

# A Dead Man's Job

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

by Tim Sech

Recovering the red pearl has stirred many factions into action. Unfortunately with the instability of the region as it is the Greyhawk militia does not have time to hear such fanciful tales as 'lost rituals' and the like. Aramis has been betrayed by his own men and they now have the rest of the ritual items. Will you stick your neck on the line again and be able to break through their defenses? Only one way to find out. A one-round Core Introduction adventure set in Greyhawk City for characters levels 1-4 (APL 2 only). This is the third adventure in the series of Living Greyhawk Core Introduction Adventures. It is not necessary to play the first two Core Introduction Adventures, *Ambition's Folly* or *Trial by Fire*.

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](http://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 secretly worships Erythnul, the God of Slaughter. He has employed various mercenaries and has secretly begun building a small temple to Erythnul underneath his new house in the High Quarter. This has attracted the attention of a cleric and his followers of Erythnul to come into Greyhawk City and share in the wealth of their brethren. Of course being worshippers of the God of Slaughter, they occasionally must unleash their fury upon the different quarters.

However Bendrut the high cleric of Erythnul has betrayed Aramis and taken the items for himself. He plans on summoning this powerful devil for his own use. Aramis of course cannot allow this and calls upon adventurers to retrieve the items by any means possible.

## ADVENTURE SUMMARY

**Introduction:** There are three possible starting places for the PCs. If the PCs have the Friend of Aramis AR reward then they meet with him. If they have the Friend of Humanchi AR reward they meet with him. If they have yet to play an adventure in the series or they kept the red pearl for themselves they witness an attack on Brendigund in the alleyway.

**Encounter 1:** The PCs enter one of Aramis's houses that the cult of Erythnul has taken over. They explore the upstairs of the house and fight off guard dogs that are used to patrol it. They find a hidden trap door that leads beneath the house.

**Encounter 2:** The first area houses undead created by the cultists.

**Encounter 3:** The PCs find a room of discarded sacrifices that houses an evil denizen.

**Encounter 4:** The PCs uncover the lair of the leader of the cult of Erythnul.

**Encounter 5:** The PCs discover a shrine to Erythnul where a sacrifice is taking place and the rest of the items for the ritual that both Aramis and Humanchi want.

**Conclusion:** The PCs either keep the items to themselves or take it back to their respective employer.

## 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](http://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 1<sup>st</sup> 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 the second adventure in the series, *Trial by Fire*, and have either the Favor of Aramis or Favor of Humanchi AR reward please note the sections in the introduction as they have different openings. If there is a split on who has this AR at the table pull each faction aside and read them their opening.

**DM Map 1** refers to just encounter 1 while **DM Map 2** refers to encounters 2 through 5.

## DUNGEONS & DRAGONS MINIATURES®

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

**From the Underdark™ set:**

1 Spider of Lolth (57/60) for the medium spider

**From the War of the Dragon Queen™ set:**

3 Hunting Hyenas (47/60) for the 3 dogs.

**From the Unhallowed™ set:**

2 Strahd Zombies (44/60) to represent the 2 human commoner zombies

1 Blood of Vol Divinity Seeker (33/60) to represent Bendrut the Malice

**From the Night Below™ set:**

2 Greyhawk Militia Sergeants (13/60) to represent the Greyhawk militia guards throughout the adventure.

## 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).

**House of Slaughter Upper Level (Encounter 1):**

1 Cave 4x8 (DT) (back)  
1 Ruins 4x8 (DT) (back)  
1 Spiral Stairs 2x2 (DT)  
1 Shop 8x10 (DT)  
1 Trap Door 1x1 (DT)  
1 Double Doors 4x2 (HC)  
1 Wall 1x4 (HC)

**House of Slaughter (Encounters 2-5):**

1 Cave 4x8 (DT)  
1 Crevasse 8x2 (DT)  
1 Rune 2x2 (DT)  
1 Blood Symbol 4x4 (AC)  
2 Double Door 2x1 (AC)  
1 Fire Vortex 4x4 (AC)  
1 Fog 4x8 (AC)  
1 Lightning 8x2 (AC)  
1 Natural Pit 4x4 (AC)  
1 Pool 4x8 (AC)  
2 Crypt 4x4 (HC) back  
1 Blood Symbol 4x4 (HC)  
2 Steps/Floor 4x4 (HC) (back)  
1 Wooden Door 1x2 (HC)  
1 Wooden Door 2x1 (HC)

