inside (or PCs that pass the post heading inside).

All mine guards have the following stats:

#### ATL 5

**⚔ Fighter 1 (2):** Medium Human; HD 1d10+3; hp 13; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 buckler), touch 11, FF 14; BAB/Grp +1/+4; Atk +4 melee (1d6+3 nonlethal, sap) or +4 melee (1d8+3 x3 real, battleaxe); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +5, Ref +1, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

**Skills:** Climb +2, Intimidate +4, Jump +3, Ride +2, Swim +3.

**Feats:** Cleave, Power Attack, Iron Will.

**Equipment:** Battleaxe, sap, studded leather, buckler.

#### ATL 7

**⚔ Fighter 3 (2):** Medium Human; HD 3d10+9; hp 36; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 buckler), touch 11, FF 14; BAB/Grp +3/+7; Atk +7 melee (1d6+3 nonlethal, sap) or +6 melee (1d8+3 x3 real, battleaxe); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +5, Ref +4, Will +3; Str 16, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

**Skills:** Climb +3, Intimidate +6, Jump +3, Ride +3, Swim +3.

**Feats:** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (sap).

**Equipment:** Battleaxe, sap, studded leather, buckler.

#### ATL 9

**⚔ Fighter 5 (2):** Medium Human; HD 5d10+15; hp 56; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 buckler), touch 11, FF 14; BAB/Grp +5/+8; Atk +9 melee (1d6+5 nonlethal, sap) or +8 melee (1d8+3 x3 real, battleaxe); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +6, Ref

+4, Will +3.

Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

**Skills:** Climb +4, Intimidate +8, Jump +4, Ride +3, Swim +3.

**Feats:** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

**Equipment:** Battleaxe, sap, studded leather, buckler.

#### ATL 11

**⚔ Fighter 7 (2):** Medium Human; HD 7d10+21; hp 76; Init +5 (+1 Dex, +4 Imp Init); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 buckler), touch 11, FF 14; BAB/Grp +7/+10; Atk +11 melee (1d6+5 nonlethal, sap) or +10 melee (1d8+3 x3 real, battleaxe); Full Atk +11/+6 melee (1d6+5 nonlethal, sap) or +10/+5 melee (1d8+3 x3 real, battleaxe); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +7, Ref +5, Will +4; Str 17, Dex 12, Con 16, Int 10, Wis 10, Cha 8.

**Skills:** Climb +4, Intimidate +8, Jump +4, Ride +3, Swim +3.

**Feats:** Blind Fighting, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (sap), Weapon Specialization (sap).

**Equipment:** Battleaxe, sap, studded leather, buckler.

**Tactics:** Try to subdue the attackers/escapees using their saps. If any guard is attacked for real damage, they will draw the battleaxe and fight for real. If any guard takes 1/3 their hit points of damage, they will all drop their weapons and surrender.

The guards have no information about the missing folks except that they have seen all of the folks on the PC's list come in with the capture squad at some time or another.

If pressed for information, one guard recalls that he has not seen any of the missing people around the mines since three or four days after their respective arrivals.

They know about the mining operation using slaves, but don't care one way or the other since that's not their business. They are just guards paid to keep folks from escaping.

### Area B – Guard Barracks.

There are bunks and footlockers here for 10 guards.

During the day, there will be two sleeping guards here and two guards in the guard post (Area A). The other six guards will be in the mine tunnels with the slaves.

During the night, there will be eight sleeping guards here and two in the guard post (Area A).

### Area C – Slave Quarters

There are bunks in here for 30 people and long tables with benches on either side.

#### **GM Note**

If the party was subdued by the capture squad in Encounter 6, they will be deposited here with the rest of the slaves. They will awake during the night with no weapons and armor. Adjust the boxed text and conversations below as needed. Their equipment will be found in the cabinet in Area D (Mine Boss's office).

There is a strong wood door and a set of iron bars (dotted line on map) that slides into the wall when open. Both the door and the bars lock from the outside only. The bars are not far enough apart for a medium size creature to reach through.

The room beyond the main barracks area is a wash room/bathroom for the slaves. Each night the slaves are washed by magical water jets to rinse off any stray mithril bits. These bits are collected in a sifting pan beneath the grate in the floor and added back into the stock in the main storage room.

If the PCs arrive during the day, this room will be empty. The wooden door will be unlocked and the bars open. The slaves will be down in the mine shafts doing their work. The party can go rescue the slaves now or set up an ambush for the guards when they return with the slaves later.

If the PCs arrive during the night, this room will be filled with 25 sleeping slaves. The wooden door will be locked, as will the bars. **DC 15 + ATL** Open Lock check to open each barrier.

If the party decides to wake the slaves or rescues the slaves and talks with them (or awakes here after capture), they may get some information.

*A female elf approaches you with a look of thanks in her eyes. She fits the description of Patrika Benotear. "You have come to rescue us from a terrible fate, and for that we all thank you. Is the way clear for us to go home?"*

➤ **Are you Patrika Benotear?/Have you been captured? (etc.)**

*"Yes, I was brought here about ten days ago. I was working my passage on the western route helping out the cook by doing the duties of a serving girl. I had left my tent during the night for just a moment to tend to... umm... nature's business, and next thing I know I was assaulted by a bunch of thugs. One of them kicked me in the head and knocked me senseless. Next thing you know, I'm tied up and trekked to this gods be damned place to dig for mithral ore."*

➤ **Have you see any of the other missing folks?**

*"Bryce Dikansen was brought in at the same time as I was. We were working together on the same caravan run. Guess I wasn't reported as missing as quick as she was, eh? I did see Jepolan, Mercuric, and Morrestone around." She gets a scared look on her face when mentioning them, as do almost all of the others. "They aren't here any more."*

➤ **Aren't here?/Where did they go?**

*“They were taken away and never came back. We know they went into THAT room.” She looks around the room at the other slaves as if waiting for something. The others all look scared. They all seem to pass around a knowing look and they each slowly nod to her. “It’s a door down off the main storage cave opposite the lift into the mine shafts. We’ve all seen others taken in there during our time here but never seen any of them again after that. That’s more what keeps us in line and working than the guards... the fact that any of us can just go in there if we do the wrong thing.”*

➤ **Do you know what’s in that room?**

*“As a matter of fact, I do. Heard from one of the other people here who heard about it from another before him. Pretty odd, but there isn’t a blasted thing in there. It’s a totally empty room except for the door folks go in by. Both of those people are gone too by the way. Door isn’t even locked from what I overheard the guards say. Seems to me that none of them want to go in there either.”*

That’s all that the slaves know about what goes on here.

