



DESIGNED FOR USE WITH



This mini-adventure is meant to introduce the players to Rylonia. Although it is placed in the grasslands of Horse Nomads, it could be transposed to any region of any campaign. The initial set up for the adventure begins with a rite of maturity for the characters. The adventure could also start with the characters coming across the destruction caused by the lion (a needy farmer begs for help, the characters encounter the remains of a shepherd and flock with a partial trail leading toward the lion's den). Again, this can be adapted for any campaign.

It is designed for 3-4 first through third level characters. If all of the characters are first level the Dungeon Master may need to use the less deadly suggestions given with the monsters in the "Scaling the Adventure" sidebars.



Mystic Eye Games



Presents:

"Rite of Passage"

An introductory adventure into the great plains of Rylonia.

Part of "The Hunt: Rise of Evil" campaign setting

Compatible with any d20 fantasy game.

Credits:

Writers: Andrew Thompson, assisted
by Doug Herring
Editor: Keri Estes

Artwork: Doug Herring, Dave Manuel
& Scott Drouin

Special thanks to the friends who helped
us to play test this adventure.

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D20 & OGL license

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How to use this adventure:

This mini adventure is a prelude to one of our many ongoing stories that you will find in "The Hunt: Rise of Evil" Campaign setting. All of the material is compatible with the d20 system but is designed to fit into the plains of Rylonia. There is a sidebar with some ideas on how to adapt this module to your campaign. Sidebars will indicate useful and/or open information. Please refer to these sidebars to help you enhance the game experience.

All monsters will have a brief description in the section they appear and will be followed by "monster tactics" which will describe how the monster reacts to intrusion. This should be enough for you to run the monster at a glance. At the end of the module you will find the detail of each monster. Two new creatures are given in this module: The Vulture Fly and the Guardian Statue. These are both open for your use.

This adventure will have two acts only, the beginning and the Tomb. Both are laid out in an easy to follow fashion. Boxes lined in blue are for the DM to paraphrase to the player and describe a certain area or scene.

Open

The Raven Clan

Raven Enclave
Conventional; AL LN; GP
Limit Special (based on barter and usually involves cattle or horses); Assets 600 cows, 850 sheep, 1500 horses; Population 1250; All human.

Authority Figures: **War Chief Three Spears** (8th barbarian), **Peace Chief Running Elk** (6th expert), **Head Shaman White Owl** (7th shaman).

Important Characters: **Black Wolf** (4rd sorcerer), **Father Coyote** (5th bard), **Two Talons** (5th expert, head herdsman), **Whisper** (6th druid)

The Raven Clan is the most aggressive of the five clans. It does not tolerate the intrusion of "Outlanders" (those not of Rylonia) within its territory.

Introduction:

The Test

The player characters are young members of the Raven Clan. The Raven Clan believes that before adolescents become adults within the clan that they must pass a rite of ascension. The rites vary according to the need of the clan. However, the rite must be a challenge.

The player characters have been preparing for the time when the elders of the clan would name the rite. They are finally called to the elders' wagon.

The shaman, White Owl, begins the ceremony evoking the spirits to watch over the proceedings. White Owl tosses some powder into the fire and a oddly thick white smoke billows from the fire. Within the smoke the characters can see the shapes of human and animal faces and bodies. The noises from outside the wagon are muffled and the creaking of the wagon and the breathing of the characters is intensified.

The War chief, Three Spears, and Peace chief, Running Elk, command the characters to sit within a circle in the bed of the wagon. Each character is asked to relate his or her childhood deeds and to state why the clan should adopt him or her into the ranks of adults. (This should give the players a chance to get to know one another and set the mood for the party).

After the last character has related his or her story to the rest, Three Spears will tell the party that their rite of ascension has been chosen for them by the spirits and she takes this as a good omen for the future of the clan and the characters. She tells them that just when the Elders were meeting to discuss possible challenges for the rite of passage a herdsman road into the enclave and told of an attack on the clan's herd by a large predator. The herdsman did not see the beast but thought it was a rogue lion or other large cat.

