

FAR AWAY LAND

ROLE-PLAYING GAME



ADVENTURE AWESOME

FAR AWAY LAND

role-playing game

Adventure Awesome

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Far Away Land RPG

Adventure Module

Isle of the Rat Wizard

by Dirk Stanley



Your party is shipwrecked on an a mysterious island filled with ratlings who are led by a crazed wizard. The town of Hallo needs heroes. Welcome to Isle of the Rat Wizard. Explore and try to survive as you discover the mysteries and secrets of the Skull Island.

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

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ISLE of the RAT WIZARD



Legend

Years ago, a poomkin sea-going vessel carrying ratling captives was shipwrecked upon the island. The ratlings soon overwhelmed their captors. Finally free, the ratlings set about exploring the island. A ratling by the name of Zeezeek, ventured into the mountain. Inside, Zeezeek discovered the ancient lair of the wizard Baaz. Deep in the lair of the wizard, Zeezeek came upon the wizard's sarcophagus. Greedy for gold, Zeezeek opened the sarcophagus and found not only the remains of Baaz, but the wizard's amulet as well.

The Hook

The PCs are shipwrecked on the island and have managed to get ashore near the settlement of Hallo (the GM should decide what belongings they managed to save). The people of Hallo have a strong hatred for the ratlings who live on the island. Both groups are engaged in a constant struggle. Bor, the leader of Hallo, asks the PCs to defeat the ratlings and restore peace to island. He tells the PCs that in exchange for their help, they will be rewarded with a gold bar and a new boat with which they can leave the island.

ISLE of the RAT WIZARD

The Island

a: Settlement of Hallo: Ramshackle and shanty. Shipwrecked travelers too scared to leave the island.

b: Jungle: Hot, humid, and wet. Thick with trees and vines.

c: Ratling Settlement: Tents and lean-tos. Garbage, bones, and ratling leftovers. Smells awful. Ratlings everywhere!

d: Skull River: River whose source is a spring inside the mountain. The shores are a popular hangout for ratlings.

e: Skull Mountain: Big skull shaped mountain in the center of the island. Hard to miss. A narrow path leads to the top.

The Mountain

1. Grand Hall: Filthy like you'd expect. Bones and garbage everywhere. Ratlings sleep here sometimes. It stinks.

2. The Bridge: An old and narrow stone walkway. Fall off and plunge a couple hundred feet to the dark waters and rocks below.

3. Fountain Room: A stone pool of fresh water fed by the mountain spring. Some ratlings with special privileges hang out here. Still dirty though.

4. Zeezeek's Chamber: A big mound of gross things is the throne for the decrepit ratling wizard. Hanging from the ceiling of the room are several cages which contain the remnants of captives. In two of the cages are captives taken from Hallo.

5. Sarcophagus of Baaz: The old sarcophagus of Baaz sits in the center of this room. A heavy wooden door that has been smashed once barred entry.

Island Weather Chart (d6)

1	2	3	4	5	6
Mild	Sweltering	Rainy	Stormy	Cloudy	Foggy



ISLE of the RAT WIZARD

Wandering Monsters (Island)

1-4	1d2 Ratling
5	1d3 Ratling
6	1d3 Winged Hairy

NPCs

People of Hallo (1)

Average (0), Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT:1

Light Weapon (1): 1d6 dmg.

Dirty and stinky like the rest of the island. The people of Hallo are weak and cowardly for the most part. However, if the PCs attempt to cause trouble within the walls of the settlement, the people will attack them.

Ratling (1)

Average (0), Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT:1

Bite (1): 1d6 dmg. **Light Weapon**

(1): 1d6 dmg. **Night Sight, Better Smell.**

Dirty and nasty little vermin who enjoy eating meat and making things a mess. There is no reasoning with these fools.

Winged Hairies (4)

Average (0), Monster

HP: 19, AC: 0, ACT: 5

BRT: 2, DEX: 2, WIT:1

Bite (1): 1d6*. **Claws (0):** 1d6 dmg. **Flight.**

Winged Hairies are native to the island and live in small groups of 1d3. They are most prevalent in the deeper parts of the jungle.

*The winged hairy bite causes the victim to grow large amounts of hair

Wandering Monsters (Mountain)

1-4	1d2 Ratling
5	1d3 Ratling
6	1d6 Ratling

in the next 1d3 rounds. The victim must sacrifice all actions during the hair growth in order to avoid suffocating from the hair.

Zeezeek (4)

Average (0), Humanoid

HP: 16, AC: 0, ACT: 5

BRT: 1, DEX: 1, WIT:2

Bite (1): 1d6 dmg. **Light Weapon (1):** 1d6 dmg. **Magic (2):** Arcane Missile: 1d6 dmg. **Fireball:** 1d6 dmg.

Heal: 1d6 HP, **Harm:** 1d6 dmg.

Night Sight, Better Smell.

Zeezeek is a decrepit and brokedown looking ratling whose skin has grayed and whose eyes have become sunken (see the Amulet of Baaz description). At first glance the ratling wizard appears to be an undead creature.

As he is used to, Zeezeek will taunt the PCs and belittle them. He will also command any nearby ratlings to attack the PCs.

Zeezeek wears the Amulet of Baaz and will use its powers to attack his opponents. Because Zeezeek is LVL 4, he can cast each amulet spell 5 times per day. If Zeezeek is unable to cast a spell, he will use a small dagger hidden in his cloak.

ISLE of the RAT WIZARD

NPCs/Items/Treasure

The People of Hallo

The people of Hallo have very little in terms of wealth. Most will have basic light weapons like knives and hooks or other gear for fishing. Some guards will carry spears, short swords but that's about all. Some guards may wear a fish scale type armor that has an AC of 2, but this is rare.

If the PCs are successful in defeating the ratling wizard, they will be rewarded with a gold bar (value 100gp) which the townspeople claim was found in a shipwreck. The townsfolk will also give them a seaworthy vessel by which they can leave the island.

Wildlife on the Island

The island is home to a variety of small animals, fish (from the Skull River) berries, mushrooms, and other edibles that, should the PCs need, may provide sustenance. These food sources are easily accessible to the PCs.

Ratlings

Ratlings are poverty stricken creatures. They may have small light weapons like a kryss, short sword, or knife. They will be wearing only rags. They own nothing of value.

Winged Hairies

The island is also home to a group of winged hairies. Although they are well-hidden and dislike the ratlings, they will attack the PCs if they are encountered.

The Amulet of Baaz

The Amulet of Baaz is a gold shaped eye which hangs on a tarnished chain. The eye itself is made of ruby. The amulet has a value of 150gp. The Amulet allows the wearer to cast the following spells: arcane missile, fireball, heal, and harm. The amulet provides a magic ability of 2. The wearer of the Amulet can cast each spell once per day + LVL.

The amulet is cursed. Each time the amulet is used, the wearer will begin to show physical changes in bodily appearance. The skin will become paler, the eyes will become sunken, hair will turn gray and then white and eventually fall out, etc.. These physical effects are aesthetic in nature and have no effect on stats. The signs of change should be subtle. Zeezeek appears to be undead due to the amulet's curse and his overuse of the item.

ISLE of the RAT WIZARD

Adventure Opportunities and Ideas

The Settlement of Hallo

This small settlement provides adventurers with not only a safe refuge from the ratlings (and a place to rest) but also a source of hired labor should the party be in need of a few more hands. The people who live here are cowardly and may require some coaxing in order to get them to join the party.

If the PCs cause problem inside Hallo, they will most likely be exiled and refused re-entry unless they finish the job they have been given.

Skull River

If the PCs ask, the settlement may have small fishing boats available for the party. They will have to row upriver (an exhaustive journey?) but it may make their trek a bit less dangerous as ratlings prefer land to water. However, if the party does encounter a group of ratlings, this is the perfect place for a battle on small boats, ratlings going overboard, wizards shooting fireballs across the river, etc..

Climbing the Mountain

Although a path that leads to the top of the mountain makes for a fairly easy climb, the PCs may encounter some nefarious ratlings who enjoy pushing boulders or even shooting arrows to hamper the party's progress.

The Bridge

Ah, the perils of a bridge in an abandon stronghold. The bridge is the perfect place to corner the PCs on both ends, either as they enter or as they are leaving. Perhaps the ratlings know of the amulet and want it for themselves? Maybe the bridge is worn and once the PCs and ratlings are fighting, it begins to collapse or break apart? This is a great place to have ratlings going over the edge and into the dark below.

The Fountain Room

The PCs may be aware of the fountain room and the spring which resides beneath it that also acts as the source for the Skull River. Is it possible that the PCs could dive into the fountain and emerge far below within the Skull River? If the PCs can breath underwater or have a spell or item which allows such a thing, then the fountain can be used as an exit from the mountain.

Hilarity with Winged Hairies and Ratlings

The bite of a winged hairy can cause the victim to rapidly grow hair. A hairy bite, mixed with a ratling victim, coupled with a campfire or a wizard's fireball can make for some great excitement, at the expense of the ratling of course.

Far Away Land RPG

Adventure Module

Whoa! Here Come the Dead

by Dirk Stanley



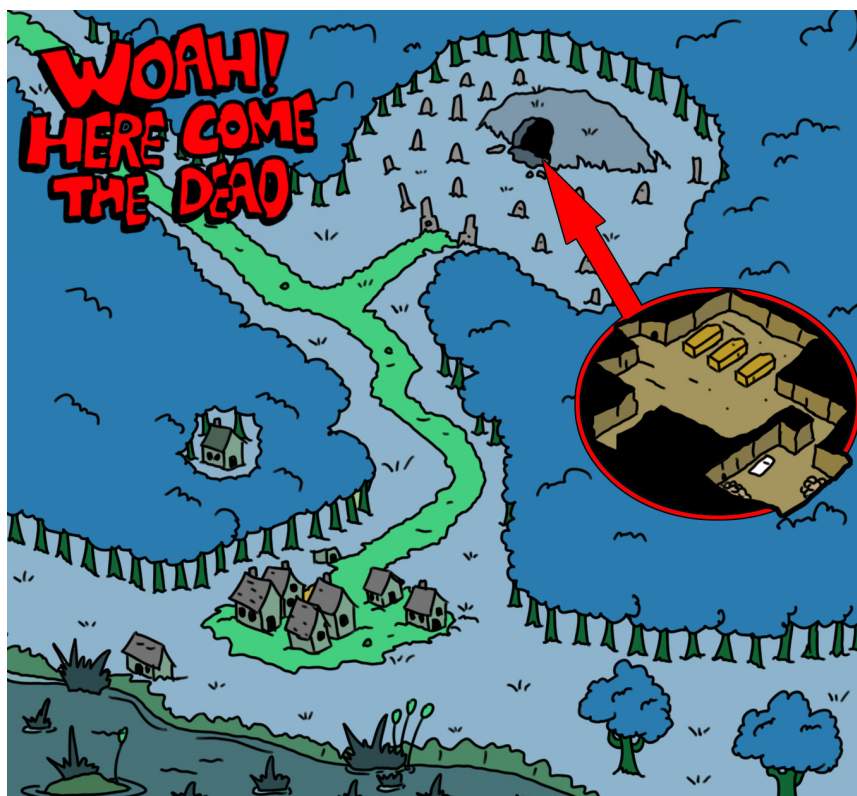
Your party finds that they are in a swamp, and on the edge of that swamp is the village of Grove. The village has recently been plagued by a skelet mage and his undead minions who have taken up residency in the old graveyard outside of town. Several residents have already fallen victim to the skelet mage. Grove needs heroes - that means you!

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

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WHOA! HERE COME THE DEAD



Legend

Years ago, the human settlers of Grove fought against an undead uprising. Among their enemies was a powerful skelet mage called Siskil. For years, Siskil and his undead minions plagued the people of Grove until they eventually trapped the mage in the Tomb of Garrol, an old abandoned barrow. Decades after the mage was trapped, the barrows were forgotten, the humans moved, and the undead mage was forgotten. Displaced seamerls eventually moved into the abandoned village unaware of the undead creature that lurked within the old graveyard. Siskil eventually dug free of his confines.

The Hook

After leaving Skull Island, the PCs are tossed about in a storm and arrive in the middle of a swamp. Far to the end of the swamp is a small village, Grove. As the PCs make their way to the village, they find a swampmerl girl who is stuck waist deep in the mud and terrified with fear. Only a few feet from the girl is a skelet who is also stuck waist deep in the mud. The undead creature is snapping and frantic to get at the girl. Once rescued, the girl informs the PCs of the

WHOA! HERE COME THE DEAD

undead invasion taking place in the village of Grove. When the PCs arrive in town they are greeted by the mayor who is overwhelmed with joy at having his daughter returned. He then informs the PCs that a skelet mage has broken free of his ancient burial and is resurrecting the dead in the old graveyard. The town is in desperate need of heroes.

The Village

The village of Grove sits on the edge of the Grove Swamp. The town is a ramshackle old human settlement taken over by the swampmerls. It is composed mostly of fisherman, swamp trappers, and farmers. The streets of Grove are dirt on the best days and deep mud on the worst. The Laughing Frog is the local tavern and serves fairly good eats and ale. Most of the village congregates in the tavern in the evening. There is a local blacksmith who can do some fine work but he has little for sale (although he can repair items). The houses are gray and old and the people are poor and scared. The mayor, Mulok Orange, is genuinely concerned with the safety of the town. He is well-liked by the villagers. Grove is home to not only a blacksmith but a healer as well. Shrla is praised by the villagers for her way with herbs.

The Wilderness

To the southwest of the town is the Grove Swamp. The swamp is filled with ugh flies, gnats, and all kinds of other insects that make life uncomfortable. Surrounding the village is a dense forest that stretches miles inland. A road runs north of the village. A day's walk to the north from Grove is the settlement of Lester. A few miles outside of Grove is the old graveyard where the skeletal mage has been hard at work raising his minions.

The Old Graveyard

The old graveyard was an ancient series of barrows that time has long since covered. At some point in history, someone named Garrol was buried in one of the barrows which is how it became known as the Tomb of Garrol. During the undead uprising, the people of Grove managed to use the tomb to trap the skelet mage Siskil. They covered the tomb in rock and dirt and abandoned the place. Over the years, as the legend of the undead uprising turned to myth, the people of Grove began to use the area around the tomb as burial places for others. In time, the graveyard formed, stones were erected to mark the places where the dead lay. As the years passed, the tomb and the stories were eventually forgotten. The graveyard is overgrown and weeded. The stones that mark the old graves are unreadable as they have become weathered with time and the harsh elements. Today, the people of Grove bury their dead in the swamp.

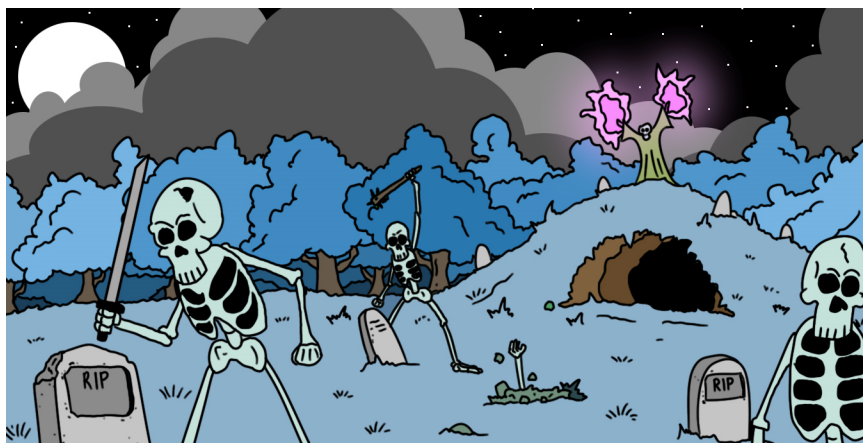
The Tomb of Garrol

The Tomb of Garrol was used to trap and contain the skelet mage Siskil. Over the centuries, the skelet mage managed to dig through the rock and dirt until

WHOA! HERE COME THE DEAD

he emerged. The tomb consists of two rooms, the main burial chamber which contains the stone caskets of Garrol and his two wives, and the smaller, backroom, which was an addition where others could be buried but was never used. The walls of the tomb are smoothed stone and dirt. Garrol and his two wives were the first of Siskil's undead minions. He used these three undead to help him dig free of the tomb. Over the years, the constant digging broke apart the bones of the minions until they could no longer dig. At this point Siskil destroyed them and began to dig himself free.

Weather Chart (d6)					
1	2	3	4	5	6
Rainy	Rainy	Stormy	Stormy	Humid	Clear



Wandering Undead	
1-2	1d3 Old Skelets
3-4	1d6 Old Skelets
5	1d2 New Skelets
6	1d3 New Skelets

Wandering Creatures	
1-3	1d2 Frollors
4	1 Gepeto
5	1d3 Meer
6	1d2 Skorels

WHOA! HERE COME THE DEAD

NPCs

New Skelets (1)

Average (0), Undead

HP: 10, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

Light Weapon (0): 1d6 dmg. **Night Sight. Bony Defense.** Missile weapons do only half damage.

New skelets are those skelets who are recently deceased and have been brought back to life by Siskil (some of these may still have skin on - although they are not zombies). These skelets are less decomposed and thus have more HP. In combat, they will use light melee weapons to attack. They are mindless for the most part, obeying only their master's commands.

Old Skelets (1)

Average (0), Undead

HP: 5, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

Light Weapon (0): 1d6 dmg.

Night Sight. Bony Defense. Missile weapons do only half damage.

Old skelets are skelets of the long since dead. These skelets are more fragile and decomposed than the more recently deceased versions. In combat they will attack with light weapons.

Siskil (7)

Average (0), Undead

HP: 16, AC: 1, ACT: 5

BRT: 1, DEX: 1, WIT: 3

Sword of Garrol (1): 1d6 dmg. **Magic (3):** Siskil can cast any spell up to LVL 4. Siskil can also cast Create Undead (skelets) - up to 3 at a time, twice per day. **Night Sight. Bony Defense. Sense Living.**

Siskil is an ancient skelet mage who was buried in an old tomb. During his incarceration, his hatred of the living swelled and he vowed to bring all living creatures to their knees. Once free of his confinement, Siskil began preying on the local village of Grove. He resurrects the undead and kidnaps the living to turn into undead. In combat, Siskil will use a variety of spells. Siskil dislikes close combat and will command his minions to protect him.

Swampmerls (1)

Average (0), Humanoid

HP: 13, AC: 1, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Light Weapon (1): 1d6 dmg. **Water Breathing.**

Swampmerls are seamerls who have taken to living in the swamp. They are welcoming to outsiders, especially those who are friendly or willing to help. Most of the swampmerls in Grove are farmers, swamp trappers, or fishermen. They lead quiet lives that have been upended by the undead breakout.

Swampmerl Warriors (2)

Average (0), Humanoid

HP: 13, AC: 2, ACT: 5

BRT: 2, DEX: 2, WIT: 1

Light Weapon (1): 1d6 dmg. **Water Breathing.**

Swampmerl Warriors are the guards of Grove. There used to be four (one was killed by Siskil) and now three remain. These swampmerls have been trained in combat and wear a type of scale armor that provides them with some protection. These fighters are ready to take on the undead and will willingly ally themselves with the PCs.

WHOA! HERE COME THE DEAD

NPCs/Items/Treasure

The People of Grove

The people of Grove are swampmerls. Most are either farmers, fishermen, or swamp trappers. The people are kind and friendly and open to outsiders. They speak Tyro and Aguanix. They have little material wealth. Most of their equipment consists of basic small weapons, fishing, trapping and hunting paraphernalia.

Wildlife

The forest around Grove and the Old Graveyard is full of animals like gepetos, skorels, and meer. The people of Grove rarely hunt, instead taking their sustenance from farms or sea/swamp life.

Frollors: Frollors are frog-like creatures with tiny teeth. This is the main food source for many swampmerls.

Gepetos: Gepetos are small furry creatures - like a mix between a fox and a cat.

Meer: Meer are six-legged creatures covered in thick fur. The face of a meer is flat and has a single eye. They have huge ears. They are about the size of a small deer.

Skorels: Skorels are small vermin with blue skin and big eyes. They have tails and generally live in trees.

The Sword of Garrol

The Sword of Garrol was the sword of the famed Garrol for whom the tomb was named. While inside the tomb, Siskil opened Garrol's coffin and took his sword. The sword is a regular short sword but is quite nice as the pommel is a golden ball with a single ruby set in the center. The blade is of good steel. The sword has a value of 50gp.

The Gem of Siskil

A magic gem of Raise the Dead is located in the skull of Siskil (why his eyes glow pink?). The gem, when placed inside a once living creature, will bring them back to life as an undead creature wholly bent on destroying the living. The newly undead creature will retain whatever abilities it had in life. Yes, the gem is cursed. The gem is a sapphire and has a value of 150-200gp.

Town Reward

If the PCs are successful in the slaying of Siskil and getting rid of the skeletons, the villagers will be forever grateful. As a reward, they will have a huge celebration in which the PCs are the guests of honor. They will also give the PCs 50gp as well as a small house (in very bad shape) on the outskirts of town.

WHOA! HERE COME THE DEAD

Adventure Opportunities and Ideas

Smash 'Em All

The GM can alter the HP of skeletons, especially the older, more broken down skeletons (maybe some are missing arms, legs, or even heads). This will allow the PCs to destroy them faster and easier while allowing the GM to send more into battle. The PCs should feel as if they are in danger but at the same time that they are capable of slaying boatloads of skeletons. The GM can reserve the more powerful skeletons as guardians of Siskil.

Warrior Down

Maybe kill one of the swampmerl warriors in a particularly gruesome way (like skeletons converging on him/her and ripping them to shreds). The idea is that skeletons hate the living because flesh is a prison and they are trying to free their skeleton siblings - so, they tear the skin from their victims. This doesn't create a new skeleton of course, just a dead body terribly maimed.

Up From the Ground!

As the PCs make their way to the tomb in the graveyard, maybe have Siskil stand atop the mound and cast a spell to raise several skeletons from the dirt. This can be a sort of cinematic thing with hands busting up from the ground, skeletons climbing out of the dirt etc.. Maybe even have a skeleton grab a PC as it comes alive.

Coming Back to Life

If a PC or a swampmerl is killed in battle, it is highly likely that Siskil (being the nasty sort it is) will attempt to animate the recently deceased. If this occurs, play into the psychological effects of having someone familiar return as an enemy. Maybe one of the swampmerl warriors freak-out.



Far Away Land RPG

Adventure Module

CRAZY MAZE DAZE

by Dirk Stanley



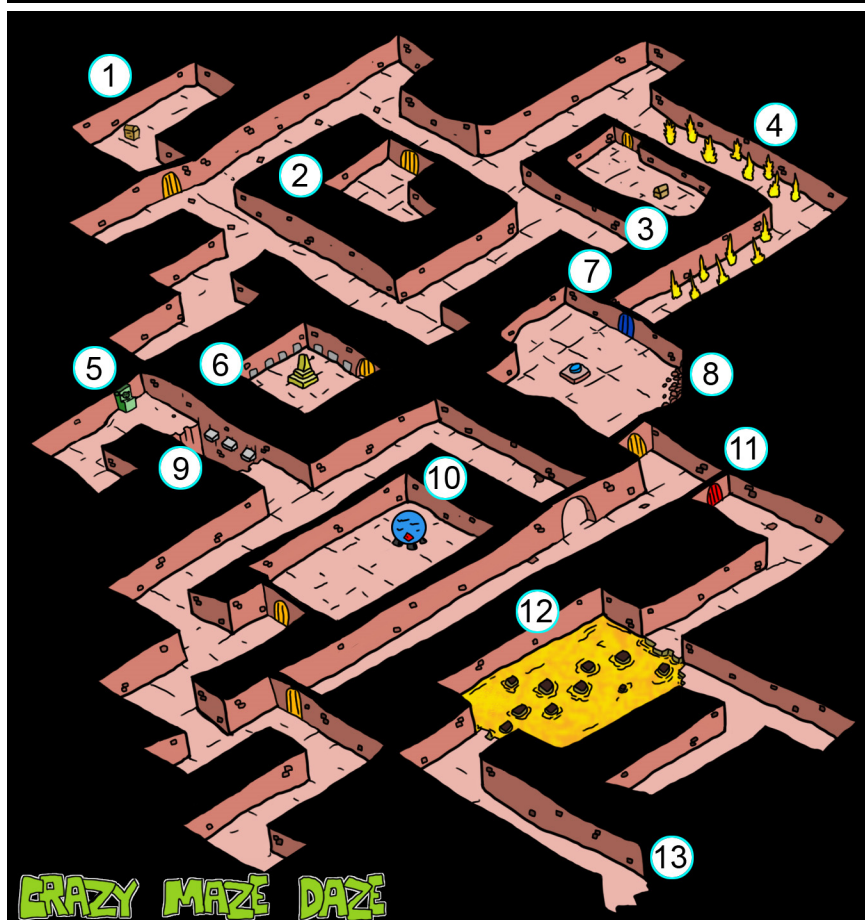
Lost, in a maze, surrounded by traps and things that want to kill you and everyone else in your party. Welcome to Crazy Maze Daze, the third Far Away Land adventure module. Jump across pits, dodge fire, fight golems and undead, try not to fall in lava as you attempt to survive the maze and discover a secret that could save those who have fallen! And there's some gold too.

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

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CRAZY MAZE DAZE



The Hook

The PCs are on a path in the wilderness, either going to or coming from some event. In the middle of the path stands an old man who is dressed in green and gold clothing which is covered in a spade print. On his head he wears the bones of a bird. The old man has his back to the PCs as they approach and seems to be staring at something in the road. When the PCs are within a certain distance, the old man will turn around and speak some strange words. The PCs are instantly teleported and find themselves in a small room, the entrance to the maze.

Goal

The PCs have to escape the maze which is full of traps and monsters. Each PC that participates in the adventure has a chance of receiving a reward based on how they perform within the maze. Any PC who survives the maze will get to

CRAZY MAZE DAZE

keep any item or treasure they find within and will gain a reward. PCs who die within the maze still have a chance of being resurrected (see The Old Man).

The Old Man

The old man's true identity is Trixelmix, a lesser deity of the Gray Planes who has been cursed (by a spell) to an eternity in the Screamatorium. Trixelmix is trying to break the spell. The only way the spell is broken is when someone speaks his true name - Trixelmix. Trixelmix has created his mazes as a ruse to thwart the watchful eyes of Galgod who cursed him. Galgod believes that Trixelmix's only form of pleasure is to watch others suffer in the maze. The maze serves as a way for Trixelmix to reveal his own name without telling others directly (as that was part of the curse).

If someone should speak the name Trixelmix to the old man, he will be released from his spell and be allowed to leave the Screamatorium. This is what Trixelmix wants (as he lives in agony). In order to aid adventurers, Trixelmix has left his name carved within the walls of the maze in certain locations. If the PCs do a search in an area where Trixelmix has carved his name, they will discover the phrase "Trixelmix wuz here." The PCs have a 1 in 6 chance of discovering his name while searching.

When the PCs speak the name "Trixelmix" the old man will grow joyously happy, reveal the story of how he came to be cursed in the Screamatorium, and thank the PCs for helping him. As a reward, Trixelmix will revive anyone who was killed within the maze. He will then turn into stars and vanish.



CRAZY MAZE DAZE

The Maze

This adventure takes place in the maze created by the old man (Trixielmix). The maze consists of traps, puzzles, and monsters that the PCs will encounter. As the maze is located within the Screamatorium, the PCs will constantly hear yelling and moaning.

1. Maze Entrance: It is here where the PCs find themselves teleported after encountering the old man. There is a single wooden door in the room. In the middle of the room sits a wooden chest which is open. A note inside the chest reads...

*Two keys to exit the maze,
one red and one blue.
What you carry you keep,
but your life you may lose.*

2. Chalk Golem: The wooden door to this room is locked (PCs can break it down). Inside the room is a chalk golem who is not happy about being locked within. If the PCs search this area, they will discover "Trixielmix wuz here".

3. Phantom Chest Room: A single chest sits in the middle of this room. A sign attached reads "do not open." If the PCs open the chest, 1d3 phantoms will fly out and attack. A blue moon gem (the blue key that opens the blue door) lays in the bottom of this chest.