The slaves will leave and head back to Amthydor as quickly as they can if the guards have been defeated. They will get to the city safely.

### **Area D – Mine Boss’s Office**

This office is more functional than lavish. There is a desk, a small table and chairs, and a cabinet in the room. The mine boss is not here at this time.

Searching the desk, the party finds some papers, some sealing wax, and a signet stamp and a small crystal shard about 3 inches long. PCs may roll Knowledge (nobility) DC 10, Knowledge (local) DC 15, or Bardic Knowledge

DC 15, to realize that the seal is that of the noble House Pelligari. The interesting piece among the papers is a letter and a group of strange symbols, which is **Handout #3**.

Any equipment taken from PCs captured in Encounter 6 is in the cabinet here.

### **Area E – Main Storage Room/Mining Area**

This room houses the supplies for the slaves to do their mining as well as crates and barrels of raw mithral ore.

In the southwest corner of the room is a lift shaft that leads to the main mining area.

The lift is a large wooden platform with a series of ropes and pulleys that are used to lower it to the bottom of the shaft 20’ down.

During the day, the lift will be at the bottom of the shaft since the slaves are working in the mine. A Climb check of DC 5 is needed to get down or up the ropes of the lift.

At night, the lift will be raised into this room and locked into position. It can be operated easily if the PCs want, but it will be a bit noisy. Give the 2 guards on night watch each a Listen check of DC 12 to hear the lift moving. (They have +1 listen skill.)

If the PCs go down into the mine (use GM Map #3), they will find 6 guards and 30 slaves working during the day and a whole lot of nothing going on during the night.

In this room to the southeast is a door. It is a plain wooden door and is unlocked.

### **Area F – The Room of No Return**

This room is a totally empty and barren cavern. In the east wall is a partially excavated archway.

If the PCs make a search check of DC 15 + ATL, they will find signs that people have been in the room.



A Track check of DC 10 +ATL will show that humanoids have wandered about the room from time to time. It will also show odd prints that look reptilian or insectoid.

A Knowledge (planes) check of DC 15 will show these to be xill footprints. (Xill are outsiders, so Knowledge (planes) is the required skill to identify them.) For every 5 points above DC 15 on the check, the PC can get knowledge of one ability of the xill. (See Appendix)

A Knowledge (arcana) or Bardic Knowledge check of DC 25 will also show these to be xill footprints, but will not get any extra information about them.

The slaves would disappear from this room because the xill planewalk in, paralyze the person, and then planewalk out with them.

### **The Archway**

The archway is set into the cavern wall in the back of this room. It has been partially excavated and is an archway about eight feet high. It looks like it was designed for standard human type beings.

In the stones around the arch's border are carved some sort of symbols or runes. There are 31 different symbols total. (15 up each side from the ground to the keystone and the keystone itself) They are in a language that nobody knows, even with magical assistance. Even with magic it is indecipherable.

The archway is a dimensional gate from the ancient Thyran Empire. A Knowledge (history), Bardic Knowledge, or Knowledge (arcana) check of **DC 25** will let the PC know that there was a human Empire about 4,000 years ago of great arcane power that had their major city, Thyras, perish in some sort of disaster.

To activate the archway and get to the place the xill have the slaves, the small crystal shard from the mine boss office must be tapped in order on the symbols of the archway frame that match the symbols on the letter from the mine boss office.

The symbols will then glow for an instant and the archway will silently fill with a neon green light. After about a minute, the light will fade and the archway will become inert again.

- If the party steps through while the gate is glowing, they will be sent to the area of the Ethereal plane where xill and the slaves went. Go to **Encounter 9**.
- If the party decides to not enter the gate, go to **Conclusion D**.

## **Encounter 9 – Where the Slaves Went**

### **GM Note - THE ETHEREAL PLANE**

For the purposes of this module, the xill have fashioned a corral/lair of sorts on the Ethereal Plane in which to keep their breeding stock safe.

Magic works normally on the ethereal plane except for the fact that spells or spell effects can not cross over to the Prime Material plane.

Due to the fog conditions on the ethereal plane, visibility is limited to 30'.

*You pass through the archway and blink into existence in what seems to be a cavern filled with dense fog. On closer inspection, the cave is not made of normal rock, but appears to be a resin of some sort, like that excreted from some insects or reptiles. Whatever it is, it's dry and solid enough to walk on and forms the walls and floor in this place.*

*The fog limits your sight distance to around 30'.*

*Not far from you, something secured to the wall by some of the same substance laced around its body catches your eye. It appears to be a halfling suspended a couple feet off the floor that fits the description you have of Bahobb.*

Bahobb (and any others) can be cut out of his cocooning bonds with a bit of effort. The cocoon has hardness 8 and 20 hit points.

