

INT7-04

Ritual of the Damned

A One-Round Dungeons & Dragons® Living Greyhawk™ Core Introduction Adventure

by Tim Sech

The pieces are back in Aramis's hands and the only thing left to do is set them in play. Aramis is ready for his dreams to come true and relies on friends to help him see it through. The ritual is about to happen, will it be for the good of Greyhawk or be yet another disaster in the Domain of Greyhawk's long storied history? A one -round Core Introduction adventure set in Greyhawk City for characters level 1-4 (APL 2 only). This is the fourth and final adventure in the series of Living Greyhawk Core Introduction Adventures. It is not necessary to play the first three Core Introduction Adventures, *Ambition's Folly*, *Trial by Fire*, or *A Dead Man's Job*.

Resources for this adventure [and the authors of those works] include *Living Greyhawk Journal* [Denis Tetreault and Erik Mona], *Magic Item Compendium* [Andy Collins], *Greyhawk Ruins Campaign Guide* [Creighton Broadhurst, Chris Chesher, Paul Looby, Bruce Paris, and Sam Weiss]

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

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RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

- Enlist a sixth player.
- Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Greyhawk City. All characters pay 1 Time Unit if their home region is Greyhawk all other characters must pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Aramis Raspet is a relatively unknown aristocrat in the Artisans Quarter. This is unacceptable in his eyes and thus must be corrected immediately. He recently inherited a decent size fortune from his uncle who passed suddenly. Now with his new found wealth he has decided to enact his plan to rise in nobility and become one of Greyhawk's most notable aristocrats.

Aramis however is not above getting his power by unsavory means. He recently came across a tome of papers detailing a dark ritual that gives its user untold power. Through adventurers, he has acquired all the necessary items for the ritual. He now is all set up for the ultimate power that he seeks. He once again calls upon his trustworthy adventurers to protect him from Humanchi the rival noble intent on stopping him.

Humanchi is another mysterious noble that came upon the scene as soon as the papers of the ritual were found. He has been trying to lure the adventurers that are helping Aramis for a few months. He will stop at nothing to make sure that Aramis does not complete the ritual. He will make it known where he stands at the end where he demands that Aramis be stopped so he can get the power of the demon.

ADVENTURE SUMMARY

Introduction: There are three possible beginnings depending on the PCs prior actions.

Encounter 1: Whoever the PCs are working for details out their mission to them.

Encounter 2: The PCs are attacked on the road by Aramis/Humanchi's gnoll bandits. This only happens if they did not have the ritual items with the appropriate noble.

Encounter 3: Inside the abandoned tomb in the Cairn Hills the PCs set up for the final ritual.

Encounter 4: The PCs must fend off some curious demons.

Encounter 5: The PCs battle undead that are summoned by the ritual.

Encounter 6: The PCs must defeat hobgoblins sent by the rival noble. Or this could be the PCs coming in to disrupt the ritual.

Encounter 7: Aramis/Humanchi summons the demon. The PCs must choose to either let them be infused with power or destroy the pillars in the ritual thus killing the noble.

Conclusion: The PCs are victorious or have let the ritual succeed.

BEFORE PLAYING

It is suggested to read over the *Greyhawk Ruins Sourcebook* before playing. This is available on the RPGA website at www.rpga.com/lg. Player Characters (PCs) can choose to have Greyhawk City be their home region and thus can also participate in the Greyhawk Ruins Mini-Campaign. (Although they still have to be 1st level when they play the first official adventure of the series.)

Let the PCs choose affiliations which are found in the *Greyhawk Ruins Sourcebook* if they wish, as this may impact future Core introduction adventures.

Allow the PCs at any point in the adventure to go to the City Watch and tell them what is going on. The statistics for the City Watch are in the *Greyhawk Ruins Sourcebook*, page 16. Remember time however in the session and do not allow them to go too far away from the main story. The City Watch thanks them for the information but tells the PCs that without definitive proof or intent there is not much that can be done at this point. The City Watch makes sure the PCs have their licenses and all the proper documentation before they leave.

If PCs have played any of the Core Introduction adventures make note of who the PCs have worked for. If they have switched back and forth between Aramis and Humanchi ask them who they'd like to work for now. If it is no one go to the default introduction.

The adventure assumes that the PCs have sided with Aramis or Humanchi. If the PCs have not then they are tasked by the Nightwatchmen to go after Aramis (the default noble) and destroy the ritual. Instead of defending the ritual they are the ones going in to attack. Thus the encounters will have to be switched by the DM to incorporate the PCs on the attack instead of the defensive. The creatures are the same no matter what.

During the combats while the ritual is going on describe small rocks and wisps of air floating towards the center of the room. When a creature is killed their body floats into the air and is sucked into the ritual, melding

into the crimson ichor. This includes any PCs that are killed. However the PCs have 2 rounds to try and save their comrade by either pinning them to the ground or finding some other suitable way of making sure they stay put. They are permanently out of play if they are sucked into the ritual unless the PCs destroy the pillars thus negating the ritual.

DUNGEONS & DRAGONS MINIATURES®

To run this adventure, you may want to use the following miniatures:

From the Desert of Desolation™ set

- 1 Mercenary General (21/60) to represent Humanchi.
- 3 Boneshard Skeletons (39/60) to represent the skeletons.

From the Night Below™ set:

- 1 Gnoll Claw Fighter (53/60) to represent the varag.
- 2 Carnage Demons (47/60) to represent the 2 manes.
- 2 Hobgoblin Marshals (33/60) to represent the 2 hobgoblins.