4. Flame Spout Corridor: Both sections of flame spout corridor require PCs to make a DEX check (one check for each section of the corridor) or be burned. Any PC burned will take 2d6 damage. A PC set ablaze by the flames may panic. If the PC panics, she may run back into the flames and suffer an additional 2d6 damage. If burned, have the PC make a WIT check to see if they panic. A point of rest is located between the fire spout sections. If the PCs search this area (the rest area), they will discover "Trixielmix wuz here".

5. Undead Mask: A glowing Undead Mask sits on a green shelf as a prize to any who is willing to brave the bottomless pit that comes before (see 9).

6. Lever Room: Once the PCs enter into this room, the door will close (it is magically locked and cannot be opened or smashed). A yellow stone obelisk with a lever sits in the center of the room. Along the floor of the wall are small gray doors. If the PCs pull the lever, the small gray doors will open and release a plethora of badonkuli. Only when the PCs have slain thirty of the creatures will the door unlock and open. If the PCs examine the obelisk, they will discover "Trixielmix wuz here" carved on the bottom.

7. Blue Door: The blue door has a strange face carved upon it. When the PCs approach the door they will be asked to present the blue key (the moon gem). If they have the key, the face will smile, open and bid the adventurers farewell. If the PCs do not present the key, the door will tell them that in order to pass, they must have a key. If the PCs attempt to hurt the face or smash the door, the face will shoot lightning from its mouth. This lightning does 6d6 damage.

CRAZY MAZE DAZE



8. Countdown Room: The doors to this room lock as soon as the PCs enter. A strange voice then begins a countdown from 10...9...8.... If the PCs press the red button, the countdown will restart. The doors to the room will only open when the countdown reaches 0.

9. Pit Trap: PCs can attempt to step on the ledges in the wall but will find that once on the ledge, it will begin to pull into the wall. PCs have to make a DEX check to avoid falling to their doom. If the PCs successfully cross the pit, the ledges will extend back out and remain unmoving as the PC re-crosses.

10. Blobby Cell (Red Key Room): The red key is located inside a blobby that is trapped within a glass orb. The key will appear to the PCs to be sitting in water. When the PCs break the orb to retrieve the key, they will release the angry blobby. In order to retrieve the key, the PCs must kill the blobby and extract the key from within the creature. The red key is a large red ruby.

11. Red Door: The red door has a strange face carved upon it. When the PCs approach the door they will be asked to present the red key (the red ruby). If they have the key, the face will smile and laugh and bid the adventurers farewell. If the PCs do not present the key, the door will tell them that in order to pass, they must have a key. If the PCs attempt to hurt the face or smash the door, the face will shoot fire from its mouth. This fire does 6d6 damage. If the PCs examine this door, they will discover "Triexlmix wuz here".

12. Hot Stepping Stones of Death: A path of stones sits in this lava pool. The PCs have to make guesses as to which stone to step on in order to cross. A wrong choice will result in the PC stepping on a floating stone and falling into the lava. Small shadow spirits float above the lava berating the PCs as they attempt to cross. If a PC falls into the lava, the spirits will laugh hysterically.

13. Maze Exit: The PCs will find the old man waiting for them just outside the exit. He will be riding a four-legged skelet beast. The old man will praise those who survived and chastise those who failed. He will also attempt to get the PCs to ask about anything they learned within the maze in the hopes that the PCs will say his name.

CRAZY MAZE DAZE

Wandering Monsters

1	1d3 snakes
2	1d6 snakes
3	2d6 badonkuli
4	3d6 badonkuli
5	1d3 undead freaks
6	1d6 undead freaks

NPCs

Acid Blobby (2)

Average (0), Blobby

HP: 15, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

Acid Burst (1): Touch range. 1d6 dmg. **Acid Touch (1):** 1d6 dmg.

The blobby located in the glass orb is an acid blobby who uses an acid burst attack as its primary means of defense. Any metal weapon or armor coming into contact with the acid blobby will be disintegrated in 1d3 rounds. The blobby's acid attack causes horrible burning and scaring to exposed flesh. It moves slowly.

Badonkulus (1)

Small (0), Construct

HP: 1, AC: 0, ACT: 3

BRT: 1, DEX: 1, WIT: 0

Claws (1): 1 dmg. **Bite (0):** 1 dmg.

Badonkuli are small, magical creatures. Badonkuli are small, naked humanoids that look as if they are made of poorly sculpted clay. They appear in large numbers as they are quite weak when alone. Their primary means of attack are claws and bites, each of which do 1 point of damage. They make hissing and scratching sounds. They smell like bad cabbage.

Chalk Golem (3)

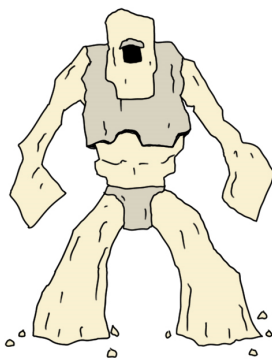
Average (0), Construct

HP: 18, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 0

Sleep Dust (1): Touch range. Sleep (see below). **Scuffle (1):** 1d6 dmg.

The chalk golem was locked away by the Old Man long ago. The chalk golem is enraged when disturbed and will immediately attack. Its primary form of attack is a burst of white dust that can put a target to sleep for 1 hour (BRT check). Once a target is asleep, the chalk golem will attack the victim. The chalk golem is slow and awkward.



Phantoms (2)

Average (0), Ethereal

HP: 12, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Ghoulish Touch (1): 1d6 dmg.

Possession (2): see below

Phantoms have the ability to possess their enemies by entering into the physical body and overwhelming the spirit. To avoid possession, the target must make a WIT check. The WIT check can be made each round until the phantom is forced out by the victim's will. While possession is in effect, the phantom has full control.

CRAZY MAZE DAZE

Snakes

Tiny (0), Animal
HP: 1, AC: 0, ACT: 3
BRT: 0, DEX: 2, WIT: 0

Bite (1): 1 dmg.

Poison Bite (1): see below
Slithering snakes. Some have a poisonous bite which is a LVL 2 poison. 1 in 6 snakes will be poisonous.

Undead Freaks

Average (0), Undead
HP: 5, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 0
Bite (1): 1d6 dmg. **Scuffle (1):** 1d6 dmg.

Undead freaks are strange, other-worldly abominations which appear as humanoids composed of various body parts sown together in haphazard ways (like arms for legs or a head in the crotch). They are undead creatures who feed on the living. They are mindless beings for the most part, driven only by the instinct to consume living creatures. They make all sorts of terrible sounds.

Random Treasure and Items

1	1d6x5gp
2	1d6x10gp
3	1d6x5gp, 1 weapon
4	1d6x5gp, 2 weapons
5	1d6x5gp, 1 weapon, 1 set of armor
6	1d6x10gp, 1 weapon, 1 set of armor

*Each item discovered will include the remains of the individual the item belonged to as well as any random miscellaneous items the GM wishes to include.

Treasure and Rewards

Undead Mask: This mask makes the wearer appear to be an undead creature (a zombie). Anyone looking at the wearer of this mask will believe them to be a zombie.

Red Key: A large ruby which has a value of 200gp. This ruby is obtained by killing the trapped blobby.

Blue Key: A large moon gem which has a value of 100gp. This gem is found in the phantom chest.

Undead Freaks: Those who have ventured into the maze and failed have left behind their riches, weapons, and items. Sometimes, undead freaks carry these items.



CRAZY MAZE DAZE

Adventure Opportunities and Ideas

All in a Name

It would be pretty cool if the PCs speak Trixelmix's name - especially for PCs who died within the maze (since they are dead and have a chance at coming back to life). Try and make it possible that your players discover the name on their own. Drop hints and clues and make it a mystery for them.

In the End

Ramp up the weirdness once the PCs exit the maze. The maze is located in the Gray Planes, within the Screamatorium. The sky is gray and filled with haunting moans, screams, and disembodied voices. Phantom-like creatures sail the skies like wind-swept clouds of darkness. The ground is lifeless and dry, gray soil. Although the place is lit, there is no specific light source...

Milieu of Giants

In the room where the badonkuli pour from the tiny doors, maybe allow the PCs to strike more than one target at a time. This should give the effect that the PCs are giants and they are laying waste to these tiny creatures. Imagine the PCs are sweeping the room with their weapons, knocking, three, four, or even more badonkuli into the air with a single strike.

Using the Maze

Anytime the PCs can utilize features of the maze to their advantage, more power to them. Perhaps they throw undead freaks into the bottomless pit, or kick badonkuli into the lava or flame spouts, or throw badonkuli to the chalk golem, or use badonkuli as scouts to test the perils of the next corridor, or... you get the picture.

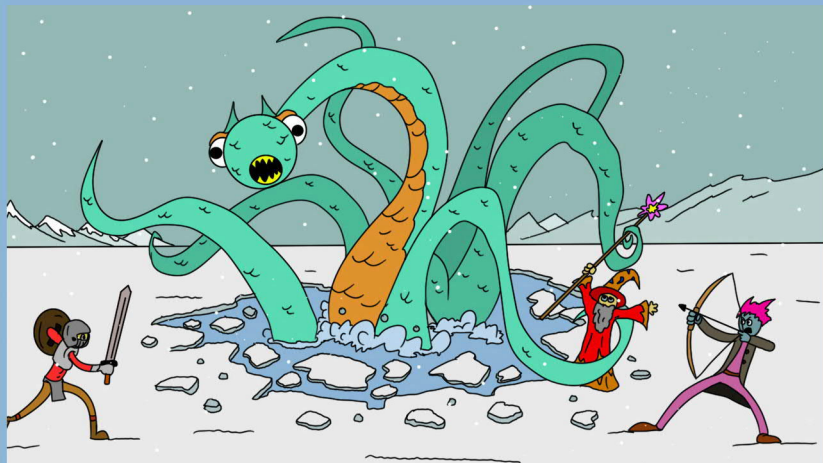


Far Away Land RPG

Adventure Module

Journey Into the White

by Dirk Stanley



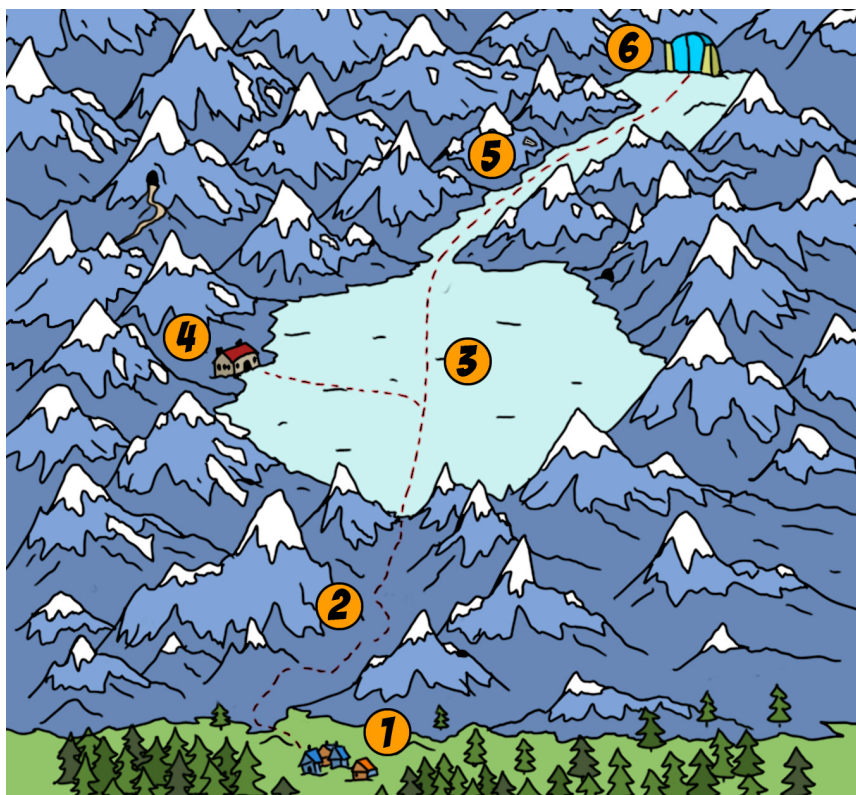
The frozen wastes of the north are no place for the weak of spirit. Grab your coat and your hiking gear and get ready to take a cold trip into an untamed land as you make your journey to the renowned Winter Tournament. In this Far Away Land adventure module your party will face all manner of terrible creatures as you walk headlong into a flurry of winter terror.

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

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JOURNEY INTO the WHITE



Overview

Journey Into the White is the first part of a two-part adventure. In this adventure the PCs take on the dangerous trip to the Glacierian Kingdom of Thanok where they will participate in a tournament (A5: The Winter Tournament). In this adventure the party will have to face terrible weather, the potential for getting lost, other travelers (who may be friend or foe), cold-blooded beasts, and maybe even some help. This adventure is designed to be the segue between the current location of the PCs and the Winter Tournament.

Hook

This adventure picks up wherever the PCs are located, preferably a small town or village. They may hear of locals talking about a blue-skin or an out-of-towner posting about a tournament. Even the least amount of investigation will result in the party finding an announcement that reads...

JOURNEY INTO the WHITE

Hear ye! Hear ye! The great King Thanok invites all wizards and warriors of the southern realms to attend the 357th Tournament of the North.

When: The Week of Skalos

Where: The Glacierian Kingdom of House Thanok

Who: All who are worthy!

Entry fee is 10 gold coins.

Beneath the advertisement is a map which marks the route from a village called Lowfrost to Thundra's Gate on the edge of the Glacierian Kingdom of Thanok.

A Brief Description of the North

The northern realms are cold and remote places. Beyond the village of Lowfrost, few have reason to tread. But, in the case of the PCs, they do have reason to venture forth and what they will find in these snowy lands are folks hardened by the icy winds, rugged and desolate monuments of stone and ice, bloodthirsty creatures, and maybe even some helpful souls who show mercy to wayward travelers. Rocky crags spire into the sky, their tops and crevices covered in white snow. The wind howls during the day and night. Storms rise up from nowhere and can last days or even weeks. This is a land few can survive.

In this adventure the PCs will find that they are always cold and as a result, perhaps more tired than usual. In Lowfrost they should be given the chance to gear up. Heating oil, blankets, tents, food rations, rope, picks and climbing equipment, lanterns, and good weapons are a must have for this rugged environment.

As long as the PCs stay on the map or take the advice of locals, they should have little chance of getting lost. If a storm comes up and visibility is nil, the PCs should take cover or risk exposure, exhaustion, or getting lost. If the PCs do get lost, they will find numerous caves and shelters (perhaps some bodies of fallen adventurers as well?) as they attempt to get back on the prescribed course.



JOURNEY INTO the WHITE

1. Village of Lowfrost

The village of Lowfrost is a quaint and quiet place that sees a good deal of traffic when the Winter Tournament is held. Many folks making their way to the tournament will pass through the village, picking up supplies and much needed resources as they move through.

Lowfrost is populated by elves, humans, glacierians, and even a few dwarves. The people of the village are welcoming of travelers as long as they behave (tourism is of vital importance to the village).

There are several inns and taverns, all of which are very similar and welcoming to guests. There are also outfitters, smiths, leather workers, candle makers, clothiers and various other equipment shops that buy and sell all sorts of wares.

2. Sacor Pass

In order to enter into the northern lands, the PCs must venture through Sacor Pass, a dangerous and ancient road carved into the mountainside long ago. While on the pass the PCs will face strong winds, crumbling stones, rockslides, and snow storms. The pass itself rises nearly one thousand feet and wraps precariously around mountain sides and peaks. The view is a real killer. Once through the pass, the PCs will make their way onto Lake Malor.

3. Lake Malor

Lake Malor is a frozen mountain lake. Most of the lake is covered in ankle deep snow. Winds from the mountains that surround the lake are constant as there is nothing to impede their blowing. Nights on the lake are cold and there is no shelter (as the lake is flat). There are sections of the lake that are wind swept with no snow which exposes the ice below. The PCs will discover the remains of several noknil frozen on the lake (and perhaps the remains of other adventurers as well). These noknil have already been looted of any valuables (except their hats).

As the PCs cross Lake Malor, they may notice something large moving beneath the ice (this is possible in areas where the snow has been blown free of the ice). They may even hear a rumble or an uneasy sound as the ice partially gives way to the thing moving below it. The PCs may even see a creature moving beneath the surface. This is the frigid cephalos and it will burst through the ice to ambush the PCs. Once on the surface, the creature will raise its head and thrash about with its giant tentacles. As it thrashes it will break apart the surface ice into large, floating chunks.

JOURNEY INTO the WHITE

4. Grim Dyer's Lodge

Grim Dyer is an old hermit who lives on the far edge of Lake Malor. Grim is hospitable and welcoming to guests. The PCs will find their host in good spirits and excited about tales from the south. The lodge is a large house surrounded by a tall wall composed of frozen earth, wooden stakes, and the skeletons of several dead wolvers. The party will find the lodge warm and inviting. The whole place is adorned in polished wood, fine carpets and tapestries, old paintings, and a multitude of guest quarters. While the PCs are in the lodge, they will receive warm beds and fine meals. These group meals are treated as parties of sorts and the demeanor is very light. Grim is very talkative. Talk of the outside world is generally cheery and any negativity that Grim displays is about things that happened long ago.

At night, as the blustery winds outside the lodge beat snow against the logs of the place, the PCs will be entertained by Grim's tales of past adventurers and strange lands. Grim will also warn the PCs about Lake Malor and Korlox Canyon. If they are in need of supplies, Grim will furnish some basics (such as food, ale, and maps). As long as the PCs are respectful of Grim, they will be welcome to stay at the lodge.



JOURNEY INTO the WHITE

5. Korlox Canyon

Korlox Canyon is a dangerous passage through the mountains on the frozen River Malor. The walls of the canyon are steep and icy. Loose rock and avalanches are common and make passage treacherous. If that wasn't enough, korlox inhabit portions of the canyon. These korlox often hunt atop ice steeds. Korlox are notorious for ambushing their victims from above, pushing boulders to crush their enemies, or hurling spears from hidden places. While there are other ways to Thundra's Gate, this is the most direct passage.

6. Thundra's Gate

After the PCs cross Lake Malor and venture through Korlox Canyon, they will come to Thundra's Gate. The gate is imposing in its structure. It is located in the cutout between two mountains and rises nearly two hundred feet high. The glacierians keep a full guard of soldiers at both the base of the gate and above. This is the entrance to the Glacierian Kingdom of House Thanok. If the PCs cooperate with the guards and explain their presence, that they have come for the Winter Tournament, the guards will eventually allow them to enter through the gates. Any rebellion or disrespect to the guards will most likely get the PCs killed. If allowed through the gates, the party will be given guest insignia to show they have come to participate in the tournament. It is mandatory that these insignia be worn at all times.

Weather Chart (d6)					
1	2	3	4	5	6
Snowy	Snowy	Windy	Freezing	Ice Storm	Blizzard



JOURNEY INTO the WHITE

Random Encounters

1	Other Travelers (friendly)
2	Other Travelers (unfriendly)
3	Frozen Travelers
4	1d3 Wolver
5	1d6 Korlox
6	1d6 Wild Ice Steeds

NPCs

Frigid Cephalos (18)

Enormous (+6), Monster

HP: 60, AC: 3, ACT: 8

BRT: 4, DEX: 4, WIT: 3

Tentacle Whip (2): 2d6 dmg. **Tenta-**

cle Squeeze (2): 2d6 dmg. **Bite (2):**

3d6 dmg. **Immune to Cold. Water**

Breathing.

The frigid cephalos is a feared hunter in the icy seas of the north. It generally preys on sea creatures as it roams beneath the ice but sometimes it will break through to the surface to devour that which walks on land (sometimes attacking ships as well). The frigid cephalos is highly intelligent and will use ambush along with its great speed and strength to take its victims off-guard. In combat, the frigid cephalos will use its tentacles to pull its prey toward its razor teeth filled mouth. It will thrash about, whipping at its enemies while snapping with its mouth. If all that doesn't sound bad enough it's giant-sized and protected by thick scaly skin too.

Glacierian Guard (3)

Average (0), Humanoid

HP: 14, AC: 2, ACT: 5

BRT: 2, DEX: 2, WIT: 1

Frost Blade (2): 1d6 dmg. **Re-**
sistance to Cold.

The Glacierian Guard are the highly trained and greatly respected guard of the Glacierian Kingdom. They are skilled warriors and carry frost blades

and don steel-ice armor which is adorned with signets of their individual houses as well as the kingdom of which they have been charged to protect. They often ride ice steeds.

Grim Dyer (15)

Giant (+2), Humanoid

HP: 36, AC: 2, ACT: 6

BRT: 4, DEX: 4, WIT: 3

Thunderous Blow (3): 2d6 dmg.

Dyer Clan Blade (3): 1d6+2 dmg.

Resistance to Magic. Immune to Cold.

Grim Dyer is half glacierian half frost giant. He is huge with blue skin, a long bushy beard, and thick tough hands. He built his lodge from trees that he pulled from the ground. He is good-natured and friendly. He loves stories and tales of the outside world. He dislikes large groups and stays away from crowds (hence his isolation). For food he grows bunt roots and purple stumps and eats wolvers and dire elk that he hunts.

Ice Steeds (4)

Average (0), Animal

HP: 16, AC: 0, ACT: 5

BRT: 3, DEX: 2, WIT: 0

Gore (1): 1d6+2 dmg. **Trample (2):**

3d6 dmg. **Immune to Cold. Mount**

Bonus: Riders get +1 die when attempting to control an ice steed mount. Riders take no unstable footing penalties while riding an ice steed.

Ice steeds are four-legged beasts of the north. They are covered in long, white hair and have curled horns on the sides of their heads. They make awesome mounts in snowy and icy areas due to their resilience and surefootedness. Riders get +1 die when attempting to regain control of an ice steed mount.

JOURNEY INTO the WHITE

Korlox (2)

Average (0), Humanoid

HP: 12, AC: 1, ACT: 5

BRT: 1, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

Missile Weapon (1): see below

Immune to Cold.

These pale creatures are mischievous and downright dangerous for the uninitiated. They cover their faces and heads with hoods, wear thick hides made of ice steed and other northern animals. They make their homes in isolated areas of the north and prey on weak or outnumbered victims who aren't expecting danger. Korlox prefer to attack from a distance by throwing rocks, pushing boulders, or launching spears from above to their enemies below. They will often attempt to surround their victims and overwhelm with numbers and surprise.



Travelers (Random)

The PCs may meet other travelers on their way to the tournament. These competitors may be friend or foe depending on the GMs choice and the direction of the adventure. It is up to the GM to flesh these NPCs out and make them fit not only this adventure, but perhaps the next as well (as they may be competing in the tournament against the PCs). If the party is struggling, these fellow travelers may befriend them and make the journey easier (and then what happens when they must face one another in the tournament?). Or, perhaps the party is having an easy go of the journey. Nefarious folks on the road may offer some spice to the journey and also create a lasting nemesis that can be faced in the tournament.

Wolver (9)

Average (0), Humanoid

HP: 22, AC: 0, ACT: 6

BRT: 3, DEX: 2, WIT: 1

Bite (1): 1d6*, **Claws (1):** 1d6 dmg.

Resistance to Physical Attacks. Immunity to Magic. Silver weapons do 2x damage.

Wolver are humanoid wolves. They frequent areas of the north and feed on most anything they can find and kill. In combat, wolver will often work together, attack their prey, and rip it to shreds, sometimes fighting one another as they feed. In combat wolver will wait for the perfect chance to strike (often when their prey is asleep or off guard). Silver weapons do double damage to these creatures. There is a 50% chance that a survivor of a wolver bite will transform into a wolver by the next full moon.

JOURNEY INTO the WHITE

Ideas and Opportunities

Lake Terror

As the frigid cephalos thrashes about it breaks apart the ice. Some PCs may go into the drink while others find themselves stranded on a broken chunk of ice. Imagine some archer or wizard floating along, shooting arrows or casting spells as the angry cephalos churns up the freezing water. Imagine her allies falling into the water. Should she continue attacking or save her friends?

Crumbling Lands

Sacor Pass is treacherous. Maybe the PCs have to make Brute or Dexterity checks to avoid falling, to hold on to rock after they have fallen. There are rockslides. Will the party escape? Will they jump free? All of these things can easily wipe out an adventurer. What if the PCs have hired help? This could be a great opportunity to get rid of some hired hands. It's a pretty horrific thing to watch as a party member plunges to his or her doom from a ledge. Make your players nervous.

It's Warm Inside

Grim Dyer's Lodge is a great place to hang out and heal up. This is also a great place for the GM to tell a few stories and expand the setting of their world and the campaign. The food is good, the drink is ale, and Grim is always happy to have lively guests. Grim is also an avid wargamer. He collects hand-carved miniatures and loves to play a game or two of table-top combat. Depending on the stay of the PCs (and the severity of their wounds from the first parts of the adventure), they may find they are staying a significant period in Grim's Lodge. Give them something to do. Make it cozy and fun.

Let's Tell Stories

Grim Dyer loves stories. In fact, he loves them so much he collects them. He may challenge the PCs to a story telling contest, the winner receiving a prize. These stories are told around a warm fire with lots of ale and good food. Perhaps your players would be interested in participating in this contest. What will Grim give the winner as a prize? Will they be able to use it in the tournament?

Friends or Foes?

Perhaps the party will discover other travelers on their way to the tournament. Will these travelers be friends or foes? Will they attempt to work with the party so that all can arrive safe or will they try and thwart the progress of the PCs and prevent them from reaching the tournament? This is a perfect situation for the GM to create some memorable NPCs that the party meets. The fate of these NPCs may not become clear until the end of the adventure. The GM should keep these NPCs in mind when running the next adventure (A5: The Winter Tournament) as the NPCs may be participating.

JOURNEY INTO the WHITE

Retreat!

It's highly unlikely the party will be able to defeat the frigid cephalos (in fact, it's meant to be a very difficult foe). They might want to escape (as the creature is sort of trapped in its ice hole). Sometimes retreat is the only way to survive.

Wolvers vs. Korlox

It would be pretty cool to have the party encounter some korlox, for everything to seem lost, and then, all of a sudden, a rogue band of wolvers attack the korlox. The party has a chance to escape or join the fight.

Notes on the Upcoming Winter Tournament

This adventure ends when the PCs enter Thundra's Gate. But the adventure is far from over. The Winter Tournament is adventure A5 in Far Away Land Adventure Module series. This adventure (A4) serves as the journey to the Winter Tournament. The tournament itself is a combat tournament that pits fighters and wizards from all over Far Away Land against one another. The tournament lasts for five days with a single winner being crowned. Combatants fight either until one opponent gives up or one is killed. But this is all in the next adventure...



Far Away Land RPG

Adventure Module

THE WINTER TOURNAMENT

by Dirk Stanley



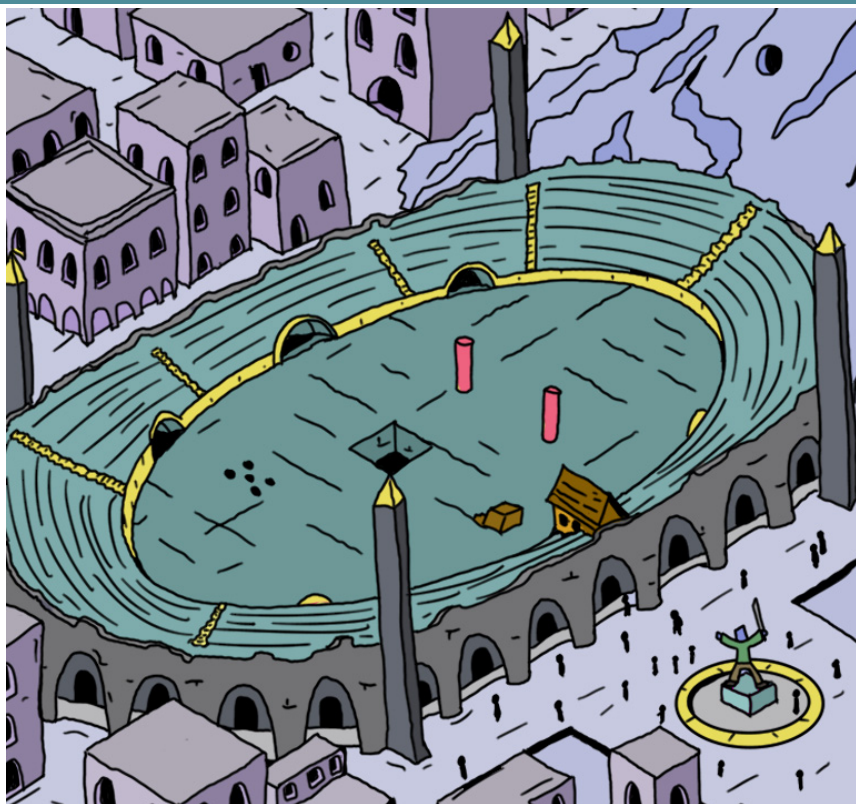
A plethora of combatants from all around Far Away Land have made the treacherous journey to the Glacierian Kingdom of Thanok. Now the Winter Tournament begins. Fight for glory. Fight for fame. Fight to survive! Victory will bring both riches and honor.