If the party questions Bahobb

- **What happened to you?/How did you get here?/etc.**

*“I was working in my office when this thing appeared from out of thin air. It was big and red and scaly with four arms. It just popped in right next to my desk and grabbed me. Before I could scream, it grabbed me and bit me. Must have some sort of poison or magic or something, because I couldn’t move after the bite. Could still see and hear and all, just couldn’t move. It hugged me tight, and then my office faded away and I was with it in this fog bank. It walked for a bit and then the thing held me up to the wall and plastered me up here with some kind of muck it got from some bag thingy it had and I’ve been stuck since. It came back a bit after it hung me here before I un-froze and stuck me with its tongue. I could feel it leave something behind in me.” He shudders a bit at that.*

- **Have you seen any others?**

*“I’ve heard at least a dozen other people in here. I can just make out a couple farther down the wall over there.” He points and you can see some other humanoid shapes on the floor and wall in that direction.*

Bahobb has not seen any of the missing people here. But, he has been a bit preoccupied since his arrival.

After question and answer time is over -

*“By the way,” Bahobb says, “there are some of the creatures roaming around this area, making sure we don’t get out of our spots and ‘feeding’ us. So be careful as you wander.*

*“And I also assume you have a way out of this place?”*

Luckily for the PCs, the archway dropped them at one end of the breeding stock pen that the xill have set up on the ethereal plane.

The pen is a 50’ x 50’ space made of the resin like material. There are a total of 15 people in the pen including Bahobb. They are attached to the walls, floor, and columns sticking out of the floor. The people are secured quite organized and orderly.

Use **GM Map #4** for the layout of the pen.

All the PCs have to do is search around until they free all the people and hustle them back through the archway.

Unfortunately, the xill have other ideas and have stationed some caretakers/guards around the pen. This is mostly to protect their investment from any stray Ether creatures or stray invading PCs.

The xill caretakers/guards make rounds of the pen every couple hours to check on the people. They will give very basic food and drink and check the bonds of the folks in the pen. The xill don’t want their breeding stock getting sick or starving after all.

The party can lie in wait for the xill to make their rounds or they can go find the critters. Either way, getting all the people out can not be completed without encountering the guards.

#### **Tactics –**

The xill will fight to mainly capture the party and add them to the breeding stock pen. They will focus on trying to grapple and paralyze the major damage dealers first - fighters that are hitting hard, wizards that do mass area effect spells, etc - then the remainder of the party. Remember that the xill paralysis lasts a minimum of one hour unless magically removed, so it’s a bite and move on to the next target tactic once a foe fails his save.

- If the PCs defeat the xill and rescue the people, go to **Conclusion A**.

- If the PCs lose to the xill, go to **Conclusion B.**
- If the PCs flee back through the archway with or without any of the people, go to **Conclusion C.** (Any PCs that may have been left behind get **Conclusion B.**)

### ATL 5

**Xill (3):** Medium outsider (extraplanar) HD 5d8+15; hp 37; Init +7; Spd 40 ft; AC 20 (+3 Dex +7 natural), touch 13, FF 17; Base Atk/Grp +5/+7 Atk +8 melee (1d4+3, claw); Full Attack: 2 claws +6 melee (1d4+3) and 2 claws +6 melee (1d4+2); Face/Reach 5'/5'; SA Implant, improved grab, paralysis; SQ Darkvision 60', planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 16, Dex 16, Con 17, Int 12, Wis 12, Cha 11.

**Feats & Skills:** Balance +13, Climb +11, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack, Multiweapon Fighting.

### ATL 7

**Xill (5):** Use stats in ATL 5.

### ATL 9

**Xill fighter 2 (5):** Medium outsider (extraplanar) HD 5d8+2d10+32; hp 69; Init +7; Spd 40 ft; AC 23 (+3 Dex +7 natural +3 hide armor), touch 13, FF 20; Base Atk/Grp +7/+9 Atk +11 melee (1d4+3, claw); Full Attack: 2 claws +9 melee (1d4+3) and 2 claws +9 melee (1d4+2); Face/Reach 5'/5'; SA Implant, improved grab, paralysis; SQ Darkvision 60', planewalk, spell resistance 21; AL LE; SV Fort +10, Ref +7, Will +5; Str 16, Dex 16, Con 18, Int 12, Wis 12, Cha 11.

**Skills & Feats:** Balance +13, Climb +11, Diplomacy +2, Escape Artist +11, Intimidate +11, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Combat Reflexes, Improved Initiative, Multiattack, Multiweapon Fighting, Weapon Focus (claws).

### ATL 11

**Xill fighter 4 (5)** Medium outsider (extraplanar) HD 5d8+4d10+40; hp 89; Init +7; Spd 40 ft; AC 25 (+3 Dex +7 natural +5 breastplate), touch 13, FF 22; Base Atk/Grp +9/+12 Atk +14 melee (1d4+6, claw); Full Attack: 2 claws +12 melee (1d4+6) and 2 claws

+12 melee (1d4+4); Face/Reach 5'/5'; SA Implant, Improved Grab, Paralysis; SQ Darkvision 60', planewalk, spell resistance 21; AL LE; SV Fort +11 Ref +8 Will +8; Str 18 Dex 16 Con 18 Int 12 Wis 12 Cha 11.

**Skills & Feats:** Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +11, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Combat Reflexes, Weapon Focus (claws), Weapon Specialization (claws), Iron Will, Improved Initiative, Multiattack, Multiweapon Fighting.

### Xill Special Abilities (ALL ATLS)

**Implant (Ex):** As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

**Improved Grab (Ex):** To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

**Paralysis (Ex):** Those bitten by a xill must succeed on a DC 14 (DC 15 at ATL 9 and 11) Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

**Planewalk (Su):** These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

## **Conclusion A – The Thrill of Victory!**

*With the xill defeated, it is a simple task to cut free the encased folks and herd them back through the ethereal side of the archway and into the mines. The trip back to Amthydor from there is uneventful.*

*Captain Vestra welcomes you back as heroes once more and congratulates you on finding the missing people. She sees to a reward (200 gold x ATL) for each of you, with a bonus for going the extra mile...or should that be plane?*

*The next day, you get a voucher from the Merchant's Guild allowing you to have one item forged from the mithral recovered at the mine.*

*The Amthydor Trumpeter carries the story of your exploits for a week.*

*Bahobb also has his moment of fame when he tells everything he knows to the Diamond Legion and implicates House Pelligari in running a slave ring, among other things.*

*The evidence you have gathered is deemed to be insufficient to bring charges against House Pelligari.*

## **Conclusion B – The Agony of Defeat!**

Use this conclusion for any PCs that were captured and not rescued by the end of the module.