From the Blood War™ set:

- 2 Gnoll Barbarians (52/60) to represent the 2 gnolls.
- 1 Blood of Vol Cultist (29/60) to represent Aramis.

From the War of the Dragon Queen™ set:

- 1 Hobgoblin Talon of Tiamat (36/60) to represent Onker The Bloody.

From the Giants of Legend™ set:

- 1 Glabrezu (70/72) to represent the Glabrezu.

DUNGEONS & DRAGONS DUNGEON TILES®

To run this adventure, you may want to use the following Dungeon Tiles. Abbreviations for the sets are: *Dungeon Tiles* (DT), *Arcane Corridors* (AC), *Hidden Crypts* (HC), *Ruins of the Wild* (RW), and *Lost Caverns of the Underdark* (LCU).

The Gnoll Attack (DM Map 1):

- 1 Camp / Field 8x8 (RW)
- 1 Field / Skeleton 4x8 (RW)

Invading the Tomb (DM Map 2):

- 1 Floor / Tunnel w/Stream 4x8 (LCU) (back)
- 1 Cave Corner / Tunnel Corner 4x4 (LCU)
- 1 Cave Corner / Tunnel Bend 4x4 (LCU)

- 1 Cave Wall / Tunnel Bend 4x8 (LCU)
- 1 Tunnel End w/Water / U-Tunnel 4x4 (LCU) (back)

End Battle (DM Map 3):

- 1 Blood Mist / Floor 4x4 (AC)
- 1 Floor / Tunnel 4x8 (LCU)
- 1 Floor w/Debris / Cave Pillar 2x2 (LCU)
- 1 Floor / Cave Pillar 4x2 (LCU)
- 1 Floor / Tunnel w/Stream 4x8 (LCU)
- 1 Floor / Tunnel 4x4 (LCU)
- 1 Floor / Floor 4x2 (LCU)
- 1 Cave Corner / Tunnel Corner 4x4 (LCU)
- 1 Cave Corner / Tunnel Bend 4x4 (LCU)
- 1 Cave Corner / Lava Pit 4x2 (LCU)
- 1 Cave Corner / Tunnel Bend 4x8 (LCU)
- 1 Cave Wall / Tunnel 4x2 (LCU)
- 1 Cave Wall / Tunnel 4x2 (LCU)
- 1 Cave Corner / Tunnel 2x2 (LCU)
- 1 Cave Corner / Tunnel 2x2 (LCU)

LAW AND ORDER IN THE FREE CITY

PCs in the Free City of Greyhawk are adventuring in an urban environment. It is perfectly possible, therefore, that they might do something to get themselves arrested. Thus, a few words about law, justice, crime, and punishment are in order.

The level and efficacy of law enforcement in the Free City is constantly in flux depending on the aims and goals of those in charge. Recently, some changes on the Directing Oligarchy have enabled the Lord Mayor, Nerof Gasgal, to reassert his authority. This has resulting in a tightening of the laws, particularly in the areas of public safety and smuggling. Relevant minor laws appear, below.

UNUSUAL COMPANIONS

The Free City is a sprawling and cosmopolitan urban center and as such, there are rules and regulations dealing with the presence of the animal companions, familiars, and more fantastic followers that a PC might bring with her.

In general, PCs that are accompanied by normal animals (that is, creatures with the animal type) are not bothered by the guards, provided that it is Medium-sized or smaller. If the animal is normally carnivorous (such as a wolf or Medium- or smaller-sized dinosaur), the PC is required to demonstrate her ability to control that beast, as well as to show some form of restraint upon it – a muzzle, or at the very least a collar and leash. They will also have to purchase a license for it at a cost of 1 gp per base HD.

Large-sized non-carnivorous animals are also acceptable, though depending on the animal it may also be required to be restrained/collared (common sense should prevail; a horse, even a warhorse, doesn't need to be led around by a collar; a rhinoceros is a different matter). They will also have to purchase a license for it at a cost of 5 gp per base HD for any animal other than a horse.

For more fantastic creatures (such as the types of creatures gained by the Improved Familiar feat, or more exotic animal companions or followers), the PC must purchase a license for it at a cost of 10 gp per base HD.

If the PC wishes, the companion can be snuck into the city *if* it could be hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or by *invisibility*). Warn the player that if they are caught with the companion, they earn the *Arrested!* AR item (see below).

WEAPON AND SPELL RESTRICTIONS

The Free City regulates the use of weapons and spells within its walls. In regards to magic the laws are:

- Generally, Greyhawk strongly controls magic use, prohibiting the use of such except in moments of extreme personal danger.
- Spells that do not damage a foe, such as *hold person*, are permitted.
- Spells that do damage only to a foe, such as *magic missile*, are allowed, but only in self-defense.
- Spells that damage a wide area, like *fireball*, bring a prosecution for property damage and any other relevant charges included murder, except in exceptional circumstances.
- Spells that are mentally intrusive, like *detect evil*, are frowned upon. Spells that can be used for a variety of illicit purposes, like *invisibility*, are also disapproved of. However, the use of either type of spell is legal.

In regards to weapons, the rules are:

- It is legal to carry the following weapon types: dagger, dart, sling, staff, club, hammer and other similar weapons. They should be tied to one's belt or in a scabbard whenever possible.
- Swords, axes and other similar weapons may be carried through the streets but they must be in a scabbard or leather head-case. Characters wanting to carry such weapons in the city must purchase a license (5 gp for one-handed, 20 gp for two-handed weapons). Licenses are valid for one week.

- Polearms, spears and other large weapons such as crossbows and bows are banned. Visitors must deposit these with the Guild of Nightwatchmen who maintain a secure storage facility warded with powerful magics maintained by the Guild of Wizardry.