The Chiefs agree that any predator that has become bold enough to venture into the protected area around the clan is a grave threat to the herds and to the clan itself. The Elders have picked the characters to find and kill the beast. This will be their rite of ascension.

If none of the characters are bards, then one of the young bards, Dancing Crow, will meet with the group as they are preparing to leave. He will offer to travel with them so that he can preserve the story of their rite.



White Owl

7th Level male shaman

White Owl is an aging Shaman. He has been instrumental in bringing a unity of spirit to the War and Peace Chiefs. Although he takes his responsibilities of protecting the clan very seriously, he also enjoys the pleasures of life. At night he often sits near the camp fires to listen to the singers of the ages (bards) and drink pulque, an intoxicating beverage.

Three Spears

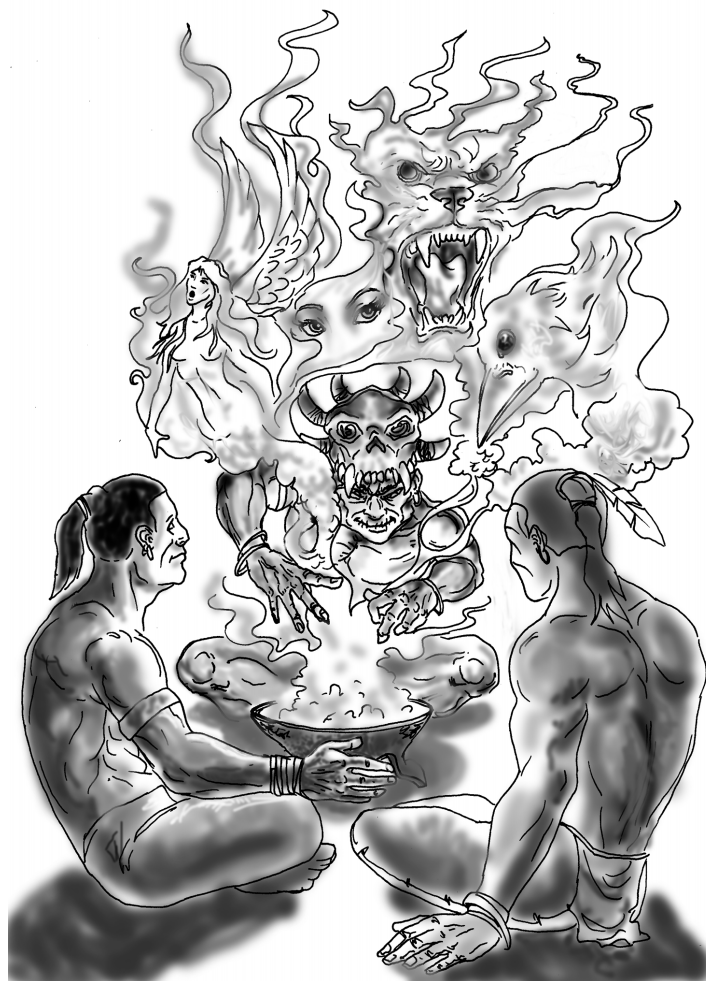
8th Level female barbarian

Three Spears is a no-holds-barred leader who is not afraid to lead her warriors into combat. Her tactics are brutal yet effective. As her name would suggest she tends to use a three pronged attack method with a strong central force to divide the enemy and two flanking wings to shield the central force.

Running Elk

6th Level expert

Running Elk was the head herdsman before being invited into the council. His insightful considerations of the consequences of some actions impressed the elders. He became the Peace Chief seven months ago. He and Raven Clan look forward to his presentation at the next gathering.



The Beginning of the Adventure

The party will go to the site of the last attack. The herdsman, Iron Wing, will guide them to this site. DM note: If you feel that the party is a bit in over their head you can have Iron Wing offer to join them (the group knows that since this is their rite of ascension that they should be the principle actors of the rite but that that does not exclude seeking help when needed).

