

Far Away Land RPG

Adventure Module

BARKOON

by Dirk Stanley



You and your party awake to find that you have been locked in a cell deep in the bowels of a long-forgotten prison. Welcome to Barkoon. Noknil are everywhere and they want to experiment on you. Can you escape and find your way to the surface? Danger awaits!

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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BARKOON

Hook

The PCs awaken inside a dark and creepy jail cell. The last thing they remember is being ambushed by some noknil. The smell of death permeates the air.

Background

The noknil continue to make their presence known throughout the lands. Using a forgotten, underground prison, the noknil have setup a facility where they are capturing humans and experimenting on them. The purpose of their facility is to find an individual capable of seeing the Cosmic Web and giving that individual over to the Lone Noknil. The search for a suitable subject includes a variety of experiments, each worse than the last. So far, the noknil have yet to find a suitable subject. Failed subjects end up dead.

The Adventure

The PCs have to escape Barkoon. The PC's only chance of escape is to break free of their cell, free some of the prisoners, and take on the noknil. If the PCs can make it to the bridge, they have a chance of escaping into the caves that lead to the surface.

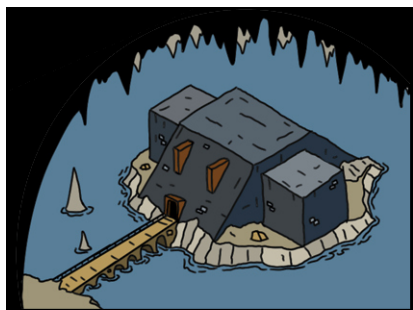
History of Barkoon

Legendary Barkoon is an ancient stronghold originally built to house dangerous wizards. The stronghold was built on an island in the center of an underground lake fed by deep springs. The dark waters of the springs housed terrible creatures of the deep providing security for the stronghold. The wizard Dryax stood as overseer of the prison for many years. In order to keep the wizards confined, Dryax cast a perpetual dampening spell to negate all magic within the prison. The dampening spell was cast on a magic symbol which is embedded in the floor of the Echo Chamber. The symbol is an ornate star carved in relief. As long as the symbol remains intact, the spell continues to be active, thus preventing the use of any magic within the prison.