Note: If PCs try and get around these restrictions by buying weapons in the city they will be very securely wrapped and bound by the seller. Normally, PCs can hide weapons in extra-dimensional spaces without fear of their discovery.

TWO MINOR LAWS

Greyhawk charges a 3 gp Freesword Tax to any adventurers entering the city. Without this, adventurers can't talk with any patrons, or sell any loot. If a character is paying standard or better upkeep, that character does not have to worry about the Freesword Tax.

Greyhawk prohibits owning, and thus selling, any idol or symbol of any Evil deity. Individuals finding such items must turn them over to the authorities to be destroyed. If the PC wishes, illegal idols can be snuck into the city *if* they could have been hidden from the guards in the first place (perhaps in a pocket, an extradimensional space, or perhaps via *invisibility*). Warn the player that if they are caught, they earn the *Arrested!* AR item (see below).

BREAKING THE LAW

If a PC wants to avoid paying the fees listed above, he can usually smuggle the contraband items past the guards. Doing so requires a DC 10 Wisdom check to avoid attracting suspicion and provoking a search. The guards also perform random searches, and these will be specified in adventures from time to time. If a PC is caught smuggling, he is punished as noted below.

If a PC is caught carrying illegal weapons inside the city, the weapons are confiscated until he leaves, and the PC is fined 10% of the value of the confiscated weapons (to a maximum amount of 100 gp x APL).

If a PC uses a damaging spell in a non-life threatening situation they are fined 10 gp x APL. If they kill someone, it is treated as murder.

Use of an area damaging spell (*fireball*, for example) attracts a fine of 100 gp x APL.

Use of intrusive spells does not attract a fine, but the caster suffers a -2 circumstance penalty on all Diplomacy checks against people who saw him cast the spell (or have been told he did so).

These fines are halved if the offender was defending the city or helping the authorities in some way when you

commit the offense. They may be waived by the adventure text.

Being caught smuggling in an animal requires the offender to buy a license and pay a fine equal to double the cost of the license. This must be paid even if the animal is already dead.

Those avoiding the Freesword Tax caught talking with patrons or selling the proceeds of their adventures, are fined 1,000 gp and treated as if they are smuggling all items found with you.

The penalty for worshipping an Evil deity is either death (for cult leaders and priests) or confiscation of all goods and banishment for all other involved individuals. Those caught with an icon or holy symbol of an evil deity have all their goods confiscated and are banished from the city (unless they can prove they were about to hand the item over to the authorities or a good-aligned church for destruction).

AVOIDING THE PENALTY FOR BREAKING THE LAW

Once you've been caught, there remains one way to avoid the penalty – commit another crime. Namely, bribe the City Watch. Greyhawk being what it is, this is almost expected. Bribery is a simple matter of offering the City Watch some portion of the expected fine to simply look the other way. Treat this as a Diplomacy check with the City Watch being indifferent. If they become unfriendly, you must pay the full fine. If they remain indifferent, you must pay 80% of the fine. If they become friendly, they only take 60% of the fine. And if you make them helpful, they let you off for only 40% of the normal fine.

INTRODUCTION

There are three possible introductions for the PCs. All the PCs are in Greyhawk City to begin the adventure. They can come up with a reason for being there or if you as the Dungeon Master (DM) feel there is a more suitable reason can make one up.

If the players have been working with Aramis for most of the adventure series and do not have the **Enmity of Aramis** AR reward, then they are assumed to be working for him. Aramis has all the items he needs for the ritual and is now set to journey to the abandoned tomb in the Cairn Hills.

A letter, with big bold inscription states 'Open Immediately' on it, has been sent to you each of you with the seal of Aramis on it.

Inside there are invitations for a dinner in your honor with Aramis at his estate at 5 bells that

evening. It is asked that you are prepped for a journey into the Cairn Hills but to tell no one.

Once the PCs are done making any preparations they need and go to Aramis's estate continue to encounter 1.

If the players have been working with Humanchi for most of the adventure series and do not have the **Enmity of Humanchi** AR reward, then they are assumed to be working for him. Humanchi has all the items he needs for the ritual and is now set to journey to the abandoned tomb in the Cairn Hills.

A letter, with big bold inscription states 'Open Immediately' on it, has been sent to you each of you with the seal of Humanchi on it.

Inside there are invitations for a sparring match in your honor with Humanchi at his estate at 5 bells that evening. It is asked that you are prepped as if for battle.

Once the PCs are done making any preparations they need and go to Humanchi's estate continue to encounter 1.

If PCs have the **Collection of Items** and/or **Keeping the Red Pearl** AR reward then they start with this introduction. If more than one person has the red pearl or the items just consider one of the PCs in the party has the items and forego the rest.

You have been sitting in a rather plush chair with quite a bit of tart treats and delicious fruits for a while now. You were summoned by the Nightwatchmen, a private security force in Greyhawk City an hour ago and no one has shown up except for a few other adventuring types. (Name the PC that has the items/red pearl) has a large bag nearby. The door swings open and a well built man strides in wearing a light blue tabard with the symbol of a cudgel on it.

"Good day to you all, the name is Nightwatchmen Haxin." He takes a bite out of an apple and sits down.

"I have asked all of you here because of certain decisions you have made in the past to keep, how should I say this, delicate items. I have been tasked to repossess those items from you immediately. Now before you get in a huff let me explain to you that this is for the greater good. The noble whose items those belongs to, Aramis, has rightfully asked for them back. Now of course I know that they are for some nefarious plot but in order to catch him in the act I need him to have those items. So look at it as bait."