When the party comes to the site of the attack none need roll to notice the carnage. Obviously some large creature killed one of the cows and ripped it apart. The cow was ripped in half and the front shanks and head are missing. Vulture flies are working at the rest of the carcass. Vulture flies are common in the grass plains and are normally considered more of a pest than a true threat.

Open:

Vulture Flies (10), CR 1/5 (hp: 4, 3, 3, 2, 2, 2, 2, 1, 1, 1), Init: +2 (Dex), Speed 5 ft. 40 ft. fly, AC 16 (+2 size, +2 Dex), Attacks 2 talons +4 melee, 1 peak +1 melee, Damage talons 1d2-1, peak 1d3-1, Special: vermin, fly

Monster Tactics: If the group attempts to investigate the carcass the vulture flies will become enraged and attack the party. The attack will continue until the party demonstrates to the vulture flies that they are too powerful for the carrion-eaters.

See the full statistics for the Vulture Files at the end of the adventure.

The party must now track the beast that has killed the cow. In order to track the beast have the members of the group make a Search roll **(DC 10)**. This must be done for each mile covered. On the first successful roll, if the character has the skill nature sense or is a ranger, he or she will note that the beast that left the tracks is incredibly large, probably 20 feet long and 3000 lbs.

Fortunately, the lion has made its den not too far from this spot. Have the group make six (6) Search checks. If the party loses the trail have them make some additional rolls and finally let them pick up the trail (the lion paused to eat and left behind some bloody shreds that the party happens upon). The trail leads into the rolling hills to the southwest of the clan's encampment. As the party tops one of the hills they notice that the trail seems to disappear into a cave in the side of the next hill. Large pieces of shattered stone rest in front of the cave entrance blocking a clear site into the hole.



Dancing Crow:

3rd Level bard (singer of the ages)

HP: 3d6+3 (16 hp)

Str 14, Dex 16, Con 12, Int 12, Wis 11, Cha 16

AC 16 (Studded leather, +3 Dex)

Base Att: +2

Saving Throws: For +2, Ref +6, Wil +3

Skills: Perform 7, Spellcraft 3, Listen 4, Diplomacy 4, Knowledge(Clan history) 6, Ride 3, Animal Handling 3

Feats: Dodge, Alertness, bardic music, bardic knowledge

Weapons: Short Spear, dagger, short bow

Spells: 0 lvl 3, 1st lvl 1

Spells available:

Lvl 0: Daze, Dancing lights, Light, Flare, Mending, Resist

Lvl1: Cure light wounds, Protection from evil, Sleep





Warriors of the Raven clan battle for their lives against the Dire Lion.

The Lion

The lion that has been hunting the Ravens is actually an old and weakening dire lion that came down from the mountains. Unbeknownst to the characters, the lion came out of the mountains because of a war between an ogre tribe and clan of gnolls. The conflict has scared many of the prey animals away and so the predators have been forced to fight over the slim pickings. This particular dire lion was not strong enough to fight off the younger males and was forced to flee.



The lion happened across an entrance to a forgotten tomb. The lion was drawn to something within the tomb and with its strength tore down the stone that blocked the tomb. Inside it found the perfect lair, a place quiet and dry.

While it was exploring the tomb, the lion set off a ward that protected the tomb. The builders of the tomb had protected the burial crypt with two guardians, golem-like creatures that contained the spirits of warriors. Normally the guardians would animate when someone opened the central door but instead, the lion released one of the spirits when it tipped over the statue shattering the chest cavity where the spirit was housed. The spirit possessed the lion.

The other guardian is still in place. Since that time, the dire lion has become insane due to the possession. The spirit is not able to completely control the beast and the lion cannot ignore the strange "voice" within its head or the "human vision" that intrudes upon its sight every now and again. Maybe because of the guardian spirit or perhaps because of the comfort of the tomb, the lion continues to use the tomb

Open:

Dire Lion (1), CR 5 (hp: 42), Init: +1 (Dex), Speed 40 ft., AC 14 (-1 size, +1 Dex, +4 natural), Attacks 2 claws +8 melee, 1 bite +3 melee, Damage claw 1d6+3, bite 1d8+1, Special: pounce, improved grab, rake 1d6+3, scent

Iron Wing Tracking the Dire Lion



The Tomb

The Ancients built the tomb. The Ancients were a race of Sorcerer Kings who lived in Rylonia many centuries ago.