*You are alert but can't move. You watch from inside yourself as one of the xill holds you up to the wall of the pen and secures you there with a claw full of the resin material.*

*Then it faces you, opens its mouth orifice and seems to grin. You scream silently as its tongue lashes out and sticks in the side of your chest. You can feel the foul thing entering*

*your body but you are held powerless to prevent the invasion. You can feel motion inside your body as it probes around for a few seconds and then seems to find a spot that it likes. It pauses there and remains for what seems an eternity. Finally, you can feel the intrusion slowly start to withdraw and leave your body.*

*Time passes but you have no sense of exactly how much because of the constant fog around you. You are given small amounts of food and water by the xill, and you are also kept secure in your hanging spot.*

*You keep having this unsettling discomfort in the side of your chest. It's probably just from the position you've been in for gods knows how long now.*

*Suddenly, you hear a piercing scream from in the fog. It carries on and on and on and abruptly cuts off in a wet gurgling and crunching sound. Your side suddenly twitches as if in response to this. Then all fades to black...*

Fortunately, the PC is rescued by the Diamond Legion before he is killed by the emerging xill spawn. This PC gets a Hickey cert.

## **Conclusion C – Run Away!!**

*You have made your way back through the archway into the mines and brought as many of the slaves as you could get free before the xill had a chance to overwhelm you.*

*The journey back to Amthydor from there is fortunately uneventful. Thank the gods that the xill were too occupied to follow you.*

*Captain Vestra welcomes you back with a heavy heart, but realizes that it's better to have some folks back than none at all. She sees to a payment (100 gold x ATL) for each of you.*

*The Amthydor Trumpeter carries your story for a couple days.*

*Maybe the Diamond Legion will use the information you brought back to mount another rescue mission.*

*The evidence you have gathered is deemed to be insufficient to bring charges against House Pelligari.*

If the PCs rescued Bahobb:

*Bahobb also has his moment of fame when he tells everything he knows to the Diamond Legion and implicates House Pelligari in running a slave ring among other things. What comes of this, if anything, remains to be seen.*

### **Conclusion D – We Have to Go Where?!**

*You have concluded that a trip through a mysterious archway is not to your liking and have decided to return to Amthydor with the mine slaves.*

*The journey back to the city is uneventful.*

*Captain Vestra welcomes you back with a heavy heart, but realizes that it's better to have some folks back than none at all. She sees to a payment (100 gold x ATL) for each of you.*

*The Amthydor Trumpeter carries your story for a couple days.*

*Maybe the Diamond Legion will use the information you brought back to mount another rescue mission.*

*The evidence you have gathered is deemed to be insufficient to bring charges against House Pelligari.*

### **Here ends “Rights of Passage”**

#### **TIME UNIT COST**

Conclusion A, C, or D                      5 TU  
Conclusion B                                45 TU

### **EXPERIENCE POINT SUMMARY**

#### **ATL 5**

Total the XP earned from the following:

#### **Encounter 1**

Accept mission from Captain Vestra    50 XP

#### **Encounter 2, 3, 4, and/or 5**

Get info that the missing folks all have Bahobb's place in common                                150 XP

#### **Encounter 6**

Get mine location from Bahobb's place 100 XP

#### **Encounter 7**

Defeat or Capture House Pelligari Squad 100 XP

#### **Encounter 8**

Rescue slaves in the mine caves            100 XP  
Figure out how to work archway            100 XP

#### **Encounter 9**

Defeat xill and rescue slaves                200 XP  
or –  
Escape with some slaves without defeating xill 100 XP

#### **Roleplaying Award**

XP    up to 100

#### **Total Possible Experience:**

**900 XP**

**ATL 7**

Total the XP earned from the following:

**Encounter 1**

Accept mission from Captain Vestra 50 XP

**Encounter 2, 3, 4, and/or 5**

Get info that the missing folks all have Bahobb's place in common 150 XP

**Encounter 6**

Get mine location from Bahobb's place 100 XP

**Encounter 7**

Defeat or Capture House Pelligari Squad 150 XP

**Encounter 8**

Rescue slaves in the mine caves 150 XP  
Figure out how to work archway 100 XP

**Encounter 9**

Defeat xill and rescue slaves 300 XP  
or –  
Escape with some slaves without defeating xill 150 XP

**Roleplaying Award** up to 100 XP

**Total Possible Experience:** 1,100 XP

**ATL 9**

Total the XP earned from the following:

**Encounter 1**

Accept mission from Captain Vestra 50 XP

**Encounter 2, 3, 4 and/or 5**

Get info that the missing folks all have Bahobb's place in common 150 XP

**Encounter 6**

Get mine location from Bahobb's place 100 XP

**Encounter 7**

Defeat or Capture House Pelligari Squad 200 XP

**Encounter 8**

Rescue slaves in the mine caves 200 XP  
Figure out how to work archway 100 XP

**Encounter 9**

Defeat xill and rescue slaves 400 XP  
or –  
Escape with some slaves without defeating xill 200 XP

**Roleplaying Award** up to 100 XP

**Total Possible Experience:** 1,300 XP

**ATL 11**

Total the XP earned from the following:

**Encounter 1**

Accept mission from Captain Vestra 50 XP

**Encounter 2, 3, 4 and/or 5**

Get info that the missing folks all have Bahobb's place in common 150 XP

**Encounter 6**

Get mine location from Bahobb's place 100 XP

**Encounter 7**

Defeat or Capture House Pelligari Squad 200 XP

**Encounter 8**

Rescue slaves in the mine caves 300 XP  
Figure out how to work archway 100 XP

**Encounter 9**

Defeat xill and rescue slaves 500 XP  
or –  
Escape with some slaves without defeating xill 250 XP

**Roleplaying Award** up to 100 XP

**Total Possible Experience:** 1,500 XP

**TREASURE SUMMARY**

If it's not on this list, the PCs cannot keep it.