"You will be handsomely compensated for this and are going to be in charge of this investigation.

My contacts have done a bit of snooping and this Aramis has let slip that he is to take these items into an abandoned tomb in the Cairn Hills. Why I have no idea but that's where I'd like you to catch him. I'll contact you when he's left the city. We need to let him get ahead and think he's safe before you hounds go after him. Agreed?"

If the PCs agree then the nightwatchmen takes the items and comes back to the PCs in about 6 hours. He tells them that Aramis left heading east and shows them on a map where he is headed. He'll thank the PCs again and hope they have bought all their items. Continue to encounter 2.

If the PCs are new to the series read the following below. Also if the PCs have worked for Aramis or Humanchi in the past but choose not to work with them to begin this adventure then they follow this path.

If PCs are members of an affiliation for the Greyhawk Ruins Campaign then when reading this sub out their affiliation for the default Nightwachmen. If the PCs do have different affiliations then take them aside and read this to them separately because they may not want it known that they are part of the seedier ones and adjust as needed.

A contingent of guards bearing a symbol of a cudgel on a light blue tunic, march towards you.

"Halt!" One yells as all the men stop suddenly. A well built man steps forward and acknowledges your presence.

"Good sirs and ladies, it is requested that you all meet with me now inside. There is an urgent matter that needs your full attention. Please let us go inside." The last statement not a question but sounding more like an order.

After settling into a private room the man takes off his light blue hat and tenses a bit.

"I am a member of the Nightwatchmen, a private security force of people here in Greyhawk City. It has come to our attention that two nobles, Aramis and Humanchi, have been feuding over a collection of items that are said to be needed for a disturbing ritual. Aramis left yesterday for the Cairn Hills. Through a few 'contacts' of mine I have determined that he is headed to this abandoned tomb." The nightwatchmen pulls out a map of the area and points to the tomb.

"I have no idea what is so special about this tomb just the matter of him being stopped. The other nobles have become suspicious about this. Do you accept?"

If the PCs ask for payment he will tell them they will be well compensated for their efforts. If they agree he will urge them to leave right away. He will tell the PCs that they will have to sleep overnight in the Cairn Hills which could be dangerous. Continue to the encounter 2.

ENCOUNTER 1: THE HOUSE OF SLAUGHTER

Working for Aramis

If the PCs are working for Aramis they meet with him at his estate.

Aramis has seen better fortune lately as his estate has gotten some much needed repairs. Everything has been redecorated inside and there seems to be more staff on hand milling about doing menial jobs. After being shown in by the butler, Aramis himself comes out to greet you all.

"Ahh my intrepid fellows! Good to see you, good to see you. Please why don't we make our way to my newly furnished dining hall." He motions his hand out to the side beckoning everyone to follow.

"Please sit down. I have a sumptuous feast prepared tonight before we begin our journey to the Cairn Hills. Now is the moment we must seize upon, my luck has changed since you retrieved all the items and I have finally figured out all the ritual parts. At first I thought it would be something nefarious but lo and behold it's actually quite angelic. Everything is in the eye of the beholder and this ritual will open everyone's eyes to see that I mean no harm just a little uplifting.

I do hope I have your support on this one. As I have promised your rewards will be substantial, especially since you have seen this through to the end.

Good, we leave for an abandoned tomb tomorrow morning. It is just me and all of you that are going. The road should be fairly easy and safe. Any questions?"

I have heard this ritual is evil? /You are evil right?

Nonsense. I would never do anything like this if I thought it was going to harm me in any way. I have been told on good authority that what I am doing is right and just. It is for the good of all and prosperity of course. (DC 25 Sense Motive check to notice he is lying)

Won't Humanchi come looking after us?

I am sure he will but he will fail like he always has. All of you will make sure of that I know.

What is going to be summoned?

Honestly I do not know exactly which kind but it is a beautiful creature built of power and splendor. I cannot wait for it to happen; I am bursting at the seams!

Will anything attack us, get in the way, after effects during the ritual?

It is possible there may be some repercussions during the ritual. Some things may be attracted to its harmonious chants but what I cannot say. I'd be prepared for anything.

When the PCs decide to quit asking questions they rest for the night in his house and continue to encounter 3.

Working for Humanchi

If the PCs are working for Humanchi they meet with him at his estate.

Humanchi's estate is really anything but that. It seems to be an old warehouse that has been turned into a living quarters. It has the look of something that is temporary at best. Everything that lines the walls has something to do with battle. The tapestries, weapons, armor all of it hung neatly and by specific order to match the tapestry next to it. Coming out of a tent is Humanchi.

"Well, well my intrepid fellows have come! Good to see you are in time." He claps his hands and twenty or so men in arms file out of different tents and form a circle.

"Tonight instead of eating dinner and being all fancy like I have prepared sparring matches between my men. If you wish to join in one of them by all means please do." Humanchi claps his hands together and two men get up in a roaring good match where all the men cheer on their respective comrades.

If any PC wishes to spar they may do so. Just use Tyrell the Half-Orc statistics in Appendix 1 for the opponent. All damage is non-lethal and no magic may be used.

During the matches Humanchi will excitedly talk about the ritual to the PCs.

"Now is the moment we must seize upon, my luck has changed since you retrieved all the items and I have finally figured out all the ritual parts. At first I thought it would be something nefarious but lo and behold it's actually quite angelic. Everything is in the eye of the beholder and this ritual will open everyone's eyes to see that I mean no harm just a little uplifting.

I do hope I have your support on this one. As I have promised your rewards will be substantial,

especially since you have seen this through to the end.

Good, we leave for an abandoned tomb tomorrow morning. It is just me and all of you that are going. The road should be fairly easy and safe. Any questions?"