Iron Wing:

2nd Level barbarian

(herdsman)

HP: 17

Str 15, Dex 14, Con 13, Int 10,
Wis 12, Cha 10

AC: 15 (Studded leather, +2
Dex) Base Att +2

Saving Throws: For +4, Ref
+2, Wil +1

Skills: Ride 5, Animal Handling
6, Climb 3, Wilderness lore 4,
Intuit Direction 3, Spot 2,
Search 5

Feats: Weapon Focus (Spear),
Endurance

Weapons: Long Spear, dag-
ger, composite short bow

It was the civilization of the Ancients that created the Hidden Spires of the Heart Stone. Although the Horse Nomads do not know their past, they were the herdsman and guardians of the Ancients. The Ancients kept them as slaves and "pets". All that remains is the genetic calling to defend the Heart Stone.

This particular tomb houses the remains of Tor Anar, one of the lesser nobles of the Sorcerer Kings. A series of traps and magical wards protect the tomb. The initial ward stone was broken years ago by a lightning bolt. The pieces of the door hid the entrance until the dire lion happened by. The lion was able to move the stones enough to expose the entrance.



1.) The Entrance:

Two columns are partially buried in the side of the hill. A manmade corridor, ten feet wide and thirty-five feet long, disappears into the darkness. A strong stench of animal urine permeates the air overpowering even the smell of decaying flesh. The dark stone that makes up the corridor has been expertly crafted, the entire edifice appears to be a single piece of carved stone.

Scattered around the entrance of the lair are the remains of many animals including cattle, deer, dogs, wolves and human. A Spot roll (**DC 10**) reveals that every skeleton is missing its skull. If the party approaches the tomb the lion can make a listen check (**Opposed roll vs. Move Silently or DC 10**). Use the opposed roll if the party is trying to be quiet and use the (**DC 10**) if the party is not.

Monster Tactics: If the lion hears the party or smells them using the scent special quality, it will retreat into the right alcove and attempt to ambush the group. It will make a leaping attack and attempt to rake the nearest intruder. If the lion does not hear the party it will be lying in the antechamber cleaning the flesh off of a skull.

The lion has been collecting the skulls of its victims to decorate its lair. The lion will fight to the death any who approach the lair.

2.) The Antechamber:

a large rectangular room. To the north is a large double door with tile inlays. It is partially covered with a mound of skulls. Each skull has been carefully cleaned and stacked, indicating some sort of intelligence. The fresco is of Tor Anar, a tall, thin man with a winged helmet. His eyes seem to glow with an inhuman light. His features seem to be a mix of elf and human. He stands with his arms outstretched.

The entryway opens into a large rectangular room 35 feet long and 30 feet wide. Small corridors exit the room roughly in the middle of the west and east wall. A set of carved, wooden double doors is on the north wall. The doors are partially covered by a mound of skulls. The skulls have been carefully cleaned and stacked against the door.

The doors have a fresco of a tall man wearing a winged helmet. He has a cruel smile and his eyes glow with an inhuman light. He stands with his arms raised as if evoking some strange spell. Around the man is a series of six strange signs. The doors split the man down the middle.

Scaling the Lion:

If the dire lion is proving to be too tough for the party then you can slow it down a bit by having the "voices" in its head distract the beast. The lion will twitch and shake its heads as if it were being pestered by angry gnats or something. This should give the party some advantage if it is needed. The suggested results of the distraction are the following: 1. loss of one or more attacks; 2. AC reduced to 13 due to loss of Dex bonus; 3. If the lion does attack reduce the attack modifier by 5-7 due to double vision or other distraction.

Of course, if you are willing to be cruel then let the chips and members of the party fall where they may.

This particular dire lion is not as menacing as the standard one. It is older and weaker than is expressed in the rulebook. Although this lion is a bit weaker, the DM should still take heed to the advice given in the adventure. The lion is still lethal, especially to lower level characters.