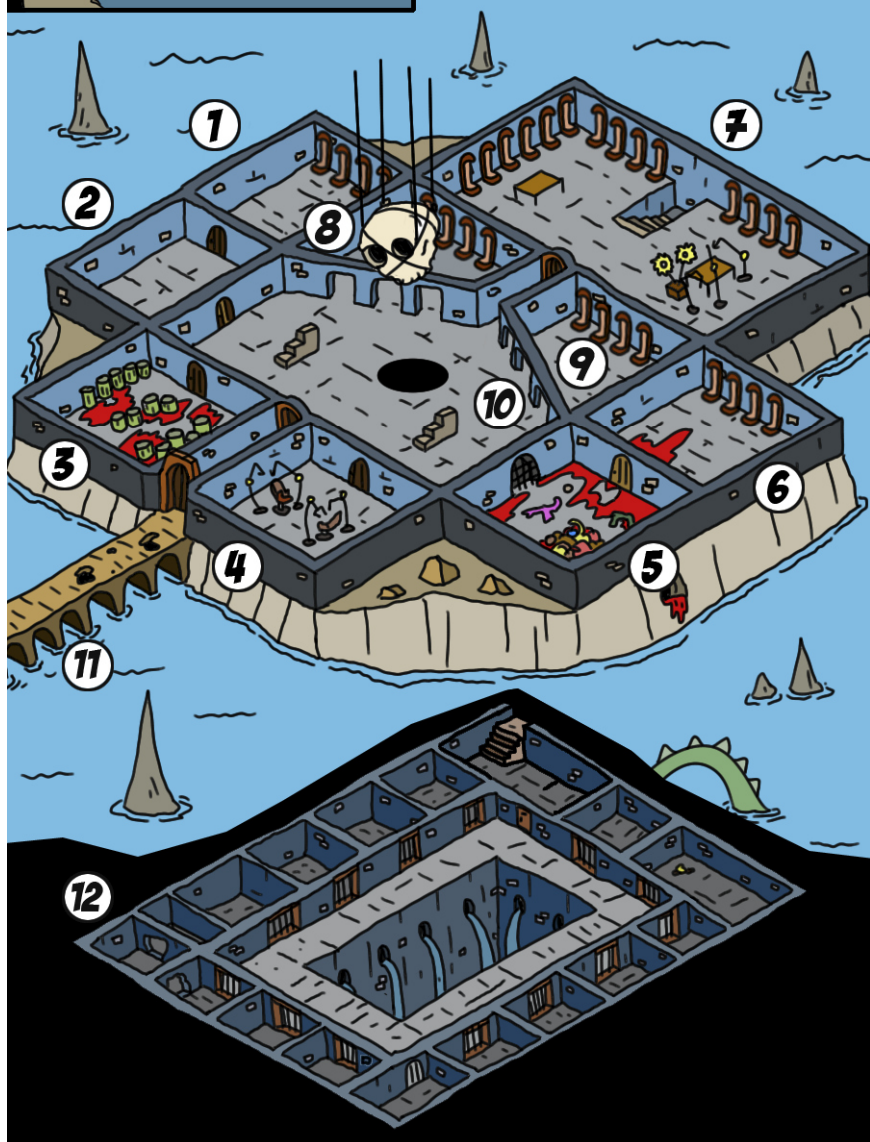
What happened to the wizards and Dryax remains a mystery. Some say the noknil killed them all. Others say the wizards eventually persuaded Dryax to join them and formed the cult of the Malok Mysterious.

Barkoon

Barkoon is dark. The smell of death and rotting corpses permeates everything. The screams of noknil victims fill the air. Ruby glowstones are imbedded in the walls and floors of the prison lending a creepy red glow to the entire place. Barkoon is old, hewn from the blue stone of the cavern.



BARKOON



BARKOON

Barkoon Map Locations

1. Sleep Chamber: Several noknil sleep cells sit against the walls of this room.

2. Storage: A storage room with miscellaneous items the noknil have use of (extra hats, axes, suit coats, etc.).

3. Ool Storage: The noknil use this room to store the remains of their victims. The victims are disintegrated in vats of Ool Oil and then consumed by the noknil. The noknil also store Dol Dust in the room. The floors are covered in blood and the partially disintegrated remains of victims. The room smells terrible. The equipment of Barkoon's prisoners are also stored in this room.

4. Surgical Room: The noknil use this room to carry out experiments on their victims. The room has several chairs to which victims are strapped. Various devices, all of a menacing nature, sit about the room. These devices include drills, saws, blades, clamps, and other torture devices.

5. Waste Room: Discarded bodies and remains are thrown in this room while they wait to be placed into Ool Oil. A large drain in the floor removes some waste. The drain leads to a shaft which leads to a hole. The hole is outside the prison and sits several feet above the surface of the lake.

6. Horror Sleep Chamber: Several horror sleep cells sit against the walls of this room.

7. Work Room: This large room contains several torture devices, various surgical equipment, sleep cells, and other equipment used to assimilate victims. A steep staircase leads from this room to the holding cells below.

8. Ready Room: This room contains sleep cells and noknil equipment.

9. Ready Room: This room contains sleep cells and horror equipment.

10. Echo Chamber: The skull of an olantas hangs supported by chains in the center of this chamber. Extending up from the skull are a series of cables which secure the skull to the ceiling. This room serves as a meeting place as well as a communication device for noknil beneath the ground. The olantas skull acts as a resonance chamber that allows the noknil to collect telepathic thought and amplify it sending it to noknil far above on the surface. Around the chamber are several elevated pedestals where the noknil stand when using the amplification chamber.