I have heard this ritual is evil? /You are evil right?

Nonsense. I would never do anything like this if I thought it was going to harm me in any way. I have been told on good authority that what I am doing is right and just. It is for the good of all and prosperity of course. (DC 25 Sense Motive check to notice he is lying)

Won't Aramis come looking after us?

I am sure he will but he will fail like he always has. All of you will make sure of that I know.

What is going to be summoned?

Honestly I do not know exactly which kind but it is a beautiful creature built of power and splendor. I cannot wait for it to happen; I am bursting at the seams!

Will anything attack us, get in the way, after effects during the ritual?

It is possible there may be some repercussions during the ritual. Some things may be attracted to its harmonious chants but what I cannot say. I'd be prepared for anything.

When the PCs decide to quit asking questions they rest for the night in the compound and continue to encounter 3.

ENCOUNTER 2: THE ROAD THROUGH THE CAIRN HILLS

If they are helping Aramis and Humanchi right from the beginning then skip this and go to encounter 3. Read the following to the rest of the PCs as they trek through the Cairn Hills.

If the PCs are working with the Nightwatchmen, began the adventure with the items, or are working for Humanchi to stop the ritual, the bandits that attack them along the road work for Aramis. If the PCs are working for Aramis to stop the ritual then the men are Humanchi's.

Set up a watch order for the PCs. The attack happens at night during the second watch when the PCs make camp.

All seems quiet this clear cool night. Nothing seems amiss until a feral scream breaks the silence. Two creatures with a head like a hyena's with a reddish gray mane charge with their battleaxes held high!

Use DM Map 1. Place the PCs around the campfire, using tents if they have them. The gnolls can come at the PCs anywhere the DM wishes them to.

APL 2 (EL 2)

Gnoll Bandits (2): Medium Humanoid; hp 11 each; see *Monster Manual* page 130.

Tactics: The gnolls use their darkvision to see the PCs that are on watch. They charge at the nearest PC as soon as they can. They fight to the death.

If the PCs capture the gnolls and try to learn any information the gnolls simply state the noble that hired them. They do not know any more than that.

ENCOUNTER 3: LET IT BEGIN

This encounter is run only if the PCs are helping Aramis or Humanchi set up the ritual. See **DM Map 3** as all the fights happen on this map for the PCs.

Aramis/Humanchi *gets the horse carriages off to one side.*

"Alright let's get going here. Time is of the essence as I'm sure that I am being watched and soon we'll have problems. I need to get all these items out and into the center of those decrepit pillars. Quickly now we mustn't tarry."

Aramis/Humanchi *grabs some chalk and the much sought after ritual papers. He begins to outline various symbols and runes on the ground, while pointing out where certain items go.*

"I cannot be disturbed while reciting the phrases to summon this beautiful creature. Again remember, you will be rewarded beyond your wildest dreams when this is over."

A DC 12 Knowledge (arcana) check spots that the symbols are indeed summoning circles. A successful check also reveals that they are drawn correctly thus have no flaws. A DC 17 Sense Motive check alerts the PCs that Aramis/Humanchi is lying about not knowing what creature is going to be summoned. The noble insists that this ritual is for the greater good and that they are not summoning something that is evil. This is of course false, but only say this if the PCs call them out on it.

"Let me begin. Face up front as I do not know what is going to happen once I begin."

Aramis/Humanchi *flawlessly speaks beautiful, graceful words that make the room glow a soft white light. After a few moments a low scratching noise begins to crawl its way out of Aramis/Humanchi's throat. The words turn into some ancient dark speech that throws the room into a shadow and the items begin to melt. The items begin to meld together into crimson ichor that oozes out all over the floor but contains itself within the summoning circle.*

The noble shakes violently and a shimmer of light encases his body but continues to speak loudly as a roar comes from up ahead as it seems something was awoken by the ritual.

The ritual begins with the noble speaking a few words of celestial (if any PC speaks celestial they understand that the noble is giving thanks to the angelic beings and begs for forgiveness). Then the noble will begin speaking in Infernal. If the PCs can speak Infernal then they are able to understand the dark speech. As a DM just describe the words as vile, despicable, horrific acts that even the most evil person would not dare to say.

Development: The PCs do not know yet that the pillars are the key to the whole ritual. If they are destroyed then the ritual fails. However, as soon as the boxed text is finished the manes from encounter 4 come into view and attack the PCs leaving little time for the PCs to try and rescue the noble.

The PCs can try and stop the noble but he is the equivalent of a statue, unmoving as the demon he is trying to summon takes hold of him so that it can come into the world. The only way to destroy everything is to go after the pillars. If the PCs try to attack Aramis/Humanchi they have the equivalent of Hardness 20 and any spell fails.

During the combats while the ritual is going on describe small rocks and wisps of air floating towards the center of the room. When a creature is killed their body floats into the air and is sucked into the ritual, melding into the crimson ichor. This includes any PCs that are killed. However the PCs have 2 rounds to try and save their comrade by either pinning them to the ground or finding some other suitable way of making sure they stay put. They are permanently out of play if they are sucked into the ritual.

Also after each battle the items in the center melt gradually into blood and infuse into the pillars. This is another signal that the pillars are the key to the ritual.

Damaged Stone Pillars (4): 12 in. thick; hardness 3; hp 10; AC 5; Break DC 15.

ENCOUNTER 4: CURIOUS DEMONS

The foul words spoken by the noble is heard by curious demons from the abyss. They have sent a few manes to check out who is doing this. The manes come meandering up to attack the PCs and feed on them and the noble.

