

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 Iron-Stoke. 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.

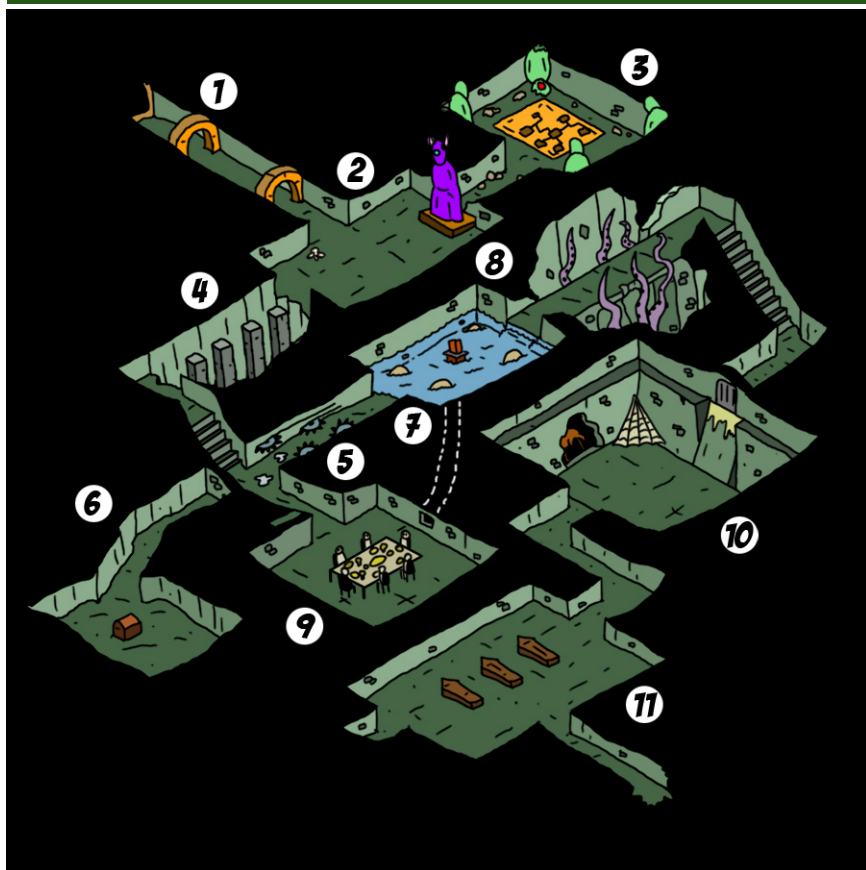
The kidnapping of the princess stoked an already brewing anger and animosity between the dwarves and the elves. This anger quickly led to a war. For years the war went on and many on both sides were slain. In the end, the war was lost by all as their numbers were reduced to so few that they could no 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 humanoids 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 4d6 damage and can (preferably) result in instant amputation. 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 (this could break bones). Anyone under the water or of small size may be frozen solid and crushed in the ice (or suffocate). 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 starves in agony 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 upon the PCs to feed.

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.

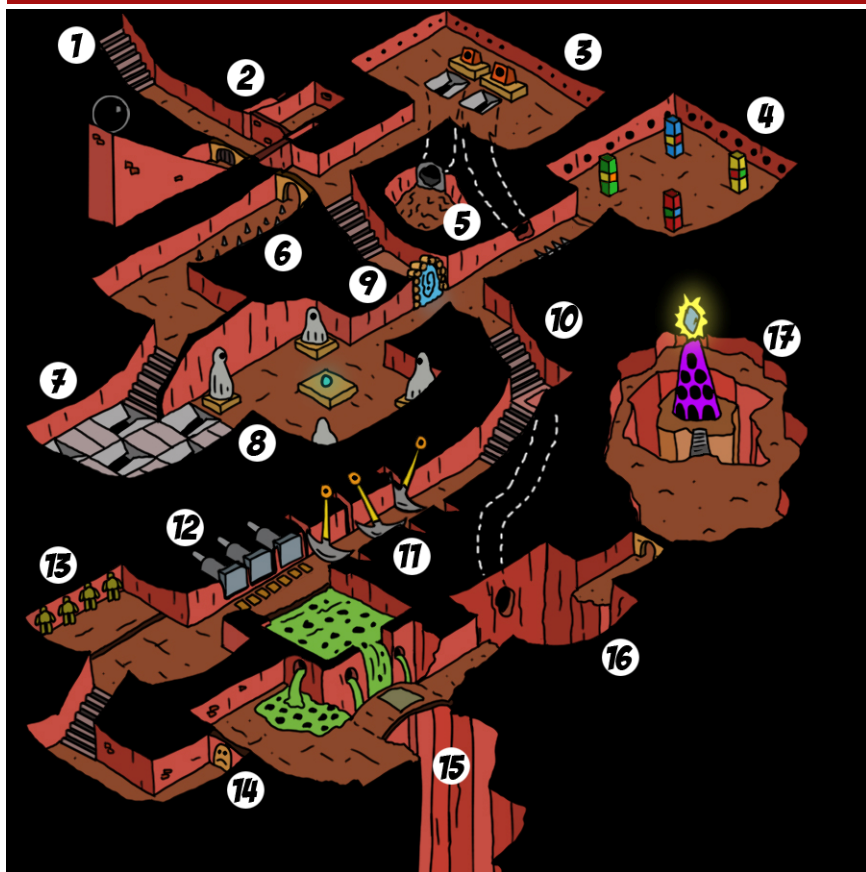
If the PCs manage to defeat the vampires, they will find a good deal of treasure has been buried with their undead foes. Each coffin has a gold crown (1,000gp), several gems (100-600gp), and small statues of each of the dwarves (as they appeared when living). The dwarf statues are made of jade, ivory,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