## 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 PCs have the **Favor of Aramis** AR reward from INT7-02 *Trial by Fire* then read the following:

***The Green Dragon Inn is not necessarily known for its meals but today seemed like as good as any to try it.***

Have the PCs make a DC 5 Spot check to notice the bartender pointing in your direction as a small boy waddles over.

***"Excuse me gents (and ladies). I have a message on behalf of his Highness Aramis Raspet. He wishes that you all come to his house for a most urgent matter. He will pay a handsome price for your services." With that the boy bows and leaves the inn.***

Once the PCs decide to go to Aramis's house, continue below.

***The elegant style of Aramis's house is not easily forgotten. His butler leads you into the parlor room where you met him last. A few moments later Aramis strides in with a solemn look on his face.***

***"Hello good friends. It is with great shame that I admit this to you but a 'mutual' partner has betrayed me and taken the rest of the items that I needed for my ritual! Luckily the red pearl was with me but he, along with a few others of his kind, killed my mates and fled towards my safe house in the Slum Quarter. He was using it as a base of operations for trying to decipher the ritual. I knew I should have listened to Hemly about using Erythnul worshippers.***

***Well the time for second guessing is over with. He will know I am sending men to retrieve what is mine. I offer you each 200 crowns and I care not if he or his men live."***

Aramis knows that it was about a half a dozen men that betrayed him. The leaders name is Bendrut the Malice. He does not know what type of changes they may have

made to the place since they have been using it for over a year. Aramis wishes the PCs do not go to the City Guard as he does not want questioned about all this. If the PCs keep asking questions Aramis pleads with them to get a move on as time is of the essence.

If any PC wishes to check Aramis's reactions to any of this they must succeed at a DC 22 Sense Motive. Aramis is lying about not knowing what the area looks like and does not seem surprised about a cult of Erythnul since he secretly worships the god himself.

Continue to encounter 1 once the PCs go to the Slum Quarter.

If the PCs have the **Favor of Humanchi** AR reward from INT7-02 *Trial by Fire* then read the following:

*The Green Dragon Inn is not necessarily known for its meals but today seemed like as good as any to try it.*

Have the PCs make a DC 5 Spot check to notice the bartender pointing in your direction as a small boy waddles over.

*"Excuse me gents (and ladies). I have a message on behalf of his noble Humanchi. He wishes that you all come to his house for a most urgent matter. He will pay a handsome price for your services." With that the boy bows, leaves a map to Humanchi's house, and leaves the inn.*

Once the PCs decide to go to Humanchi's house, continue below.

*The elegant style of Humanchi's house is not easily forgotten. His butler leads you into the parlor room where you met him last. A few moments later the imposing force that is Humanchi strides in with a gleeful look on his face.*

*"Hello good friends. The Laughing Rogue has blessed me today that my rival Aramis has had a misfortune. It appears one of his constituents decided to betray him and take all the ritual items save the red pearl, with them. I know not what they intend to do with them but it is imperative that I get them back. I am sending you on this mission as I see about retrieving that pearl."*

*Humanchi smiles wide baring some unusual teeth. "I will give each of you 200 crowns for this procurement. I do not know who or how many have stolen the items just that the location is in the Slum*

*Quarter near the Left Hand Inn. Go now and be victorious!"*

Humanchi truly does not know anything else about the situation. A DC 15 Sense Motive will reveal that there seems to be more about his plan to retrieve the red pearl then he leads on but no amount of pestering will get any more information from him.

Continue to encounter 1 once the PCs go to the Slum Quarter.

If the PCs either kept the red pearl for themselves, do not have a Favor AR reward, or have never played any adventures in the series they receive this introduction. If the PCs are not together assume that each of the reaches this point at the same time.