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

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THE WINTER TOURNAMENT



Overview

This adventure module can be used with adventure A4: Journey Into the White. Welcome to the Winter Tournament. This is where combatants partake in the age old tradition of arena combat in order to prove their strength, skill, and might. Each combatant squares off in a one on one match against an opponent in a fight for supremacy. There can be only one winner.

The City

The glacierian city of Mofrost is a fairly large settlement that swells to nearly five times its normal size during the winter tournament. The city is hewn from the surrounding mountains with many structures and residences being built directly into the mountains themselves. Those buildings not carved from the mountains are made of stone native to the area. All manner of services and resources are available during the tournament days. During the tournament, the city is full of celebrations, feasts, and parties. The city is also the hub of the Glacierian Order of Ice Knights as well as the main castle of King Thanok.

THE WINTER TOURNAMENT

The Arena

All fights in the Winter Tournament are fought within Grand Glacier Arena, a massive structure hewn from mountain stone. The floor of the arena has pits, special openings from which participants and various creatures enter the arena, spike traps, obelisks, and raised platforms, all of which can be used by participants in battle to gain an edge on their opponent. Surrounding the arena are the grandstands which seat thousands of cheering onlookers. In the center of the grandstands is the throne of King Thanok and his entourage.

Rules of the Tournament

When one of the participants “gives” or is incapacitated to the point of being unable to “give” (like from getting knocked out), the fight is over. It is possible that participants will be killed, especially the more stubborn sorts. There is no penalty for accidental death. If a participant kills an incapacitated adversary, they will be jailed in the city for a period of time determined by a Glacierian council. Breaking this tournament rule is heavily frowned on and carries a serious penalty.

Participants can wield any weapons or magic that they can carry in hand (some participants may have multiple hands and exploit this rule which is allowed by tournament guidelines). Spectators are aware of the danger of battles and watch at their own risk (as it is common for a rogue fireball or arrow to take out an onlooker).

The tournament is single elimination with losers out after a single loss. Winners go on to fight other winners until a single, undefeated victor remains. The victor is then crowned and given the tournament trophy.

Winter Tournament participants are not allowed to fight outside the tournament. Any participant caught fighting outside the tournament will be disqualified. If the participant is non-glacierian, they will be asked to leave the city, probably with force.

In order to win the tournament, the PCs will have to beat 4 or 5 different opponents (this is up to the GM). These opponents may include other party members (which is always awkward).



THE WINTER TOURNAMENT

Healers

Healers and wizards flock to the tournament to provide their abilities... for a price. Tournament combatants are often horribly injured and on site healing is a must. However, these services come at a high cost. Most in the healing profession will charge a minimum fee of 30 gold coins (depending on the severity of the wounds) per healing (whether it is by spell or other means). During the Winter Tournament, potions, salves, and other healing aids also have price increases. Basically, the Winter Tournament is a way for folks to make as much money in as little time as possible. The PCs should be prepared for those looking to rip them off, price gouge, and con.

The Black Market

While the tournament entertains countless fans, there is also a lot going on away from the tournament. The black market of Mofrost is alive and well and uses the tournament as a way to buy and sell various goods and contraband brought in from the outside. Much of what happens is away from public eye and done in a secretive matter. Locals of low morals or keen interests may be of benefit to PCs seeking stolen/cheaper goods or banned items.

The Gambling Ring

The Winter Tournament is famous for not only the fights within the arena but the gambling outside as well. Many a gambler will come to the tournament for this single purpose. Bets are made on tournament participants through legal gambling houses as well as illegal houses and guilds (often run by various glacierian guilds).

Outside Arena Fighting

While the main arena gets the most attention, underground fighting competitions that take place at the same time as the Winter Tournament also draw a crowd. Like the illegal gambling, these events often take place without the authorities' knowledge (or the authorities turning a blind eye during the tournament week). Unlike the main tournament, these smaller competitions are often brutal and without any rules at all. Participants are often killed or come up missing. The upside to all this is that there is money to be made on daily fights both in combat and in gambling.

Thieves

Thieves are everywhere during the tournament. Most are small time pickpockets interested in the easy mark. Others are more cunning and interested in more lucrative scores like: magic items, large amounts of money and jewelry, and other valuable goods. The large numbers of attendees and the lack of authority is a breeding ground for those who are interested in stealing.

THE WINTER TOURNAMENT

Winning the Tournament

The winner of the tournament gets a gold trophy valued at 5,000gp. The trophy is ornately decorated with motifs of combat and glacierian culture. The trophy is filled with a glacierian drink known as strugonz ale, a strong drink for warriors. During the victory ceremony, the trophy is presented to the winner by the Right Hand of the King (this is the king's number one servant). The winner is then allowed to touch the hand of the king. All of this is done before an audience of glacierian nobility and other onlookers. The ceremony takes place in the castle of King Thanok.



THE WINTER TOURNAMENT

The Participants

The Winter Tournament adventure module contains 14 NPCs that can be used as tournament combatants (GMs can also make their own if they wish). These NPCs are diverse and provide GMs with ready made adversaries for PCs.

When selecting PC tournament opponents keep in mind any NPCs from adventure module A4: Journey Into the White, any NPCs from within this module, and the PCs who will be participating in the tournament. It may also be beneficial to keep a bracket of participants (although the entire bracket doesn't need to be filled out – only important fights or PC fights).

Bad Robin (2)

Average (0), Humanoid

HP: 14, AC: 0, ACT: 5

BRT: 2, DEX: 3, WIT: 1

Blades of Zelco (2): 1d6/2d6 dmg.

Bad Robin is an elf warrior. He carries the Twin Lightning Blades of Zelco and uses them quite effectively in battle. He is loud and pompous and full of himself, often bragging during battle or belittling his opponents. Bad Robin is also a cutthroat and a thief. He is a known murderer and wanted in many areas far to the south. Defeating him (by death) in battle may also bring a reward to the PCs who return evidence that Bad Robin is dead. (This information could be gathered through side quests or behind the scenes.)



The Twin Blades of Zelcon wielded

by Bad Robin were forged from the essence of an electric elemental long ago. The blades do 1d6 damage when used as a normal blade type weapon. When crossed together, they create an electric bolt that can be thrown at a target doing 2d6 electric damage. The electric bolt is effective at close range.

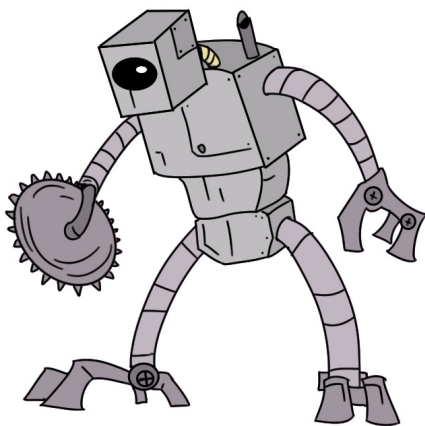


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Bonecrusher (5)

Giant (+2), Construct
HP: 30, AC: 3, ACT: 5
BRT: 3, DEX: 1, WIT: 1
Saw Blade (2): 2d6 dmg.
Clamps (2): 1d6 dmg.

Bonecrusher is a renegade construct designed by the mad dwarf inventor named Lom Ironstrut. Bonecrusher is a giant sized automaton. It wields a large circular saw blade which it uses to slice and dice its foes. Its remaining hand and feet are powerful clamp like appendages that can crush the bones of opponents (hence the name). When Lom Ironstrut created this metal monstrosity, he included an off switch in case Bonecrusher should ever need to be deactivated. This switch is located on the back of the construct's head and when activated, will shut the construct down.



Deuce (3)

Average (0), Humanoid
HP: 15, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 2
Hook (2): 1d6 dmg. **Scimitar (2):**
1d6+1 dmg.



Deuce the pirate poomkin is a renowned and famous sea traveler, vagabond, and generally nefarious fellow. In battle he uses his hook hand and his scimitar (along with his scathing pirate talk), each with which he is highly skilled. Deuce is all about money and fame. He has entered the tournament in the past only to be disqualified for fighting outside the arena. He is accompanied to the Glacieren Kingdom by several of his fellow pirates, each of whom has complete loyalty to their leader.

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Dom Gon (7)

Giant (+2), Humanoid
HP: 28, AC: 2, ACT: 5
BRT: 4, DEX: 2, WIT: 1

Chain Ball (2): 2d6 dmg.

Tired and depressed and bored with fighting, Dom Gon knows little else in life. He is good-natured and friendly and wants nothing more than to find friends. In battle he uses a gigantic ball and chain to bash opponents into mince meat. If the PCs are kind to him, he will repay them with loyalty and perhaps even join their party after the tournament.



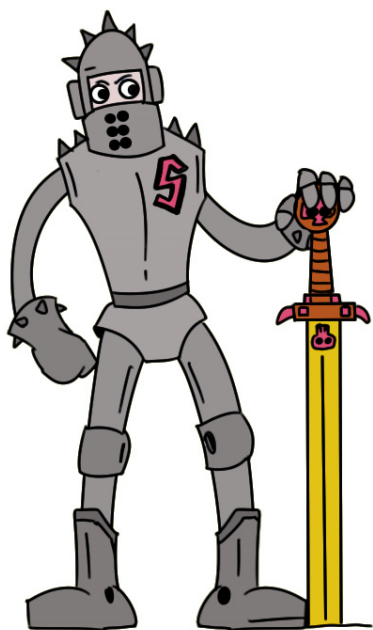
Duke Strathmore VII (6)

Average (0), Humanoid
HP: 18, AC: 3, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Kilarmee (2): 1d6+1 dmg.

Straight from the human city of Londol comes the arrogant and dastardly knight/noble, Duke Strathmore VII of the renowned House Strathmore. Strathmore is fully armored and carries his noble blade Kilarmee into battle. He is always out for the kill and has been disqualified from the tournament in the past for striking down an opponent who has already given up.

Strathmore is loud and obnoxious, often attempting to incite other participants to fight outside the arena walls. He is a well-known gambler and is disliked at the card table due to his temper and his habit of killing people who win.



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Durl Drollbeard (5)

Small (0), Humanoid

HP: 18, AC: 3, ACT: 5

BRT: 3, DEX: 2, WIT: 1

Sackjon Chimale (1): 1d6 dmg.

Durl Drollbeard is a drunken, angry dwarf. In combat he carries the singing hammer known as Sackjon Chimale which he uses to not only stun his opponents but to bash them into pieces. Drollbeard is known for his embarrassing defeats in previous tournaments which were all brought about by his drunkenness. Due to his foul mouth, his nearly indecipherable speech, and the fact that whenever he enters the ring he puts on one of the most entertaining (drunken spectacles) ever witnessed, Drollbeard is a perennial crowd favorite. If Drollbeard loses a match the crowd will boo and throw objects at the fight winner.



Foogus (4)

Average (0), Plant

HP: 16, AC: 0, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Trident (2): 1d6 dmg.

Poison Breath (1): Tiny radius. 1d6 dmg. (see below).



Foogus (sometimes known as Foogus Stinkshroom) is a mushroom folk from the underground mushroom city of Yort Rot. In battle he uses a traditional mushroom folk trident. He also uses a poison breath attack that both burns and chokes his victims. Foogus is known for his bravery and for slaying the giant Mot Thust in a previous tournament.

Foogus uses a poison breath attack. It will breathe a cloud of green, noxious gas into the face of an enemy who gets too close. This gas will cause skin burns if it touches exposed skin. The gas may also choke the victim resulting in dice penalties for its duration.

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Fruun Dalehorn (7)

Average (0), Humanoid
HP: 20, AC: 2, ACT: 5
BRT: 3, DEX: 3, WIT: 3
Morstrike (2): 2d6 dmg.

Fruun Dalehorn is a renegade orka who has abandoned the orka ways of knowledge and instead sought out power and glory by any means possible. He is a wanted criminal in Terezot (the orka capital) for numerous crimes including murder and attempting to incite a war.

In combat he uses the mighty blade called Morstrike to cut down his opponents. This is his first tournament and there is a rumor that on his way to the tournament, he defeated a party of would be competitors.



Furious Orange (5)

Giant (+2), Construct
HP: 25, AC: 3, ACT: 4
BRT: 3, DEX: 1, WIT: 1

Flame Thrower (2): Close range. 1d6 fire dmg. **Electro Shot (2):** Close range. 1d6 electric dmg.

Furious Orange is a strange creature from unknown realms. Until his appearance in the tournament, his existence has been unknown. Although huge in size, Furious Orange moves slowly in battle. This is because he is not what he appears to be.

On first glance, Furious seems to be a normal, giant-sized humanoid. If he takes more than half damage in battle, his true appearance (that he is actually an automaton driven by a noog noog named Blah) will become known. In battle Furious Orange attacks with what appears to be various magic spells (such as shooting fire and lightning). These attacks are merely part of the machinery as Blah knows no magic.



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Janok Iceblood (9)

Average (0), Humanoid
 HP: 22, AC: 3, ACT: 6
 BRT: 3, DEX: 3, WIT: 2
Rimjak (3): 2d6 dmg.

Janok Iceblood is a renowned and proud glacierian warrior who served on the glacierian front when his people battled the ice elves of the north. In battle he uses Rimjak, a heavy axe whose handle is made from the spine of a terrible monster called an ice rager.

Janok is the twelfth generation of his family to use Rimjak in battle. Janok is a crowd favorite and speculated by most to win the tournament and bring honor to the Glacierian Kingdom.



Joker Ace (5)

Average (0), Undead
 HP: 14, AC: 0, ACT: 5
 BRT: 2, DEX: 2, WIT: 2
Acid Flower (1): Touch range. 1d6 acid dmg. **Razor Knives (1):** 1d6 dmg.
Bite (1): 1d6 dmg. (see below)



Joker Ace is an undead human who still possesses his normal living mental faculties. He is a trickster and fights dirty in battle using a flower lapel that squirts acid, two razor sharp knives, and oversized clown shoes which contain hidden blades.

In battle he will attempt to bite his victims as well as stab and burn them. He cannot talk (only moans) and ap-

pears to be always smiling. Sometimes worms or spiders crawl through his tooth hole. If defeated in battle, his body will turn to dust.

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Katahawk (6)

Average (0), Humanoid
HP: 18, AC: 3, ACT: 6
BRT: 2, DEX: 3, WIT: 3
Swords (2): 1d6+1 dmg.

Katahawk is a female human ninja raised by agnuns. She is wholly loyal to her agnun superiors and works as an assassin for her masters. Katahawk is relentless in battle and highly skilled with her swords. She is dexterous and quick, cold and unfeeling and wishes only to win. Her goal is to become the tournament champion so that she might assassinate King Thanok.



Shawna Endrix (10)

Average (0), Humanoid
HP: 24, AC: 3, ACT: 5
BRT: 4, DEX: 2, WIT: 2
Veilsteel (2): 2d6

Shawna Endrix is a human warrior from Londol. She is loyal and tough. In battle she wears heavy armor and carries the Veilsteel, a famous mace that she won in combat when she defeated a bunch of noknils.

Endrix is reserved and focused. Those who show her loyalty and respect receive the same in return. She fights by the rules and seeks fame and glory only by honorable means.



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Zeezma (2)

Average (0), Humanoid

HP: 14, AC: 1, ACT: 5

BRT: 2, DEX: 2, WIT: 4

Magic (2): LVL 5

Staff of Hax (2): see below.

Zeezma is a female human wizard from the Order of the Single Eye (the symbol which is worn on her headband). She carries a magical staff in battle. Although she fights for her order, she secretly wants power and fame for her own. She is unknown to most in the tournament and much doubt is cast on her ability as she is so young. This doubt is misplaced however as Zeezma is powerful beyond her years and a fearsome fighter.

The Staff of Hax is a powerful magic weapon that can shoot fireballs (1d6 dmg.), lightning (1d6 dmg.), arcane projectiles (1d6 dmg.), create blinding light, and turn a target into a frog. Zeezma uses this staff as her primary means of attack. All spells are close range.



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Other Possible Competitors

The following is a brief list of other competitors the GM may wish to use or modify in the tournament (especially if more combatants are needed.)

Arestes: Elf poisoner who wants to sabotage the tournament.

Dal Toc R: Fierce blonin looking for a fight.

Fud Brainer: Dwarf with a huge mace.

Go Man: Part human, part construct sent by the Soracan.

Iron Morin: Human with a powerful suit of armor.

Keldok Coldstone: Glacierian wizard.

Mr. Dark: Numan warrior who uses psionics and a halberd in battle.

Moonwalker: Young human wizard.

Sail Mage: A seamerl mage.

Shona Easton: Human female who uses fans in combat.

Sorak Frostmane: Glacierian warrior.

Venux: Elf female who fights with a bow.

Ideas and Opportunities

A Plot to Kill

The competitor known as Katahawk has entered the tournament as commanded of her agnun superiors so that she might win and get close enough to assassinate King Thanok. The PCs may find out about this plot to assassinate when they overhear Katahawk speaking with a mysterious robed figure (a disguised agnun). If Katahawk wins the tournament, she will attempt to assassinate Thanok. If the assassination is a success, Katahawk will try to escape amidst the chaos. If the attempt is a failure (like the PCs intervene) then she will be caught and sent to trial. The GM may (or may not) find this an interesting side adventure for the PCs as it can bring about both mystery and intrigue. There is also the chance that the PCs become heroes by defending the king or tracking down the assassin.

Exploring

The PCs may wish to explore the city or the surrounding areas. The GM has free reign when it comes to providing these side adventures as this module does not cover such excursions. However, the PCs may find side quests, enemies, friends, mystery, and monsters around the next turn. The region outside the city is mountainous and harsh, full of terrible beasts and dastardly folk who scrape a hard living from the unforgiving ice. The PCs would do well to be aware of these hazards and inquire within the city before setting off on their own.

Get Money

Gambling is rampant and there are tons of ways to lose money (and maybe even make some). The GM can establish odds or create wagers based on fights if the PCs are willing to participate. The GM may also bring in gambling NPCs depending on the level at which the PCs wish to participate. Owing a gambling debt is taken seriously and failure to pay can result in severe problems for the

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PCs should they get in over their heads. At the same time, there are plenty of folks involved in the lucrative (and often seedy) world of gambling. The more dastardly PCs may find work or opportunities in these areas.

Oh Yeah! Pomp

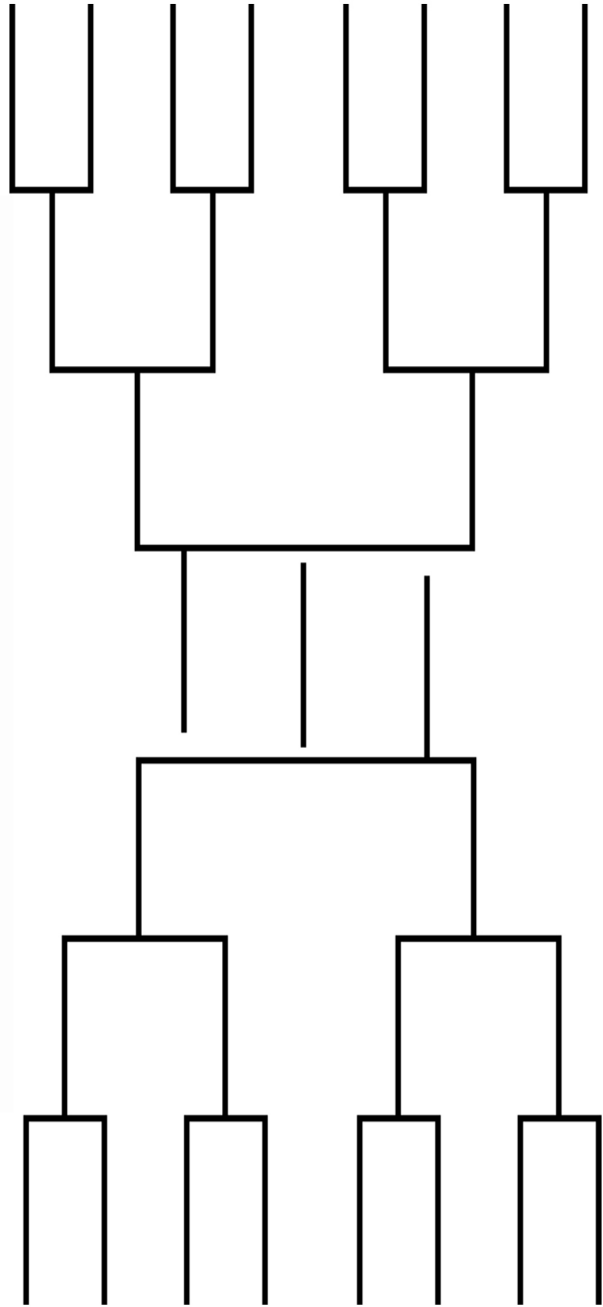
The glacierians are big on ceremony, and what better time for ceremony than the biggest event of the year. The tournament begins with a celebratory entrance of the competitors and King Thanok. This is followed by a feast and fireworks. The ceremony is lavish with glacierian dancers and previous tournament winners. Ancient glacierian statues are also carried in a solemn ceremony commemorating past awesome deeds. The GM is welcome to use this ceremony as a way to introduce the PCs to their competition and to create a bit of background and atmosphere to the setting.

Small Crowd, Big Fight

So, the PCs aren't content with the main tournament, or maybe they aren't even participating in it due to whatever. Enter in the countless pit fights and underground tournaments. These fights are often one off matches that pit two combatants against one another. Each may get paid a small sum, or perhaps only the winner - or maybe no payment at all? Small crowds gather for these fights. Gambling, black market trading and selling and other illicit dealings are common at these venues.



367th WINTER TOURNAMENT of the NORTH



Far Away Land RPG

Adventure Module

PAWNS and KNIGHTS

by Dirk Stanley



Welcome to the sordid world of pawn shops, big city life, and notorious balbergulb crime boss wannabes. The Pawns and Knights Pawn Shop is owned by the dastardly balbergulb Mus Sak and he is intent on getting ahead no matter the cost. Will you work for him and carry out his plans?

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

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PAWNS and KNIGHTS

Overview

Pawns and Knights is a mini-campaign set in and around the city of Londol. The PCs are employed by the dastardly balbergulb Mus Sak and take part in a variety of adventures. This is a very open-ended series of adventures and acts as a guideline for GMs and players interested in running a city/crime/betrayal type campaign. This adventure can also be used as a transition between adventures with the PCs participating only in certain elements of what is contained within these pages. This series of adventures can also be used as a background, down-time sort of campaign when the party is not involved in large or specific adventure. GMs should feel free to modify these adventures to fit any ongoing campaign their players are currently involved in.

Hook

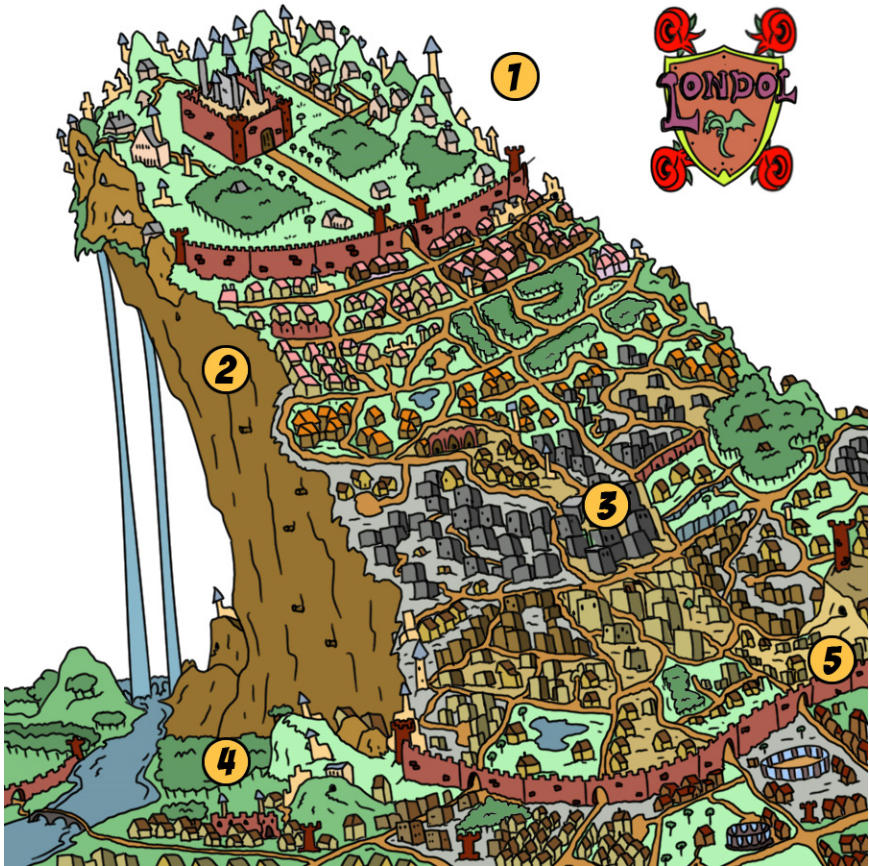
The balbergulb called Mus Sak owns a pawn shop in the human city of Londol. Mus Sak seeks hired hands to help protect his assets, take care of his light work, and retrieve items he gets word of through his web of ne'er-do-wells, spies, and informants. He has put up signs and sent out the word that he is looking for employees who are willing to risk life and limb for payment.

Londol

Londol is a grimy and dirty city filled with chimneys, mud, soot, rapsclallions, crime, and greed. It is the largest human city in Far Away Land and came to Far Away Land during the Boom War (from the world called Urth). The city itself sits on a slanted plateau of earth and rock which was pulled through a fissure during the Boom War. This plateau rises nearly one thousand feet above the forest below. A river pours from the edge of the plateau creating twin waterfalls.

The city of Londol is divided into five boroughs: The Upper, The Lower, Makers, Strikers, and Melton. The Upper sits at the top of the plateau and provides homes to many of the city's wealthiest inhabitants. The Upper is protected by a wall with several guarded gates. The Lower sits in the middle of the plateau and is home to most of the merchants and laborers of the city. This area is run by an assortment of organized criminal groups such as the Red Hats, the Barney Boys, the Priests, Kango's Lot, and several others. Makers is located toward the base of the plateau and features lower income housing and merchants along with some specialty shops. Crime is high in this borough and gangs are plentiful. Strikers and Melton are areas settled after Londol came to Far Away Land. Both of these areas are walled and provide direct passage to the old city and the plateau. On the outskirts of Strikers and Melton are the farmlands of Londol which are surrounded by the forest and guarded by the Londol walls and gates. These rural areas are protected by the city proper, watched over and patrolled daily by the Londol Guard.

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City Map of Londol

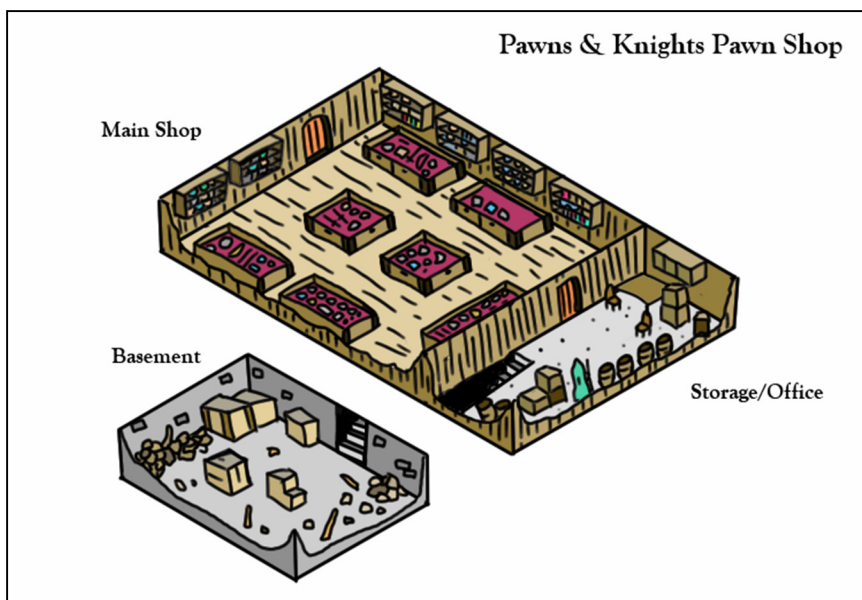
Londol is the largest of human cities. It holds a population fearful and afraid of what monsters and other horrors lurk beyond the city walls. The city itself is a rough, urban wilderness full of thieves, cutthroats, gangs and corrupt politicians. It has sprawling streets and alleys, abandoned buildings and dangerous subterranean labyrinths. This map shows the five major boroughs of the city.