DASTARDLY DUNGEON of DOOM



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.

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 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 soars	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		

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 patterns and discuss the trap, they reduce the TN from 5 to 4. If a PC is hit with a blade, they will suffer 4d6 damage. Amputation is likely.

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

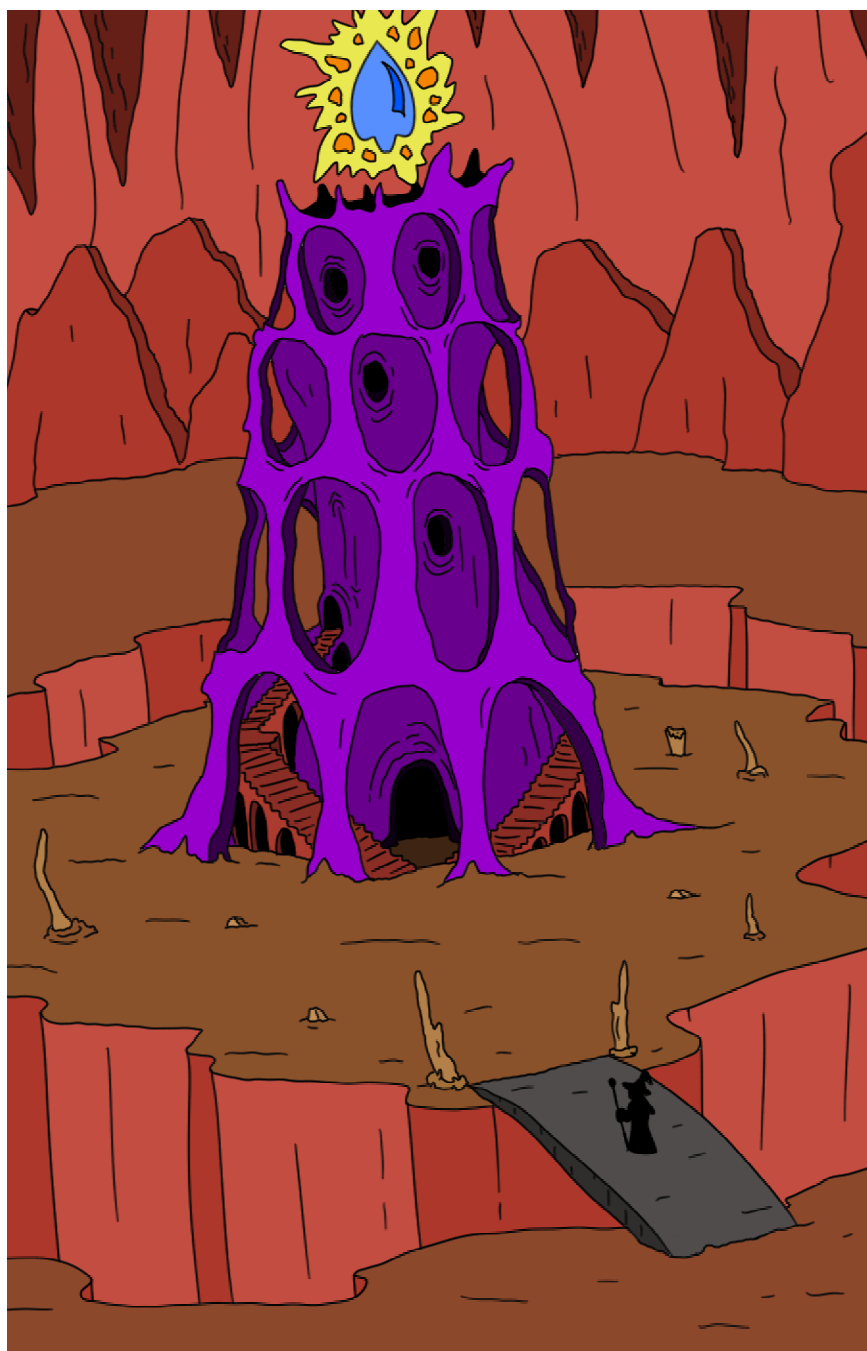
This grand chamber houses a beautiful purple tower on the center of an island amidst a chasm. A stone bridge leads to the island and the tower. Inside the tower are spiral staircases which lead to the top. The uppermost part of the tower is a tomb which houses the floating body of the beautiful elf princess 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 gray to black.