*The streets are a shade of grey due to the cloudy day. Even the alleyways seem intensely dark for dusk.*

Have each PC make a DC 8 Spot check and/or Listen check.

*Off to the side there is a loud grunt and smack against the alley wall. Numerous men dressed in robes accost a beggar. One of them turns his head and immediately alerts the others and they all run off.*

If the PCs choose to continue to run off after the men then continue to encounter 1. If the PCs stop and tend to the beggar he is most thankful. Some PCs will recognize Brendigund but if not he will give his name and thank them profusely. If the PCs mention about getting the City Guard, Brendigund will tell them that there is no time. Those thugs were talking about using him as a sacrifice. They mentioned that he was the last one so he believes there are more. Make it imperative that the PCs follow the cultist. If they spend a few rounds talking they can make a DC 5 Survival check to find the trail of the cultists leading to the 'safe' house.

Continue to encounter 1 after Brendigund relays the information to the PCs.

## ENCOUNTER 1: THE HOUSE OF SLAUGHTER

Whether or not the PCs come to the house in pursuit of cultists or were sent there by Humanchi or Aramis it does not change the encounter. The house is all boarded up and there is no entry on the outside save the front door which is closed but not locked.

*A rickety, dingy house looms ahead. A few loud barks from dogs emanate nearby.*

**APL 2 (EL 1)**

**Dogs (3):** Medium Animal: hp 6 each; see *Monster Manual*/page 271.

**Tactics:** The lone guard dog in the front room immediately begins barking which alerts the other two dogs from upstairs. The other two dogs join in the battle at the end of the round.

The upstairs is where the rest of the cultists make their home. Amidst the makeshift beds and poor living conditions are various insects. A DC 10 Search check or a detect magic will reveal a backpack made of finely tanned leather. It is a Heward's handy haversack that the cultists took off one of their sacrifices last week.

**Treasure:**

**APL 2:** Loot 0 gp; Coin 0 gp; Magic *Heward's handy haversack* (167 gp)

If a PC makes a DC 10 Spot check they notice the rug in the front room is askew. A DC 5 Search check will reveal a trap door underneath the rug. The rug has been hastily thrown aside a bit as the cultists ran down the steps toward their master. Read the following once the PCs uncover the trap door.

*Pulling on the latch creates a louder than hoped for noise. Light flickers across a rope ladder that descends into a makeshift basement. A strange munching noise can be heard coming from below.*

When the PCs decide to go below continue to encounter 2.

## ENCOUNTER 2: GUARDIANS

The PCs can take all the precautions they want but the undead zombies that are guarding the front entrance are currently dining an unlucky cultist that didn't evade them.

*The crunching gets louder as you reach the bottom of the ladder. Looking around a pool of water shimmers to the right while two shoddily looking gentlemen hunch over something to the right. Blood is smeared all over the floor and walls. The lone light source is a sconce off to the side next to the water pool.*

A DC 12 Knowledge (religion) check reveals the men as zombies. Unless the PCs make any loud noise they can surprise the zombies. The PCs can go into the water which is 2 feet deep and if the zombies can not reach them they will just shamble back to the cultist lying on the ground.

**APL 2 (EL 2)**

**Human Zombies (2):** Medium Undead: hp 14 each; see *Monster Manual* page 266.

**Tactics:**

Once the zombies learn the PCs are near they turn to feast on them.

**Development:**

The cultists ran in here quickly after recovering the items and one was not swift enough to get out of the way of the zombie. The PCs have 2 doors to decide which way to go.

If a PC makes a DC 10 Listen check at the door leading to encounter 3 they hear a soft scuttling noise. The south door yields nothing.

## ENCOUNTER 3: THE SMELL OF VICTORY

The door leading to this area is a simple wooden door that is not locked. This room is where the cultists discard the sacrifices and anything else they can think of. Inside in the back of the room lies a monstrous spider which eats the remains of the sacrifices.