Continued...

Around the man are arcane symbols that represent the elements and the symbol of time and magic (a character with Arcane Knowledge can identify these symbols with a roll DC 10). In a semicircle from left to right the symbols are Earth, Fire, Magic, Time, Water and Air. The doors open in the middle

of the man. The lock was once very strong but has since decayed and offers only some opposition to the characters' efforts. There is a spear trap that is triggered if the doors are opened without deactivating the trap. Breaking down door (DC 18), Open lock (DC 20), Search for trap (DC 15), Disable trap (DC 20)

Open

Spear Trap:

The Spear trap attacks with a bonus of +5 and will do 1d8+3 damage. There are 6 spears and they will fly in a parallel line. Depending on the number of people standing at the door when the trap is set off, an individual may be attacked by 1 or 2 spears. Have any people make a save vs. Reflex (DC 14). A successful roll allows the individual to use his or her DEX modifier to the AC, otherwise, the person is considered flat-footed.

The small corridor opens into a small 20 feet square room. In the middle of the room is a raised platform. Lying on the ground next to the platform is a broken statue of a Nomad warrior. His left arm, holding a spear, has shattered and lies next to the body. The chest is also broken; the fragments of the statue litter the entire room.

3.) The Broken Guardian's Room:

This is the room where the lion broke the statue of one of the guardians. The guardian statue has the appearance of a tall, muscular Nomad holding a spear and wearing an axe on his back. The statue has been toppled and has a crack in the chest. The spear is broken and the shards lie about. The spear can be

4.) The Other Guardian's Room: In this room is a complete statue of a Nomad warrior. He is holding a spear and has an axe strapped to his back. The statue will not respond to any action within this room. However, if the statue is broken and the heart revealed (the statue was a living man bewitched by one of the Sorcerer Kings' priests) the spirit trapped within will fly around room the raising a cloud of dust and then disappear...

Open

Guardian Statue (1), CR 3 (hp: 33), Init: 0, Speed 15 ft., AC 14 (+4 natural), Attacks battleaxe +2 or spear +2 melee, fist +3 melee, Damage Battleaxe 1d6+2, spear 1d8+2, fist 1d3+2 subdual, Special: half damage from piercing or slashing weapons, immune to mind influence

The Guardians

If the doors to the main chamber are opened, the guardians were enchanted to animate and kill the intruders. The broken guardian will not animate because the lion broke the chest of the guardian and the spirit that would have animated the statue escaped. The other guardian, however, will animate and attack the party.

Monster Tactics: the animated statue has no true tactics. It will attack the nearest intruder and attempt to kill. If it is attacked by more than one person it will continue to single-mindedly attack its first target before moving to the next.

If the party manages to destroy the statue, any druid, cleric, shaman or sorcerer character may make an Intelligence roll (DC 12) to hear a very faint "thank you clansmen" in the air above the ruins of the statue.





5.) The Inner Chamber:

Beyond the door is the central chamber that leads to the sarcophagus of Tor Anar. There is a series of columns that proceed around the room. Each of columns has carvings that represent the different stages of Tor Anar's life.

The double doors open to a large room. It is rectangular, being 40 feet wide and 60 feet long. There are six columns arranged in three groups. A soft light radiates from bas-relief adornments on the columns. The light from the columns is enough to see a sarcophagus at the far end of the room.

Column 1: The birth of Tor Anar: a baby with strange features, similar to those on the fresco of the main door, is being born and a radiant light is coming from him. The other figures are kneeling in awe and fear of the child.

Column 2: The childhood of Tor Anar: a child with the same strange features and a halo is depicted playing with griffins and other strange beasts.

Column 3: The youth of Tor Anar: a young man, with halo and strange features, is shown studying a tome and performing some sort of alchemy experiments. (To the Nomads of Rylonia this will seem like a Su-Tay sorcerer mixing potions)

Column 4: The Adulthood of Tor Anar: a man with halo and strange features is seen fertilizing crops and healing herd animals. A group of humans (DC 10 to recognize them figures as Rylonian Nomads) is bowing in awe before the man.

