

# THE WORLD OF FARLAND

## The Endless Well

**A Short Adventure for Four  
5th-6th Level Player Characters**

### CREDITS

<b>Design:</b>	Martin McKenzie
<b>Cartography:</b>	Martin McKenzie
<b>Editing:</b>	S. Baker
<b>Production:</b>	S. Baker

"The Endless Well" is a short D&D adventure for four 5<sup>th</sup> level player characters (PCs). The scenario takes place in the World of Farland ([www.farlandworld.com](http://www.farlandworld.com)), specifically in the "Endless Well," a series of caverns linked through a portal to water energy in the Maelstrom (or the elemental plain of water in other D&D worlds). It is the source of a river that never dries, even in times of drought. The "Endless Well" lies in the lands of Daven, near the town of Arden. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign and in your world.

### PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the MM to run this adventure. Featured monsters include a Scrag (an aquatic troll), Water Mephits, Sahuagin (fresh water variation), Water Elementals, Darkmantle and a powerful Merrow Sorcerer called Tyran (aquatic ogre). This

scenario utilizes the D&D v.3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPC's. Text that appears in italics is player information that you can read aloud or paraphrase for the players at the proper times.

### ADVENTURE BACKGROUND

Though small and relatively close to the small town Arden (40 miles), the Endless Well caverns have rarely been explored, that is until recently. A few months ago several farmers, who have land that borders on the Arden River, have been complaining that many of their livestock have been going missing. As no remains of the animals could be found, wolf and undead attacks were ruled out as a likely cause. It was inevitable that many of the superstitious farmhands began to talk of trouble afoot, and with the mysterious Endless Well being relatively close, it was to that place that most of the rumors were directed. Naturally, rumors of horrific monsters infesting the ancient caverns drew the attention of adventurers seeking fame and fortune. Whether there was any truth in these rumors is debatable, although it has been several weeks since the last and only (recent) group of brave explorers have returned

This last fact has caused ill rumors to spread even more than previously

The reason for the missing animals has been raids for food by a race of fish men called sahuagin, who are in turn working for a particularly unpleasant Merrow named Tyran. The aquatic Ogre has recently gained favor with the sahuagin chief through intimidation and a charm person spell. As a result, he has persuaded

the lesser fish men to gather more interesting food stuffs than fish to satisfy his ferocious appetite. The sahuagin have been killing the animals (sheep, cattle etc.) and dragging the carcasses into the river to carry them upstream. It is for this reason that there were no bodies found

The missing adventurers are as feared, dead. They met an untimely end when they foolishly crossed Tyran

## ADVENTURE SYNOPSIS

The characters must find their way to the Endless Well and uncover its ancient and dark mystery

## ADVENTURE HOOKS

The PCs may choose to explore the Endless Well caverns for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

The PCs live in Arden and have been asked to investigate the strange animal disappearances by a family member or a friend.

One of the missing adventurers was a friend or family member of one of the group; the adventurers are trying to track him or her down.

The characters come upon Arden in their travels and hear about the problems plaguing the town in a tavern. They also might see a sign offering employment to anyone willing to uncover the mystery of the missing livestock or adventurers.

The PCs are asked by a curious old mage to travel to Arden, investigate the rumors of a portal to the Maelstrom (elemental plane of water in other D&D worlds) and report back on their findings.

The PCs are drawn to Arden by the rumors of a monster-filled cavern nearby that may be filled with treasure from another plane

## BEGINNING THE ADVENTURE

The adventure begins when the PCs reach Arden. There they can find out about the current situation from any of the townsfolk.

## ARDEN

Arden is a small village with a small population, only three drinking establishments, two taverns (The Fatted Pig and The Golden Dragon) and one Inn (The Tankard).

Here is the bare minimum information on the village; you may flesh it out with more information if you wish

### Arden (Village)

**Alignment:** N.

**Max value for one item of gear that can be bought:** 1000sp.

**Population:** 500 adults. (92% human, 8% half orc, 1 other).

**Authority Figures:** Dortmund Von Adul, male human (8<sup>th</sup> level druid), Zora Feran, female human (7<sup>th</sup> level ranger).

**Important Characters:** Anders Grundit, male human (5<sup>th</sup> level fighter, sheriff); Farmer Deleon, male human (4<sup>th</sup> level commoner); Horst Smith, male human, blacksmith (5<sup>th</sup> level expert); Karol Serit, female human priestess (3<sup>rd</sup> level cleric) and Uri Hiller, human male alchemist (2<sup>nd</sup> level wizard).