**GM Note:** The party will get no treasure if all of them get captured by the xill and have to be rescued. (Conclusion B and Conclusion B cert.)

Also, any captured PCs will not get a share of the treasure except for the Conclusion C reward (100 gp x ATL) from Captain Vestra when they return.

They do get full XP for what they accomplished.

**Encounter 7**

➤ **+1 merciful battleaxe** – This well-crafted magical battleaxe has the ability to strike for nonlethal damage without the standard -4 to hit penalty. It also does 1d6 extra nonlethal damage when used to subdue. Value: 8,310 gp, (sale: 4,155 gp), Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

➤ **Leather Armor (2)** – This magical leather armor has been dyed black.

ATL 5 - **+1 leather armor.** Value: 1,160 gp, (sale: 580 gp), Size: medium, Rarity: uncommon, Tradable: yes, Legality: Legal.

ATL 7 - **+2 leather armor.** Value: 4,160 gp, (sale: 2,080 gp), Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

ATL 9/11 - **+3 leather armor.** Value: 9,160 gp, (sale: 4,580 gp), Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

➤ **Chain mail** – This suit of magical chain mail is a bit run down looking but still serviceable.

ATL 5 - **+1 chain mail.** Value: 1,300 gp, (sale: 650 gp).

ATL 7 - **+2 chain mail.** Value: 3,300 gp, (sale: 2,150 gp).

ATL 9/11 - **+3 chain mail.** Value: 9,300 gp, (sale: 4,650 gp).



Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

➤ **Bracers of Armor (2)** – This set of bracers is carved in a reptilian motif and provides an armor bonus.

ATL 5 – +1 bracers of armor, Value: 1000 gp, (sale: 500 gp).

ATL 7 – +2 bracers of armor, Value: 4000 gp, (sale: 2000 gp).

ATL 9/11 – +3 bracers of armor, Value: 9000 gp, (sale: 4500 gp).

Size: Medium, Rarity: Common, Tradable: Yes, Legality: Legal.

### Encounter 9

➤ **Pouch of Resinous Goop** – This bag is about the size of a large belt pouch. Reaching inside the pouch allows you to withdraw a palm sized glob of sticky resinous like goop (a move action that does not provoke an AoO) that you can hurl as a thrown weapon (ranged touch attack with a 10’ increment) or apply to a willing person or object.

If the glob hits a target, it stretches and spreads to encase the target in a cocoon. The resin spreads and fully hardens after 3 rounds and then holds the target helpless.

The target is considered entangled for the 3 rounds while the goop hardens (-2 on attack rolls and -4 on dexterity), and can attempt to break free with strength checks on its turn – DC 15 on round 1, DC 18 on round 2, and DC 21 on round 3.

Once held in the hardened goop, the target needs to be cut free to escape. The goop cocoon has hardness 8 and 20 hit points.

The pouch holds enough goop for 20 uses.

[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Value: 225 gp/charge remaining (4,500 gp when found), (sale: 112.5 gp/charge remaining, 2,250 gp when found), Size:

Small, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

### Conclusion A

➤ 200 gp x ATL per PC reward from Captain Vestra.

➤ **Mithral Item** – For bringing back the people of the city, (and finding a bunch of raw mithral) the Merchant’s Guild has given you this voucher to have a mithral item created.

The Guild will fully pay for any mithral item up to 5,000 gp value or put up a 5,000 gp credit toward an item of higher price.

Enhancement costs are extra and must be done at a Mystical Marketplace or by a caster with the proper item creation feats.

Item purchased \_\_\_\_\_

Total gp value \_\_\_\_\_

Total gp paid \_\_\_\_\_

Value: Varies (sale: varies), Size: Varies, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

### Conclusion B

➤ **I Got A Hickey!** – You were captured and held in a xill breeding pen on the ethereal plane. Finally, after some time, another rescue mission from Amthydor found you and brought you back.

The city has seen to your healing and removing any unwanted guests from your person. But you still have the mental scars and a mark in your armpit that looks like a hickey which just won’t go away.

Your experience has cost you 45 time units.

Value: Priceless, Size: Bite-size, Rarity: Uncommon, Tradable: No, Legality: Legal.

### Conclusion C & D

➤ 100 gp x ATL per PC reward from Captain Vestra.

## Appendix – The Xill

Medium Outsider (Extraplanar)

<b>Hit Dice:</b>	5d8+10 (32 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	20 (+3 Dex, +7 natural), touch 13, FF 17
<b>Base Attack/Grapple:</b>	+5/+7
<b>Attack:</b>	Claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3)
<b>Full Attack:</b>	4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Implant, improved grab, paralysis
<b>Special Qualities:</b>	Darkvision 60 ft., planewalk, spell resistance 21
<b>Saves:</b>	Fort +6, Ref +7, Will +5
<b>Abilities:</b>	Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
<b>Skills:</b>	Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings)
<b>Feats:</b>	Improved Initiative, Multiattack, Multiweapon Fighting
<b>Environment:</b>	Ethereal Plane
<b>Organization:</b>	Solitary or gang (2–5)
<b>Challenge Rating:</b>	6
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always lawful evil
<b>Advancement:</b>	6–8 HD (Medium); 9–15 HD (Large)
<b>Level Adjustment:</b>	+4

A xill is a quasi reptilian humanoid creature with 4 arms, bright red scales, and dark penetrating eyes. It stands 4 to 5 feet tall and weighs about 100 pounds. Xills speak Infernal.