**Simple Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13.

*The smell that protrudes from this room is ghastly. Bones lie strewn about the floor as anything that once was on them has been picked clean. It is too hard to tell how many bodies have been thrown in here, discarded like they were trash.*

**APL 2 (EL 1)**

**Medium Monstrous Spider:** Medium Vermin: hp 11; see *Monster Manual*/page 288.

**Tactics:**

The spider will only attack if the PCs get close to it. The spider is hiding in the back of the room waiting for its prey to get close. Once a PC is within 5 feet it attacks.



A DC 10 Search check finds a few masterwork weapons. A masterwork longsword, greataxe, and rapier lie about the room.

**Treasure:**

**APL 2:** Loot 80 gp; Coin 0 gp; Magic 0 gp

## ENCOUNTER 4: LOYAL SERVANT

The door leading to encounter 4 and 5 is locked. The PCs can either pick the lock or smash the door down. I

**Simple Wooden Locked Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 13; Open Lock 15.

The PCs have a choice of either going to encounter 4 or 5 in this part. If they choose to go to the door leading to encounter 5 then they can try and stop the ritual from happening.

The door leading into Bendrut's quarters is ajar as he didn't close it in his haste to quickly get the ritual started.

*A soft blue glow blankets this darkened room. Symbols dot the floor immediately inside the door. A rather simple bed and desk adorn the back wall.*

If a PC makes a DC 10 Spot check they notice multiple stains of crimson along the floor with the glyphs. Bendrut used blood from his sacrifices to give the illusion that a sinister trap guards his lair when in fact there is nothing. The only thing sinister in this room is a small chest in the corner which is trapped. This is where he keeps his potions that he has made over the last few weeks. Bendrut has the key on him at all times that bypasses the trap.

**APL 2 (EL 1)**

**Chest with Poison Dart Trap:** CR 1; mechanical; location trigger, manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

Once the PCs open up the chest they find three *potions of cure light wounds*, a *potion of bless*, 250 gold, and a strange crystal the color of a cloudless sky. It is a *lesser crystal of return* which is detailed in Appendix 2: New Rules Items.

**Treasure:**

**APL 2:** Loot 0 gp; Coin 42 gp; Magic 3 *potions of cure light wounds* (4 gp), *potion of bless* (4 gp), *lesser crystal of return* (83 gp)

## ENCOUNTER 5: THE SHRINE OF ERYTHNUL

Any PC listening at the door will automatically hear maniacal laughing and chanting to some dark god. It is up to the PCs to stop Bendrut from summoning something terrible. However the one thing that is clear is that since Bendrut does not have the red pearl the summoning will go horribly awry and consume him in the process.

Once the PCs enter the door which is not locked read the following:

*In the center of the room a grotesque man stands with his arm raised towards the heavens. His robe is crimson stained along with the walls and floor. The cultists seem to have sufficed as more sacrifices for the ritual as their bodies are strewn about. His gleaming eyes turn toward the door.*

*"Ah the God of Slaughter has sent more sacrifices to me to appease the devils of the deep. Come, join the rest in eternal slumber!"*

**APL 2 (EL 2)**

**Bendrut The Malice:** Human Cleric 2; hp 17; see Appendix 1.

**Tactics:**

Bendrut cast *cause fear* to separate the party then *shield of faith*. He will then cast *divine favor* if the party is hard to hit and finally will use *inflict wounds* on any tough party member.

The items the PCs seek are all in the center of the room. They can easily gather them up once Bendrut is defeated. If the PCs are all defeated by him a group of Greyhawk Militia come into the basement and rescue the PCs and stop the ritual just in time. However the Militia will confiscate the items that Bendrut used in the ritual.

**Treasure:**

**APL 2:** Loot 33 gp; Coin 0 gp; Magic *cloak of resistance +1* (83 gp), *potion of cure light wounds* (4 gp), *potion of remove fear* (4 gp), *ring of floating* (167 gp)

**Development:**

Depending on what NPC the PCs are working for determines where they may go to deliver the goods. Continue to the conclusion

## CONCLUSION

The PCs can easily go the Greyhawk Militia and tell them of the dastardly deeds of the cult of Erythnul with no problem. The guards will thank them and send a contingent over to the house. If the PCs mention that these men were part of Aramis's gang they will take note of it but seem uncaring or like they never heard of the man.

