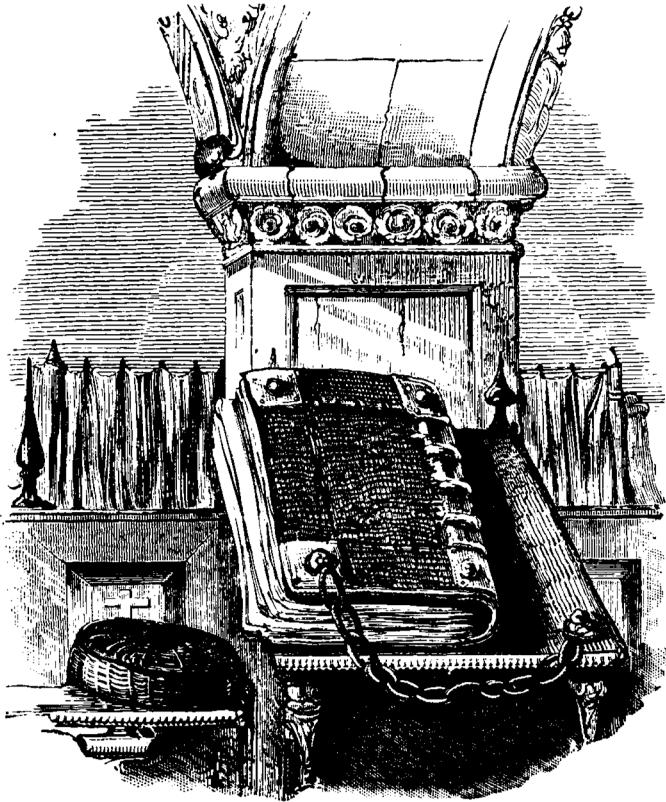


# XIRIM'S RITE: A NOVUS QUICK START ADVENTURE

## THE STORY THUS FAR.....

Three days ago a caravan was attacked and robbed by a band of goblins. Amongst the stolen goods was a religious relic: a book containing an important religious rite. The time for performing the rite is nearing and the order is eager to recover the book.

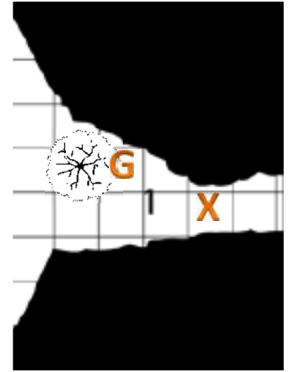


H'Rhad, an old priest of the Order of the Sun God Belnus, has tasked the PCs with retrieving the book before it can be sold and is lost forever to the patrons of his order. The reward is a small cache of Minor Healing potions (3 each) and the good favor of his temple.

## 1. THE ENTRANCE

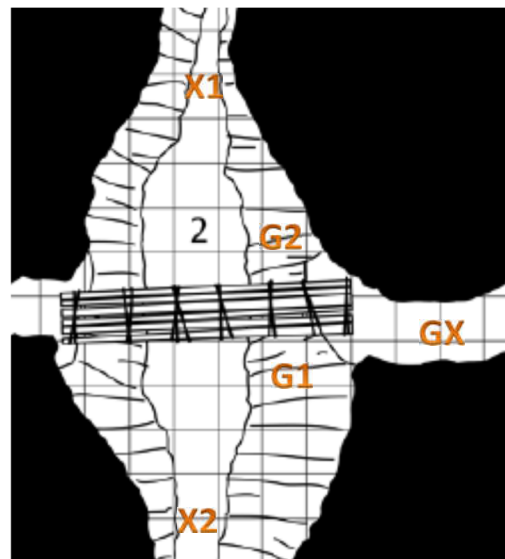
The entrance to the Goblin hideout is a crack in the side of a rocky hill, partially concealed behind a thick, thorny bush. Lurking in the shadow between the bush (G) and the hill a single goblin keeps a sleepy vigil. PCs can discover goblin guard with a successful Perception vs. TN18 roll. Sneaking up on the sleepy goblin in daylight will require a successful Stealth vs. TN15 roll. [GM NOTE: If you want the goblin to be more alert you can use the Opposed Rolls option on page 85 of the Novus Full Rules.]

