Of Prisoners and Rings

Of Prisoners and Rings is a D&D2.75E side trek adventure. It is appropriate for six to eight man party of 3rd to 5th level. The premise of the story is simple. The party has been hired to escort a prisoner and a treasure cache towards a far-off location. Unfortunately, amongst the pieces of treasure, there is a ring inhabited by an evil spirit and whoever should put on the ring is often taken over by that spirit. The action takes place during a fight where the prisoner escapes from his bonds and unwittingly dons the piece of jewelry. This leads the party on a wild chase into the roadside wilderness.

On The Road

Ostern, Petty Thief and Murderer (1): 4th level human rogue (thief); AC 11; HD 4d6+8; hp 14; #AT 1; AB +2; Dmg 1d3+1, knife; MV 6; Abilities Str +1, Dex +1, Con +2; Saves Fort +3, Ref +5, Will +1; eqp knife, ring of the foul; AL Neutral Evil; SA Sneak Attack +2d6; SD Evasion, Trap Sense, Trapfinding +1, Uncanny Dodge; MR None; SIZ Medium; XPV 650

Ostern is bald-headed, meaty, and homely. Though his speech is rough, he makes up for it by being quiet and polite when he speaks. Nonetheless, Ostern likes wealth so much that he will and has killed for it. After the spirit possesses him, Ostern becomes articulate and arrogant. He will also begin using the ring's power immediately to foil the party. In the fight against the goblins, he will be particularly annoying, animating ropes to trip up charging fighters and setting the wagons and goods on fire by affecting normal fires. Fortunately, he flees into the woods before the battle gets really thick.

Goblin (12): AC 13; HD 1d8-1; hp 3; #AT 1; AB +0; Dmg 1d6, short sword; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp shortsword, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Goblin Worg Rider (4): AC 13; HD 1d8-1; hp 3; #AT 1; AB +0; Dmg 1d6, spear; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp spear, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Worg Mounts (4): AC 16; HD 3d8+3, hp 16; #AT 1; AB +2; Dmg 2d4, bite; MV 4; Abilities Con +1; Saves Fort +4, Ref +3, Will +1; ML 11; Eqp leather barding; AL Neutral Evil; SA None, SD None; MR None, SIZ Small, XPV 120

Goblin Leader (1): AC 13; HD 1d8-1, hp 7; #AT 1; AB +0; Dmg 1d6, short sword; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp shortsword, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

Goblin Assistant (4): AC 13; HD 1d8-1, hp 7; #AT 1; AB +0; Dmg 1d6, short sword; MV 4; Saves Fort +2, Ref +1, Will +0; ML 10; Eqp shortsword, small wooden shield, leather armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 15

These goblins are just regional bandits, interested in taking what the party is carrying. Their strategy is to minimize their losses and maximize their profits. If the party is too much for them to handle, the survivors will all collectively flee and move on to weaker marks. Otherwise, half of the force will keep the party occupied while the rest try to make off with the treasure. The goblin leader is a cowardly individual and will be with the treasure grabbing group.

Within the Arachnid's Cave

Orsten's headstart and familiarity with the local woods allows him to outpace the pursuing party for two days until he eventually gets lost. Unfortunately for him, he is abandoned by the ring when it finds what appears to be a more suitable host... Orsten will try to recover the ring by hinting towards its new owner.

Berupt, Kobold Lackey (1): AC 13; HD 1d4, hp 2; #AT 1; AB +1; Dmg 1d4, dagger or 1d4, sling; MV 4; Saves Fort +2, Ref +0, Will +0; ML 8; Eqp dagger, sling, small wooden shield, padded armor; AL Lawful Evil; SA None, SD None; MR None, SIZ Small, XPV 7

Berupt was an attendant for the goblin bandits. He however was sent away for laziness. Eventually, he got hold of the ring shortly after the spirit made Ostern discard it. Once possessed, he will try to thwart the PCs. When the PCs first spot him, he will be travelling back to the goblin caves to assert his mastery over them. However, if he notices that he is being pursued, he decides to flee into a nearby cave inhabited by a number of man-sized spiders since the spiders will be friendly (they used to belong to the kobold tribe before it was taken over by goblins) using invisibility, entangle, and grease spells to foil pursuit. Being a kobold, it is possible that he has rigged some traps. The GM should devise some if appropriate.

Huge Spiders (12): AC 12; HD 2d8+2, hp 11; #AT 1; AB +1; Dmg 1d6, bite; MV 6; Abilities Con +1; Saves Fort +4, Ref +3, Will +0; ML 6; Eqp none; AL Neutral; SA Poison (Fort DC 11, take 15 damage; otherwise none), SD None; MR None, SIZ Medium, XPV 270

Large Spiders (4): AC 16; HD 4d8+4, hp 22; #AT 1; AB +3; Dmg 1d8, bite; MV 8, Web 12; Abilities Con +1; Saves Fort +5, Ref +4, Will +1; ML 13; Eqp none; AL Chaotic evil; SA Poison (Fort DC 13, death), SD None; MR None, SIZ Large, XPV 650

These spiders are hungry, though not to the point of desperation. The huge spiders will flee against serious opposition or the presence of fire. On the other hand, the large spiders will continue their assault until they are gravely wounded or scorched with fire (this will cause a morale check). The kobold will assist the spiders in thier assault with spells of growth and strength.

The adventure concludes successfully with the recovery of Ostern and the ring.

New Magic Items

Ring of the Foul: An evil spirit of sorcerous ability inhabits this ring. Whoever wears the ring

must make a Will saving throw (DC 20) or be dominated by the spirit. Those who make the saving throw manage to stave off possession for 24 hours. There is no way to use the ring's powers without the spirit's intervention. The wearer can command the spirit (with an opposed Charisma check) but it will always pervert any orders it is given. In addition to be able to cast spells per day as a 6th level magic-user, the ring can cast affect normal fires, mage armor, jump, and spider climb at will.