



THE WORLD OF  
**FARLAND**

# ADVENTURER SUMMONING

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<b>Introduction</b> .....	2	The Attack Rebuffed .....	6
Adventure Background .....	2	Total Party Kill.....	7
Adventure Synopsis.....	2	<b>Concluding the Adventure</b> .....	8
Adventure Hooks.....	2	Deal with Detroth?.....	8
<b>Part 1: Beginning the Adventure</b> .....	3	Untimely Death.....	8
Rest Interrupted .....	3	Further Adventures.....	8
<b>Part 2: The Floating Battlefield</b> .....	4	<b>Appendices</b> .....	9
The Arrival .....	4	NPCs.....	9
Wave 1 of the Attack.....	6	Maps.....	10
Wave 2 of the Attack.....	6	Credits .....	II
Wave 3 of the Attack.....	6	OGL.....	II

# INTRODUCTION

This is a mini-adventure for four to five 10<sup>th</sup>-level characters. You (the DM) need the D&D rulebooks, including the Player's Handbook and the Monster Manual to run this adventure; the Dungeon Master's Guide will help. This scenario utilizes the D&D 5E rules. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation and plot (maps are in the appendices). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times.

## ADVENTURE BACKGROUND

The PCs are enjoying some much needed downtime in their base of operations, when suddenly and against their will they are summoned to another plane of existence to battle the foes of a powerful alien wizard.

## ADVENTURE SYNOPSIS

The PCs will suddenly appear on a strange, alien plane whereupon they will be compelled to fight an army of otherworldly creatures. Should they survive, they can choose to turn on the wizard who summoned them, or they can return to their own plane.

## ADVENTURE HOOKS

This adventure is not your typical one in that it does not have multiple hooks by which the PCs get involved. It is to be used as an interesting scenario the characters are involved in between adventures.

*Conjured as Monsters.* While the PCs are resting between exploits, they suddenly and inexplicably find themselves... elsewhere.

# PART 1: BEGINNING THE ADVENTURE

## REST INTERRUPTED

The PCs are currently in Dragonspur City or wherever their base of operations is. They have just finished resting from their last expedition. They should have all their gear on them, be fully healed, and have spells prepared. They will need their strength for what lies ahead. When they are all together, they suddenly feel a strange sensation. There is a blinding flash, vertigo strikes them, and when they regain their senses they find themselves in a strange scene. Go to the next section, **The Floating Battlefield**.

# PART 2: THE FLOATING BATTLEFIELD

## THE ARRIVAL

Read the following:

When your vision clears and the vertigo passes, you find yourselves, at night, on a blasted battlefield before the walls of a recently ruined castle. And a strange night it is; the sky is an odd and ominous purple color, and it is shot through with a sickly green lightning. It is unlike anything you have ever seen. Even stranger, the entire castle seems to be situated on a large chunk of ground that floats high above the surrounding landscape, seeming to ignore gravity itself. Before you is some sort of floating airship. On the airship is the remnants of an army, clad in a strange alien armor made from wood and leather. Siege engines are visible on the ship amidst the nearly destroyed army (only about 50 creatures remain), accounting for the state of the castle. The army has apparently expended much of its strength and manpower assaulting the castle.

An alien wizard named Detroth has summoned the PCs. He is a species related to a hobgoblin, although he only looks vaguely similar to a

hobgoblin. At this point, Detroth is invisible and hiding behind one of the ruined walls of the castle. His spell has brought the characters from their own world to his and will attempt to compel them to fight against his foes. The wizard, from a plane different than the PCs' home plane, has been involved in an ongoing war against the empire of the

Hobgoblins, also led by the powerful wizard Arlon for control of the land of Utz. Detroth has almost lost the assault, but in the last day was able to have his spies poison Arlon and destroy his body. Yet the army, led by Arlon's general Butark, is not yet aware of this fact. Butark has, at great cost to his army, finally dispatched the minions of Detroth and breached his fortress.

The entire battle takes place on a floating hunk of rock upon which the castle is situated. It is a 1000 foot drop to the alien forest below.

As they appear before the walls of the ruined castle, they feel a magical compulsion affecting them. Each PC must succeed at a DC 17 Charisma saving throw or attack the enemies of Detroth to the best of their ability. Any PC who succeeds at the saving throw is free to act as he or she will. If all of the PCs die during any wave of the attack, go to **Total Party Kill** in this section.



## Wave 1 of the Attack

Seeing the PCs appear, the alien army on the ship sends forth its first wave of attackers. An evil, alien looking demon-like humanoid disembarks and comes forward, surrounded by his three hellish hounds.

1 Cambion (see MM p. 36)

4 Hell Hounds (see MM p. 182)

Place the cambion and hell hounds near the ramp from the ship on the map (in the appendix) as you see fit, some reasonable distance from the PCs. Remember that the floating ship contains the rest of the army. If they survive this attack, they will have 1 minute of rest time before the army sends its second wave. If they failed the Charisma saving throw, they must stand and await the second assault, although they are able to use this minute to search the cambion. If they do so, they will find one healing potion; randomly determine the rest of his possible treasure. Remember to describe any treasure the PCs find as looking otherworldly, although its value and effect can be the same as in their own world. Any PC who succeeded at the Charisma saving throw is free to take other actions.

## Wave 2 of the Attack

After this minute has passed, each PC must again succeed at a DC 17 Charisma saving throw or attack the enemies of Detroth to the best of their ability. Any PC who succeeds at this saving throw is free to act as he or she will. The army sends forth its second wave. A strange mix between a hobgoblin-type creature and a boar disembarks, followed by his personal guard, creatures which are vaguely reminiscent of hobgoblins, but somehow are not hobgoblins.