Concealed just inside (X) the entrance is a simple trip wire that will ring a bell (of sorts) if tripped over. This is TN18 to Detect and TN 15 to disable, or avoided with a Save vs. DEX TN13. Triggering the trip wire will alert the goblins in *The Chasm* that there are intruders; they'll be ready!



## 2. The Chasm

Two more goblins guard a wooden footbridge that spans a chasm (20ft deep in case someone falls). If the Goblins are aware that the PCs are coming the Goblin Berserker (G2) will try and drop the bridge into the chasm, forcing the PCs to leap across at one of two spots (X1 & X2). The Goblin Archer (G1) will shoot at the PCs with his short bow (focusing on whichever seems most likely to try and leap the chasm). The bridge is heavy and the Goblin Berserker will have to make a Save STR vs. TN18 in order to drop the bridge in one round. If he fails by less than 3 the action is partially complete and can be finished the following round.



**G1:** Goblin Archer  
**G2:** Goblin Berserker  
**GX:** Goblin Spearmen  
**X1:** 6 foot gap. Use TN15 to Leap across.  
**X2:** 8 foot gap. Use TN18 to Leap across.

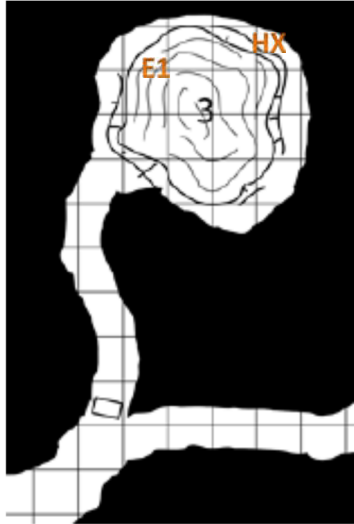
[GM NOTE: Marked with GX on the map are some optional reinforcements that will arrive 3 rounds after the Goblins guarding the Chasm discover the PCs. Use it to provide extra challenge for the PCs if they make short work the Goblin Archer & Goblin Berserker.]

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## 3. THE POOL

A crude wooden door blocks the passage to a spring fed pool of water; a strange juxtaposition in this barren cave. The water itself is cool and fresh. The goblins have been drawing water from it using a bucket and rope.

The rocks surrounding the pool are slick and treacherous to walk on (Save vs. DEX TN15) and movement is halved while balancing. On the far side of the pool **HERB X** grows. An aggressive eel (like a fresh water moray eel) is nesting in the rock wall (**E1**); should anyone fall into the pool it will attack immediately.



## 4. THE STALACTITE CAVE

The passage from The Pool spills into a large cave with almost a dozen stalactites. Here the Goblins will make their stand 2+1/PC. A Goblin Archer (**G1**) is perched on an elevation to the south of the room (the entrance to Room 5) behind a large stalactite (Perception vs. TN 20 to detect); while two Goblin Berserkers (**G2**) lurk between the four stalactites closest to the door (Perception vs. TN 18 to detect).



[GM NOTE: As with the encounter at the Chasm Goblin Spearmen have been marked on the Map **GX** to provide reinforcements if the GM wishes.]

## 5. THE TREASURE ROOM

Here the debris and clutter of the Goblins short stay in the cave has collected. In the far west wing of the cave, atop slightly elevated rock, is the Goblins "horde". Protecting the horde is the Goblin Chief (**GC**) and his Shaman (**GS**). The Chief will shout a challenge to the PCs hoping to lure them into combat; allowing the Shaman, concealed in the southern section of the cave (Perception vs. TN 20 to detect) the chance to attack them from behind.



[GM NOTE: The Goblin Archer and additional (optional) Goblin Spearmen are marked as well; in case the Archer was not defeated in the earlier encounter.]

## 6. SYNOPSIS

As the battle winds down the PCs will undoubtedly loot the goblins and search for treasure. Using the random Treasure generation rules from pg. 114 of the Novus Core rules we can roll for a minimum of 6 level 2 Goblins & 2 Level 4 Hobgoblins (the chief and the Shaman). They are not a wealthy group so we'll only roll coinage for the Copper, Bronze, and Silver (from the Hobgoblins).

**Copper Pieces** = 8d10

**Bronze Pieces** = 14d10+10

**Silver Pieces** = 2d10

Aside from the coin the PCs will also discover several other tomes that have been stolen. A Save vs. Intelligence TN15 will reveal that they are all Religious tomes. Perhaps they were looking for one in particular.....