Column 5: The Rise to Power of Tor Anar: a man with strange features is sitting in a throne-like chair holding a scepter. In front of the man a human is being executed while others look on in delight.

Column 6: The death of Tor Anar: the same man is lying in a sarcophagus exactly like the one at the end of the room. Around the sarcophagus a group of mourners is depicted. Also there is a scene of countless humans being sacrificed in front of a tomb.



What is a Su-Tay?:

The Rylonian Campaign will use some different vocabulary to describe the classes. Also the classes function slightly differently than they do in other areas.

The Shaman (Lor Tay) is able to contact the spirit world and, at times, persuade the spirits to do his or her bidding. The Lor Tay uses a mantiou, a spiritual bridge between the spirit world and this one, to influence the spirits. The shaman acts as council, healer and spirit warrior for the clans.

The Ku Tay (druid) is the "wanderer of the grass". The clansmen understand the tie that the Ku Tay has with the land and respect the power that the Ku Tay has. In many cases the clans place the Ku Tay on an equal level as the shaman.

A Su Tay is a sorcerer. A player can use the sorcerer player character to roll the Su Tay. The Su Tay are both respected and feared. Unlike the druids (Ku Tay) the clansmen do understand the power of the Su Tay. For campaign purposes the Su Tay is a mysterious witch-like figure in the eyes of the clans.

6.) The Sarcophagus of Tor Anar:

The sarcophagus lies in an alcove in the far wall. The sarcophagus is made of carved marble and bears the likeness of Tor Anar. The arms are to the side of the body and the hands are gripping the edge of the lid. The lid is held locked in place and the locking mechanism lies under Tor Anar's fingers. It is also trapped. The trap runs through the sarcophagus and is connected to a pit trap that is ten feet long and five feet wide. The trap itself is very difficult to detect (**DC 25**) but relatively easy to bypass once it is discovered (**DC 15**). If the lid is disturbed before the trap is disabled the floor in front of the sarcophagus will fall away to reveal a twenty foot pit. Have all characters within the trap zone make a reflex saving throw (**DC 15**) in order to leap away from the pit. Any character that falls into the pit will take 2d6 damage. The walls of the pit are smooth and extremely difficult to climb (**DC 20**). However, if someone is able to use a rope the climb is easy (**DC 5**).

The lid to the sarcophagus is locked with a good lock (**Open Lock DC 30**). If the group cannot pick the lock, which will probably be the case since even rogues of Rylonia would very rarely take this skill, they will have to pry the lid open. This requires a Strength Check (**DC 24**).

Inside of the sarcophagus are the remains of a tall, thin humanoid. There is a finely made chain mail shirt and a jeweled helmet. Lying across the body is a long sword. On each wrist is a bracer of some kind. The body lies on what appears to be a plush velvet pillow. If the body and pillow is removed a hollowed out section is revealed. Inside of that section is a large tome (much like the one pictured on column 3).

Ending the adventure:

With the lion dead and any possible treasure in hand the party has completed the adventure. They return to the encampment and are given the armbands that distinguish them as adults. The DM is free to roleplay the festivities but they are not detailed here.

Changing the Setting:

If the Rylonia setting does not fit well in your campaign here is one suggestion to change the setting.

Below you is a small dale, roughly 200 feet across, formed amongst the rolling hills. A hush has fallen over the area. A breeze brings the smell of death and decay. The scene below you is one from a nightmare; there is an opening in the side of the hill creating a small cave of sorts. In front of the cave an assortment of bones from cattle, wolves and humans lies bleaching in the sun. The cave is partially hidden by shattered pieces of large stone.

Now that the members of the party are adults even greater adventures await.

Where does the adventure lead to next:

This adventure is designed to give the players and DM a taste of Rylonia, a part of "The Hunt: Rise of Evil" campaign setting. It is also the beginning of a campaign ("Song of the Ancients") in which the characters must come to understand the evil of Ancients and prevent their reawakening. The next adventure will start a bit to the north and in the beginning seems to be a routine adventure of defending the Raven territory from Outlanders. The characters will begin to learn that a danger to the Heart Stone is coming and the clans must prepare.