2 Wereboars (see MM p. 209)

9 Hobgoblins (see MM p. 186)

If they survive this attack, they will have another minute of rest time before the army sends its third wave. If they failed the Charisma saving throw, they must stand and await the third assault, although they are able to use this minute to search their fallen foes. If they do so, randomly determine any treasure. Remember to convey to the players that anything the PCs find is obviously from a strange, alien world. Any PC who succeeded at the Charisma saving throw is free to take other actions.

## Wave 3 of the Attack

After this last minute has passed, each PC must again succeed at a DC 17 Charisma saving throw or attack the enemies of Detroth to the best of their ability. Any PC who succeeds at this saving throw is free to act as he or she will. The army sends forth its third and final wave: a gigantic, insectile-looking behemoth and his five servants, large insect-creatures; all tower above the PCs (while the creatures have an insectile appearance, use the stats below).

1 Hill Giant, except his intelligence and charisma are 12 (see MM p. 155)

6 Ogres (see MM p. 237)

The largest insectile-creature is Butark, the general of the alien army. If the PCs defeat the third attack, go to **The Attack Rebuffed**, below.

## THE ATTACK REBUFFED

As the PCs slay their general, the alien army loses its morale and breaks and flees. Any PC who failed his Charisma saving throw is not

free to pursue them. If any PCs do take on the rest of the army, it consists of 50 hobgoblin-type creatures (use hobgoblin stats from the MM). These creatures have no other desire except to flee and will only fight if cornered. They will try to unmoor the sky ship and sail away, but if pressed, they unfold leathery bat-wings that allow them to glide to the land below. These wings do not allow them to fly, only to glide. Once the army has fled or is dispatched, go to **Concluding the Adventure**, on the next page.

## TOTAL PARTY KILL

If individual PCs die during any of the combats, their bodies simply lie on the field as they would under normal conditions. When the adventure is totally concluded, dead PCs suffer the effects described in **Untimely Death** in the next section. If all of the PCs die, Detroth's spell ends, and the bodies of the dead PCs disappear. Go immediately to **Untimely Death** in the next section.

# CONCLUDING THE ADVENTURE

## DEAL WITH DETROTH?

Once the enemies of the wizard Detroth have fled, the wizard dismisses his invisibility and appears. Detroth looks similar to the standard soldiers in the dispatched army—he looks related to a hobgoblin, but is somehow strange and alien. It is obvious that he is not from the world of the PCs. He has a long, purplish beard. He totally ignores the PCs as tools of his spell, and begins to gloat aloud to himself as to how he is now free to raise his own army and conquer the land of Utz. He rubs his hands together and takes great glee in his gloating. When Detroth appears, each PC must again succeed at a DC 17 Charisma saving throw. Any PC who fails this saving throw must do nothing and wait for the conjuration spell to expire; the PC can repeat this saving throw at the end of each round until the spell expires. It will expire in 5 (Id10) rounds. Any PC who succeeds at this saving throw is free to act as he or she will. This could include attacking Detroth. The alien archmage will be surprised that the “mere tools of his spell” would dare to attack him, but he will do his utmost to slay anyone who attempts to do him harm. When the spell expires, any living PCs will see a bright flash and feel the now-familiar vertigo. When

their vision clears, they will find themselves back on their home plane, where they were when they were conjured.

Detroth, hobgoblin archmage (see appendix).

## UNTIMELY DEATH

Once the spell expires, or upon the death of all the PCs, the spell will end, and the PCs will return from whence they came. Any PCs who died in the other plane will be alive in their own world, albeit with 1 hit point. For such PCs, it will be as if he or she enjoyed (and suffered) the effects of a *Raise Dead* spell. The PC takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the PC finishes a long rest, the penalty is reduced by 1 until it disappears. All PCs retain their memory of the entire event, and PCs who died will have found it a traumatic experience.

## FURTHER ADVENTURES

It is very possible that this mini-adventure won't spawn future adventures that relate to it. If they attacked Detroth or if they find some means to come back to his plane and annoy or harass him, they will have made a powerful enemy if they are unable to dispatch the wizard. There is a 75% chance that Detroth will seek to do them ill in any way he can. On the off 25% chance that he does not, it is because his enemies have managed to find a way to slay him. In this case, the PCs are lucky.

# APPENDICES

## NPCs

### Detroth, Alien Archmage

*Medium humanoid (bob goblin), neutral evil*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Damage Resistance** damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

**Senses** passive Perception 12

**Languages** telepathy, 5 languages the PCs don't know

**Challenge** 12 (8,400 XP)

### SPECIAL TRAITS

**Magic Resistance:** Detroth the archmage has advantage on saving throws against spells and other magical effects.

**Spellcasting:** Detroth is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Detroth can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

**Cantrips (at will):** *fire bolt, light, mage hand, prestidigitation, shocking grasp*

**1st level (4 slots):** *detect magic, identify, mage armor,\* magic missile*

**2nd level (3 slots):** *detect thoughts, mirror image, misty step*

**3rd level (3 slots):** *counterspell, fly, fireball*

**4th level (3 slots):** *banishment, fire shield, stoneskin\**

**5th level (3 slots):** *cone of cold, scrying, wall of force*

**6th level (1 slot):** *globe of invulnerability*

**7th level (0 slots):** *conjure adventurers*

**8th level (1 slot):** *mind blank\**

**9th level (1 slot):** *time stop*

*\*Detroth has cast these spells on himself before combat.*

### ACTIONS

**Staff: Melee or Ranged Weapon Attack:** +6 to hit, reach 5 ft. or range 20/60 ft., one target.

**Hit:** 5 (1d6 + 2) bludgeoning damage.

# MAP

1 square equals 5 feet



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