1. The Upper
2. The Lower
3. Makers
4. Strikers
5. Melton

PAWNS and KNIGHTS

The Pawn Shop

Mus Sak's pawn shop is called Pawns and Knights and it's well known by those who operate outside the law. Mus Sak uses the shop as a way of moving stolen goods and contraband. He also sells legal and legitimate items. The shop sees a fair amount of traffic and features both common and rare goods (many of which were gained by shady means). Mus Sak's shop is located in the Makers borough of the city. Mus Sak hires his own thugs to guard and patrol the premises at night.



Lodging

Mus Sak will provide the party with lodging (at a price of course) if they are willing to work for him. However, the PCs are free to find their own lodgings in Londol. If the party takes Mus Sak up on his offer, they will be provided a space in the basement of the Pawns and Knights. The space will need to be cleaned before being habitable as there are bunches of refuse, old boxes, crates, busted wood, and other remnants of storage that once graced the area. If the PCs take Mus Sak up on his offer and decide to clean the place, they will discover half a treasure map among the debris. Mus Sak is unaware of this piece of the map. The other half of the map hangs in the shop itself with the hefty price tag of 1,500gp.

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Law in Londol

The law in Londol is upheld by the Coppers. These are selected men and women, all of whom are human and have sworn an oath to protect the city from law breakers. The Coppers are known not only for their brutality but also for their corruption. Many take bribes and work for crime organizations and consortiums. The Coppers take their names from the copper badges they wear.

The Londol Guard is the military agency that protects the town from outside threats and from large scale inside threats (such as ongoing gang warfare). The Londol Guard is held to a much higher standard than the Coppers and therefore are unlikely to be bribed or easily corrupted. Their primary job is to protect the city from outside threats.

In-between Adventures

The party won't always be on an adventure. Sometimes they will have free time to sit around, play Scargles, explore the city, get in fights, look for other work, etc.. The adventurers may even go off on their own and use Mus Sak as an employer for their freelance work. The GM can decide how to weave this module seamlessly into an existing campaign or an already ongoing adventure.

The following is a brief list of small, in-between adventure ideas and events that can be used to flesh out the time the PCs spend working for Mus Sak.

- 1. The Thieves Guild:** One of the PCs is robbed (pocket picked? violent robbery?) and the finger points to the thieves guild known as the Crooked Eye.
- 2. Violence in the Streets:** Londol is filled with crime. Do the PCs witness any crimes? Do they step in or turn a blind eye? Are they themselves victims of a crime?
- 3. Rich Folk Lose Things Too:** The PCs encounter a rich citizen of the city. This person has lost an item and the PCs recognize this item as being in Mus Sak's shop. How do they react?
- 4. Eew, Sewers:** The sewers of the city are infested with vermin of all sorts (a lot of ratlings call it home). Maybe one of the PCs is captured or lost in the sewers? Maybe there is a reward for the rescue of a child/loved one reported lost in the sewers.
- 5. Bulletin Board:** With the abundance of crime in Londol and lack of authority, some folks in the city have taken it upon themselves to rid the city of criminals. As such, bulletin boards and wanted postings have been created around town. These boards feature criminals and clues as to where to find these lawbreakers. Rewards are also posted. Bulletin boards also post jobs, wanted ads, and looking for ads. They are used by both criminals and non-criminals.
- 6. Pawn Shop Work:** If the PCs gain Mus Sak's trust, he may allow them to work part-time in the pawn shop. This is especially the case if they have any knowledge of items, lore, history, etc.. Pawn shop work will consist of people buying and selling goods.

PAWNS and KNIGHTS



The Adventures of Pawns and Knights

Mus Sak has taken on the adventurers as part of his growing army. He gets his information through his web of contacts and uses this information to stay one step ahead of the game. However, in recent months the balbergulb has seen shifts in power and realizes that his tiny empire is on the downturn. He has sought outside help from experienced mercenaries (the PCs in this case) to go after larger scores while helping to secure the side projects (such as gambling, racketeering, petty theft, etc.) that he already has running. Mus Sak will give the party as much information as they need and nothing more. He answers most questions indirectly and uses vague statements and clichéd speech to make his points. The PCs will find that the longer they are in his service, the more agitated he becomes. The PCs will also find that Mus Sak may ask them to perform actions that go against their principles. When the PCs seem reluctant, Mus Sak will increase the reward. If the PCs decide to run off with the loot from an adventure, they will be sought after by Mus Sak and his henchmen.

PAWNS and KNIGHTS

1. Wagonload of Trouble

Word has come in through Mus Sak's contacts that a caravan carrying valuable goods from Londol to Drake was intercepted by noknil. Only a single survivor managed to escape. The survivor sent word that one of the wagons had broken free of the caravan, the cow steed running wild. He said the cow steed ran directly into a swamp and drowned and that the wagon still sits there, half under the muck, full of whatever was being delivered. Mus Sak will tell the party that other interested parties have probably already been informed and they should be wary on their way to retrieve the goods.

The PCs may encounter another interested party as they go to retrieve the goods. This party will most assuredly work for Mus Sak's rival balbergulb and pawn shop owner, Guts Guts.

The goods include several rolls of expensive fabrics, a chest of coins worth 1,200gp, a bag of gems valued at 800gp, and several pieces of jewelry which have a combined value of 500gp.

It is possible that during this adventure the party comes across several noknil still in the area.

2. Gom's Gem

A half-blind giant named Gom lives a day's walk from Londol. Mus Sak tells the PCs that the giant stole a valuable gem several months back. Mus Sak wants the gem back and is willing to pay the adventurers if they can retrieve it. He makes sure to tell the PCs that the giant is violent and that under no circumstance should they speak with the creature.

Twist: Gom didn't steal the gem. He was once an employee of Mus Sak. Mus Sak made the giant a promise of payment for a job. When the job was completed, Mus Sak refused payment. When the balbergulb refused to pay, Gom took the gem as rightful payment. As Gom was leaving, he was attacked by Mus Sak's thugs and blinded in one eye.

If the PCs enter into any dialogue with Gom notifying him who they work for or what they want, Gom will most likely tell the story of why the gem is his. If the PCs outright attack Gom, he will fight back and do his best to escape.

3. Stay Close

Mus Sak has a shipment of goods to be transferred to a buyer in the town of Drake which is several days journey from Londol. Mus Sak is afraid that his rival (Guts Guts) may stage an attack on the caravan and attempt to steal the goods. Mus Sak wants the adventurers to accompany the caravan, protect it if anything should happen, and collect payment once the goods are delivered to Drake. Mus Sak's rival balbergulb pawn shop owner Guts Guts is the buyer.

PAWNS and KNIGHTS

This mini-adventure requires the PCs to prepare for a trip, camp several nights during the trip and remain vigilant while on the road. There is the chance that they are attacked by highway robbers, thug hirelings of Guts Guts, or random creatures in the wild. The party may have to deal with inclement weather, finding shelter, setting up camp, and staying on guard at night. If they make it to Drake, they will experience no incidents while in town (but perhaps on the way back?).



4. Winner Winner Cow Steed Dinner!

Mus Sak has his flippers in just about everything, including gambling on cow steed races. Lately though, a rival balbergulb merchant named Guts Guts has been muscling into Mus Sak's gambling operations, even going so far as to take Mus Sak's winnings by use of force. Mus Sak wants the PCs to follow the money and make sure that none of Guts Guts' men try and get their hands on what doesn't belong to them.

If the PCs stir up trouble in public, they may encounter the Londol Coppers. If they run into the would-be thieves away from the public, they should be prepared for a thug fight.

PAWNS and KNIGHTS

5. Mus Fought the Law and the Law...

Mus Sak is in trouble with the Merchants Guild of Londol for evading guild payments, failure to abide by guild laws, and advocating non-guild centered merchant activities. He believes that Guts Guts is behind the mutiny and he wants something done about it. Mus wants the PCs to break into the Merchant's Guild and destroy the evidence that he is guilty. After they take care of that, he wants them to travel to Drake and put a blade in Guts Guts.

If the PCs decide to take on this job, they will be breaking the law for sure which means they will most likely have the Coppers and the Londol Guard after them. They will also be wanted by the Merchant's Guild of Londol which is a powerful governing body throughout the human kingdoms. The reasoning behind this is that Mus Sak's crime organization is composed of greedy, self-serving thugs who are always willing to sell a bit of information for the right price. The PCs will be ratted out for sure.

If the PCs get away with destroying the evidence and decide to take on the job of getting rid of Guts Guts, they will have to travel to the town of Drake where Guts Guts makes his home. Guts Guts will most likely offer the PCs a large sum of money to work for him and explain that Mus Sak will soon be going to prison as will all of those associated with him. The outcome here is open-ended and left up to the GM as to how events will unfold.

Mus Sak's Operation

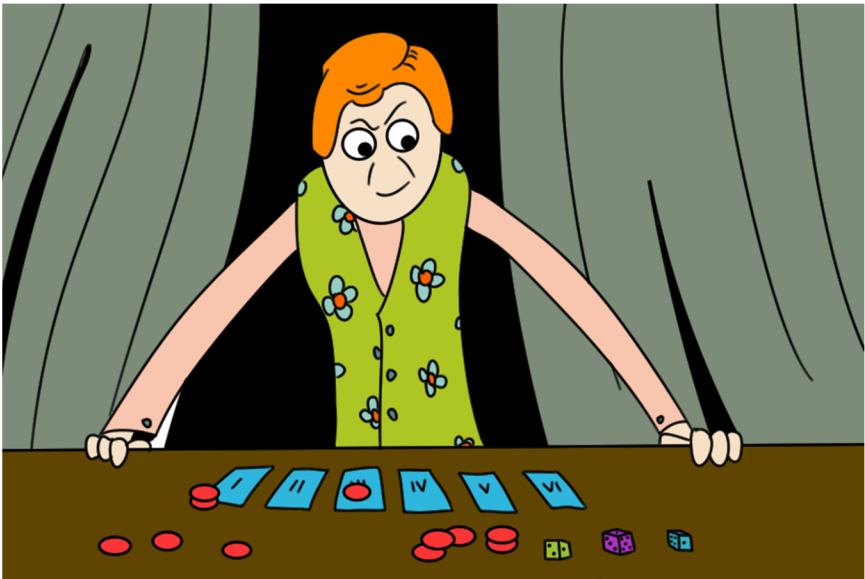
Mus Sak is a conniving, small-time, dirty cheat who loves gold and has a greedy streak the size of a dragon. He has burned many bridges in his days and is teetering on the edge of complete failure. The PCs should not know this as Mus Sak comes off as a businessman, a tough sort of fellow whose size and balbergulbness is quite intimidating. However, much of this is a front. While Mus Sak can be violent, he is a poor businessman and has made a lot of enemies including several prominent Londol folks as well as other pawn shop owners, not to mention the Merchant's Guild who has been keeping a close eye on Mus Sak for nearly a year.

Part of Mus Sak's problem is that he abuses his employees. The PCs will find that Mus Sak is reluctant to pay what he promised and will do whatever he can to not pay. He will also make promises that he can't (or won't) keep. The GM should increase Mus Sak's reluctance to pay the PCs with each job. Basically, the balbergulb should be a bad boss and become more and more difficult to work for.

PAWNS and KNIGHTS

The Game of Scargles

Scargles is a simple dice game created by pirates in the Murdertime Islands which came to the mainland and is now heavily played in Londol. The game is played with three dice, each of which has six sides. (In authentic Scargles, the dice should be carved from the bones of an enemy.) There are six markers on the game board, each of which has a number from 1 to 6. One player (or the house) places the three dice in a cup and shakes them. The remaining players place bets on the game board numbers from 1 to 6. The house then rolls. If the number on which the player has bet is rolled once, the player receives 1:1 winnings. If the number comes up twice, the player receives 2:1 winnings. If the number is rolled on all three dice, the player receives 3:1 winnings. If the number does not appear, the player loses the bet. Players can place multiple bets if they wish.



Random Encounters

Because of the number of random encounters included in this adventure module, the GM will need to use the Tome of Awesome (Creatures Vol. 1) to provide the stats for the encounters listed below. These random encounters are optional.

Roll	Random Encounter
1	Earth Elemental (1)
2	Harpy (1-2)
3	Noog Noog (2-12)
4	Ratling (1-6)
5	Violet Hare (2-12)
6	Winged Hairy (1-6)

PAWNS and KNIGHTS

NPCs

Gom (8)

Giant (+2), Humanoid

HP: 22, AC: 1, ACT: 5

BRT: 4, DEX: 2, WIT: 2

Club (1): 2d6 dmg. **Throw (0):** 2d6 dmg.

Gom is a hill giant who used to work for Mus Sak. When Mus Sak refused to pay him for a job, he took a gem from the balbergulb and lost an eye in the process. Gom has a strong hatred for Mus Sak. In combat, the giant will attack with his trusty club or try and crush his enemies with a large item (like a rock or log) from a distance. If the PCs manage to speak with Gom in a conversation, they will learn of Mus Sak's betrayal.

Generic Thugs (1)

Average (0), Humanoid

HP: 8, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

Balbergulbs use human hirelings to carry out their schemes. These hirelings are common thugs looking to make a quick coin at the expense of others. They will follow their boss's commands unless their life is in danger. They will defend their boss. They can be bribed for the right price.

Guts Guts (7)

Giant (+2), Monster

HP: 25, AC: 1, ACT: 6

BRT: 2, DEX: 1, WIT: 3

Bite (1): 1d6 dmg. **Tongue Lash (2):** 1d6 dmg. **Poisonous Secretion:** LVL 6.

Better Hearing. Immunity to Poison. Resistance to Magic. Resistance to Mind Control.

Guts Guts is a rival balbergulb pawn shop owner who does business in human areas. He is the arch enemy of Mus Sak and a better businessgulb.

Guts has a small group of hirelings who carry out his dirty work. Guts Guts tries to avoid direct combat and instead uses subterfuge, assassinations, poisoning, and other clandestine methods to get rid of his enemies. In combat, he will command these minions to protect him.

Highway Robbers (1)

Average (0), Humanoid

HP: 8, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1):

1d6/1d6+1 dmg.

Highway robbers roam the human lands looking to ambush and rob those who travel through their territories. The highway robbers are humans who live in small camps in the wilderness. Most are interested only in obtaining goods and will refrain from killing. They rely on cunning and stealth when surprising their targets. They will often use traps to destroy wagons and injure cow steeds.

Londol Coppers (2)

Average (0), Humanoid

HP: 12, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

Londol Coppers are the main authorities in the city of Londol. They are basically hired thugs who have been given a copper star badge (hence the name coppers) and ordered to keep the peace.

PAWNS and KNIGHTS

They are known for their corruption and abuse of power. Coppers travel in groups of two or more. They will use unnecessary and excessive force when subduing a criminal.

Londol Guard (4)

Average (0), Humanoid

HP: 15, AC: 2, ACT: 5

BRT: 2, DEX: 2, WIT: 1

Light/Heavy Weapon (1):

1d6/1d6+1 dmg.

The Londol Guard is the military force of Londol and is made up of trained soldiers who patrol the streets and defend the city. The Guard is known for its dislike of outsiders, especially in more affluent neighborhoods of the city.

Guards move in groups of at least three. They are armored and equipped with weapons which they will use. They are difficult to corrupt and refuse to take bribes (as doing so puts their lives on the line).

Merchant Guild Guards (2)

Average (0), Humanoid

HP: 12, AC: 2, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light Weapon (1):

The guards of the merchant guild are hirelings charged with defending guild property and upholding guild laws. They work with the Londol Coppers and have a good deal of authority when it comes to guild matters. Merchant guards keep a keen eye out for those who trespass or cause problems with guild member properties. They also collect guild taxes from members. They can be bribed.

Mus Sak (7)

Giant (+2), Monster

HP: 25, AC: 1, ACT: 6

BRT: 2, DEX: 1, WIT: 3

Bite (1):

1d6 dmg.

Tongue Lash (2):

1d6 dmg.

Poisonous Secretion: LVL

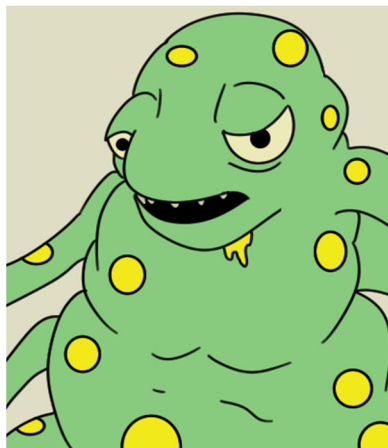
6. Better Hearing. Immunity to Poi-

son. Resistance to Magic. Resistance

to Mind Control.

Mus Sak is a balbergulb and the owner of the Pawns and Knights Pawn Shop in Londol. He is highly corrupt and has many enemies inside and outside the city.

Mus Sak is the archenemy of the rival pawn shop owner, Guts Guts. Mus Sak employs numerous hirelings who carry out his dirty work, retrieve and sell items for the pawn shop, and behave in generally nefarious ways around the city.



PAWNS and KNIGHTS

Noknil (1)

Size: Average (0), Archetype: Humanoid

HP: 10, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1): 1d6/1d6+1 dmg. **Hive Mind:** Noknil can communicate telepathically with other Noknil. They also feel, sense, and share experiences with nearby noknil.

These noknil have wandered into human territory as scouts looking for possible targets for a future noknil invasion. Along the way they attacked a caravan they came across. If confronted or even seen, the noknil will attack and fight to the death. They all carry various sized axes.



Ideas and Opportunities

Betrayal

Perhaps the PCs are the lawful sort, the sort who dislike crime and those who commit them. Maybe they decide they can do the city of Londol a favor by blowing the whistle on Mus Sak? Maybe they decide they can get paid while doing so? (The later option for the less scrupulous, opportunity driven PC.)

The Gang's All Here

The seedier parts of Londol are overrun with gang activities and gang-related crime. The PCs may get involved in this purposely (like seeking out gang adventures) or inadvertently (like being robbed or assaulted or even caught in the midst of a gang war).

Join Us For Revenge

So, the PCs talk to Gom and feel for him. They come to realize that Mus Sak is basically a no-good kind of guy and he needs to be brought down. Gom wants in so he can pay his old boss back and get some vengeance for his missing eye. What say the PCs? Do they make a new (big) friend?

PAWNS and KNIGHTS

Take the Money and Run

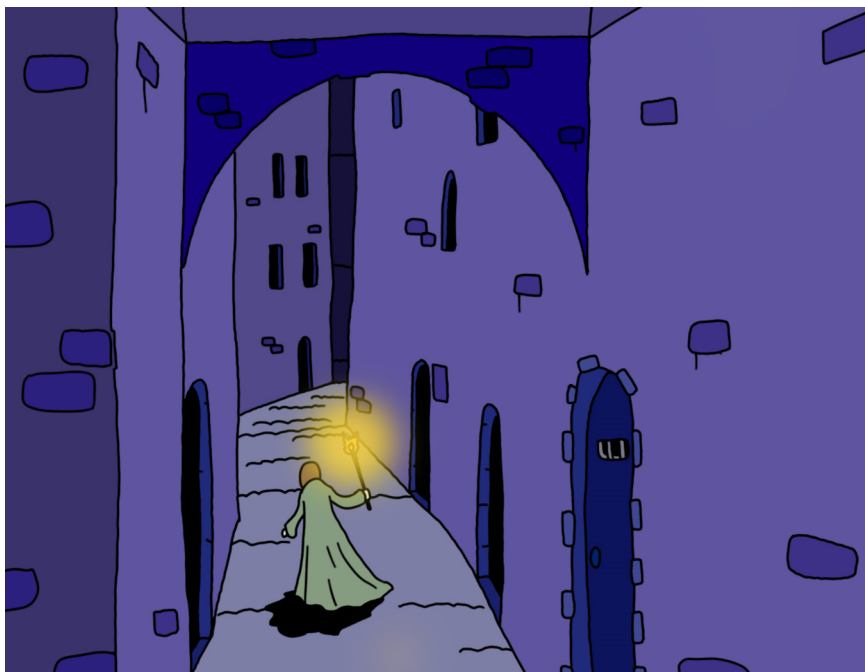
Mus Sak is a tough dude to work for: poor wages, poor living conditions, constant crime, threats, and to boot it all, a raging temper. The PCs may find an opportunity to get out while they are ahead because staying with this balbergulb is likely to lead to prison, or worse. If they decide to do this, (especially if they remain in Londol) they will feel the wrath of the balbergulb as he does not take kindly to being deceived.

Treasure Awesome

Half a treasure map is like having no map at all. Getting the other half can be an adventure in itself. Once the map is complete, where does the map lead? This is the perfect opportunity for a side adventure away from the pawn shop and the city. The price is fairly hefty on the half that Mus Sak is selling, but that doesn't mean it has to have that value. Remember, Mus Sak is not to be trusted.

Workforce Pride... or Not

The PCs are working for Mus Sak, buying and selling goods in the pawn shop. This might be a great opportunity to have some weird stuff come in - things like rare items, magic items, cool weapons, etc.. This might also be an opportunity for the PCs to make their own connections, buy items behind Mus Sak's back, work their own angles, etc.. The focus on these events will be less combat based and more social in nature. Diplomacy, haggling, bribery, conning, lying, bartering, and other social tactics can all be employed.



Far Away Land RPG

Adventure Module

TEMPLE of ZOKO

by Dirk Stanley



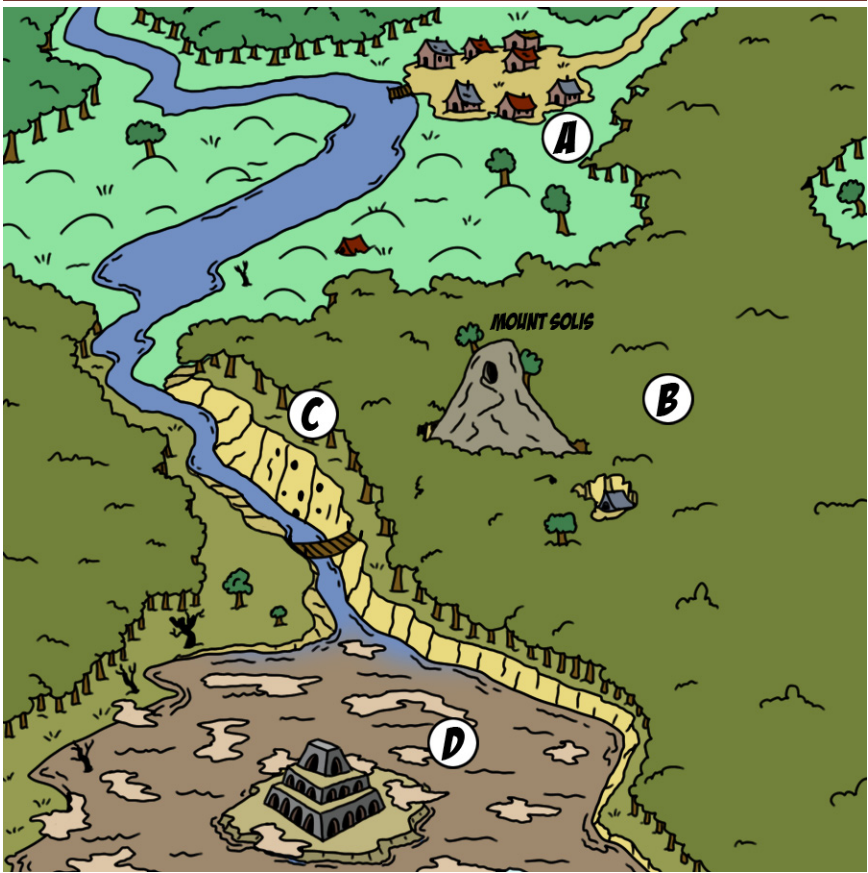
Take a rowdy ride down a mysterious river as you search for the temple of the demon Zoko. Face river pirate elves, a cyclops guarding a mythical blade, angry squarks in cliff face caves, goabs, lake phantoms and finally, denizens of the Abyssmalsphere. Will you survive this perilous quest or become demon fodder?

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

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TEMPLE of ZOKO



Hook

The PCs have attained a map that supposedly leads to a mysterious temple (and possibly treasure). They have made their way to the starting point on the map, the orka village of Yaw.

Legend

The Duldron river is a long winding river steeped in lore and myth. While much of the river is wide and lethargic in its flow, the southernmost part of the river runs through forest and eventually between the sheer, steep walls of the Echo Canyon. It is this part of the river that is steeped in myth as it remains largely unexplored and unknown. At the mouth of the river is a lake called Urugun that is said to be haunted. Legend has it that an insane agnun sorceress named Thrana built a temple to summon the demon Zoko so that she might learn evil magic. Shortly after building the temple, Thrana successfully summoned, and was subsequently killed by Zoko.

TEMPLE of ZOKO



The River

a: Village of Yaw: Quiet and quaint. Easy-going and friendly. Predominantly composed of orka farmers and fishers who are welcoming to outsiders.

b: The Forest: Thick, dense, and dark. Filled with all sorts of terrible beasts... and goabs.

c: Echo Canyon: Steep walls and rough water. Caves in the cliff faces. Elves live in the woods atop the cliffs. Squarks live in caves in the cliff face.

d: Lake Dread: Misty and creepy. Moans and howls fill the air. Phantoms rise up from the water and attack those who dare to enter. Most life within the lake has been destroyed by Zoko the Twisted.

River Scenarios

The following are a series of river scenarios that the GM could employ as the PCs make their way to the Temple of Zoko. All or none of these can be used or the GM can insert her own scenarios into the adventure. A short list of extra scenarios have also been included.

Finding a Guide: An orka river guide named Benthorn is willing to lead the PCs down river... for a price. Benthorn's price will require negotiations but ultimately he will aid the PCs through rougher passages of the river.

Hiring Hirelings: While most in Yaw are interested only in the monotony of daily village life, some are willing to venture forth into the wild. If the PCs seek hirelings, they will find 1d3 willing to take the risk... for a price of course.

River Wreck: A ship has run aground near the edge of the river. Goabs are looting the ship. Several poomkin have been killed. Several poomkin are being held captive.

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River Pirates: These elfin river pirates are interested in stealing most anything of value. They like to be sneaky. They will attempt to surprise their enemies (usually at night). They use tiny, quiet boats. They wear tiny, quiet boots.

The Forest Witch: A friendly witch (as long as the PCs are friendly folk) named Grizela lives in a small cabin near the edge of the river. She will ask the PCs a riddle and if they answer correctly, she will give them a potion but she will not tell them what the potion does. The witch will offer the PCs food and shelter.

Mount Solis: An old cave contains the remains of the catling Barry Mit-tens and his renowned sword Oramor. Goabs live in the woods. A cyclops lives in the cave and keeps the sword as his beloved treasure.

Extra River Scenario Ideas

1. While on the river, the PCs are attacked by a river beast.
2. The PCs have to brave rapids and steer the boat to safety or face losing their vessel.
3. As the PCs make their way down the canyon, wild elves fire arrows at them for sport.
4. Storytelling aboard the boat, especially on a rainy night or as the sun sets.
5. Caves in the canyon walls are the homes of squarks and may hold both secrets and treasure.
6. There are squarks who live in the canyon walls and they are not welcoming to trespassers.
7. A river merchant has strange stories and even stranger items for trade.