If there is a split in the party of who they are working this may cause a few problems. The DM can let the PCs work out the issue by themselves with the party trying to persuade the others to go along with them. If some dastardly PCs sneak off with the items without the other PCs noticing then that is perfectly acceptable even though the other PCs may not like it. Allow as much roleplaying as possible but do not let the situation come to blows.

The DM can adjudicate and go with that whatever the majority of the table wishes to do.

If the PCs are working for Aramis continue with the following:

*"So do you have the items?" Aramis immediately asks with a greedy look in his face.*

*"Good, good! Here is your payment of course." Aramis nods his head to his butler who hands each of you a coin purse filled with 200 crowns.*

*"Ok now the time is near from which all of us will benefit. I do intend on cutting all of you in on this great once in a lifetime deal. You have been my savior up to this point and I remember my friends very well. I will need a month or so to do the preparations myself but then I will call upon you to join in the fun. Surgash, will you please escort my friends out and be sure to tell Hemly that they are to be under my protection now."*

The PCs gain the 'Protection of Aramis' AR reward. If the PCs go back to Aramis empty handed they do not get the 'Protection of Aramis' AR reward and Aramis scolds them and goes on and on about how tough it will be now to have ultimate power and how he always has to do things himself.

If the PCs worked for Humanchi then read the following:

*Heavy footsteps echo through the hall as the big oak door is swung open. Standing in the entryway with an enormous smile on his face is Humanchi.*

*"Friends! You have returned with the precious items have you not? Excellent!! HAH!! I can't wait until Aramis realizes that now I have all the items for the ritual. I procured the red pearl while you were away. It was quite easily actually as he is such a goof and relies way too much on his inner circle.*

*Now it will take me a while to decipher everything to do the ritual but I will call upon you when you are needed. Heffin will you please escort my friends out and be sure to tell Palicz that they are to be under my protection now."*

The PCs gain the 'Protection of Humanchi' AR reward. If the PCs go back to Humanchi empty handed they do not get the 'Protection of Humanchi' AR reward and Humanchi just looks at them solemnly and says with no remorse or emotion, 'Leave'.

If the PCs decide to keep the items all to themselves then they will receive no Protection AR rewards but do receive the "Collection of Items' AR reward.

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 1: The House of Slaughter

Defeat the guard dogs 30 XP

### ENCOUNTER 2: Guardians

Defeat the undead 60 XP

### ENCOUNTER 3: Loyal Servant

Defeat the spider 30 XP

### ENCOUNTER 4: The Smell of Victory

Defeat the trap 30 XP

### ENCOUNTER 5: The Shrine of Erythnul

Defeat the cleric of Erythnul 60 XP

## Story Award

Retrieving the items 60 XP

## Roleplaying Award

Good roleplaying at the DM's discretion 90 XP

**Total Possible Experience** 390 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.

## 1: House of Slaughter

**APL 2:** Loot 0 gp; Coin 0 gp; Magic *Heward's handy haversack* (167 gp)

## 3: The Smell of Victory

**APL 2:** Loot 80 gp; Coin 0 gp; Magic 0 gp

## 4: Loyal Servant

**APL 2:** Loot 0 gp; Coin 42 gp; Magic 3 *potions of cure light wounds* (4 gp each), *potion of bless* (4 gp), *lesser crystal of return* (83 gp)

## 6: The Shrine of Erythnul

**APL 2:** Loot 33 gp; Coin 0 gp; Magic *cloak of resistance +1* (83 gp), *potion of cure light wounds* (4 gp), *potion of remove fear* (4 gp), *ring of floating* (167 gp)

## Conclusion

**APL 2:** L 0 gp; C 200 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.

**Protection of Aramis:** While in Greyhawk City if you run afoul of the militia or Greyhawk Thieves Guild, Aramis will pull some strings to get you out of trouble. For example if you are arrested then Aramis will negotiate for your immediate release and you pay no TU cost. This is a one time favor.