DASTARDLY DUNGEON of DOOM



DASTARDLY DUNGEON of DOOM

NPCs

Dwarven Vampires (4)

Size: Small (0), Archetype: 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 damage. 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)

Size: Average (0),

Archetype: Construct

HP: 23, AC: 3, ACT: 6

BRT: 3, DEX: 1, WIT: 1

Light Weapon (2): 1d6. Immune to Mental Attacks. Immune to Poison/Toxin. 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)

Size: Giant (+2), Archetype: Monster

HP: 37, AC: 1, ACT: 8

BRT: 4, DEX: 4, WIT: 2

Poison Bite (2): 2d6 (LVL 6 poison).

Stab (1): 1d6 damage. 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)

Size: Tiny (0), Archetype: Animal

HP: 1, AC: 0, ACT: 5

BRT: 0, DEX: 3, WIT: 0

Bite (1): 1d3 damage (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 damage.

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

Night Sight.

DASTARDLY DUNGEON of DOOM

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

Tentacled Beast (12)

Size: Massive (+4),
Archetype: Monster
HP: 40, AC: 1, ACT: 6
BRT: 4, DEX: 2, WIT: 1
Tentacle Grab (2): 1d6 squeeze damage. Tentacle Slap (2): 1d6 damage. Grinding Maw (3): 2d6 damage.

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)

Size: Average (0), Archetype: Undead
HP: 10, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1
Light Weapon (1): 1d6. Bite (1): 1d6. Freezing Touch (1): 1d6 damage. 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 30' 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 10' 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

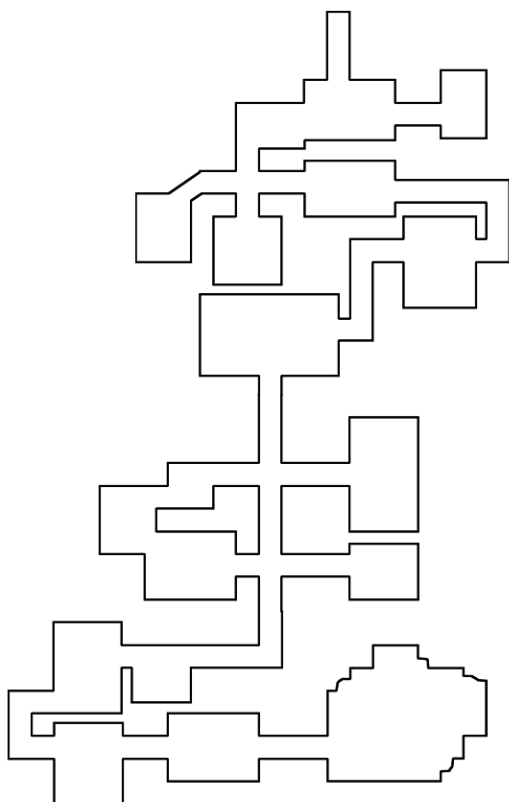
Dungeons don't just exist as floating spaces in the game world. Rather, dungeons are ever-evolving things that have histories, stories, heroes, villains, and other layers which have built-up over time. This dungeon is no exception. It is steeped in deep lore and mystery, the sadness of obsession and 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.



PC MAP of the Dastardly Dungeon of Doom

Feel free to print this map and distribute it to the players as a reference for the Dastardly Dungeon of Doom adventure. The players should only receive this map if they ventured into the Map Room (room 3) of Level 1 Green Insanity. Encourage them to keep track of rooms they have visited within the dungeon.



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

How Does this Contest Work?

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

Far Away Land

Adventure Quest Instructions

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

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

The space with a star indicates a Key Letter. Save your Key Letters. Once you have deciphered and answered all the clues in an adventure, you will use your Key Letters to form a single word. Once all four adventures have been released and you have found all the Key Words, arrange the Key Words to make the Key Statement. When you're sure of your answer, you can mail it to us (we will provide the mailing address in the fourth adventure).

All contest entries must be received via snail mail by September 1st, 2015 in order to be eligible to win. We will then select a winner from the correct answers. The winner gets a Tome of Awesome hardback premium version, a deck of monster cards, a custom made one-of-a-kind statue featuring a character from FAL, and a letter of congratulations on winning the contest.

First Round Clues...

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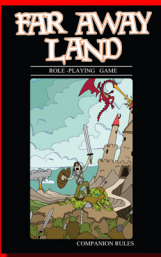
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Welcome adventurer! You have just entered into the fantasy world of Far Away Land. Each month we bring you a new adventure packed with ideas to add to your FAL campaigns. Check out our core rulebooks for Far Away Land using the links below!



Want to become part of the Far Away Land Universe? Visit us by clicking any of links below. Far Away Land is a rapidly growing community of fantasy gamers looking for a new spin on role-playing. Come join us!



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