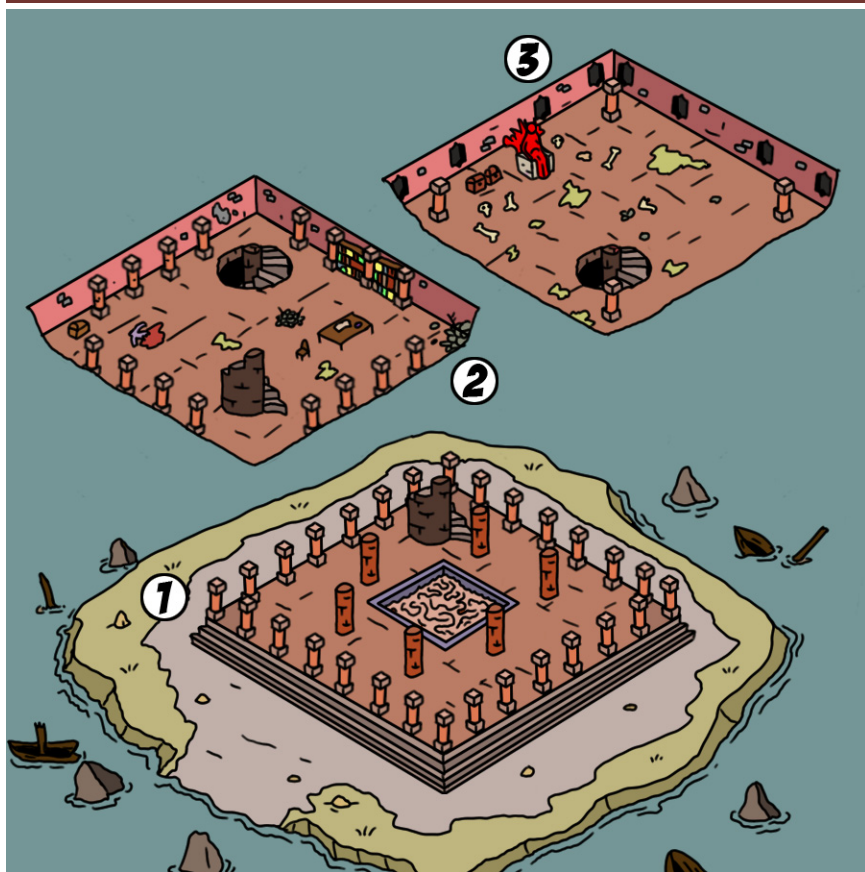
River Weather Chart (d6)					
1	2	3	4	5	6
Sunny	Cool	Rainy	Humid	Stormy	Foggy

The Temple of Zoko

The Temple of Zoko sits in the center of a small island that is mud-covered and smells of fish and death. The sky is obscured by thick fog that moves in waves. Several small ships lay sunk around the island. The Temple of Zoko is square in shape and made of slick gray stone which is covered in slimy fungus and lichen. Inside, a series of spiral staircases lead from the ground floor to the uppermost floor. The ground floor is exposed to the outside while the uppermost floors are walled in. It is a scary, creepy, spine tingling sort of place.

1. Chamber of Souls: Creepy and not a place you want to be. Mist hangs in the air. The outside of the Chamber of Souls is open to the air. Stairs lead up to the foundation of the building. Columns surround the perimeter. A pool of abyssmal essence is in the center of the room. Anything (non-demon) falling into the pool takes 1d6 damage per round. Tiny, weak demons lurk about this

TEMPLE of ZOKO



chamber, sometimes bathing in the essence. Stone pillars surround the pool. A spiral stair case of stone leads up to the next level of the temple.

2. Demonic Chamber: Once the living quarters of Thrana, this level of the temple has since become the home to various demons who entered Far Away Land when Zoko was summoned. These creatures hang about the place moaning and being in general torment. Old book shelves with ancient tomes sit on one wall. A large table and chair sit rotting. Demonic symbols adorn the room. The remains of several creatures are on the floor. There are no windows in this room. A spiral staircase of stone leads up to the next level.

3. Zoko's Chamber: When not out hunting on the shores and within the forest near Lake Dread, Zoko sits upon his evil throne. Several chests and boxes are scattered about the room. Some of these are filled with valuable items the demon has taken from its victims. Bones and other remains of once living creatures are all over the place. It is a place of terror. There are small, open windows in the walls.

TEMPLE of ZOKO

NPCs

Benthorn the Orka Guide (4)

Average (0), Humanoid

HP: 18, AC: 1, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Halberd (2): 1d6+1 dmg. **Night Sight.**

This wild pioneer of an orka is the only guide in the village of Yaw with the guts to take the party down river. He expects a fair wage and will work hard. He is knowledgeable of the river and the lore surrounding the entire area. He is a well-trained fighter and can swing a halberd with the best of them. He is known to enjoy orkish ale (sometimes a little too much).

Demon (Weakling) (3)

Average (0), Demon

HP: 10, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Claws (1): 1d3 dmg. **Bite (1):** 1d3 dmg. **Fire Breath (1):** Close range. 1d6 dmg. **Magic (1):** LVL 1, **Demonic Telepathy, Control Lesser Demons** (LVL 1 demons only), **Immune to Heat, Night Sight, Regenerate.**

Demon Weaklings are the weakest of demon kind. These weaklings came through the portal that brought their master Zoko. In combat, they snarl and hiss and scratch and bite and sometimes they cast LVL 1 magic spells. Some demon weaklings can fly.

Elf Pirates (2)

Average (0), Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Light Weapon (1): 1d6 dmg. **Bow (1):** 1d6 dmg. **Better Hearing. Better Sight. Night Sight.**

Elf pirates roam parts of the Duldron River. These wild river elves live in small, hidden villages alongside the waterways and tributaries that lead off the river and into the wilderness. They are interested in only robbing their victims and will resort to violence only when needed. They often follow their targets using small, silent watercraft. At night, they rely on stealth and cunning as they board and loot passing ships.

Goabs (3)

Average (0), Humanoid

HP: 10, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1): 1d6/1d6+1 dmg. **Better Smell. Resistance to Poison/Toxin.**

These goabs are forest dwelling miscreants. They mostly hunt small game and forest creatures but will jump at the chance to dine on human, orka, elf, or squark meat. They live throughout the area in small camps.

Grizela the Witch (7)

Small (0), Humanoid

HP: 14, AC: 0, ACT: 6

BRT: 1, DEX: 2, WIT: 4

Magic (2): LVL 7

Grizela is an old witch of unknown origin. She is kind and lives alone in the forest not far from the river. She has knowledge of the PCs and their past exploits as well as their current journey.

TEMPLE of ZOKO

If the PCs are evil or have ill-intent toward the witch, she will know and will likely either avoid the PCs or attack them. If the PCs are friendly, she will welcome them to her home and possibly give them a chance to win a magical item by answering a riddle.

Kob the Cyclops (15)

Giant (+2), Humanoid
HP: 33, AC: 1, ACT: 8
BRT: 3, DEX: 1, WIT: 1

Club (2): 2d6 dmg.

Throw Attack (1): Close range. 2d6 dmg. **Night Sight.**

The solitary cyclops known as Kob calls Mount Solis his home. He herds sheep and goats and grows a garden. He dislikes most everyone and is quick to anger (especially with trespassers).

Kob has gathered a good deal of treasure since his days on the mountain. This treasure contains 1d6x100gp, the catling Sword of Oramor, and a good deal of armor and weapons, all of which he has taken from his victims.

Lake Phantoms (3)

Average (0), Ethereal
HP: 18, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Ghoulis Touch (1): 1d6 dmg. **Possession (2).** Phantoms can take over a target body. A WIT check can be made to avoid this. If possessed, make a WIT check each round (opposed roll) to escape possession. **Immune to Poisons/Toxins/Disease. Immune to Physical Attacks in Non-Corporeal Form. Non-Corporeal Form.** Phantoms can enter a non-corporeal state 3 times per day.

Phantoms rise from the still waters of the lake and attack those who peer upon them. If the PCs have hired Ben-thorn, he will be aware that these phantoms hate to be stared at and will warn the PCs to avoid eye contact. If eye contact is avoided, the PCs can pass safely through these waters.

Thrana the Echo (6)

Average (0), Undead
HP: 14, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Hook Blade of Rot (2): 1d6+1d3 dmg.

Necrotic Nourishment (1): Touch range. 1d6 dmg. **Magic (2):** LVL 5.

Thrana the agnun echo is filled with hatred and contempt for the living. The only thing she hates more is Zoko, who is responsible for her state of being.

When the PCs arrive on the island, Thrana will greet them and offer her services to defeat Zoko (she will tell the PCs the story of how he destroyed her living form and made her an echo). If the PCs agree, she will enter into the temple with them and fight alongside them to defeat Zoko. If the PCs refuse her help, she will attack them immediately.

If Thrana and the PCs manage to defeat Zoko, she will instantly turn on them and attempt to kill them. Thrana keeps the Abyssmal Key hidden away from Zoko (inside her undead corpse).

TEMPLE of ZOKO

Zoko the Twisted (12)

Average (0), Demon

HP: 28, AC: 2, ACT: 6

BRT: 2, DEX: 2, WIT: 3

Zoko's Scythe (2): 1d6+1 dmg. **Magic (2):** LVL 7. **Control Undead (4).**

Control Lesser Demons: (LVL 5 and below). **Demonic Telepathy.** **Immune to Heat.** **Night Sight.** **Regenerate.**

Zoko the Twisted is a powerful demon. Zoko was once a minor general in the demonic army of the infamous Azzomalius. Many years ago, Zoko was summoned to Far Away Land by Thrana, the agnun sorceress. Shortly after being summoned, Zoko killed Thrana. Now, Zoko tries to consume as many living creatures as he can in order to sustain himself in Far Away Land. In combat, Zoko uses his scythe as well as his powerful magic. He is relentless and will attempt to destroy the PCs.

Items

Abyssmal Key

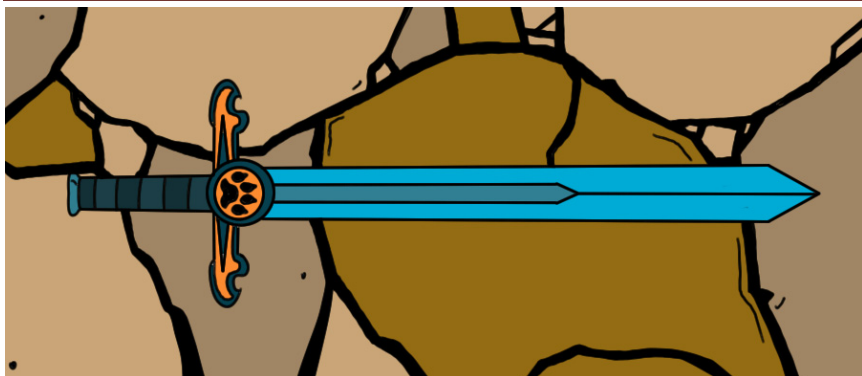
This key is silver in color with a strange shaped, single-eyed skull at one end. When used on any door into which it fits, the key will unlock a portal to the Abyssmalsphere. The portal will remain open as long as the door is open. The key can also be used in a similar way within the Abyssmalsphere (to return to Far Away Land).

Hook Blade of Rot

This magical blade is a part of Thrana, literally. Zoko imbued her once normal hook blade with the ability to rot living flesh. He also fused the blade with the agnun's arm as a joke. The blade does 1d6 normal damage plus 1d3 rot damage when used on a living (non-demonic) being.



TEMPLE of ZOKO



Potion of Invisibility

This red liquid tastes like cow steed farts. However, when consumed, the drinker will become invisible for 2d6 minutes.

Sword of Oramor

The Sword of Oramor was created by the famous catling blacksmith Oramor in ages long since past. The blade is blue in color and features the symbol of Oramor (a four-toed paw) on the hilt. The blade is a demon slaying weapon and will glow bright white when demons are near (short range). The sword does normal damage of 1d6. Because of its demon slaying properties it does 2d6 damage to all demons.

Zoko's Scythe

A magical scythe forged in the flames of the Abyssmalsphere. Zoko's Scythe has magical life leeching properties. This means that whenever the weapon damages a living target, an equal amount of HP (equal to the damage dealt) is restored to the wielder of the weapon. Zoko will sometimes kill his own demon brethren in order to restore his own life. (The wielder cannot exceed their maximum HP score.)

Other Loot

The PCs may find random coins and objects of value scattered about the temple. These items are leftovers from previous victims of the demons and represent things the demons see no value in. Things such as weapons and armor may also be present in the temple and will be of lesser value (or no value) as the demons scavenge what they can of these type of items to use for themselves.

In Zoko's Chamber are several chests which contain significant treasure. The coin values in these chests (cumulative) are 3d6x100sp and 2d6x100gp. Zoko also has a fondness for gems and has accumulated 4d6 each with a value of 1d6x10gp. The GM may see fit to include other items as well.

TEMPLE of ZOKO

Ideas, Opportunities, and Lore

Catling Heroes

Barry Mittens was a renowned catling who went missing many years back. The last anyone heard of him was that he was on his way to slay the demon who killed his father, Fluffy Raoul. Along the way to the demon, Barry Mittens was killed by a cyclops on Mount Solis. The cyclops named Kob kept Barry's demon slaying sword and still keeps it to this day.

On Echoes

In this adventure creatures called echoes are introduced (Thrana the Echo). An echo is a once living being that was killed by a demon and then brought back to life as an undead being. Somewhere in this process, a part of the creature's soul is lost or forgotten. Over time, what remains of the soul continues to degrade until the creature is a mindless maniac. Echoes are often kept as pets by demons. In Thrana's case, she has lost the majority of her soul and is too far gone to ever be returned to what she once was. Demons will often fuse a weapon or some other item to the echo as a joke or punishment.

Folks on the River

The PCs may encounter someone who needs a ride. This may be a chance for the PCs to make an ally who will join them. Or, perhaps this is someone up to no good who is only interested in betraying the PCs and their goodwill? The PCs may also encounter a merchant. This merchant may be selling a map of the local area. On this map is Mount Solis. The merchant may tell the PCs the story of the catling Barry Mittens and how he came to die at the hands of the cyclops Kob.

Riddle Me This

So, you can't come up with a riddle? Here's three for ya...

- 1.) What runs but cannot walk, sometimes murmurs but never talks, has a bed but does not sleep, has a mouth but never eats? *Answer: A river.*
- 2.) What has rivers with no water, cities with no buildings, and forests with no trees? *Answer: A map.*
- 3.) If you remove my skin, I promise not to cry. But you will. What am I?
Answer: An onion.

Wandering About

There is a lot of land between Yaw and the Temple of Zoko. The PCs may wish to go ashore and explore. Providing them with a specific destination inland could be helpful and give direction. The squark caves in Echo Canyon, the elf villages in the forest atop the canyon, and Mount Solis all provide side adventures for the PCs.

Far Away Land RPG

Adventure Module

OUTPOST KNOLL

by Dirk Stanley



Prepare for a wide-open, sandbox adventure as you and your party make the outpost of Knoll your base of operations. Then, venture forth and take on brigands, clown plant hybrids, angry goabs and their merciless ogra leader, a garl snail with a mindless horde, and traitors within the walls of the outpost. Adventure 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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OUTPOST KNOLL



Hook

On the edge of the Kingdom of Cheston is the border outpost of Knoll. This is a place of commerce and travel as adventurers, merchants, wanderers, vagabonds, thieves and other sorts pass through the gates of outpost and into the kingdom. This is a place of both opportunity and danger. Knoll is a place to make money, gain reputation, and create a base of operations while also providing a respite for the sore and battle-weary.

Knoll

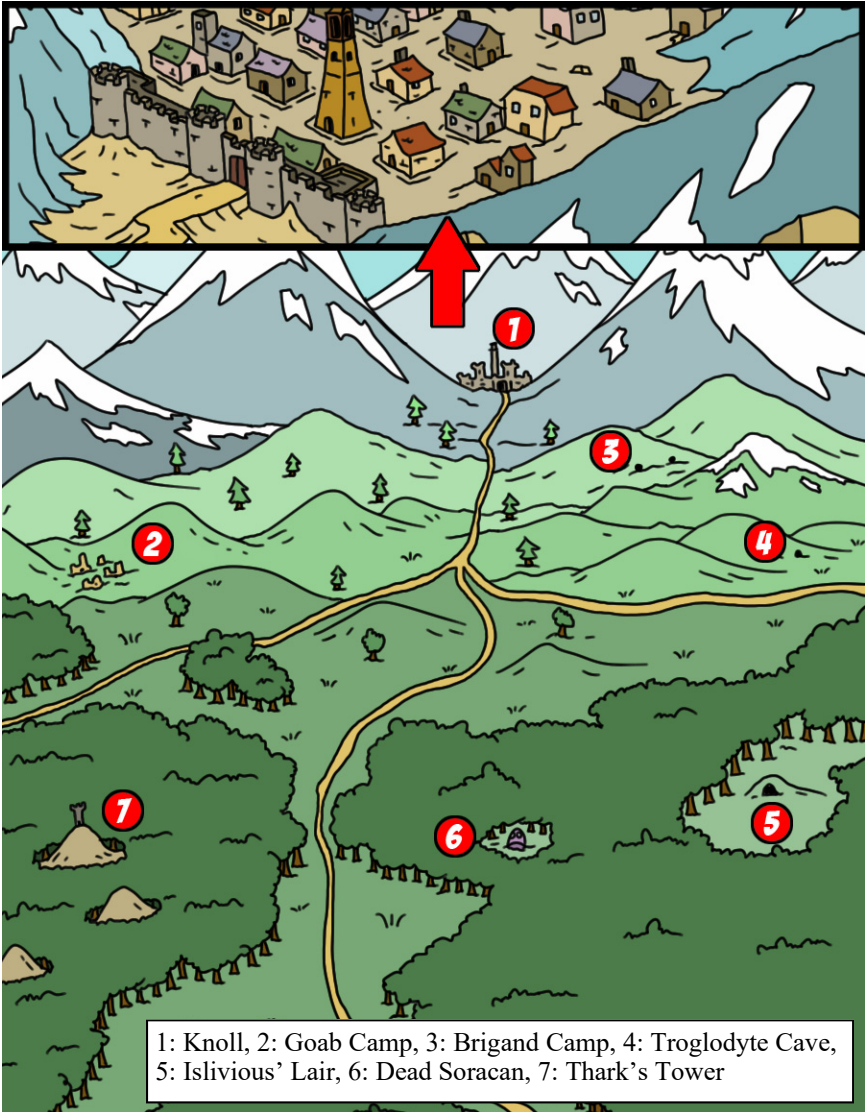
Knoll is a small human outpost built on the ruins of an ancient castle located in the Shard Pass of the Umbercrag Mountains. Its location in the pass has been a strategic point long before humans arrived in Far Away Land. Knoll is located on the very edge of the Kingdom of Cheston. The area where the outpost sits is highly sought after by those who live in the locality due to its elevation, stone walls, single entry point, and easy access to the mountain pass. The PCs can easily use Knoll as a base of operations (as long as they obey local laws) from which to conduct their adventures.

Knoll is a popular passage through the mountains as it saves a great deal of time from having to circumvent the rugged Umbercrags. Because of this, Knoll is a place of trade and commerce that sees a great many travelers daily (at least in warmer months). Orka, poomkin, elves, dwarves, humans, and others come and go. There are smiths, taverns, inns, healers, and other services within the walls of the outpost. A large tower called The Spire stands in the middle of the outpost overlooking the walls beyond.

OUTPOST KNOLL

Knoll's Defenses

Knoll's primary defense are the old walls. The walls are intact but have weakened with age and lack of upkeep. The walls are twenty-five feet tall. The gate to the city is made of thick wood and reinforced with steel. The gate is guarded and maintained and in good working order. Several giant crossbows (4d6 damage) sit atop the wall, all of which are constantly manned. The Spire is constantly manned and keeps watch for approaching danger.



OUTPOST KNOLL

1. Goab Kidnapping: A local merchant's daughter has recently been kidnapped while she was on her way to Knoll, and the party accompanying her was killed. Her father, Draven Mar, is filled with emotions over the loss of his daughter and is seeking vengeance.

Notes

Maybe Mar seeks out help from the PCs. If they decide to help him and are successful, will they have made a friend? What if something goes wrong and Mar blames the PCs? Mar is a member of the Knoll Council and has some sway in the outpost. If the PCs do help, Mar may have more work or spread news of their deeds. If things go foul, Mar may seek retribution and use his power to do so. The GM can use this scenario to position the PCs in the community and allow them to make allies/enemies. The goabs are setup in a small ruin southwest of Knoll. The GM can use this scenario as a rescue attempt and allow the PCs a look at the goab operation that plans to attack Knoll. This knowledge can come in handy when the Dead Messenger scenario comes into play.

2. Spy Guy: Word is that a human spy has been feeding information to an ogra named Leech. The authorities in Knoll want the spy caught and taken care of.

Notes

Maybe the PCs are asked to find the spy. This may take some sleuthing around and some investigative work. This could be a good opportunity to engage in some non-combat encounters. The GM can use this scenario if the PCs have some down-time. This scenario can also be used to further the reputation of the PCs in Knoll.

3. Troglodyte Highway: A troglodyte is robbing folks on the road that leads from Knoll. The authorities are tired of complaints and missing people/goods.

Notes

Troglodyte lives in an old cave south of Knoll. He has been stocking his cave with the valuables from those he has been robbing over the last few months. The cave is littered with the remains of those whom he has eaten. There are ramshackle cages in the cave where prisoners are kept. There may be prisoners still alive.

4. Dead Messenger: An exhausted human reports that he recently escaped from a camp of goabs. He says they are planning to attack Knoll.

While not a full on scenario, the appearance of the messenger can act as an integral way to move the overall adventure forward. The messenger's appearance signals that a threat is looming in the wilderness and that precautions might have to be taken. Perhaps the messenger can draw a map or tell the

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PCs/authorities where the goabs are located. The PCs may already know the location of the goabs due to their having rescued Draven Mar's daughter.

5. Treasure in the Hills: The PCs overhear two drunks speaking of treasure located in the hills outside of Knoll. The drunks leave a map behind. If the PCs follow the map, they meet bloodthirsty brigands who are waiting to rob and kill them (the drunks were members of the brigand gang who lure noobs out of town).

Notes

The brigands are mean and violent. They have been storing up valuables for some time. Their leader is named Axe Wilhelder (he is a bit stronger than the average brigand). Perhaps there is a gold reward for the capture of the leader? The brigands are on bad terms with the troglodyte who lives over the hills.

6. Garl Snail for the Win!: A garl snail has created a mindless horde of automatons. The authorities think they know where the garl snail is building the army but they have yet to act.

Notes

If the PCs are in good standing in Knoll, they may be asked by the Council to lead a party to find the garl snail and report back. The garl snail is named Islivious. The PCs may encounter the mindless horde or at least see the dozens of mindless victims encased in snail goo within Islivious's dungeon. This sight should be very troubling and creepy. If the PCs encounter the garl snail while in his dungeon, they risk having to fight their way free. If a PC is captured or defeated, perhaps they will show up later as a member of Islivious's horde.

7. Rumors of War: Knoll is on edge. Outsiders are not trusted. Tempers are high. There is talk of war. A brawl in a tavern or the streets could easily erupt. The authorities are restricting access to the outpost from the south. Some people are leaving.

Notes

A spy has either been caught or is known to be working within Knoll. People are upset. Everyone is on edge. If the PCs have good standing in Knoll, they may be asked to help out with the looming chaos. A small incident in the outpost could lead to mayhem within the walls. The authorities are not trusted.

8. Heavy Metal: A dead soracan lays lifeless in the woods outside of Knoll. Inside the soracan is a half-broken Harold 35 that could be fixed in the right hands.

Notes

The PCs may stumble onto this discovery while on another adventure. This is the chance for them to gain a loyal NPC (Harold 35) into their party. If the PCs

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cannot repair Harold 35, perhaps someone in Knoll has knowledge that can fix the damaged construct. The Harold unit will tell the PCs that it destroyed the soracan after having turned on its makers. Harold 35 claims to be incapable of harming living beings.

9. Poomkin + Clown Plants = Oh My!: A crazed poomkin wizard named Thark is experimenting with mixing humanoids and plants. His creations are abominations. If he catches the PCs, he will experiment on them.

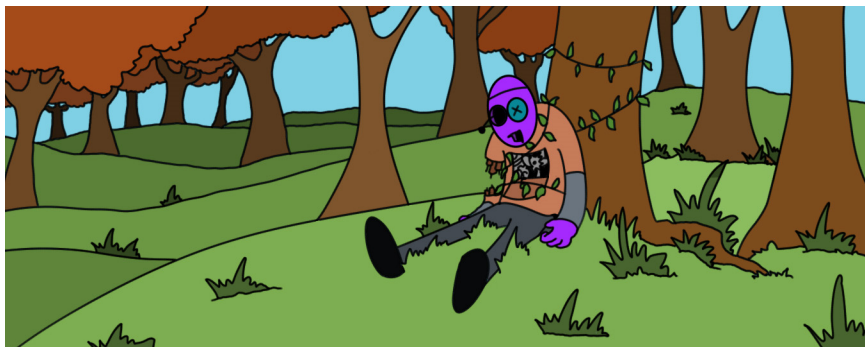
Notes

Thark the Mad Poomkin Wizard has taken up residence in an abandoned watchtower. Thark has found a way to fuse the bodies of clown plants and humanoids using dark magic. He has amassed a small group of loyal subjects who view the wizard as their creator.

10. Attack on Knoll: The rumors have all been true and now Knoll is under attack. The goabs, led by their merciless Overseer Leech strike first. As Knoll's defenses grow weaker, the mindless horde enters the fight led by Islivious. Even Thark the mad poomkin wizard might make an appearance with his experimental clown plants.

Notes

The GM should keep the final battle in mind as the earlier scenarios are played out. Each of the armies converges on Knoll and the other armies already in the thick of battle. The FAL: Mass Combat rules can be used for specific/random battle outcomes. People begin to flee the outpost into the mountain pass to the north. The goab army will use armored troglodyte slaves to try to smash the gate and walls of Knoll. The battle should be chaotic and violent. Scores should perish. Eventually, the gate and walls to the outpost should be breached with pandemonium taking hold. This is especially true if there has been no talk of reinforcing the main gate. Carnage reigns as the PCs battle it out against abominations of the world. The GM should pit PCs and NPC allies against the NPC bosses (Islivious, Leech, Thark). The enemy armies are not allies and will fight one another as they attempt to bring down the gates of Knoll.



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NPCs

Clown Plant Experiments (7)

Giant (+2), Plant (Hybrid)

HP: 20, AC: 0, ACT: 6

BRT: 2, DEX: 2, WIT: 1

Light Weapon (2): 1d6 dmg. **Tentacle Stab (2):** 2d6 dmg. **Terrible Jokes (1):** Anyone hearing the jokes must make a WIT check to avoid being stunned. **Regeneration.**

These freaks of nature are nothing to laugh at. Half clown plant, half pookin, these abominations are the results of the mad pookin wizard Thark's experiments in horticulture. These monstrosities obey their master's every command. They utilize both weapons and their tentacle stabs to tear their victims limb from limb.

Commander Crav Stalkill (5)

Average (0), Humanoid

HP: 16, AC: 4, ACT: 5

BRT: 3, DEX: 2, WIT: 2

Light Weapon (2): 1d6 dmg. **Shield.**

Rally Cry. Once per battle, Crav can perform a rally cry. Any allied troops within earshot of the commander instantly receive a +1 bonus to all dice rolls for the next 10 minutes of battle. **Self-Sacrifice.** If Crav is killed in battle and his death is seen by his allies, they immediately get a +2 bonus to all dice rolls for 10 minutes (because even in death, Crav is inspiring).

Commander Crav Stalkill is the commander of the soldiers in Knoll. He is both respected and feared by those under his leadership. His reputation is that of a fighting man and a cunning

strategist. He feels that Knoll is of vital importance to his Lord Cheston's realm.

Draven Mar (2)

Average (0), Humanoid

HP: 14, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

Draven Mar is a human and member of the Knoll Council. His only daughter was taken captive by some ruffians in the wilderness. Mar is determined to get her back. He is hot-headed and fueled with rage.



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Goabs (3)

Small (0), Humanoid

HP: 10, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1): 1d6 dmg.