**Protection of Humanchi:** While in Greyhawk City if you run afoul of the militia or Greyhawk Thieves Guild, Humanchi will pull some strings to get you out of trouble. For example if you are arrested then Humanchi will negotiate for your immediate release and you pay no TU cost. This is a one time favor.

**Collection of Items:** You have kept all the items found in the cult of Erythnul's lair. Some of the items are revolting to look at while others are some of the most beautiful items you have ever seen. Regardless you know that two men want what you have and will be willing to pay anything to get it.

## ITEM ACCESS

### APL 2:

*Ring of floating* (Any; *Magic Item Compendium*; 2,000 gp)

*Crystal of return, lesser* (Any; *Magic Item Compendium*; 1,000 gp)

*Heward's handy haversack* (Any; DMG; 2,500 gp)

## APPENDIX 1: STAT BLOCKS

### ENCOUNTER 5

#### BENDRUT THE MALICE

CR 2

Male Human Cleric 2

CE Medium humanoid (human)

**Init** +0; **Senses** Listen +2, Spot +2

**Languages** Common, Infernal

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**AC** 17, touch 10, flat-footed 17

(+5 mwk breastplate, +2 shield)

**hp** 17 (2 HD)

**Fort** +6, **Ref** +1, **Will** +6

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**Speed** 20 ft. (4 squares)

**Melee** morningstar +3 (1d8+1)

**Touch** *Inflict light wounds* +2

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

**Base Atk** +1; **Grp** +2

**Combat Gear** *potion of cure light wounds, potion of remove fear*

**Cleric Spells Prepared** (CL 2<sup>nd</sup>):

1st— *protection from good, shield of faith, divine favor, cause fear* (DC 13)

0—*create water, detect magic, resistance, read magic.*

**D:** Domain spell. Deity: Erythnul. Domains: Chaos (cast chaos spells at +1 caster level), Evil (cast evil spells at +1 caster level),

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**Abilities** Str 13, Dex 10, Con 14, Int 12, Wis 15, Cha 8.

**Feats** Brew Potion, Combat Casting

**Skills** Concentration +6 (+10 when casting defensively), Knowledge (history) +3, Knowledge (planes) +3, Knowledge (religion) +5, Spellcraft +5

**Possessions** combat gear plus mwk breastplate shirt, heavy steel shield, morningstar, *cloak of resistance* +1, *ring of floating\**, 12 gp, diamond shaped key to chest. Encumbrance – Light.

**Hook** Let the slaughter begin!

\* see Appendix 2: New Rules Items

## APPENDIX 2: NEW RULES ITEMS

### Lesser Crystal of Return

*Magic Item Compendium 65*

**Price:** 1,000 (4<sup>th</sup>)

**Body Slot:** – (weapon crystal)

**Caster Level:** 5<sup>th</sup>

**Aura:** Faint (DC 17) transmutation

**Activation:** –

**Weight:** –

A *crystal of return* allows a weapon to leap into its owner's hand.

**Least:** This crystal allows you to draw the weapon to which it is attached as a free action.

**Lesser:** As the least crystal, and in addition you can call the weapon (if unattended) to your hand from up to 30 feet away as a move action.

*Prerequisites:* Craft Magic Arms and Armor, *mage hand*.

*Cost to Create:* 500 gp, 40 xp, 1 day (lesser)

### Ring of Floating

*Magic Item Compendium 123*

**Price:** 2,000 (6<sup>th</sup>)

**Body Slot:** Ring

**Caster Level:** 1<sup>st</sup>

**Aura:** Faint (DC 15) transmutation

**Activation:** –

**Weight:** –

You float upon any liquid or similar surface, and cannot swim below the surface. If you are underwater when you put on a *ring of floating*, you rise toward the surface at a speed of 30 feet per round.