11. Bridge to Barkoon: The only way in. The only way out. This ancient bridge is riddle with hole and failing construction. Pieces break away with the

BARKOON

slightest touch. Beast from the dark lake often pull unsuspecting trespassers into the waters below.

12. Holding Cells: A staircase leads to this level (from the Work Room (7)). This level is entirely holding cells. In the center of the huge room is a deep pit into which water from the lake slowly drains. The pit is approximately 100 feet deep and stays half-filled with water. The cells are all barred. The door leading from the stair room to the holding cells is made of iron and extremely heavy. The noknil keep this door locked at all times.



BARKOON

NPCs

Dwaller (8)

Size: Giant (+2), Archetype: Monster

HP: 27, AC: 2, ACT: 5

BRT: 3, DEX: 3, WIT: 1

Tentacle Thrash (2): 1d6 damage.

Hook Stab (2): 2d6 damage. Dwallers

have bony hooks at the end of their

tentacles which they often use to stab

their enemies. **Tentacle Grab (2).**

Dwallers will try and grab their vic-

tims, pulling them into the water.

Dwallers are tentacled fish-like creatures that generally live in subterranean lakes and pools. They are blind. They can sense movement through vibrations. They use sonar to "see" their surroundings.

Horror, The (1)

Size: Small (0), Archetype: Humanoid

HP: 5, AC: 1, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Light/Heavy Weapon (1): The horror prefer really sharp blade weapons of varying size. **Hive Mind:** The horror is a single, interconnected hive mind. What one horror experiences will be transmitted to the others. This ability has a range of around one mile.

The Horror is a collective group of noknil experiments gone haywire. In an attempt to make super noknil, the noknil created enhanced clone chambers. The results of the clone attempts were insane, bloodthirsty, highly agitated creatures that looked exactly like noknil, but half the size. The horror wear the skulls of zog beasts in order to hide their faces as a sign of respect for their noknil creators.

Noknil (1)

Size: Average (0), Archetype: Humanoid

HP: 10, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1). Hive

Mind: Noknil have a telepathic link with one another. This enables them to sense, feel, and experience what other noknil experience. The range of their hive mind ability is about 5 miles although this can be amplified in various ways.

The noknil that live in Barkoon are in search for a suitable candidate to return to their master (the Lone Noknil who sits within the Ruby Throne). Their activities consist of scouring the countryside for victims to experiment on within the confines of Barkoon.

Ools (3)

Size: Average (0), Archetype: Animal

HP: 15, AC: 1, ACT: 5

BRT: 2, DEX: 3, WIT: 1

Electric Shock (2): 1d6 damage. The body of an ool can produce an electric shock which it uses to stun its prey.

Bite (2): 1d6 damage. Ools have razor sharp teeth which they use to tear their victim to shreds.

Ools are eel-like creatures that live in swamps, subterranean lakes and streams, and other dangerous places. They have the ability to produce an electric shock which they use in combat. They will often coil around their prey and shock and bite simultaneously. The noknil of Barkoon hunt ools and use their acidic blood (ool oil) to break down the bodies of victims they wish to eat.

BARKOON

Prisoners (1)

Size: Average (0), Archetype: Humanoid

HP: 10, AC: 0, ACT: 1

BRT: 1, DEX: 1, WIT: 1

Light Weapon (1).

The prisoners of Barkoon are mostly human, with a few elves and an orka or two. Many of the prisoners are malnourished and near death but some still have some life. All are ready to take on their captors and will risk dying to once again see the light of day. The prisoners within Barkoon will gladly join the PCs in a fight.

Items

Dol Dust: Noknil use this dust to incapacitate victims. The dust is blown into the face of the victim. The dust causes unconsciousness and paralysis if breathed by the victim. Noknil are immune to the effects of Dol Dust. Dol Dust will incapacitate an average size creature for 1d4 hours.

Ool Oil: Ool Oil is a highly toxic liquid squeezed from Ools. Noknil use this oil to breakdown the tissue of living beings which creates a liquid which they consume. Ool Oil does 1d6 damage to exposed skin.