If the PCs are entering the tomb looking to stop the ritual the manes attack them right as they enter. Use **DM Map 2**.

A thick cloud of greenish gas emanates from the passageway. The smell is overwhelming but not enough to keep you from peering through the haze. In front of you two small creatures with maggots crawling all over its eyes and sores stare back at you. It lets out a strange noise, clicks its claws together and moves swiftly towards you!

APL 2 (EL 2)

Mane (2): Small Outsider: hp 6; see Appendix 1.

Tactics: The manes are not smart enough to try and sneak up on the PCs. They come through the passageway tentatively trying to seek out what is making the noise. Once they engage they full out attack on the PC that hits them first.

Once the manes are killed the skeletons attack. Continue to encounter 5.

ENCOUNTER 5: DENIZENS OF THE TOMB

Undead are awakened by the foul words spoken by Aramis/Humanchi. The skeletons crawl out of the earth around the summoning circle. Place the skeletons anywhere behind the PCs to give a bit more excitement that things are crawling out of the earth.

Any PC who makes a DC 15 Listen check can faintly hear bones rattling together near the ritual. A DC 15 Spot check notices something coming up from the ground near that same spot behind the PCs. Adjust the text on whether or not the PCs make the checks.

As the 'fog' clears a rattling noise cracks near the ritual. Parting the earth, three skeletal humanoids erupt from the ground, fire in their eyes. They scan the area then with almost glee go after what has ultimately called them to this area – the noble!

APL 2 (EL 1)

Skeletons (3): Medium Undead; hp 7 each; see *Monster Manual* page 225.

Tactics: The skeletons are drawn to the ritual via the growing power emanating from the items. They tear into the PCs with reckless abandon. They just want to get to the source of the power.

Once the skeletons have been dispatched the PCs have 1 round to rest before the adventuring party attacks them.

Development: If the PCs are invading the tomb then use **DM Map 2** for this encounter. One note however is that the skeletons have already risen and are walking towards the chanting. The PCs can hear the chanting while doing battle with the undead.

ENCOUNTER 6: HOBGOBLIN THREAT

A group of hobgoblins have been employed by Aramis or Humanchi to stop the ritual for them. If the PCs are the ones invading the tomb, then the hobgoblins are the ones defending the ritual. Adjust the boxed text if that is the case.

"HALT ADVENTURERS!" A booming voice echoes around the tomb.

"We have come to destroy this ritual of power on behalf of (Aramis/Humanchi). Time for negotiations is over, prepare to die!" A bestial humanoid rises up to about 7 feet tall, waves its scimitar in the air and begins running towards you on all fours.

"Lck'ago you fool! Go after the pillars not those dolts!" Another intimidating hobgoblin barks out from behind him.

APL 2 (EL 4)

Lck'ago the Varag: Medium Humanoid; hp 16; see Appendix 1.

Onker the Bloody: Hobgoblin Duskblade 2; hp 19; see Appendix 1.

Hobgoblins (2): Medium Humanoid (goblin) Warrior 1; hp 6 each; see *Monster Manual* page 153.

Tactics: The varag charges the first chance he gets and Onker uses his ray spells before moving into combat. He casts *blade of blood* only if it looks like certain death for him. The other hobgoblins flank when possible and attack the same target at all times.

Treasure:

APL 2: Loot 124 gp; Coin 10 gp; Magic *+1 chain shirt* (104 gp), *+1 light steel shield* (96 gp), *potion of cure light wounds* x3 (3 gp each)

Development: Make sure Onker yells out to attack the pillars to stop the ritual a few times during the fight. This will alert the PCs that this is what they have to do to destroy the ritual in encounter 7.

ENCOUNTER 7: DECISION TIME

The PCs must decide whether to allow the ritual to go on without interruption or to put a stop to this madness.

Whatever noble is not doing the summoning appears and confronts the one who is when the ritual is nearly complete. Adjust the text, switching the nobles when appropriate.

An eerie calm silence hangs in the room for a moment. Aramis/Humanchi turns offering a smile to you all. Then a blinding blast of lightning envelops the room as a huge muscular creature with four arms ending in claws and pincers appears! Its violet eyes stare out into the low lit area with discontent.

A violent booming voice shouts in your head, "Who dares call upon me?"

In unison you hear, "I do" as you see both Aramis and Humanchi staring at each other.

The demon's lips part and strangely show a bit of a smile.

Aramis turns pointing at you, "I have been faithful to you for months now. Earn your pay and destroy this nuisance once and for all!"

The PCs now have a choice. They can attack the pillars and ruin the ritual. The glabrezu will under no circumstances attack the party but it will roar with rage at the PCs for attacking the pillars. If the PCs choose this path both Aramis and Humanchi are stunned. The PCs can get a surprise round before the nobles do anything.

If the PCs destroy at least one pillar, Humanchi realizes that the ritual will not hold and races forward to attack Aramis. Read the following if that happens:

Humanchi lets out a guttural roar of frustration and races forward, claws extending out of his hands. He takes a swipe at Aramis who just stands there smiling at Humanchi. Humanchi's cuts deep into Aramis's face, or appears to, as all of a sudden Humanchi's hand falls to the ground severed completely off at the wrist. His face contorts in pain and rage as the area around him begins to shake. The ground erupts and Humanchi is no longer there.

Once a PC destroys a pillar read the following (Remember to replace Aramis with Humanchi if that is who is doing the ritual):

A shrill scream comes out of Aramis as the pillar topples over. A bit of flesh tears open on his forehead as he stands there dumbfounded.

After each pillar is destroyed, Aramis or Humanchi falls apart each time with a different body area being ripped apart. When the final pillar is destroyed go to conclusion: Success.