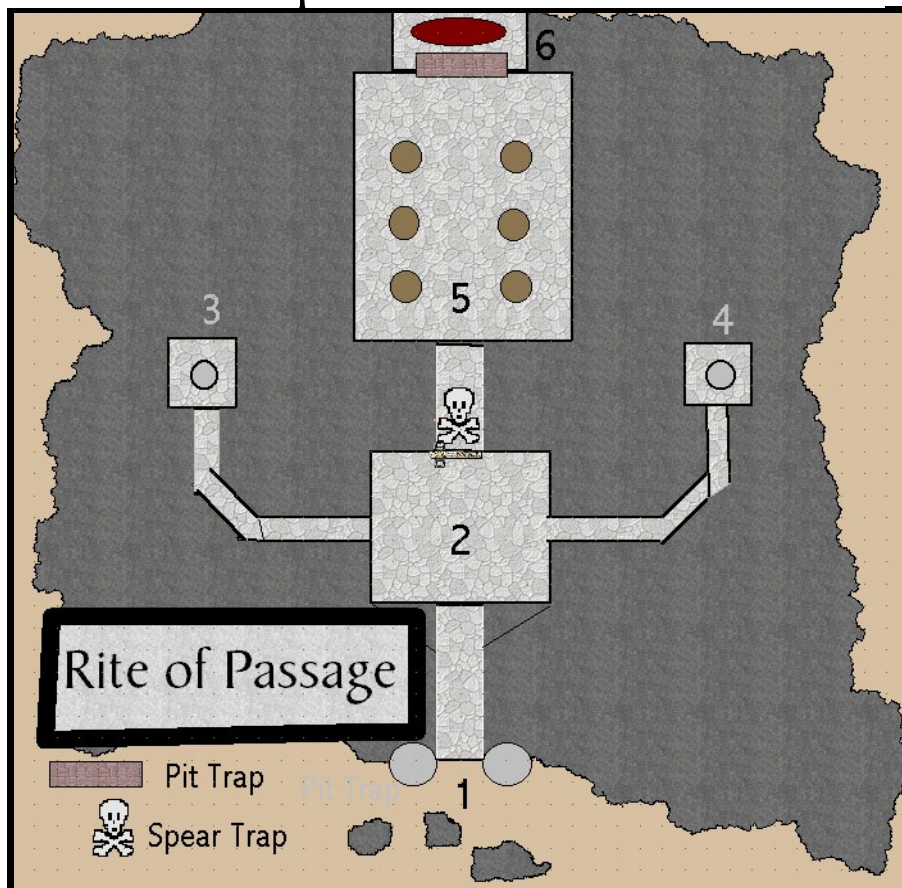
Items inside the sarcophagus

Chainmail masterwork craftsmanship armor check penalty reduced by 1 (-4) , long sword +1, bracers of armor +1

Helmet of Tor Anar: This is a winged helmet like the one depicted in the fresco of the man on the main door. You, the DM, may want to have the characters roll on Intelligence to remember the helmet and the fresco. This helmet has many special abilities (+2 armor class, light spell 5 times per day, +2 enhancement bonus to intelligence). It also still contains a piece of the soul of Tor Anar. Each week that a character wears the helmet he or she must make a saving roll vs. will(DC 20). Each loss will allow the spirit of Tor Anar to influence the character a bit more. The character will become more and more egotistical and will see the Nomads as lesser beings who should do his bidding. The DM should keep a careful record as to the saving throw wins and losses. Each time a character wins a saving throw, treat it as -1 Tor Anar. Each failure is +1 Tor Anar. For example, if the character has missed the first three rolls in a row he would be at +3 Tor Anar. However, if he succeeds in the next roll, the number will be +2 Tor Anar. If the number equals +10 Tor Anar then the Ancient Sorcerer King has possessed the being and is loose on the world again. Although the consequences will be fully detailed at a later time, it is not a good thing!