Bite (1): 1d6 dmg. Chance of infection. **Better Smell. Resistance to Poison/Toxin.**

These goabs are under the leadership of Overseer Leech, their master ogra. Like all goabs, these guys are blood-thirsty and full of hatred.

Harold 35 (4)

Average (0), Construct

HP: 20, AC: 3, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Light Weapon (2): 1d6 dmg. **Eye**

Beams (2): Close range. 2d6 dmg.

Harold 35 can fire laser beams from his eyes 3 times per day.

Harold 35 was a rejected Harold unit hunted down to be destroyed by his soracan makers. During their pursuit, Harold 35 managed to destroy one of his pursuers while injuring himself in the fight. For a long while, Harold 35 used the remaining power inside the dead soracan to continue functioning. Harold 35 was rejected due to his inability to kill humans (he only wants to help). If found and repaired, he will make a loyal ally.

Hill Brigands (1)

Average (0), Humanoid

HP: 10, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1):

1d6/1d6+1 dmg.

These dastardly pieces of garbage lure unsuspecting outsiders from Knoll to their shanty town base in the woods. The brigands are greedy and blood-

thirsty criminals who are interested only in wealth. They are willing to kill without a thought.

Knoll Soldiers (2)

Average (0), Humanoid

HP: 12, AC: 3, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (2):

1d6/1d6+1 dmg.

The Knoll Militia is composed of able-bodied men and women who are part of King Cheston's army. They are trained fighters and carry light and heavy weapons. They wear heavy armor, usually plate. Knoll soldiers are mounted on cow steeds.

Islivious the Garl Snail (13)

Giant (+2), Monster

HP: 30, AC: 1, ACT: 7

BRT: 1, DEX: 1, WIT: 4

Acidic Slime: 1d6 acid dmg. **Magic**

(3): LVL 4. **Psionic Abilities (3):**

Bend Will, Charm Animal, Charm Beast, Detect Life, Detect Magic, Directional Awareness, Forget, Illusory Form, Mind Stunt, Sadness, Sixth Sense, Sleep, and Trace. **Necklace of**

Mind Slash (1): Add the WIT score to the necklace's attack when it is activated. The necklace can temporarily disable the mind of the target, making the target a slave to the wishes of the necklace wearer.

Islivious is a brain fish and garl snail intent on building a mindless army of slaves. An old dungeon is the lair of this devious monster. Inside are his victims, brainless automatons which Islivious controls via the Necklace of Mind Slash. Islivious wants to retake Knoll as it believes that the old ruins once belonged to his kind.

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Mindless Horde (1)

Average (0), Humanoid

HP: 6, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 0

Scuffle (1): 1d3 dmg. **Immune to any form of mind control or telepathy.**

Imagine a bunch of brainless fools staggering around trying to hurt people. That's what the mindless horde are for the most part. These poor souls are under the control of the garl snail Islivious and the Necklace of Mind Slash. Whatever Islivious commands, these mindless automatons carry out. While not fast or strong, their numbers and complete devotion to their master make them formidable. In combat they will pummel and attempt to pull apart their victims.

Overseer Leech the Ogra (13)

Giant (+2), Humanoid

HP: 26, AC: 3, ACT: 7

BRT: 3, DEX: 2, WIT: 2

Blade of Starwin (2): 2d6 dmg. See Blade of Starwin. **Bite (1):** 1d6 dmg. Chance of infection. **Claws (1):** 1d6 dmg. **Better Endurance.** Leech will not tire in battle. **Resistance to Poison/Toxin.**

Overseer Leech is a giant ogra with a hatred for most everything. He is the

commander of the goab army in the wilderness around Knoll. He is both cunning and intelligent (as far as ogra are concerned). In battle he is bloodthirsty and relentless. He carries the Blade of Starwin, a powerful blade he took from an orka fighter he murdered in a previous battle. Leech takes his commands via the Amulet of Linking. The orders he receives come from a noknil. If Leech is defeated, he will drop the amulet. The amulet will eventually activate as the noknil wish for an update on the battle.

Road Troglodyte (7)

Giant (+2), Humanoid

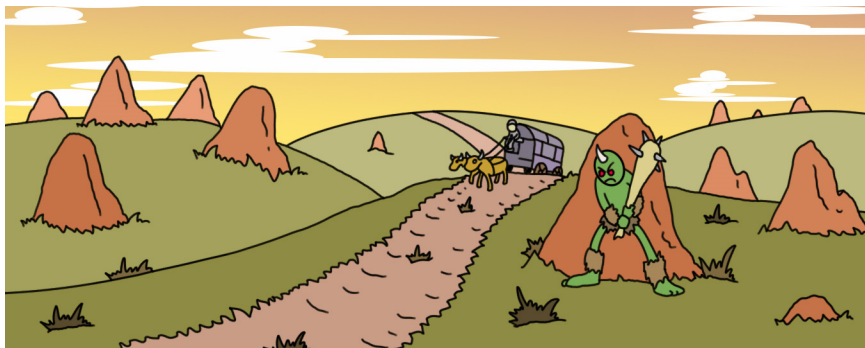
HP: 24, AC: 1, ACT: 6

BRT: 4, DEX: 1, WIT: 1

Giant Weapon (1): 2d6 dmg.

Gore (1): 2d6 dmg. **Throw (1):** Close range. 3d6 dmg. **Immunity to Poison/Toxin.**

This nameless brute likes to murder travelers and take their stuff. He feels that the territory the road passes through is his and that all who travel upon it are trespassers. Troglodyte will use ambush tactics in battle. He may begin battle by surprising his foes (by hurling something heavy and deadly). He will not attack if he feels overpowered or outnumbered.



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Thark The Poomkin Wizard (8)

Average (0), Plant

HP: 14, AC: 0, ACT: 6

BRT: 1, DEX: 2, WIT: 3

Ring of Oms. The Ring of Oms increases the amount of spells the wielder can cast by +5 per day.

Magic (2): LVL 7.

Thark is a poomkin wizard driven to madness by the ring he wears. In his madness he has experimented with clown plants and humanoids and has created a fusion of the two. He is intent on mayhem and destruction and longs to see his creations at play. In battle, he rides in a living chariot made of a clown plant and a dismantled poomkin. His only goals are to perfect his "children" and bring about chaos.

Armored Troglodyte Slaves (7)

Giant (+2), Humanoid

HP: 24, AC: 3, ACT: 6

BRT: 2, DEX: 1, WIT: 1

Gore (1): 2d6 dmg. **Throw (1):** Close range. 2d6 dmg.

Smashing Weapon (1): 1d6+1 dmg.

Immunity to Poison/Toxin.

These brutes have been taken as slaves and used by Overseer Leech as enforcers within his goab army. These troglodytes are heavily armored and are primarily used as siege weapons in the final battle for Knoll. Their primary form of attack is to hurl boulders and use battering rams to smash apart the gates and walls of Knoll. They are protected by goabs during their primary assault. Once they have breached the walls, they will use whatever they can to smash anyone in their path (including goabs).



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Items

Amulet of Linking

This magic amulet is a communication device. The amulet is linked via a magic spell to another amulet. This allows those who hold the amulets to communicate with one another. The owner(s) of the other amulet are a group of noknil who are commanding Overseer Leech from far away. The amulet by itself has little value. Both amulets however are worth around 5,000 gp.

Blade of Starwin

This orka sword of giant size (2d6 damage) is said to be unbreakable. It is a magnificent weapon crafted by the renowned orka blacksmith Drood Hammerhorn. Starwin can cleave through stone, steel, and bone without a scratch. Any weapon attempting to block the full force of Starwin will be destroyed in 1d2 hits. Because of its strength, Starwin bypasses up to 2 AC (this means that AC of 2 or less will do nothing to prevent damage from the blade).

Necklace of Mind Slash

This powerful necklace was created long ago during the age of the titans when those great giants were forming the world. These necklaces were once used to control the powerful warbull pets of the titans (which they used for labor). The Necklace of Mind Slash allows the wearer to disable the mind of a victim. Once the mind is destroyed, the victim will be forever under the control of the necklace (unless released by the wearer of the item). To avoid the effects of the necklace, make a WIT + Arcane check.

Ring of Oms

This ancient ring was once used by Gyrax the Sorcerer. The ring allows the wielder to cast up to five extra spells per day. In order to utilize this power, the ring must be worn. The ring is silver with a green stone. In the center of the stone is an archaic symbol for arcane energy. The side-effect of the ring's power is that it causes madness over a period of time.



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Ideas and Opportunities

A Bigger Picture

The eventual climactic battle at the end of this adventure is part of a larger picture shaping this area of Far Away Land. The noknil that commands Overseer Leech is part of a noknil group intent on taking over part of the human territories. The PCs will not know about this (unless the GM sees fit that they do). The GM should keep this in mind as it can be used in future adventures.

Base of Operations

The PCs have a base of operations in Knoll, especially if they become liked and trusted in the town. This base allows the PCs to operate in the surrounding countryside, taking on adventures and missions over a period of time. The outpost also serves as a place of safety and respite where the PCs can heal-up in-between adventures.

Weaving a Tale

The GM can easily weave the mini-adventures contained in these pages together so that they work with and leap-up to the final, climactic battle. While not all of the mini-adventures will fit into the final battle, they all work to establish the PCs and their place in Knoll and how the authorities and the locals see them.

Some of the mini-adventures will provide background and lead-in information as well as premise for the battle that is to take place at the end of the adventure. The PCs taking part in these mini-scenarios may even help to shape the outcome of the final battle or develop it while it happens. (For example, the PCs are caught spying on the ogra Leech. Leech now knows that the humans are onto him and so he has little time left to get things in order. This could easily bring about his attack on Knoll. Or, if the PCs refuse to tell the authorities of Knoll what they know, the town will be unprepared for the battle, etc..)

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Lair of Islivious

In the distant past the Lair of the garl snail and brain fish Islivious was once a stronghold. Forgotten over the centuries, the stronghold fell into ruin and passed from memory. Then Islivious moved in and brought its mindless followers. There in the ancient place the garl snail gathered more followers from the surrounding lands, warping their minds with his Necklace of Mind Slash.

- 1. Entrance:** Dark and wet. The smell of fish and slime is potent and thick.
- 2. Vestibule:** This room is empty except for the discarded remains of creatures, broken bones, and pools of slime splattered across the floor and walls.
- 3. Main Chamber:** This is where Islivious does most of his work. The room has several cocoons, snail goo, and captives alongside the wall.
- 4. Islivious' Chamber:** These are the garl snail's private quarters. The room is filthy and covered in snail goo and the remains of Islivious' victims.
- 5. Store Room:** This room has been crudely hewn from the surrounding dirt and stone. There are several corpses and plenty of snail goo in here.
- 6. The Holding Chamber:** Here is where Islivious keeps his mindless horde encased in snail goo. The victims remain alive within their goo capsules, perpetually in a trance-like state.

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Goab Camp

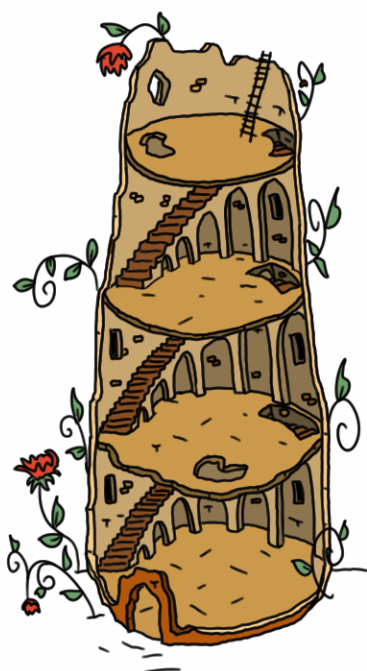
The goab and their ogra leader Leech have taken up residence in the old ruins of an ancient cult. The cult is long gone, wiped out by their own prophecies. The buildings have fallen into disrepair over the ages. The walls are crumbly and worn, eroded by time and the elements. Large chunks of the stone and plaster have come apart. The roofs are weathered and holed and collapsing as well.

The goabs have made their camp among the ruins. They have tents and fire pits setup all over the place. Goabs stand guard both day and night. Leech stays under constant guard in the largest, central most building of the ruins. During the day the goabs train and hunt and terrorize the local area. At night they chant, eat meat, fight, and worship their leader as they make ready for war.

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Thark's Tower

Long ago, the wizard Melshius used his followers to build a tower in which he could practice his arcane arts. Here the wizard lived until his death at the hand of a roving goab horde. After the wizard's death, the tower sat vacant for some time. Orka eventually moved into the lands and repaired the tower. For many years the orka kept a vigil over the countryside, the tower a sentinel in the forest. Then the orka moved south and once again the tower was abandoned. Over the years it fell victim to nature. Great vines overtook the stone and pulled them apart. Years later, the poomkin wizard Thark found the tower and made it his home.



Thark's Tower has four levels. The first level is accessible by the tower's door which is made of heavy wood. The second, third, and fourth levels of the tower are accessed by semi-circular staircases. A ladder sits on the uppermost level allowing one to climb above the ruined walls and peer out from a high vantage point. The outside of the tower is overgrown with vegetation such as thick vines and giant roses.

Thark uses the tower as a place to build his monstrosities. These creations roam the wilderness around the tower in search of food and violence. Thark makes the tower his primary home, only leaving at night when he walks the woods with his loyal minions nearby.

If needed, the GM can create a back story as to how Thark creates his hybrid followers. This can include kidnapping, magic, ruined poomkin lives, etc..



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.

**Some of the elements in this adventure module contain horror themes such as violence and gore.
This adventure is intended for a mature audience!**

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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 PCs 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.

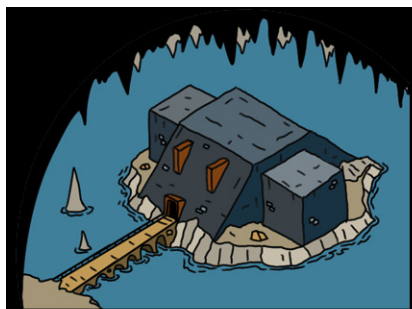
History of Barkoon

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.

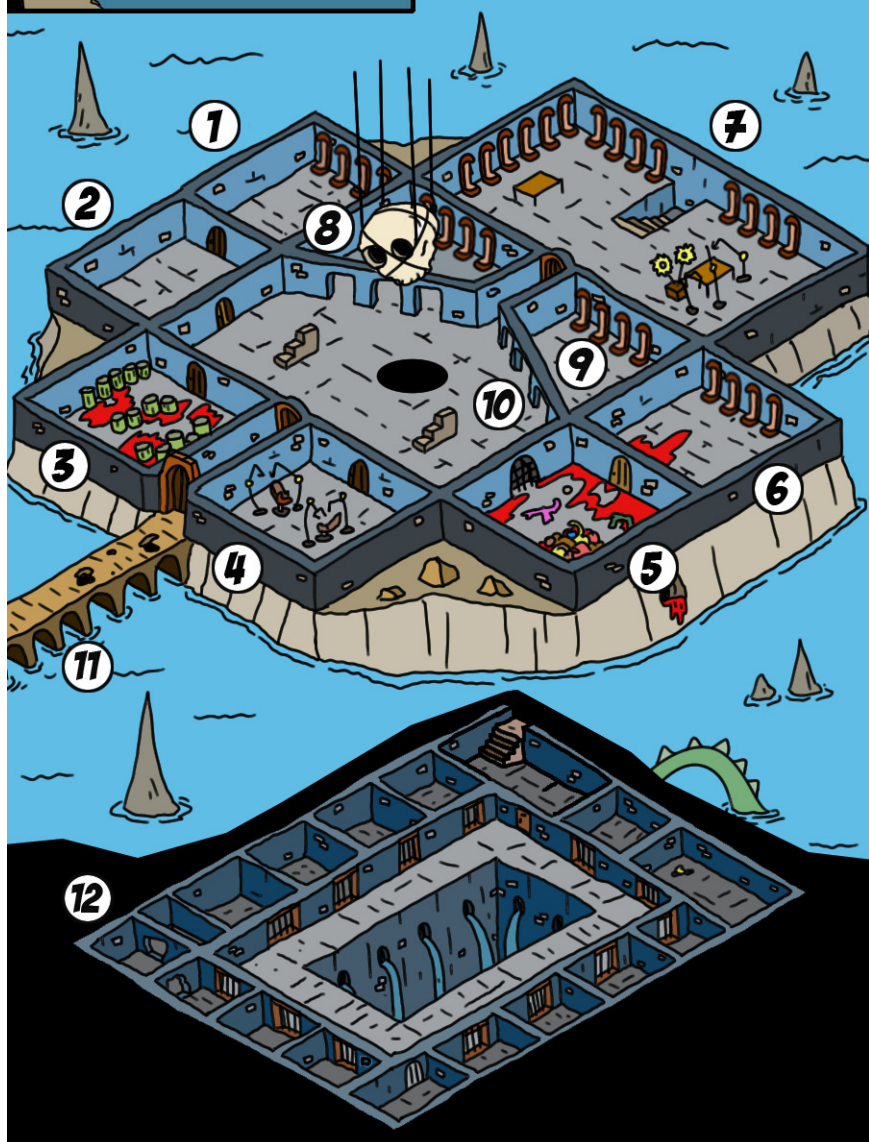
What happened to the wizards and Dryax remains a mystery. Some say the noknil killed them all. Others say the wizards eventually persuaded Dryax to join them and formed the cult of the Malok Mysterious.

Barkoon

Barkoon is dark. The smell of death and decay permeates everything. 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. It moldy and wet. A dastardly feeling of unease hangs over the entirety of this eerie place.



BARKOON



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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 room smells terrible. The belongings 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 awful devices.

5. Waste Room: Discarded bodies and remains are thrown in this room while they wait to be placed into ool oil. There is a large drainage hole in the middle of the room. 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 awful 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 a titan 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 titan's 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. Beasts 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)

Giant (+2), Monster

HP: 27, AC: 2, ACT: 5

BRT: 3, DEX: 3, WIT: 1

Tentacle Thrash (2): 1d6 dmg. **Hook**

Stab (2): 2d6 dmg. Dwellers have bony hooks at the end of their tentacles which they often use to stab their enemies. **Tentacle Grab (2).** Dwellers will try and grab their victims, pulling them into the water. A BRT check can break free of the tentacle's hold.

Water Breathing.

Dwellers are tentacled fish-like creatures who 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)

Small (0), Humanoid

HP: 5, AC: 1, ACT: 3

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. **Telepathy:** The horror can communicate telepathically with other horror and noknil.

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.

Noknil (1)

Average (0), 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)

Average (0), Animal

HP: 15, AC: 1, ACT: 5

BRT: 2, DEX: 3, WIT: 1

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

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

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 ool oil to dissolve victims.

BARKOON

Prisoners (1)

Average (0), Humanoid

HP: 10, AC: 0, ACT: 1

BRT: 1, DEX: 1, WIT: 1

Light Weapon (1).

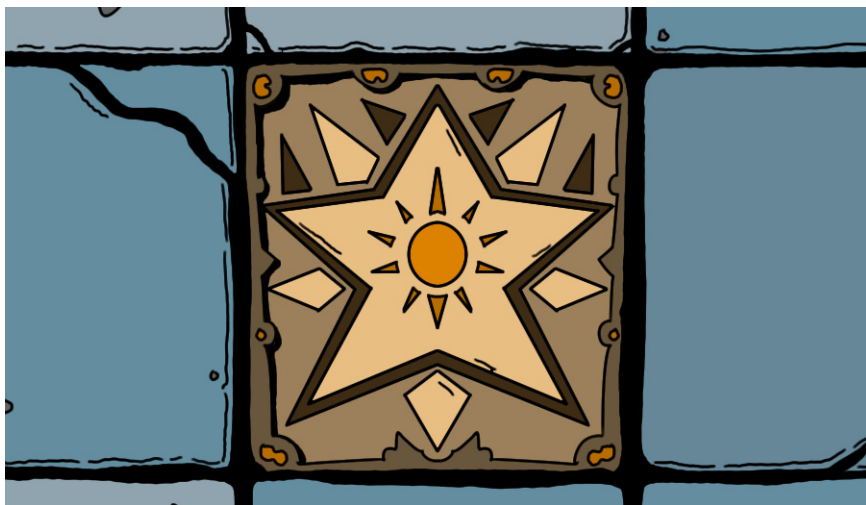
The prisoners of Barkoon are mostly human, with a few elves and an orka or two. Many of the prisoners are malnourished and near death but some still have some life. All are ready to take on their captors and will risk dying to once again see the light of day. The prisoners within Barkoon will gladly 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. A BRT check versus a TN of 5 can be made to avoid the effect of Dol Dust.

Ool Oil: Ool Oil is a highly toxic liquid squeezed from Ools. Noknil use this oil to soften their food. 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 huge radius of the tile experiences the effects of the dampening field (meaning all magic items, weapons, and 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 creatures 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 a good while. 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 may-hem 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 their 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?



Far Away Land RPG

Adventure Module

LOVE ACTUALLY... SUCKS

by Dirk Stanley



The PCs are called upon to help a local merchant get rid of some unwanted noog noogs and ratlings. But something much more sinister and crazy waits in the town of Aron. Will the PCs discover the town's secret before it is too late or will they succumb to their emotions? Let chaos reign supreme!

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

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LOVE ACTUALLY... SUCKS



Hook

The PCs have ventured to the town of Eron in search of work which has been promised to them by a local merchant who has recently purchased a piece of land. The land owner finds out that his purchase is the home of noog noogs and ratlings. The merchant wants the noog noogs cleared out so he can go forth with his plans of building a bed and breakfast.

Background

The players should all believe that they have been called to Eron to work for the merchant and perhaps pick up some extra work on the side. However, something much more sinister is afoot.

Just outside of Eron, a group of agnuns led by their Mother Superior, have poisoned the town's water supply with a powerful love potion. The townspeople have been drinking the water unaware of the love potion's effects. Over the last day, the folks of Eron become ever so happy and friendly. The PCs and the townsfolk within Eron should remain unaware of that the water has been poisoned.

LOVE ACTUALLY... SUCKS

Love Potion

This is no ordinary love potion. The agnuns have managed to create an uber-potion designed to slowly affect those who consume it. The first stage of the potion consists of feelings of happiness, joy, and perhaps euphoria. The second stage of the potion consists of intense feelings of jealousy and anger at the thought of betrayal. The third and final stage of the potion consists of mindless violence and uncontrollable laughter. When the PCs arrive in Eron, the townsfolk have just entered into the second stage of the potion's effects.

As long as the PCs do not drink the water in Eron, they will be spared the effects of the potion. Not all of the people in Eron will be affected. Visitors, those who have personal water supplies, and the PCs may be spared the effects of the poison - at least early on. However, consumption of even a single drink of the town's water will result in the potion taking effect.

In the third stage of the potion's effects, the victim's WIT score drops to 0. The potion will run its course within $1d6 + 4$ hours of entering into the final stage of effects. Once the potion has run its course, the victim is left exhausted with almost no memory of what took place while they were under the potion's effects.

The Folks of Eron

Normally the people of Eron are your typical, small town folks who farm, sell goods and generally get along with one another. However, Eron has recently undergone a bit of a change thanks to the dastardly agnuns north of the town. Now the people of the once sleepy town have begun to fall in love with one another, have become jealous of one another, and are slowly entering into the third phase of the uber-love potion's effects. Within two days of the PCs arrival, the people of Eron will have transformed from their normal selves into bloodthirsty maniacs - all thanks to the water.

When the PCs encounter townsfolk they will find them to be overly friendly and exceedingly happy. The people of Eron will often lose concentration as they spy someone who has caught their fancy. Many of the people in town will be holding hands, hugging, kissing, or openly declaring their love for one another.

Weather (d6)

1	2	3	4	5	6
Clear	Rainy	Stormy	Foggy	Humid	Hot

LOVE ACTUALLY... SUCKS

Random NPC Attitude (d6)

1	2	3	4	5	6
Overly Friendly	Very Forward	Openly Loving	Jealous	Paranoid	Insanium

As the adventure progresses, modify these outcomes + to simulate the growing effects of the potion on the townspeople.

- 1. Overly Friendly:** The NPC is very, very friendly most likely inviting the PCs over for dinner, complimenting their armor or clothing or haircuts, etc. These people are experiencing the early part of phase one of the potion.
- 2. Very Forward:** The NPC is very touchy and feely. They speak in almost constant praise of whoever they are in conversation. They seem easily confused. They laugh at most everything. These people are experiencing the later part of phase one of the potion.
- 3. Openly Loving:** The NPC is all about declaring their love for everyone and everything. These NPCs are very passionate and expressive. They feel as if they are madly in love with most everyone. These people are experiencing the early part of phase two of the potion.
- 4. Jealous:** The NPC is in love with someone or something and is experiencing high levels of jealousy. The NPC can easily become angry or confrontational with those who are the target of their jealousy. These people are experiencing the later part of phase two of the potion.
- 5. Paranoid:** The NPC is paranoid of most everyone because they believe everyone wants what they have. This paranoia is displayed outwardly through arguments, low level violence, and a scowl on their face. These people are moving into phase three of the potion's effect.
- 6. Insanium:** The PC is experiencing the third phase of the of potion's effects. They have turned into a raving, violent lunatic with no sympathy or care for anyone. They are unaware of their own well-being and will do whatever comes to mind. These folks are extremely violent and cannot be reasoned with.



LOVE ACTUALLY... SUCKS

NPCs

Agnun

Average (0), Humanoid

HP: 11, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Curved Blade (1): 1d6 dmg. **Magic**

(1): Equal to LVL. **Animal Bond:**

Grizzle bears. **Mount:** Grizzle Bear.

Night Sight. Telepathy (with other agnuns).

The agnuns camped outside of Eron are intent on seeing the effects of their love potion. As such, they have committed themselves to documenting the effects and duration of their invention.

Eron Townsfolk

Average (0), Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1).

Once normal village folk, the people of Eron have succumbed (unknowingly) to the love potion the agnuns tainted their water supply with. It is only a matter of time before these quaint folk become bloodthirsty maniacs filled with paranoia and fear.

For townsfolk in the final stage of the potion's effect, lower their WIT score to 0.

Grizzle Bear

Average (0), Animal

HP: 20, AC: 0, ACT: 6

BRT: 3, DEX: 3, WIT: 1

Bite (1): 1d6 dmg. **Claws (1):** 1d6 damage. **Better Smell.**

The agnuns camped outside of Eron all have grizzle bears mounts. These grizzle bears won't hesitate to do as their master's command.

Noog Noog

Small (0), Monster

HP: 4, AC: 0, ACT: 5

BRT: 1, DEX: 1, WIT: 1

Bite (1): 1d6 dmg. **Claws (1):** 1d3

dmg. **Group Fail:** If noog noogs suffer a loss of at least half their total group, they lose -1 ACT for the remainder of the encounter due to panic.

These noog noogs have taken up residence just outside of town. They are a nuisance to the new land owner.

Ratlings

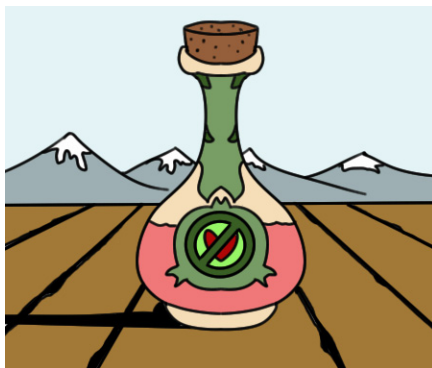
Average (0), Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Bite (1): 1d6 dmg. **Light/Heavy Weapon (1).** **Night Sight. Better Smell.**

These ratlings have a small camp just outside of Eron. The recent purchaser of this land wants these ratling vermin removed.



LOVE ACTUALLY... SUCKS

Ideas and Opportunities

Caught in the Act

Perhaps the PCs seek out the source of the potion? Maybe they stumble upon the agnuns in the act of poisoning the town? Maybe they catch the agnuns spying on the town? Will the agnuns give up the secret of the love potion? What if the PCs let the agnuns get away? These scenarios and questions can easily be implemented into the adventure to give added weight and to perhaps provide a sense of closure on the event.

Love Makes You Crazy

The town has gone insane. People are being attacked in the streets. Homes and businesses are burning. The end is nigh! The majority of the people in Eron are experiencing the potion's full-effects. The result is madness and carnage. Will the PCs escape or will they succumb to the violence?