Symbol of Dryax: This ornate star symbol is carved in relief in a single floor tile. The tile has been imbued with a magical spell of dampening. Anything within a 300 foot radius of the tile experiences the effects of the dampening field (meaning all magic items, weapons, spells are incapable of working). The tile weighs approximately 70 pounds. If the tile is broken, the spell is broken.



BARKOON

Ideas and Opportunities

Bridge Over Dark Water

As the PCs flee the prison, perhaps they are followed by noknil in pursuit. The bridge is a great place for a final standoff as PCs battle noknil. Maybe some of the lake creature decide to feed while all this is happening? A couple hirelings or noknil pulled into the tenebrous drink makes for good comedy.

Get Free

The PCs have fortunately been placed in a cell with someone who has an escape plan. Maybe he knows the place? Maybe he has a map? Maybe he has a key to get free? Maybe he knows when the guards come and go?

Knowledge = Freedom

The holding cells have prisoners, some of which have been in Barkoon for sometime. Some of these prisoners may have information as to how to escape the prison, what the upper level looks like, etc.. One prisoner has information about the symbol that dampens magic (he knows the location of the symbol and that if it is destroyed, the spell is broken).

Noknil Fodder

Maybe the PCs release some prisoners to aid them in their escape. Maybe the noknil cut through these prisoners like a hot blade through butter. Let the mayhem commence.

An Alternative Adventure

Maybe you want to run this adventure as a standalone dungeon crawl. In this case, the PCs might discover Barkoon from the outside. Inside, perhaps there is a treasure or some other sort of goal the PCs wish to attain. Perhaps they want the symbol of magic dampening for their own?



Welcome to the Far Away Land Adventure Quest Contest! Make sure you read the instructions carefully so that you can find the appropriate answers. Keep track of your answers and the Key Letters so that once you have completed all four adventures, you can decipher the final sentence.

How Does this Contest Work?

Over the course of the last four FAL adventures, we have been giving quintabeth clues that you must translate and answer correctly. Correct answers provide you with Key Letters. You will save your Key Letters as they are important in deciphering the final statement. Only when all four adventures have been released will you be able to put together the final answer.

Far Away Land Adventure Quest Instructions

Use the quintabeth alphabet provided on page 80 of the Tales of Awesome or on page 272 of the Tome of Awesome

to translate the clues listed below. Then use either the Tales of Awesome or the Tome of Awesome to answer each clue. All of the answers are provided in these texts. You should write your answer in English in the spaces provided to the left of the clues. The spaces provided will match the answer to each question. (So, a seven letter answer will have seven spaces.)

The space with a star indicates a Key Letter. Save your Key Letters. Once you have deciphered and answered all the clues in an adventure, you will use your Key Letters to form a single word. Once all four adventures have been released and you have found all the Key Words, arrange the Key Words to make the Key Statement. When you're sure of your answer, you can send your entry to...

Simian Circle Games, LLC.
PO Box 171
Clearfield, KY 40313

All contest entries must be received via snail mail by September 1st, 2015 in order to be eligible to win. We will then select a winner from the correct answers.

Fourth Round Clues

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* _ _ _ _ _	E J > F V H H L F > J H K H L >
* _ _ _ _ _	J J > L H M J J M K + + M > L L H
* _ _ _ _ _	M A P K > E H A M A
* _ _ _ _ _	L V H K H H A M A J > J H V > M L

Welcome adventurer! You have just entered into the fantasy world of Far Away Land. Each month we bring you a new adventure packed with ideas to add to your FAL campaigns. Check out our core rulebooks for Far Away Land using the links below!



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Far Away Land is on Facebook. Our illustrated stories are on YouTube. We have a great Google+ group with all kinds of house rules and community made content. You can get our books and extras from DriveThruRPG. We also have a website, blog and forums at www.faruniverse.com!