The tome below the cushion is a Tome of Understanding that will raise the Intelligence of the reader by 1. To be able to read the tome a Read Magic spell is needed. In addition, the reader will begin to understand the psyche of the Ancients. This may prove to be an interesting item since Rylonians are illiterate. They may recognize the quality of the craftsmanship but they are baffled as to its contents.

Map of the Tomb





Open:

Type: Vulture Fly

Type: Small-sized Vermin

Hit Dice: 1/2 d8 (2 h.p.)

Initiative: +2(Dex)

Speed: 5 ft. 40 ft. fly

AC: 16 (+2 size, +2 Dex)

Attacks: 2 talons +4 melee, peck +1 melee

Damage: Talons 1d2-1, bite 1d3-1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./ 0ft.

Special Qualities: Vermin, Fly

Saves: Fort +2, Ref+4, Will+2

Abilities: Str2, Dex 15, Con 10, Int 2, Wis 12, Cha 1

Skills: Spot +4, Listen +6

Feats: ---

Climate/Terrain: Mainly plains around carrion

Organization: Flock (6-10)

Challenge Rating: 1/5

Treasure: None

Alignment: always neutral

Advancement: ---

Vulture Flies are large insects. They are attracted to the smell of rotting flesh. Although they are generally considered to be a pest they have been known to aggressively defend a prize bit of carrion.



Guardian Statue



Open:

Guardian Statue

Hit Dice: 5D8+10(33 h.p.)

Type: Outsider

Initiative: 0

Speed: 15 ft.

AC: 14 (+4 natural)

Attacks: By weapon type (+2), by fist (+3)

Damage: Battleaxe 1d6+2, Spear 1d8+2, fist 1d3+2 subdual damage

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Qualities: damage reduction (10 pts) from piercing and slashing weapons, immune to mind influence

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 14, Dex 10, Con-, Int 2, Wis 5, Cha 11

Skills: No special skills

Feats: No special feats

Climate/Terrain: In the tombs of the Ancients

Organization: solitary, pair or group (6-10)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: ---

These are special to this adventure. In later adventures involving the Ancients, the statues will be detailed further as well as other special guardians the Ancients created to guard their secret places.

Open:

Type: Dire Lion

Hit Dice: 8d8+24 (42 h.p.)

Initiative: +1(Dex)

Speed: 40 ft.

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: 2 claws +8 melee, bite +3 melee

Damage: Claw 1d6+3, bite 1d8+1

Face/Reach: 5 ft. by 10 ft./5ft.

Special Qualities: Pounce, improved grab, rake 1d6+3, Scent

Saves: Fort +9, Ref+8, Will+7

Abilities: Str 17, Dex 12, Con 13, Int 2,

Wis 12, Cha 10

Skills: Hide +5, Jump +6, Listen +4, Move Silently +5, Spot +4

Feats: ---

Climate/Terrain: Any forest, hill, mountain, plains, and underground

Organization: solitary, pair, or pride (6-10)

Challenge Rating: 5

Treasure: None

Alignment: always neutral



Blood on the Grass will be the second installment to this adventure. A full length module that will take you deeper into the plains and into the mountains that surround them on the trail of....Well, we will leave that a secret for now.

Blood on the Grass will also be able to be used as a stand alone d20 fantasy module that can be easily adapted to any campaign.



Requires the use of the Dungeons & Dragons® Player's Handbook, Dungeon Masters Guide and Monster Manual Third Edition, published by Wizards of the Coast®.

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A Hint of what is to come:

The characters have unknowingly begun the awakening of Tor Anar. His spirit is strong and will eventually seize control over whoever wears his helmet. Once Tor Anar has control he will attempt to create a seat of power. He had always envied the Ancients who had the lands to the north and he will go the mountains and begin building his fortress. Of course this means the need for slaves. After he has accomplished the building of his stronghold, then he will attempt to awaken the rest of the Ancients by going to the Hidden Spires in the center of the Heart Stone.

As a Dungeon Master you may want to prevent the player character from suffering the fate of Tor Anar. It is an easy task to have some thief steal the helmet from the character before he is completely possessed.

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