### COMBAT

Xills are dangerous opponents, attacking with all four limbs. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks. Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, and then ambush it using their planewalk ability. They make full use of their Tumble skill in combat: Usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

**Implant (Ex):** As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

**Improved Grab (Ex):** To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

**Paralysis (Ex):** Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

**Planewalk (Su):** These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

### Player Handout #1 – The Missing

This is a list of the people that have gone missing, where they were last seen, and when the report of their disappearance came in to the Diamond Legion.

Physical descriptions are included for all of these folks.

Bryan Johansen	Male Human	Squatter's Farm	35 days ago
Reb Halfred	Male half-elf	Quarter House	31 days ago
Leeta Fyord	Female Human	Squatter's Farm	27 days ago
Dee Snyder	Female halfling	Quarter House	26 days ago
Robert the Planter	Male human	Squatter's Farm	23 days ago
Brousse Schprengston	Male half-orc	Quarter House	20 days ago
Oswald Ozburn	Male Human	Western Caravan	19 days ago
James Morrestone	Male Elf	Quarter House	13 days ago
Janos Jepolan	Female half-elf	Squatter's Farm	11 days ago
Bryce Dikansan	Female Human	Western Caravan	9 days ago
Frodrik Mercuric	Male Human	Squatter's Farm	6 days ago
Patrikia Banotear	Female Elf	Western Caravan	3 days ago

## Player Handout #2 – Bahobb’s Journal

Dated 60 days ago – I received an unsigned and unmarked letter today. It seems that an organization is starting up a mining venture and needs some labor. Some... shall we say... cheap labor. They wish me to provide information on people that have lost everything in the undead invasion. Names and locations and job sites these people will be at and such. Since I have recently begun a service to help down on their luck folks find jobs, they feel I am just the halfling to help them out. They imply that it will be worth my effort.

Dated 50 days ago – I was approached by a representative of the organization behind the mystery letter today about the proposition they had for me... I told him that I still have to think deeply on it. He stressed that it would be worth my while to help them out.

Dated 45 days ago – I got in touch with my contact today and told him that it's a go. We arranged a drop spot for the copies of the files that I'm to provide to his organization. The names that I give them are folks with no one and nothing... Nobody will miss them, right? And it's only for a bit of mining work, right? How bad could it be?

Dated 38 days ago – I made my first drop today. Two files... Johansen and Halfred were prime candidates.

Dated 35 days ago – I received a copy of my bank note today marked as paid in full. It seems that these folks are true to their word and that I'm out of debt now. The office space is mine free and clear... huzzah!

Dated 30 days ago – I made my next drop today. Three this time... Fyord, Snyder, and Planter. My contact has told me to spread the locations around so that the people come from different places. As I build up my business and get more clients, I can do this easily.

Dated 28 days ago – I got a good deal on some new office materials today. It was like the shop keeper knew I was coming and had just what I needed. New desks, filing spaces, and more seating for the main room. I also started interviewing staff today.

Dated 24 days ago – Drop number 3 done. Only 2 more files this time. I hired on a staff of 6 to do the client interviews, which will expand the business quicker.

Dated 22 days ago – Got a note from my contact. He wants me to speed up my drops. I dropped back and reminded him that he has very specific criteria for his needs and that the utmost care has to be taken on picking choice subjects.

Dated 19 days ago – Got another note from my contact. He says that the organization doesn't give a halfling's fuzzy toes what their needs are, they WANT THE PEOPLE and I had better get my arse in gear. This is starting to sound like a mixed blessing...

Dated 17 days ago – Made my next drop today. 3 more files this time. I hope that satisfies them for a bit.

I think I'm going to have to do some asking around about this organization since I don't like the way this is heading now. They told me that they would make it worth my while, but my while seems to be worth more than they are giving out.

Dated 15 days ago – Got a note from my contact today. He is stressing that the people he works for are getting unhappy about my performance. He is also stressing that my performance needs to improve SOON. I hope my research pans out SOONER...

Dated 10 days ago – Made the next drop. I only found 2 more this time. I have a feeling my partners are going to be quite annoyed with me.

On a better note, my research did find some interesting information. House Pelligari acquired some land in the mountains outside the city not long before this mystery organization contacted me. I know that they are heavily into mining. Funny thing is that the land they got is mostly caves and from what people say, it's haunted to boot. I heard rumors that folks have disappeared in those caves from way back. I'll have to get my researchers to dig a bit deeper.

Dated 4 days ago – My friends did a bit more research for me and confirmed that it is indeed House Pelligari's people out there. And that the Pelligari have not filed for any permits, licenses, or anything like that. This doesn't surprise me, considering my... agreement... with them. My friends also got me a map to the location so that I can find it from the city if I ever want to.

I think I might have to get some real help on this and report it to the Diamond Legion despite my involvement in it.

Dated yesterday – Got another note from my contact today. He says that our business relationship has been terminated and that I should get my final settlement soon. I truly do not like the sound of that... So, I'm going to finish up what I need to at the office tomorrow, make an anonymous drop to the Diamond Legion, and take a vacation for a while. I'll let the staff know tomorrow that they will have to hold down the fort while I'm gone. I hear that Jasperspur is a nice place to visit this time of year...

### Player Handout #3 – Mine Boss’s Note

Our agreement with these xill creatures is going well. Despite their attitudes and outlook, they keep to their word when it is given. They have been given the magical pouches to assist them in their task as we had committed. I shall let you know when they require more.

We have contracted to give the xill two of our assets every week and they leave the rest of the assets and staff alone to mine the mithril. Whether they still seek other sources for their needs I do not know. And personally, I do not want to know.

Our diviners were correct. The mithril vein here is high quality and looks like it will meet our yield expectations easily.

If we had also divined about nearby threats, we may have known that the xill were present and not lost some of our original House survey group. Who would have guessed that they are the creatures behind the haunting of this area. It is a good thing for us that they agreed to our accord and now give us Rights of Passage to the caves.