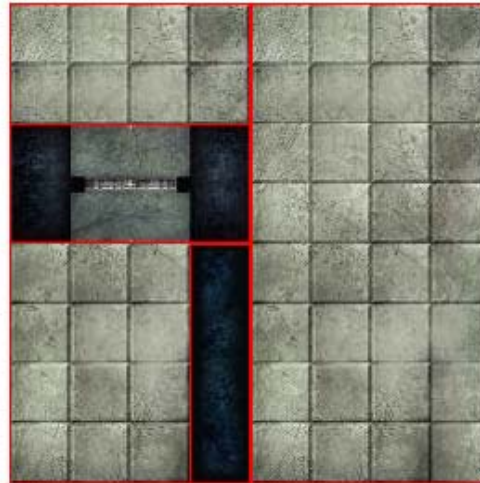
*Prerequisites:* Forge Ring, *float* (EPH 108).

*Cost to Create:* 1,000 gp, 80 xp, 2 days

# DM MAP 1

## HOUSE OF SLAUGHTER (ENCOUNTER 1)

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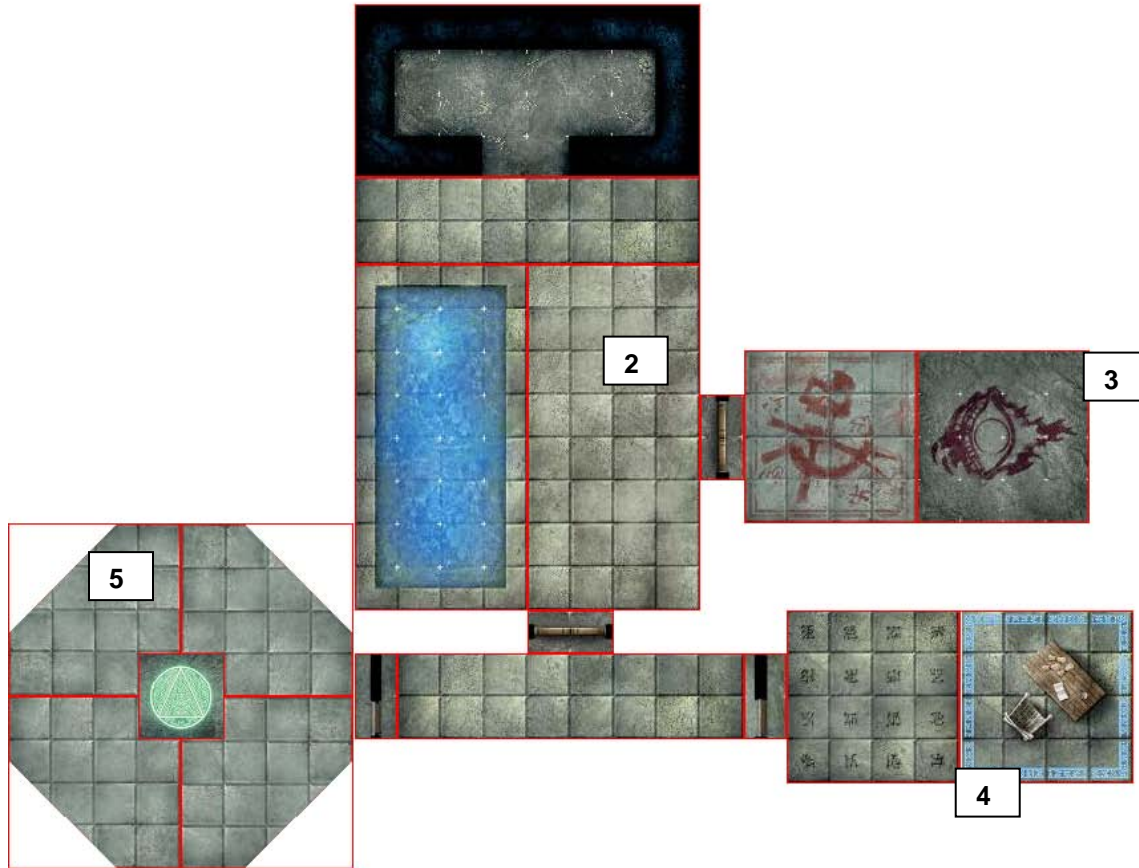


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## DM MAP 2

### HOUSE OF SLAUGHTER LOWER LEVEL (ENCOUNTERS 2–5)

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