No End in Sight

Maybe the PCs figure out what happened in Eron. Now they want an antidote. Will you, the GM, give them one? How will they obtain it? Is there an antidote? If there is no antidote, the potion will eventually run its course and leave the body of the drinker. However, if the potion is continually consumed (the water continues to be drunk) then the effects will persist and remain in the third phase of poisoning until the victim dies.

No Rest for the Unobservant

The PCs may be so focused on the job of ridding noog noogs and ratlings that they don't see what is happening around them. Depending on how long they are away from town slaying noog noogs and ratlings, they may return to Eron to find a very different place than when they first arrived.

PCs in Love

The PCs might drink the water. If they do, be prepared for a transformation. The other members of the party will have to protect/quarantine the affected PC or else the results could be deadly.

Far Away Land RPG

Adventure Module

DASTARDLY DUNGEON of DOOM

by Dirk Stanley



Subterranean horrors wait around every corner as your party attempts to navigate and survive a dungeon crafted by a mad dwarf genius. Traps that maim, maul, and murder fill the halls and rooms of this labyrinthine lair of last breaths. Darkness. Dread. Death. Welcome to the Dastardly Dungeon of Doom.

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

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DASTARDLY DUNGEON of DOOM

Overview

Welcome to the Dastardly Dungeon of Doom. This is a dungeon delving adventure designed for only the toughest and stoutest of adventurers. It is meant to destroy, maim, murder, decapitate, amputate, melt, freeze, poison, crush, impale, and obliterate those who dare to enter and attempt to find its secrets. This is your warning...

History of the Dastardly Dungeon of Doom

Long ago there was a dwarf engineer named Stom Bundhelm. He was known throughout the dwarven kingdoms as a master of machinery and complex mechanisms and it was this renown for which he was summoned by King IronStoke. The king hired Stom to build an impenetrable dungeon as the final resting place for his three sons who had been brutally slain and transformed into vampires by the vampire lord Lestok.

While building the catacombs for the dwarven princes, Stom met a beautiful elf princess named Solandra. Stom immediately fell in love with the princess. Over time his desire for her grew into obsession and eventually he sought her out and kidnapped her. Pursued by both elves and dwarves, Stom took the princess into the catacombs he had created for the King's sons. Inside he hid and took refuge as he sealed off the catacombs from the outside world.

The kidnapping of the princess stoked an already brewing anger and animosity between the dwarves and the elves. This anger quickly led to a war. For years the war went on and many on both sides were slain. In the end, the war was lost by all as their numbers were reduced to so few that they could no longer continue the fighting.

Inside the catacombs, Stom fashioned a tower from the essence contained within Elven Stones of Long Life. With the help of the magical essence, the tower became a living prison and he used it to slow time for both himself and Solandra so that they might live together forever.

Hook

The PCs come across a long forgotten opening in the ground. At first it seems to be a hole but on further inspection, they will find that it leads to a large chamber and then a corridor hewn from stone. At this point they have discovered the Dastardly Dungeon of Doom (also known as the Prison of the Mad Dwarf).

DASTARDLY DUNGEON of DOOM



Level 1 (Green Insanity)

The first level of the dungeon is carved from a greenish stone called verdem. A layer of this stone runs through the area in which the dungeon is located. For the dwarves, verdem represents life and growth. It also represents insanity.

1. Entryway

The entryway to the dungeon is a long passage. The walls and floor are a strange shade of green.

2. Purple Cyclops Room

This is a rectangular room with a giant purple cyclops statue at one end. The remains of several creatures litter the room. These remains have long since become skeletal. The statue has seen better days and appears to have been attacked as it has pieces broken off. If the PCs inspect the statue they will feel wind blowing from behind it. On further inspection they will notice that there

DASTARDLY DUNGEON of DOOM

is a hallway behind the statue. It is possible to climb behind the statue to enter the hallway.

3. Map Room

If the PCs venture behind the statue, they will come into the Map Room. This is a square room with glowing green cyclopean statues in each corner (these statues illuminate the room). The remains of various creatures are littered about the floor in skeletal form. One of the glowing statues has been defaced and the head has been broken off. On the floor of the room is what appears to be a large map featuring corridors and chambers. If the PCs decide that this is the map of the dungeon (which it is) give them the player map handout that comes with this adventure.

If the PCs inspect the map in detail they will find that each room and several of the corridors have small, disc-shaped spaces (about the size of a coin). All of the discs have been removed. If the PCs search the remains of the skeletal humanoid in the room, they will find a bag with 26 gold, coin-sized discs. Each disc has a skull upon it.

4. Pillars o' Fun

The edge of this room is a steep drop-off into the darkness of abyss below. Falling into this chasm will result in a plunge of nearly 1,000 feet onto sharp stones below. In the center of this chasm are a series of four pillars, the tops of which must be crossed in order for the PCs to get beyond the room. Each pillar is unique. Have the PCs make a DEX check as they jump from pillar to pillar. A failed check may result in the PC falling to their doom or, perhaps they can make a second check to see if they can successfully grab hold of the pillar (or an ally) to hold on.

Pillar 1: This pillar is normal and stable. It can be stood upon without danger.

Pillar 2: The top of this pillar is covered in a slick slime. The first PC to jump onto this pillar will have to make a DEX check against a TN of 3 (simple) or slip.

Pillar 3: This pillar is weak and will crumble under the weight of an average size creature. Any PC of average size or larger who jumps on this pillar must make a DEX check against a TN of 5 (tricky) or plunge to their doom below.

Pillar 4: The top of this pillar is fragile and hollowed out. Landing on this pillar will result in the PC putting their foot through the stone (or, depending on their size, falling into the pillar itself). A DEX check against a TN of 4 (easy) must be made to avoid suffering injury or falling.

DASTARDLY DUNGEON of DOOM



5. Hall of Saws

This hallway is lined with three rows of razor sharp spinning saw blades on each side. The PCs must time the blades just right or be sliced to pieces. If the PCs study the pattern of the blades before rushing in, they reduce the TN of the DEX check from 5 to 4. Each blade does 3d6 damage. The saws remain active at all times. The sound they make is mechanical and loud.

6. Hidden Treasure Room

If the PCs inspect the wall that leads to this area, they will feel a faint breeze of air passing through the poorly made wall. A few hard whacks with a weapon or a giant-sized fist can bring this wall to rubble and reveal a hidden room behind it. In the center of this room is a treasure chest containing old coins of silver (300) and gold (150).

7. Flooded Chamber

This chamber appears to have become flooded (the water is about 3 feet deep). There are four mounds near each corner of the room. These mounds sit above the water level. In the center of the room is a wooden box on a small pedestal also above the water level. The slightest touch on this box will make each of its four sides collapse. Inside the box are what appear to be blue grains of sand. These are in fact magic instafreeze crystals and when they come into contact with water, they will instantly freeze it solid.

Any PCs caught in the water when it freezes will take damage from the pressure of the ice that instantly forms around them (1d3 damage per round trapped). Anyone under the water or of small size may be frozen solid and drown (1d6 damage per round). Those who are on the mounds or outside the water are safe (and perhaps can help dig their friends out).

Not all of the crystals will fall into the water. These can be scooped up and saved for later use.

DASTARDLY DUNGEON of DOOM

8. Tentacle Bridge

This is an ancient stone bridge. Beneath this bridge is a tentacled beast of tremendous size and anger. The creature responds to sound, even the smallest of sounds. If the PCs are talking, whistling, walking normally, etc., they will find that they have awakened the creature.

The tentacled beast is trapped, chained beneath the bridge and unable to move (except for its tentacles which flail about). It is starving and has long hungered for a meal. The PCs might be this meal. The tentacles will flail around and attempt to grab the PCs. These are strong tentacles and if the PCs find that they have been grabbed, they might be pulled over the edge of the bridge and into the mouth of the beast below.

9. Dining Room

This square shaped room houses a white marble table. The table has been set for a ghastly dinner party which consists of six skeletal humanoid creatures, each of which has come clad in the finest of ancient evening wear. The table and the creatures which are seated are dust and cobweb covered. The plates, goblets, and silverware are all solid gold. There is a small recessed panel in on one side of the room about three feet off the floor. This panel is made of rotted wood and can easily be pulled out or apart. Behind the panel is a small tunnel which leads to the Flooded Chamber (7) (bypassing the Hall of Saws).

If the PCs remove any of the items on the table, they will spring a trap which consists of a stone slab sliding over the room entrance. This will also awaken all six of the undead dinner guests. The undead dinner guests are annoyed at having been awoken and at their meal having rotted long ago, so they turn up on the PCs.

Once the trap is activated, the PCs only chance of escape is to either defeat the undead or to escape through the tunnel behind the recessed opening.

10. Scrollax Lair

This pit of a room is home to a dreaded and ancient scrollax. The entry door to this chamber is made of thick sturdy wood and locked tight. Only someone of awesome lock picking skill would be able to pick the lock. The other alternative is to break the door down.

The room is pitch black except for a faint shine (from the next room) across the pit. If PCs decide to step into the room without paying any attention, they will fall down the slide to the pit below. Here they will step in spider webs which will let the scrollax know that food has appeared. The walls of the pit are sheer

DASTARDLY DUNGEON of DOOM

and steep and the PCs will need to lower a rope to help their fallen foes. The scrollax lives in a small room inside the wall of the pit. If its web is touched it acts as a trigger awaking the beast. When awakened, the scrollax will immediately leave its home and attack its prey.

11. Coffin Room

This is a large, rectangular room. In the middle of the room lay three coffins. A dwarven vampire rests in each of the coffins. These are the sons of old King Ironstoke. If the PCs touch the coffins or attempt to remove the lids, the dwarven vampires will awaken and attack.

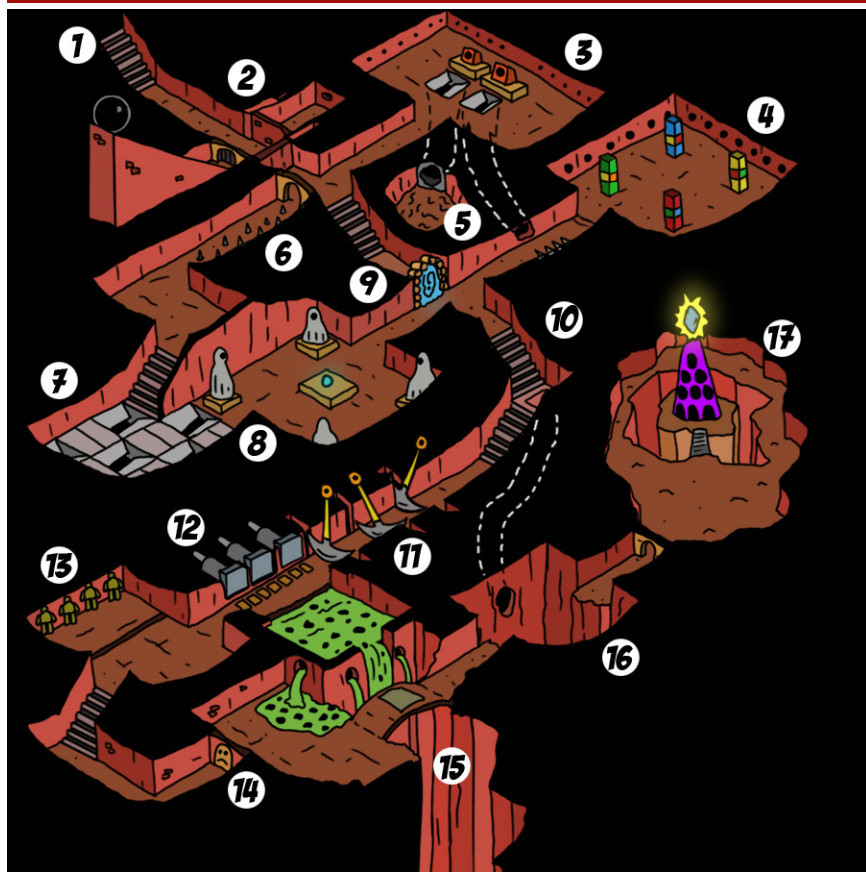
If the PCs manage to defeat the vampires, they will find a good deal of treasure has been buried with their undead foes. Each coffin has a gold crown (1,000gp), several gems (100-600gp), and small statues of each of the dwarves (as they appeared when living). The dwarf statues are made of jade, ivory, and onyx. Each statue is worth 50-300gp.

Corridor to Level 2

The corridor from the Coffin Room (11) leads to the second level of the dungeon.



DASTARDLY DUNGEON of DOOM



Level 2 (Red Horror)

1. Entrance

A set of stairs descends from the green verdem layer of stone to a more sinister red layer which the dwarves call bakul (which in an ancient dwarvish language means blood). Leading from the stairs is an unassuming passage.

2. Rolling Death

At the end of the entrance to this level of the dungeon the PCs come upon a dead end, or so it seems. A single door leads from this place but the door is the trigger to a trap. If the PCs open the door, they will trigger a huge iron ball which is elevated on a ramp leading directly into the door they just opened. This iron ball will roll down the ramp and crash through not only the door and the wall that holds it but also the wall on the other side of the room. The ball will most likely crush anyone who gets in its way (5d6 damage). The PCs will

DASTARDLY DUNGEON of DOOM

have to act fast (DEX checks) or get pulverized by the iron ball. Once the ball has come to a rest, a stone wall will slide away revealing the real entrance to the second level of the dungeon.

3. Arrow Chamber

This rectangular room has two stone boxes. Each box holds a gem (one an emerald worth 50gp and one a ruby worth 100gp). All along the walls of the room are a series of small holes (for shooting arrows). Attempting to walk straight up to these stone boxes will result in the floor opening beneath the victim's feet. One trap door leads to a slide that descends into the Snake Pit (5) while the other slide leads to the corridor just before the room of Painted Pillars (4). At the end of this second slide waits a wall of spikes upon which the victim will be thrown into as they are ejected from the slide (4d6 damage).

If the PCs manage to escape the trap doors and get the gems, they will trigger the second trap which results in hundreds of arrows flying from the holes in the walls. The only safe place during this event is in between the two stone boxes. All exposed PCs will be struck with 2d6 arrows each dealing 1d3 damage.

4. Painted Pillars

This square shaped room has four pillars: green, blue, yellow, and red. When the PCs enter this room they trigger a trap which makes a stone door slide up behind them. Poisonous rage gas then begins to pour through circular vents in the wall. After 3 rounds of being in the room with the rage gas activated, the PC must begin making BRT checks against a TN of 3 to stave off the effects of the rage gas. The effects of the rage gas cause affected PCs to fly into an angry rage and attack the nearest person. A PC can make the check each round even while affected. At anytime the check is successful, the effects of the gas will subside until the next check is made.

The four colored pillars are the keys to solving this puzzle. Each pillar has a colored plate identical to the four colored pillars. Each colored plate must be placed on the correctly colored pillar (red for red, green for green, etc.) in order to disarm the gas. The PCs must fight off the effects of the gas while rearranging the plates. Once all of the plates are correctly placed, the gas will shut off and the stone door will slide open.

5. Snake Pit

This crudely carved chamber is filled with poisonous snakes. These snakes do 1d3 damage and have LVL 2 poison. A small skylight in the ceiling rises up through the tons of rock and dirt and illuminates this chamber.

To escape this room, the PC can climb back onto the slide which they came in.

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6. Spiky Corridor

This dark hallway has a bunch of spikes which shoot up from the floor. This trap is activated halfway through the corridor. The spikes do 1d6 damage. A PC standing amidst the spikes will be hit with 1d6 spikes. Foot and leg damage will occur.

7. Folding Floor

The floor of this small square room is made of moving panels. These panels open and close by means of air pressure from the chasm beneath them. In order to successfully navigate this room, the PCs must make a successful DEX check against a TN of 5. Failing this check will result in the PC misjudging the panels opening and closing and falling through into the chasm below. The observant PC can also make a WIT check (TN 5) to listen for the buildup and release of pressure that open and closes the panels.

8. Orb Room

This square shaped room has a small stone slab in the middle. In the center of the slab is an Orb of Truth. At each corner of the room is a gray statue with a single orifice in what could be the head. When the PCs enter into the room, the statues (Ranged score of 3) will each fire beams of energy which do 3d6 damage. These energy beams should be treated as ranged attacks. The energy beams will fire each round the PCs are in the room. The beams will choose random targets.

DASTARDLY DUNGEON of DOOM

9. Gate of the Grotesque

Passing through this portal will have various effects on the PCs. Use the chart below to determine the random effect. The PCs can pass through the gate as many times as they wish.

Roll	Effect	Roll	Effect
2	PC made normal/no effect	8	PC loses magical powers
3	PC gains an Ability	9	PC is turned into a dwarf
4	PC is covered in sores	10	PC gains magical powers
5	PC becomes invisible	11	PC melts into a puddle
6	PC is poisoned (LVL 6)	12	PC is disintegrated
7	PC is set ablaze (1d6 dmg.)		

10. Slide to Oblivion

As the PCs make their way deeper into the dungeon, they come to a grand staircase hewn from the red bakul stone. The landing on this staircase has a trap door that leads to a slide. This slide leads to a deep chasm. Falling through the trap door will result in the PC sliding to their doom. A successful DEX check against a TN of 5 may allow the PC to stop their slide or hold on to the ledge before falling into the chasm.

11. Swinging Blades

A hall of swinging blades. The sound of machinery is in the air as the blades swing back and forth like deadly pendulums. The PCs can better their chances of passing through this obstacle unscathed if they watch the blade patterns. If the PCs study the blade patterns and make a WIT check (TN 5), they reduce the DEX check TN from 5 to 4. If a PC is hit with a blade, they will suffer 4d6 damage.

12. Wall Pistons

Trying to outrun the swinging blades from earlier in the hallway could result in the PCs setting off this piston trap. Determine if the PC keeps running once free of the blades or if they stop. If the PC keeps running, they may set off the piston trap. Pressure panels in the floor activate the pistons when stepped on. When this trap is activated a huge slab of wall is pushed out by a massive piston. Anyone in the way of the wall will be shoved into the acid pit which sits next to the causeway. The acid pit does 3d6 damage per round and will melt the PC. Taking the time to stop and examine the area will allow the PCs to see the pressure plates in the floor and avoid this obstacle.

DASTARDLY DUNGEON of DOOM

13. Golem Room

This rectangular room is dust covered and smells of acid which wafts from the previous room. A single red line marks the floor of the room. This line is covered in dust. If the PCs cross this line, they will immediately awaken the four iron golems which sleep against the wall. The golems will attack once awakened.

14. Gas Door

This odd door (which has a frowny face upon it) is filled with poisonous gas. If the PCs attempt to open the door, the gas will spray out. The gas does 3d6 damage to anyone exposed. After the gas is expelled, the door can be safely opened. The PCs may notice at this time that the frowny face has become a smiley one.

15. Bridge to Nowhere

This beautifully carved stone bridge has a center made to break apart should anyone step upon it. The victim of this crumbling causeway will plunge deep into the chasm below.

16. Chasm of Despair

This room is a deep and dark chasm with steep ledges on each side. The PCs must find a way to cross or else turn back.

17. Chamber of the Elf Princess

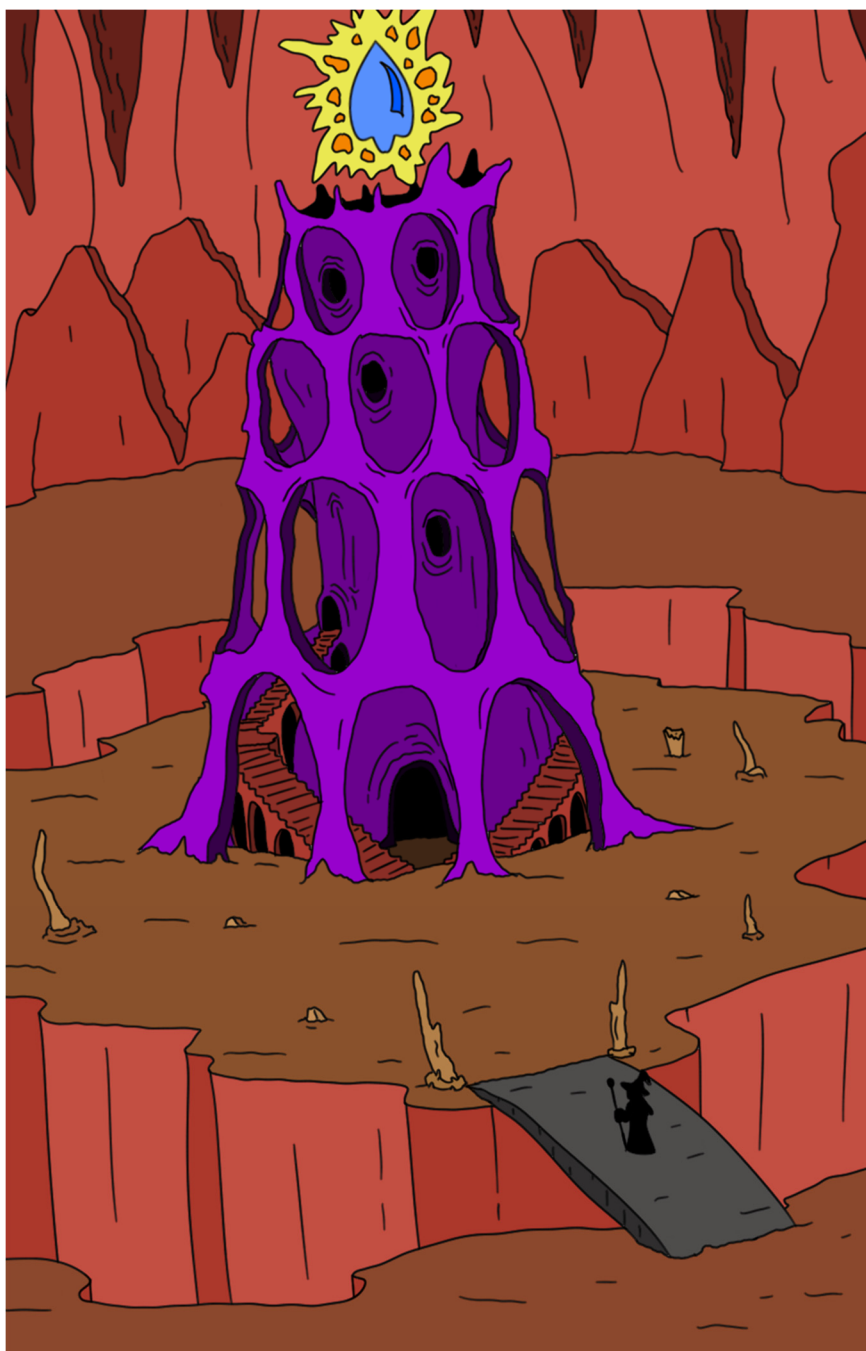
This grand chamber houses a beautiful purple tower on the center of an island amidst a chasm. A stone bridge leads to the island and the tower. Inside the tower are spiral staircases which lead to the top. The uppermost part of the tower is a tomb which houses the floating body of the beautiful elf princess Solandra as well as the body of a dwarf which appears frozen in mid-movement. Firelights and soft humming surround the floating princess. On the altar beneath the princess are several (2d3) tear shaped stones. These are Stones of Long Life.

If the PCs touch the stones, both the frozen dwarf and the princess will immediately awaken. The elf princess will ask the PCs to help her. The dwarf will immediately attack.

Aftermath

If the PCs manage to defeat the dwarf they rescue the elf princess from her suspended sleep. She is grateful for having finally been freed. As a thank you she gives each of the PCs a Stone of Long Life. She then tells the PCs that she can now be truly free as she evaporates into mist. The walls of the tower turn from purple to grey to black.

DASTARDLY DUNGEON of DOOM



DASTARDLY DUNGEON of DOOM

NPCs

Dwarven Vampires (4)

Small (0), Humanoid

HP: 16, AC: 2, ACT: 5

BRT: 3, DEX: 2, WIT: 3

Blood Frenzy: If the dwarven vampires smell, see, or taste blood, they will go into a blood frenzy gaining +1 on all attack rolls. **Claws (1):** 1d6 dmg. Resistance to Physical Attacks.

Vampiric Bite (2): 50% chance of transforming victim into a vampire within 1d6 days.

The undead dwarves for whom the dungeon was originally constructed lay resting in their coffins. When awoken, they will fight with blood-thirsty abandon as they attempt to satiate an old hunger. These dwarves wear their funerary armor and attack with claws and bites as they attempt to devour their victims.

Iron Golems (5)

Average (0), Construct

HP: 23, AC: 3, ACT: 6

BRT: 3, DEX: 1, WIT: 1

Light Weapon (2): 1d6 dmg. **Immune to Mental Attacks. Immune to Poison/Toxin/Disease. Night Sight.**

Mindless constructs designed as a line of defense against those who might attempt to free the elf princess Solandra. These iron golems will attack anything that crosses the line into their territory. They will continue to attack and pursue their enemies until they are stopped or destroyed.

Scrollax (18)

Giant (+2), Monster

HP: 37, AC: 1, ACT: 8

BRT: 4, DEX: 4, WIT: 2

Poison Bite (2): 2d6 dmg. (LVL 6 poison). **Stab (1):** 1d6 dmg. **Night Sight.**

Imprisoned by Stom many years ago, this scrollax is ancient and angry. Anyone who touches the web of this huge spider will announce their desire to be eaten. Once awoken, the scrollax will leave its wall chamber and hurriedly attack the victim with bites and stabs.

Snakes (1)

Tiny (0), Animal

HP: 1, AC: 0, ACT: 5

BRT: 0, DEX: 3, WIT: 0

Bite (1): 1d3 dmg (LVL 2 poison).

These snakes have slipped through the cracks high above and slithered their way into the dungeon chamber. These snakes lie dormant most of the time, feeding on bugs and smaller creatures that fall into the room. When disturbed, they will attack with poisonous bites as they attempt to overwhelm their victims.

Stom the Mad (5)

Size: Small (0)

Archetype: Humanoid

HP: 22, AC: 3, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Stom's Hammer (2): 1d6+1 dmg.

Stom's Hammer can also do an additional 1d6 damage. on a roll of 6+.

Night Sight.

The obsessed dwarf himself, Stom the Mad appears locked in time as he is trapped in suspended animation within the Chamber of the Elf Princess.

DASTARDLY DUNGEON of DOOM

When he is awakened, Stom will attempt to crush his victims with his mighty hammer. He is fueled by anger at anyone who dares separate him from his beloved.

Tentacled Beast (12)

Massive (+4), Monster

HP: 40, AC: 1, ACT: 6

BRT: 4, DEX: 2, WIT: 1

Tentacle Grab (2): 1d6 squeeze

damage. **Tentacle Slap (2):** 1d6 dmg.

Grinding Maw (3): 2d6 dmg.

The tentacled beast was imprisoned by Stom to act as a defense against those who enter into the dungeon. If the beast hears any sound, it will flail about attempting to grab what it believes to be food. In combat, the tentacled beast will attempt to grab its prey and pull it beneath the bridge to the place where it is chained. There it will devour the victim in its grinding maw. When the PCs reduce the tentacled beast's HP to half or less, the monster will discontinue its attack and pull its tentacles away from danger.

Undead Dinner Guests (3)

Average (0), Undead

HP: 10, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

Light Weapon (1): 1d6 dmg.

Bite (1): 1d6 dmg. **Freezing Touch**

(1): 1d6 dmg. The Freezing Touch is an undead attack that creates a cold spot on exposed flesh. This damaged area quickly rots (1d6 hours) and can become infected.

These undead dinner guests are dressed in the finest clothing of their day. Unfortunately, their day has long since passed and what is left are the remains of raggedy skeletons who want nothing more than a final feast. These creatures are intent on killing the living as vengeance for the curse placed upon them. Adventurers who are greedy for gold will find that touching any item on the dinner table will immediately awaken these undead nightmares.



DASTARDLY DUNGEON of DOOM

Items

Instafreeze Crystals

These blue, sand-like crystals are imbued with the magical ability to turn water instantly to ice. A handful of crystals can freeze an area with a small radius.

Orb of Truth

This green glass sphere is about half a foot in diameter. The sphere is magical and has the ability to determine if someone is telling the truth. When someone is lying (within a tiny radius of the orb) the orb will change from green to red. If someone is telling the truth, it will change from green to blue.