If the PCs decide to side with the noble who did the summoning then the ritual completes. Before the PCs get to the other noble to deal with them the ritual is finished. Realizing that they have lost, the noble attempts to run out of the tomb but is engulfed in flames as the other noble kills them with his newfound power.

"You gullible fools! Did you really think I was going to share this power? I thank you for all your help, pitiful weaklings." The demon inside the circle begins to laugh as it dissipates away, along with Aramis/Humanchi. All that is left in the tomb are 4 pillars and a bunch of dust.

Go to conclusion: Failure

CONCLUSION

Conclusion: Success

This outcome is the best possible scenario and likeliest one. The PCs have stopped the ritual and the nobles are gone.

The pillars stand destroyed and the circle is broken. The items used in the ritual however are still destroyed.

Have the PCs make a DC 10 Spot check to notice an amulet shining out of one of the broken pillars. This is the lost *Amulet of the Cairn Hills*. It is detailed on the

AR for this adventure. The PCs can ask the Nightwatchmen about this when they get back to the city.

Once the PCs go back to Greyhawk City they will be greeted by Nightwatchmen Haxin. He will recognize the amulet if the PCs ask him and gives them a substantial reward. If the PCs are in the Nightwatchmen affiliation they increase their affiliation score by 1. Adjust the text if the PCs already met with Haxin.

As soon as you enter Greyhawk City a contingent of militia all wearing a light blue tabard with a symbol of a cudgel walk toward you.

"It appears that you did a fine job indeed. I am Nightwatchmen Haxin, we are a private security force here in Greyhawk City. I think all of you have a bit of explaining to do of how things went. Please come with me to my headquarters."

The walk isn't far as you are ushered into the modest quarters of the Nightwatchmen.

"Please sit and tell me what transpired." He listens to what you have to say then smiles. "I am glad that is over and you dealt with it like true noble adventurers. For protecting the safety of Greyhawk I think it is only fair that you receive this." He hands each of you a bag. "There is 100 gold in there. Spend it wisely."

If asked about the amulet he'll respond that it's the *amulet of the Cairn hills*. He has only heard of it in legends but says it's a worthy prize to pull out of a place like that. He tells the PCs what the item does, read off the AR entry if this happens.

If the PCs have played any of the adventures in the series then they receive a letter from Yr.

"Oh and I have a letter here from a man named Yr. Appears he took notice of your achievement as well."

The PCs receive the **Thanks of Yr** AR award.

Conclusion: Failure

This outcome is not the desirable one but the PCs may find themselves defeated.

The pillars are intact and the place echoes with laughter. Having been outsmarted by Aramis is a hard pill to swallow.

Have the PCs make a DC 10 Spot check to notice an amulet shining out of one of the broken pillars. This is

the lost *Amulet of the Cairn Hills*. It is detailed on the AR for this adventure.

Once back in Greyhawk City the Nightwatchmen seek the PCs out and ask them what happened. They are not pleased by the sudden events. The PCs get paid only 50 gold for their efforts. The Nightwatchmen also explain what the amulet does if asked.

The End

EXPERIENCE POINT SUMMARY

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

ENCOUNTER 2: Bandits

Defeat the noble's bandits 60 XP

ENCOUNTER 4: Curious Demons

Defeat the demons 60 XP

ENCOUNTER 5: Denizens of the Tomb

Defeat the undead 30 XP

ENCOUNTER 6: Hobgoblin Threat

Defeat the hobgoblins 120 XP

ENCOUNTER 7: Decision Time

Destroy the pillars 60 XP

Roleplaying Award

Good roleplaying at the DM's discretion 90 XP

Total Possible Experience 420 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10

minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

2: Bandits

APL 2: Loot 7 gp; Coin 0 gp; Magic 0 gp

6: Hobgoblin Threat

APL 2: Loot 124 gp; Coin 10 gp; Magic +1 *chain shirt* (104 gp), +1 *light steel shield* (96 gp), *potion of cure light wounds* x3 (3 gp each)

7: Decision Time

APL 2: Loot 0 gp; Coin 0 gp; Magic *amulet of the Cairn Hills* (167 gp)

Conclusion

APL 2: L 0 gp; C 100 gp; M 0 gp.

OR

APL 2: L 0 gp; C 50 gp; M 0 gp.

Total Possible Treasure

450 GP

ADVENTURE RECORD ITEMS

Arrested! You have run afoul of the constabulary of Greyhawk. You are imprisoned for six months (26 TU) before being released. Alternatively, you may pay 225 gp to avoid imprisonment.

Amulet of the Cairn Hills: You have found a unique amulet, thought lost amongst the folk of Greyhawk. This amulet protects the wearer from all attacks from undead. Any physical attack, spell, or special ability used by an undead that affects you is unsuccessful. (This includes area of effect spells if you are in them and so forth). Activating the amulet is an immediate action. However this power is not unlimited. Every time an undead attacks you with a physical attack, spell, drain levels or a special ability it uses 1 charge. The charges are still taken off even if *death ward* or similar spells are cast on you. This amulet has 5 charges and cannot be recharged or crafted again. Cost: 2,000 gp; cannot be crafted.

Yr's Letter: Inside the letter is a declaration of gratitude from Yr. He offers that since you helped defeat a great evil that if at any time while in Greyhawk City you need help deciphering anything he will translate it for you. For example if the PC has a map or note that is written in a language they do not understand Yr will translate it. This is a one time favor.

Job Well Done: If this PC is affiliated with the Nightwatchmen their affiliation score is increased by 1.