This archway we uncovered is an unexpected bonus. If it does date from the time of the Thyran Empire as our historians think, we have quite a find on our hands. To think that we may have stumbled upon an artifact like that.

Another interesting tidbit... These xill gave me a series of symbols and a small crystal shard and told me to use it if “I ever need to find them”. I have copied the symbols below so you can have our people research it before I go experimenting with things. I am fine with them coming here for our negotiations, so I may not even need the information.



## Player Handout #4 – Rumors Gathered

### DC 5 + ATL

- All of the missing folks are from the Poor District.
- The mountains to the northwest of the city are haunted.
- Bahobb's is an employment service, whatever the heck that is.
- The missing folks all just ran off to another city. Too much undead here for them.
- There's been animal attacks outside the city not too long ago.
- Milos Squatter is an orc. Orc doing farming, can you believe it?
- The Quarter House is a shelter for those displaced from the Poor District.
- The people of Phaeros are slavers, maybe they have done this.

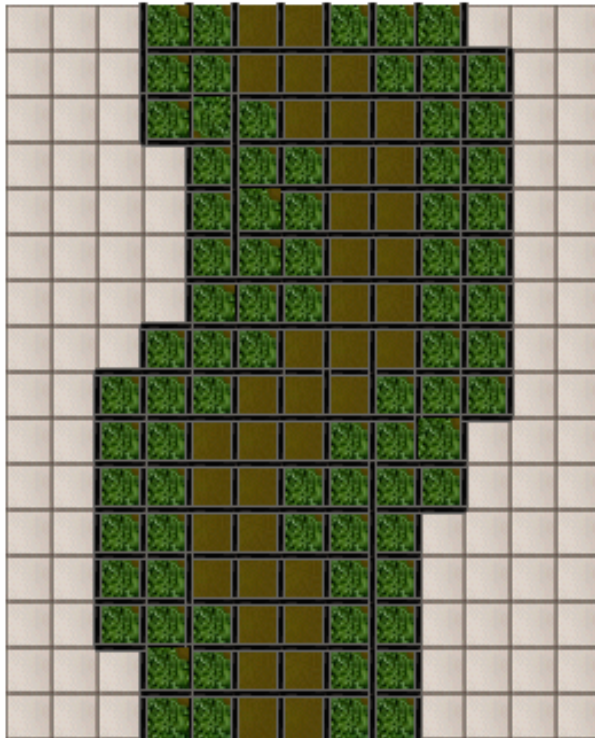
### DC 10 + ATL

- The missing folks have no family or friends left after the undead invasion.
- The Delambir Mountains to the northwest have had people vanish from there. That's why people consider them haunted.
- Bahobb is a halfling that runs an employment service in the Laborer's District. (you get an address)
- There's some big tiger critter running around the wilds not too far from the city.
- The Quarter House was a rich man's inn before the undead invaded.

### DC 15 + ATL

- I heard that the missing folks all went to Bahobb's. No good halfling is behind it, I just know it.
- The missing folks lost everything in the undead invasion and are now trying to get back on their feet.
- The Merchant Guild knew what was happening on the Western Caravan and hired on more people anyways. They vanished too.
- Those haunted mountains are supposed to have lots of nice ores in them.
- People have disappeared in the Delambir Mountains for years. Not enough to really warrant the Diamond Legion doing anything until recently. Most folks think its just accidents where the body isn't found or gets eaten by the wild life. I think there's something behind it all.

## GM Map - On the Road Combat



1 square = 5'

Brown = clear path

Green = rough ground / fallen rocks / underbrush. 1 / 2 movement, no charging

Grey = mountains / cliffs. Impassable unless climbing

PC's start at the bottom of map.

House Pelligari capture squad starts at the top of map.



## GM Map #2 – Encounter 7 - Mining Cave Complex

Party will proceed into the cave through 30' of dark, narrow, winding passage before getting to the edge of the map. Therefore, no light from the inside shows out of the cave mouth. Inside is lit by continual flame torches to be almost as bright as an overcast day.