Stones of Long Life

These tear shaped stones contain life essence from ancient elder elves. When placed in the mouth of the dead, these stones will melt away and revive the deceased with new life.

Ideas and Opportunities

Half a Dungeon

Are you a kind GM? Do you want to take it easy on your players? Why not use only half of the dungeon? End the first level of the dungeon with the PCs coming upon the final room of the second level (the Chamber of the Elf Princess). Simply skip the second level and play out the final events. Not only will this make it easier on the party, but it will also allow you to scale things down a bit.

Just a Dungeon

Dungeons don't just exist as floating spaces in the game world. Rather, dungeons are ever-evolving things that have histories, stories, heroes, villains, and other layers which have built-up over time. This dungeon is no exception. It is steeped in deep lore and mystery, the sadness of obsession and lives lost. It was the catalyst for a war and the hatred between two groups of people. So what is outside the dungeon? What does the land look like? Are there villages or towns nearby? Why has it remained undisturbed for such a long time?

Lead On... Coward!

Sometimes fighting isn't always an option. In these cases, retreat may be the best bet. What happens when the PCs lead their pursuers into unfamiliar parts of the dungeon? What happens if the PCs lead the bad guys into traps?

Vampires and Dwarves

Does King Ironstoke still reign in some mountain somewhere? What of his descendants and his peoples? What about the vampire Lestok? Does the undead lord dwell somewhere in the lands even to this day? Exploring these stories may allow for the creation of a larger campaign as the PCs explore the past and the future.

Far Away Land RPG

Adventure Module

FIRE DUNGEON

by Dirk Stanley



Fire. Lava. Molomoxors. Flametaurs. Fire Elemental. More lava. More fire. Journey into the Fire Dungeon as you seek a magical blade of awesome power. But beware, skin and fire do not mix and you might just find you are ash before you know it. Fire is not your friend in this Far Away Land adventure.

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

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FIRE DUNGEON



Backstory

During the Boom War, a great many fissures were opened which led beings from other worlds and planes to Far Away Land. Among these places was the Elementalsphere and from that strange place were brought its creatures. Many of these creatures were abandoned in Far Away Land once the fissures closed. These displaced beings sought to make a new life in their new world. Many were killed. Others went into hiding.

One particular fissure opened within Mount Payon. The power of the fissure shattered the mountain leaving a massive heap of rubble which came to be known as the Slide. Some of the creatures that came through remained within the Slide after the fissure had dissipated. These creatures hoped that another doorway would lead them home. Among these creatures were flametaurs, molomoxors, and a fire elemental.

FIRE DUNGEON

Adventure Hook Ideas

1. The PCs come upon a map that leads to the Fire Dungeon. The map has strange writing that tells of a sword created only from a creature's fiery death.
2. The PCs are travelling when they take refuge in a cave. During the night they smell smoke. The walls of the cave are warm. With a little force, the PCs can break through the cave walls and discover the Fire Dungeon.
3. The PCs are in a tavern where they meet a terribly scarred man. He tells them the story of his scars, that he was burned by a fire elemental in a dungeon some miles from town. Maybe he still wants revenge?

The Overworld

- 1: **The Slide:** Once a mountain, the Slide is all that remains thanks to boom fissures which tore the mountain apart. Huge boulders, loose rock, and crumbling paths make the Slide. Hidden within these rocks is the cave that leads to the Fire Dungeon. The PCs might experience some encounters while they make their way to the cave entrance.
- 2: **Forest/River:** Dark and largely unexplored. The forest is home to various wandering monsters. The river is good for travel by small or large boat. The waters are mostly calm. There might be something big in the depths?
- 3: **The Village of Redrise:** A small village of little regard. It is made up of farmers and some merchants who sell local goods. There is an inn. A road passes through the village.
- 4: **The South Hills:** This small range of hills are home to goab brigands who sometimes travel north and raid farms or road travelers.

The Fire Dungeon

- A: The Main Chamber:** This is the entrance to the Fire Dungeon, a large room of stone carved out by a river of molten lava that flows through it. A small, natural bridge provides a safe way across the lava flow. Fires burn up from the floor. The temperature is hot and uncomfortable. The charred remains of previous adventurers litter the place. Molomoxor inhabit this room.
- B: The Fire Room:** Several small fires burn in this room. Toward the edge of the room is a crevice in which lava pools and flows in some unknown direction. A flametaur calls this room home.
- C: The Fire Falls:** Three lava falls have eaten their way through the cliff face within this part of the dungeon. The air is hot and thick here. Around the corner are two cutaways which serve as crude rooms where molomoxor live.
- D: The Elemental Chamber:** This huge room is the home of the Fire Dungeon's fire elemental. A lava flow cuts the room in half. Exposed pieces of stone rise up from the lava allowing for a treacherous jump and skip walkway (DEX check versus TN 4). Fires burn through this room. Rock piles and ash are everywhere. The fire elemental bathes in the lava flow.

FIRE DUNGEON

Overland Weather Chart (d6)

1	2	3	4	5	6
Rainy	Sunny	Windy	Stormy	Foggy	Hot

Overland Encounters (d6)

1-2	Goab
3-4	Tri-Head Flora
5-6	Violet Hare

Dungeon Encounters (d6)

1-3	1d2 Molomoxor
4-5	1d3 Molomoxor
6	Flametaur

NPCs

Fire Elemental (12)

Average (0), Elemental

HP: 35, AC: 1, ACT: 7

BRT: 1, DEX: 3, WIT: 1

Pyrokinesis (4): The fire elemental will use an assortment of fire based attacks to crush his foes. **Magic (3):** LVL 5. **Immune to Heat.** **Immune to Poison/Toxin.**

The fire elemental is composed of living fire. It has dwelt within the Fire Dungeon since the Boom War. It hates living creatures of non-flame composition. In combat it uses a plethora of fire and magic attacks. It cannot be reasoned with. When the fire elemental is killed, it will turn into a sword (see Items and Treasure for more details).

Flametaur (4)

Average (0), Elemental

HP: 24, AC: 1, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Flaming Axe (2): 1d6+3 fire dmg.

Magic (1): LVL 3. **Immune to Heat.**

A denizen of the Elementalsphere, the flametaur is a conjured being of fiery hate used to hunt or guard elementals. It wields a flaming halberd. It can de-

tect non-elementals up to 100 ft. away. This particular flametaur has become weakened over the years due to its separation from the Elementalsphere.

Goab (3)

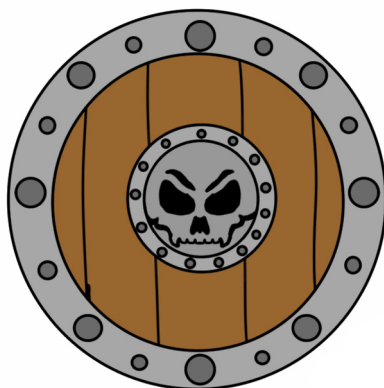
Small (0), Humanoid

HP: 11, AC: 0, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1). **Bite (1):** 1d6 dmg. Chance of infection. **Better Smell.** **Resistance to Poison/Toxin.**

Goabs in these parts are for the most part loosely organized brigands, thieves, and highway robbers. They have little or no leadership. Most live in the hills south of Redrise village.



FIRE DUNGEON

Molomoxor (1)

Small (0), Monster
HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Fire Breath (1): Close range. 1d6 dmg. **Heat Emanation (1):** Close range. 1d6 dmg. Touching a molomoxor for a prolonged period will cause damage due to the fiery nature of the creature. **Flame Pyre (1):** Tiny radius. 3d6 dmg. Flame pyre occurs when a molomoxor explodes. Molomoxors can explode at will, usually before dying. **Immune to Heat.**

The molomoxors within the Fire Dungeon are filled with anger at not being able to return to their home Elemental-sphere. In turn, they take great delight in incinerating travelers who wander into their domain. They are commanded by their master flametaur.

Tri-Head Flora (2)

Small (0), Plant
HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Bite (1): 1d6 dmg. **Camouflage:** The tri-head flora can change both its

color and texture to blend in with its surroundings. It often uses this technique to ambush foes.

The tri-head flora is a voracious plant creature that uses camouflage to ambush and devour its prey. They feed primarily on meat. If overwhelmed or severely injured in battle, they will try to escape. They live in the forest.

Violet Hare (1)

Small (0), Animal
HP: 4, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Bite (0): 1 dmg. **Emotive Call:** Huge radius. Violet hares can emit a high-pitched call that only they can hear. They use this call for help or to warn other hares nearby.

Violet hares are voracious little beasts that attack in numbers (2d6). They are known to overwhelm their victims with numbers and their constant biting. More than one adventurer has been taken down by these buck-toothed no goods.



FIRE DUNGEON

Items and Treasure

Dead Folk's Stuff

A lot of adventurers have made their way into the Fire Dungeon. Few have made it out. What remains of these slain adventurers consist mostly of ash and burn spots. However, some metal items such as coins, armor, and certain weapons may have survived the inferno. The GM may see fit to award gold or items to PCs in the Fire Dungeon.

Flame Sword of the Fire Elemental

When the fire elemental is slain, it will manifest a blade of flame with its final breath. The blade appears to be only a grip and guard of a sword. In the grip are the words "Zyxos Axikar." When these words are spoken aloud, the fire elemental is reawakened as the fiery blade of the sword springs to life. This sword does 2d6 fire damage. If it is ever submerged in water while the blade is alive, the sword will be destroyed. The grip and guard are immune to heat.

Adventure Opportunities and Ideas

Base of Operations

Although the village of Redrise is small and quaint, it will provide the PCs with a base of operations while they set out to conquer the Fire Dungeon. Redrise might also provide some NPC cannon fodder.

Burn 'Em All

Burn 'em up and make the PCs feel the wrath of the Fire Dungeon. NPCs are expendable, or they should be. Make an example of them. Fire and skin don't go well together. The PCs might think twice before running headlong into the fire elemental's chamber if they see a comrade immolated. This is a good way to get the PCs to think about other ways of conquering the dungeon besides using brute force alone.

Take This on Your Journey

Depending on how experienced the PCs are (or how powerful they are), the GM may wish to provide a contact that has an item that could benefit the PCs in their quest. This item could be something specific for the Fire Dungeon (or not). It could be a magical weapon that provides one of the party members with fire resistance. Perhaps it is a weapon that allows for extra damage to be dealt to fire creatures?

You Can't Swim in Lava

Yeah. If a PC falls into lava, they are probably dead. Not only that, all of their loot is probably dead as well. This is a perfect way for the GM to reiterate the dangers of the Fire Dungeon, especially if the GM has an NPC cast into the fiery river that moves through the place.

Far Away Land RPG

Adventure Module

THE EYE of MALAS

by Dirk Stanley



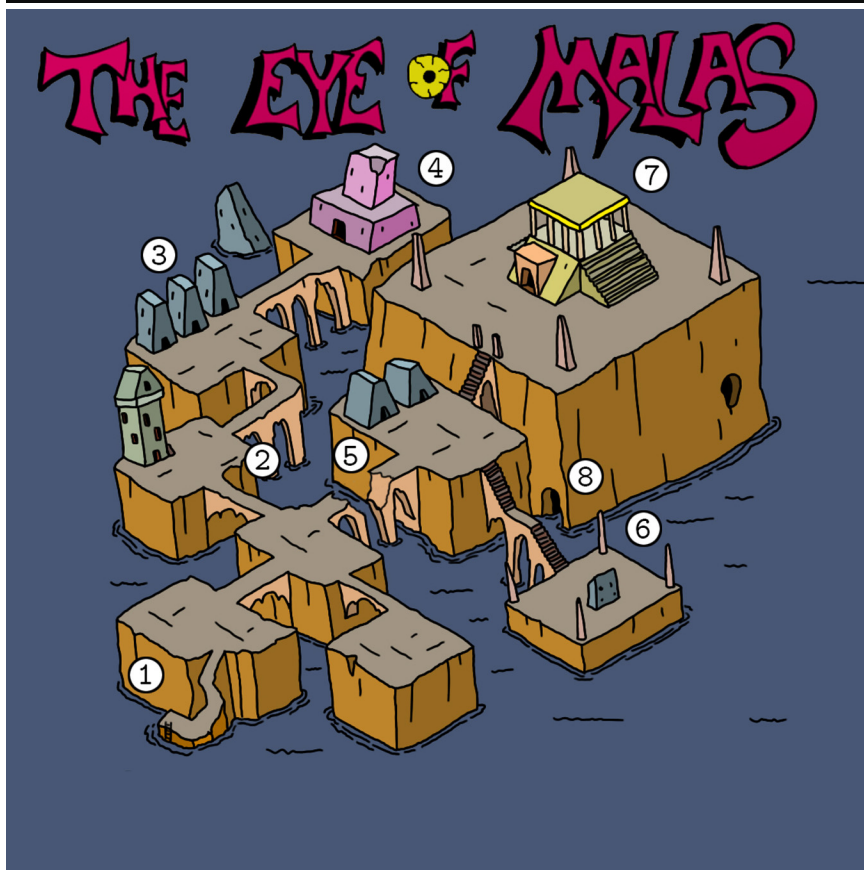
A strange, underground island. Acolytes of blind faith. A mad wizard determined to open a portal into the Abyssmalsphere. The mysterious Eye of Malas. Prepare for a Far Away Land mini-adventure as your PCs attempt to defeat the wizard and his followers in order to prevent all heck from breaking loose!

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

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THE EYE of MALAS



History

The Mad Wizard Vomax calls this ancient, underground island home. Here the wizard studies and teaches his followers the ways of dark magic. Once the home of gloom elves, their city flooded leaving only the highest portions untouched. Now, the old city sits in the middle of a great underground lake.

Setup

The acolytes of the Mad Wizard Vomax have stolen the Eye of Malas from the poomkin monks of the Quiet Keep. The eye is a sacred relic known for its ability to open a portal into the Abyssmalsphere. And that's exactly why the Mad Wizard is so keen on the Eye. Now he has it and it's only a matter of time before he opens that gate and calls forth a bunch of demons. The poomkin monks are sworn to passivity and as such cannot harm another living creature. They need the Eye back and they are willing to pay to get it. The adventurers will need to infiltrate the island, find the Eye of Malas, and return it to the monks.

THE EYE of MALAS

Locations

1. The Landing: An old, rickety ladder leads from the water to the stone outcrop. A narrow path leads upward to the top of the island. Bones and refuse lay strewn about. Rusted weapons and armor (all of which are useless) remain with the dead. Nothing is fresh.

2. The Tower: This tower has three floors. Stairs lead to each floor. The walls are cracked and brittle and in danger of collapse. Bedrolls and refuse, some of which is recent, lays about.

3. Acolyte Housing: Acolytes of the Mad Wizard call these buildings home. Each house has two floors. There are several beds, chairs, and a table in each of the houses. The walls are crumbling and brittle. Spiders and insects live in the place.

4. Henchman Tower: Henchman of the Mad Wizard call this dilapidated building home. Bedrolls are spread about the place. Garbage is everywhere.

5. The Broken Bridge: The land leading to the main island has long since collapsed. The span is 40'. The edges are crumbling and weak.

6. Sacrificial Platform: A stone block sits near the edge of this island. Four manacles are attached to the block by heavy chains. An obelisk sits on each corner. Bloodstains have darkened the ground as well as the sacrificial block.

7. Temple of the Mad Wizard: The home of the Mad Wizard. This ancient temple is covered in relief carvings depicting an ancient pantheon of gloom elf deities. The upper level of the temple is a ceremonial location open only to the Mad Wizard and his highest ranking acolytes. The bottom level is where the Mad Wizard lives and studies (and keeps the Eye of Malas).

8. Secret Cave: Accessible only by boat, this secret entrance leads to a series of corridors which eventually make their way to the Mad Wizard's Chamber. A secret door in the floor of the chamber allows access from the surface. The cave has not been used in years. It stinks of fish.

Random Encounters (1d6)

Roll	Encounter
1	Henchman
2	1d2 Henchmen
3	Acolyte, Lesser
4	1d2 Acolyte, Lesser
5	Acolyte, Greater
6	1d2 Acolyte, Greater

Random Treasure (2d6)

Roll	Treasure
2-3	Object (value: 1d6x5gp)
4-6	2d6gp
7-9	Common Item
10	3d6gp
11-12	Object (value: 1d6x10gp)

THE EYE of MALAS



Lesser Acolyte



Greater Acolyte



Henchman



Vomax

Acolyte, Lesser (1)

Average (0), Humanoid
HP: 5, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Light Weapon (0).

Magic (1): LVL 1.

Lesser Acolytes are new trainees who are interested in learning evil magic. They are under the authority of their Greater Acolyte brethren as well as Vomax.

Acolyte, Greater (2)

Average (0), Humanoid
HP: 7, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Light Weapon (1).

Magic (1): LVL 2.

These mages in training answer only to their master Vomax. They are intent on learning evil magic and helping their dark master open a portal into the Abyssmalsphere.

Demon, Snarlings (1)

Tiny (-1), Demon
HP: 3, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 3

Bite (0): 1d2 dmg.

Claws (1): 1d3 dmg.

These small demons are the pets of Vomax. They obey his every command.

Henchman (1)

Average (0), Humanoid
HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Light Weapon (1).

Vomax has employed mindless henchman. These sad creatures have had their brains replaced with magic moosh. They obey the acolytes and Vomax. If Vomax is destroyed, the spell on the henchman will be broken and they will return to their normal selves.

Vomax(5)

Average (0), Humanoid
HP: 16, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 2

Magic (2): LVL 5. Staff of Vomax

(2): The Staff of Vomax can shoot powerful bolts of lightning (1d6+1 damage).

The Mad Wizard Vomax is obsessed with opening a portal into the Abyssmalsphere so that he might command demons to help him take over the world. He believes it is his destiny to start a war on Far Away Land and that by doing so, he will be greatly rewarded once the demon lords of the Absysmalsphere take control.

In combat Vomax will use direct damage spells as well as his staff. He is without mercy and may sacrifice acolytes and henchmen as needed.

Far Away Land RPG

Adventure Module

Four Dungeons

by Dirk Stanley



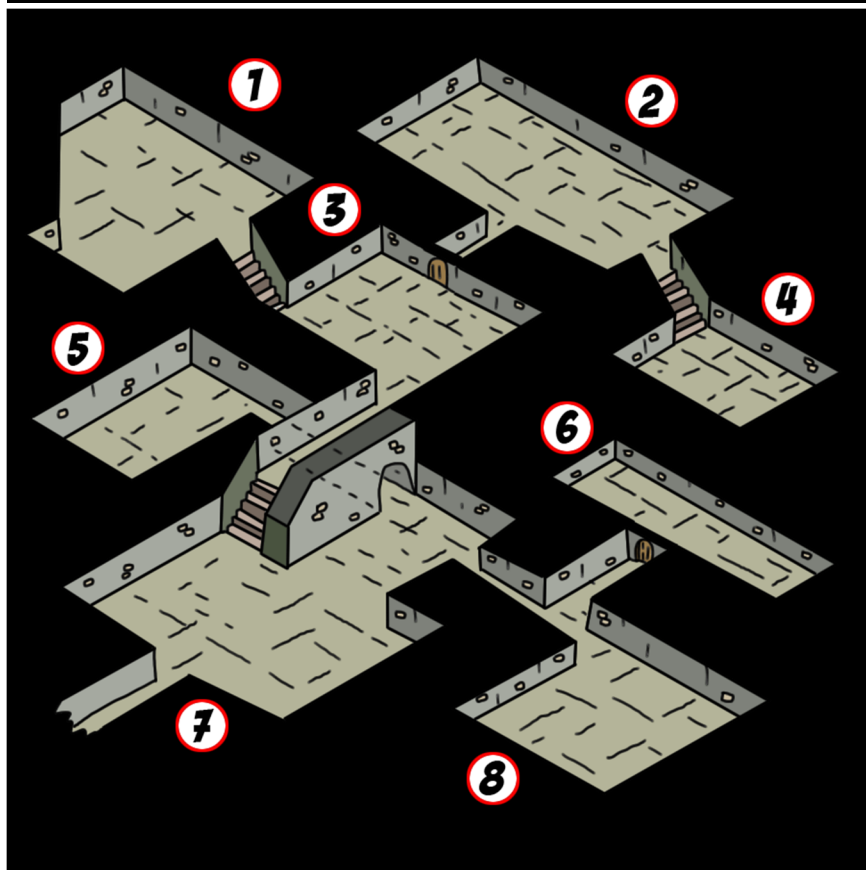
Four open-ended dungeons await your adventurers. Each dungeon location is numbered. Dungeons have various descriptions and stories for GMs to get ideas. Use your imagination and send sorry PCs to their doom!

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

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DUNGEON ONE

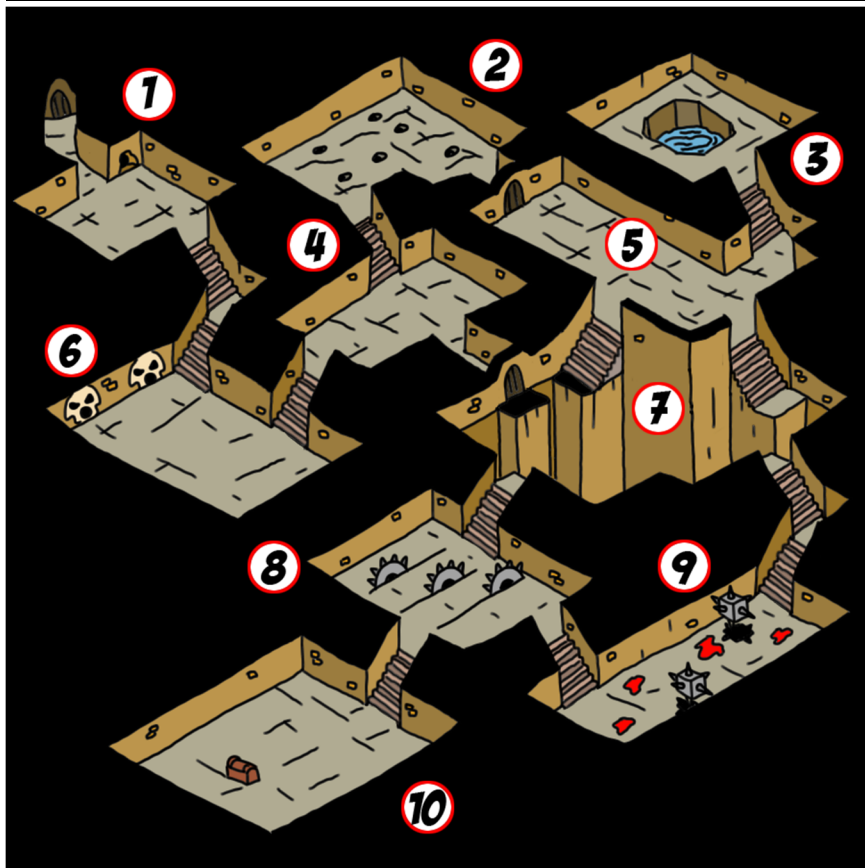


1. Long ago the Earl of Bro and his Lighting Arms constructed a vast system of subterranean tunnels. Originally, the tunnels were used to smuggle weapons and goods across enemy lines during one of the Undead Apocalypses.

2. This underground refuge was most recently used by the notorious Madkap of Den. Madkap and his fellow pirates came upon these long lost subterranean chambers as they sought a place to bury the precious loot they had taken from the sailing vessel known as the Sea Cral. Madkap and his men called this place home until they were eventually killed by the soracan known as Wubwub-wuboooochawubwubwub. It is unknown if the pirate's loot was lost at sea or still remains within their old hideout.

3. This dungeon exists as a pocket dimension that moves between Far Away Land in the Materiosphere and Far Away Land in the Antiverse. It was constructed through the use of powerful magic many centuries ago. The dungeon shifts every 1d6 days. It was once used by the Mustache Zealots.

DUNGEON TWO

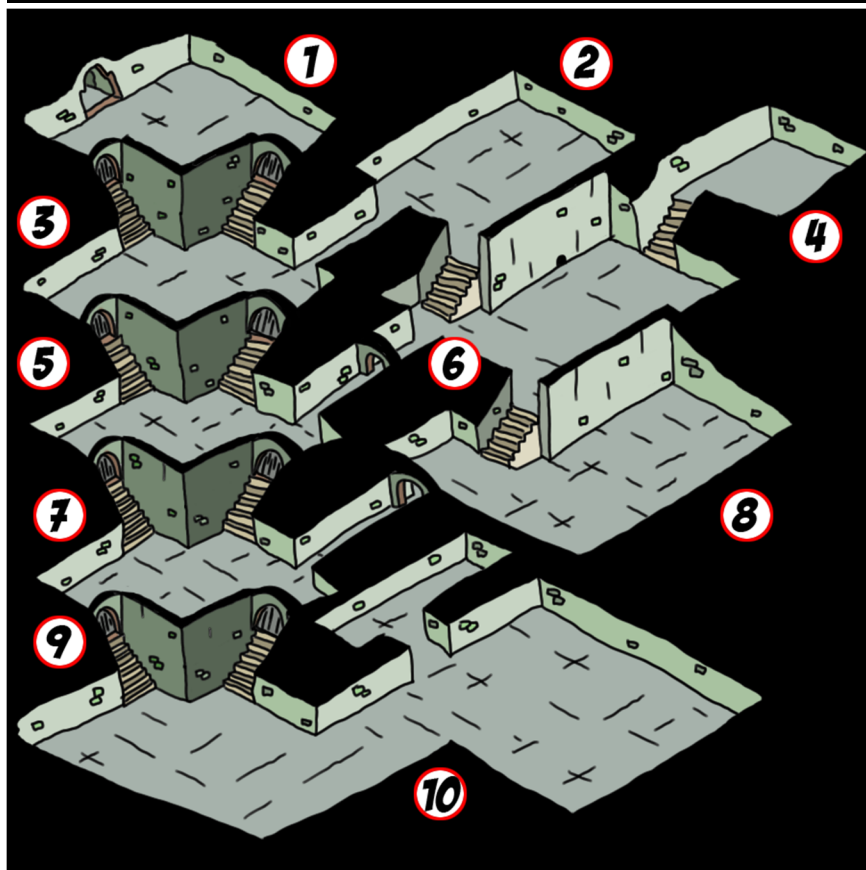


1. Kearny of the Silver Hall constructed this terrible place as a means to provide entertainment for himself and his multi-headed wife, Mistress Shola (who was half-dragon). Kearny of the Silver Hall would watch as slaves, prisoners, or general nobodies would wander through the dungeon attempting to survive the awful traps he had crafted for his own amusement.

2. Ancient spirits from the Gray Planes were trapped within the walls of this terrible place when an Intrinsic Sphere of Holding cut off their ability to return home. The spirits soon grew miserable in their non-corporeal form and began to argue with each other. Over time the spirits took on tangible forms such as saw blades, spikes, floating spiked cubes, and fire breathing wall holes. Now the spirits are forever physically tied to the dungeon.

3. The Jerk King Oger Ayeburn built a series of traps in order to test his men and their resolve. After Ayeburn's army was defeated at the Battle of the Morung Plateau, the dungeon fell into legend.

DUNGEON THREE



1. This underground structure was once home to an order of misfis known as the Super Hate Gang. The gang acquired the hideout after murdering the previous occupants. From this hideout the gang was able to terrorize the countryside for many years.

2. The lich known as Xeraxa built this underground chamber to house one of her life shards. Xeraxa encased the shard in a brick which was placed somewhere within the dungeon. She then opened a gate to the Gray Planes so that spirits could enter and guard her dungeon. Some spirits made the dungeon their home and remain within.

3. This dungeon was part of the orka stronghold known as Boonhook. The stronghold was eventually destroyed by goabs and ogra during the Blood Moon Skirmish. Several orka survived within the stronghold and escaped to Terezot to tell of what had happened in the battle.

DUNGEON FOUR



1. On the Island of Ore, home to Ironhelm, there exists a sea cave that is accessible only twice per day when the tide goes out to sea. Pirates once used this place to hide ships, loot, and prisoners for ransom.

2. A water elemental called this dark cave home until the triksel adventurer named Goldor happened upon the lair and killed the elemental in order to pick some sail lillies.

3. Ratlings have called this place home for many generations. Their current leader, Hizeeth is a dastardly fellow who believes he is to become one with a demon from the Abyssmalsphere.

4. This is but a tiny portion of a much larger dwarven excavation within the Ironwall Mountains.

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