ITEM ACCESS

APL 2:

Amulet of the Cairn Hills (Any; see above; 15,000 gp)

APPENDIX 1: STAT BLOCKS

ENCOUNTER 4

MANE

CR 1

Fiendish Codex 1: Hordes of the Abyss page 45

CE Small outsider (chaotic, evil, extraplanar, tanar'ri)

Init +0; **Senses** darkvision 60 ft, Listen -4, Spot -4

Languages Telepathy 100 ft.

AC 14, touch 11, flat-footed 14
(+1 size, +3 natural)

hp 6 (1 HD); **DR** 5/cold iron or good

Fort +4, **Ref** +2, **Will** -2

Speed 20 ft. (4 squares)

Melee 2 claws +2 (1d3) and
bite +0 (1d4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** -3

Abilities Str 10, Dex 10, Con 14, Int 3, Wis 3, Cha 3.

Feats Multiattack

Skills Climb +4, Hide +8, Jump +4, Move Silently +4

Acidic Cloud (Su): When a mane dies, it dissolves into a cloud of noxious vapor. Anyone within 10 feet of a slain mane who fails a DC 12 Reflex save takes 1d6 points of acid damage.

Physical Description: This three-foot-tall humanoid is bloated with rot and rancid gas. Maggots squirm in the sores on its pasty gray flesh. Its filmy white eyes show the barest sign of sentience, and its claws and jagged teeth betray its feral nature.

ENCOUNTER 6

VARAG

CR 1

CE Medium humanoid (goblinoid)

Init +6; **Senses** Darkvision 60 ft., scent; Listen +0, Spot +0

Languages Goblin

AC 18, touch 12, flat-footed 16
(+2 Dex, +3 mwk studded leather, +3 natural)

hp 16 (3 HD)

Fort +2, **Ref** +5, **Will** +1

Speed 60 ft. (12 squares); Run, Spring Attack

Melee mwk scimitar +6 (1d6+2/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Combat Gear *potion of cure light wounds*

Abilities Str 15, Dex 15, Con 13, Int 6, Wis 10, Cha 10.

Feats Improved Initiative, Run^B, Spring Attack^B,
Weapon Focus (scimitar)

Skills Jump +17, Listen +0, Move Silently +13*, Spot +0, Survival +0 (+4 when tracking by scent)

Possessions combat gear plus masterwork studded leather, masterwork scimitar.

Skills Varags have a +8 racial bonus on Move Silently checks and a +4 racial bonus on Survival checks when tracking by scent.

ONKER THE BLOODY

CR 2

Male Hobgoblin Duskblade* 2

**Player's Handbook II* page 19

LE Medium humanoid (goblinoid)

Init +2; **Senses** Darkvision 60 ft.; Listen +0, Spot +0

Languages Common, Draconic, Goblin

AC 19, touch 12, flat-footed 17

(+2 Dex, +5 *chain shirt* +1, +2 shield)

hp 19 (2 HD)

Fort +6, **Ref** +2, **Will** +5

Speed 30 ft. (6 squares)

Melee mwk longsword +6 (1d8+2)

Ranged longbow +4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Combat Gear *potion of cure light wounds*

Duskblade Spells Known (CL 2nd)

1st – (4/day) – *blade of blood**, *ray of enfeeblement* (+4 ranged touch), *shocking grasp* (+4 melee touch)

0 (4/day) – *acid splash* (+4 ranged touch), *ray of frost* (+4 ranged touch), *touch of fatigue* (+4 melee touch, DC 11)

Spell-Like Abilities (CL 2nd)

Combined total of 4/day – *dancing lights*, *detect magic*, *flare* (DC 11), *ghost sound* (DC 11), *read magic*.

Abilities Str 15, Dex 14, Con 16, Int 13, Wis 10, Cha 8.

Feats Combat Casting^B, Iron Will, Weapon Focus (longsword),

Skills Concentration +8, Listen +0, Move Silently +5, Ride +7, Spellcraft +6, Spot +0

Possessions combat gear plus +1 *chain shirt*, masterwork longsword, +1 *light steel shield*, longbow, 25 arrows, backpack, wrap for equipment, 10 gp. Encumbrance – Light.

Armored Mage (Ex) A hobgoblin duskblade does not have an arcane spell failure chance when wearing light armor or carrying a light shield.

* See Appendix 2: New Rules Items

APPENDIX 2: NEW RULES ITEMS

Blade of Blood

Player's Handbook II page 103

Necromancy

Level: Duskblade 1

Component: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

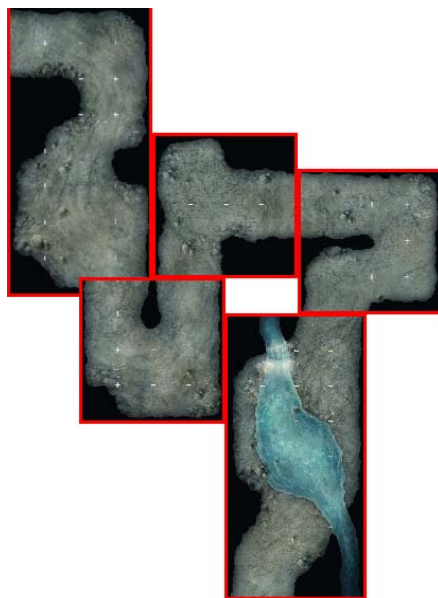
DM MAP 1

BANDITS (ENCOUNTER 2)



DM MAP 2

MANES AND SKELETONS (ENCOUNTERS 3–4)



DM MAP 3

END BATTLE (ENCOUNTERS 3–6)

P = pillar