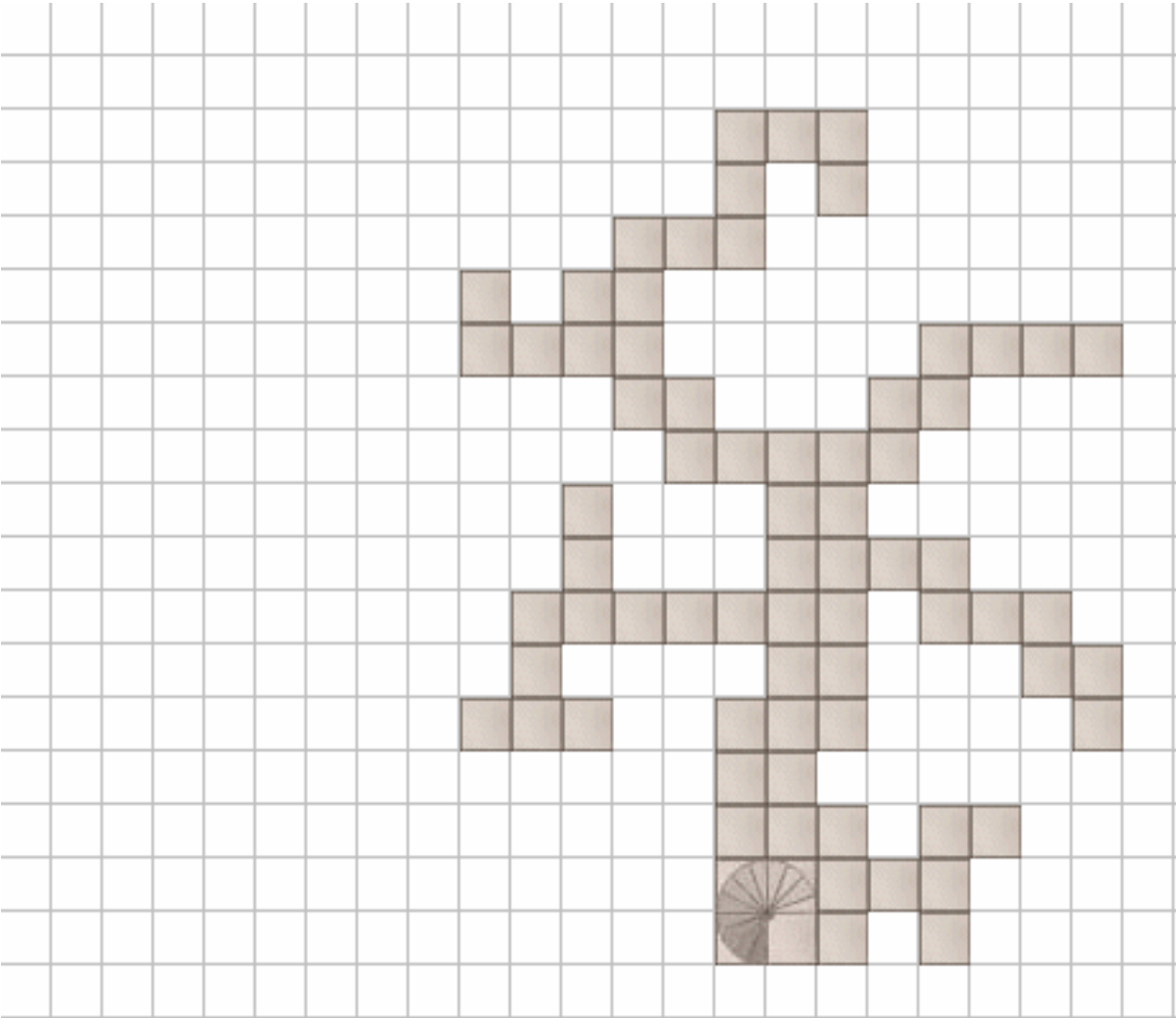
All rooms and passages are natural caves with rough walls and ceilings. The floors have been basically smoothed to make work easier.



**GM Map #3 – Mine Shafts**

This map is only needed if the PCs decide to explore the mine shafts, rescue the slaves while they are in the main mines, or need to make a break for it from the mines.

The slaves and guards will be spread out around the mine when the PCs arrive. The guards will converge on the PCs and try to subdue them.

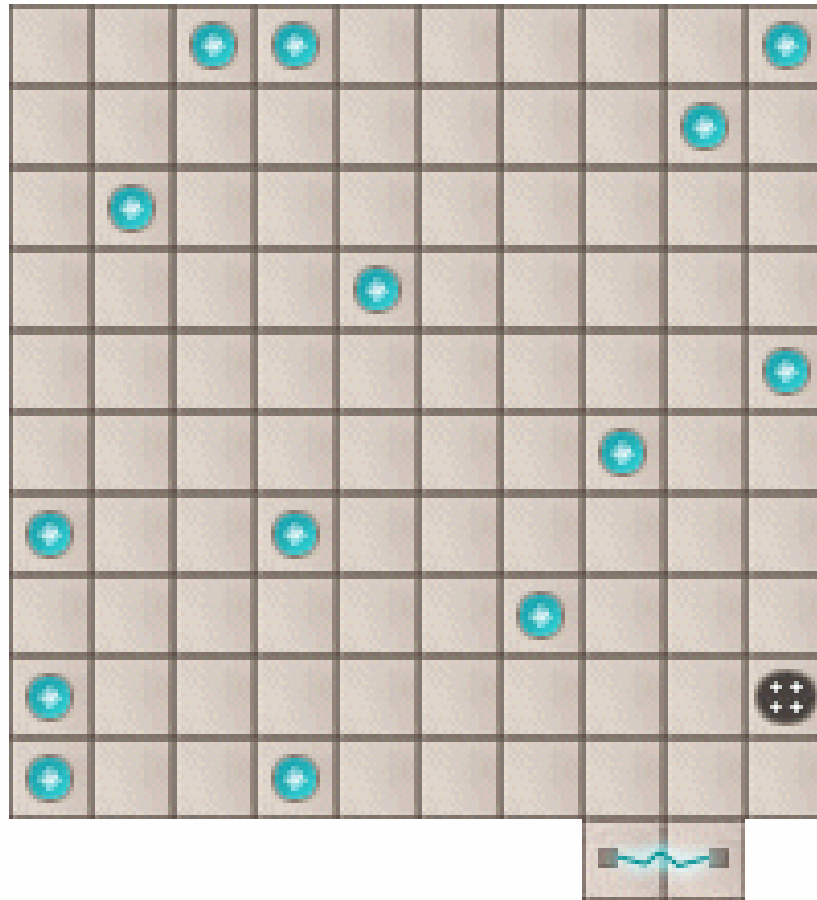


### GM Map #4 – The Xill Pens

Black spot is where the party finds Bahobb.

Blue spots are other secured missing people.

Place xill guards randomly around the room according to ATL.



# Critical Event Summary: Rights of Passage

1. Were the PCs captured by the slaver squad?      Yes    No

2. Note the status of the slaver hit squad at the end of the module.

Dead                  Captured                  Got Away

3. Note the status of the mine complex guards at the end of the module.

Dead                  Captured                  Got Away

4. Were the slaves in the mine complex rescued?    Yes    No

5. Was Bahobb rescued and returned to Amthydor?      Yes    No

6. How many of the slaves in the xill pen were rescued? (15 max including Bahobb)

\_\_\_\_\_

7. Were any PCs captured by the xill?      Yes    No

If yes, list player names and character names below

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8. What did the party do with any evidence against House Pelligari?

Gave to Diamond Legion      Gave to House Pelligari      Gave to someone else (specify)

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY 11230, or by e-mail to [lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com).

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## Roster of Heroes: Rights of Passage

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

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