**Others:** Town guard, warriors level 4 (2), warriors level 2 (2) and warriors level 1 (12).

## ENCOUNTERS

Use the Random Encounter Table below in to determine encounters around or near the Endless Well. Check every 4 hours while the PCs are moving overland and every time they investigate the river for any reason whatsoever. Check only once per 12 hours while the party is camped. (Check =  $1d100$ , result of 1-10 roll on encounter table below).

### ENCOUNTER TABLE

Die roll (1d10)	Encounter
1-2	Lizardfolk hunting party (see below).
3	Lizardfolk scout. (ranger)
4	1 Bodak (night only) OR 1d3 Water Mephits (day only)
5	1d4+2 Wights (night only) OR 1d3 Dire Wolves (night or day).
6	1 Vampire (3rd level commoner/ night only) OR 5 <sup>th</sup> level paladin (day only).
7	1 Sahuagin scout (Barbarian).
8-10	Sahuagin raiding party (see below).

The following optional encounters may be used whenever they become appropriate.

### Lizardfolk (EL Variable)

A small tribe of lizardfolk that makes its home in the woodland near the Endless Well has been raiding the surrounding area for some time. Recently, they have been more aggressive in their raids due to added competition of the sahuagin. If you want to bring these lizardfolk into the adventure, or if the PCs act indecisively and flounder for too long, use the base lizardfolk statistics given in the MM to create raiding bands for encounters; add a leader with a few levels in ranger for good measure.

### Sahuagin (EL Variable)

With the increased activity around the Endless Well recently it is no surprise to hear that the creature most likely to be encountered will be the sahuagin. The raiding party is out looking for interesting morsels under the instruction of their chief. Any creature will do, including the unfortunate adventurers if they are unlucky enough to be caught unawares. Use MM to create a hunting party of sahuagin (5 fishmen) led by a particularly large one of their kind with 2 levels in barbarian.

## THE TREK

The characters can reach the Endless Well on foot (2 days walk) or by horse (1 days ride). Once there they will see The

Endless Well; a large outcrop of rock (some 300ft tall) and from which a large river flows

## A BAD NEIGHBORHOOD

The terrain around the Endless Well consists of rolling grassland and a large rocky outcrop dotted with the occasional tree. The lands to the north consist of a large wood (the home of the Lizard folk) and the source of the river (The Endless well). As for navigation issues, finding the caves should prove no problems; the PC s must simply follow the river to its source.

**Sahuagin:** The sahuagin regularly dispatch two-person teams to patrol the area. During the day they swathe themselves in dark soaked robes which conceal their features; this is due to their light



sensitivity. These patrols clear the area of predators, wandering undead (see Daven background at [www.farlandworld.com](http://www.farlandworld.com) for more details) and lizardfolk to ensure the security of the caves.

A local tribe of lizardfolk is also watching the area around the caves and woodland. This tribe distrusts the sahuagin, whose patrols have clashed with their hunting and foraging parties in recent weeks. To keep an eye on their competitors, the lizard folk send occasional lone scouts to check out the area. Regardless of how the PCs get to the caves, they meet both the sahuagin and the lizardfolk (DM's choice as to which group is encountered first) before they arrive. The lizard folk are not hostile, and with well-considered words (successful diplomacy checks) they could even be persuaded to provide some help (at the DM's discretion).

### SAHUAGIN PATROL (EL 2)

When walking a patrol, the fishmen loosely follow the river through the area, swimming or walking at a brisk pace. Characters can spot them from up to a mile away.

**Creatures:** The sahuagin patrol in groups of two. Warriors (2): Male or female sahuagin

See MM; CR 3; Medium humanoid; HD 2d8+2; hp 13, 15; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +4; 4+ melee; +3 ranged- (1d8+3, trident) or +4 ranged (1d10/19–20, masterwork heavy crossbow); Full Atk +4 melee (1d8+3, trident) and bite +4 melee (1d4+2) or +4 ranged (1d8/19–20, masterwork heavy crossbow); AL LE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

**Skills and Feats:** Handle Animal +4\*, Hide +6\*, Listen +6\*, Profession (hunter)

+1\*, Ride +3, Spot +6\*, Survival +1\*, Great Fortitude; Multiattack.

\*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

\*A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

\*A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

**Possessions:** Trident x2, daggerx2, masterwork heavy crossbow x2, 10 bolts x2, potion of cure

light wounds, potion of mage armor, explorer's outfit x2, 8sp 15cp.

**Tactics:** Upon meeting any humanoids they assume (probably correctly) that the group is another band of adventurers from Arden. If it is nearby, they dash to the river and take cover in the water, there they loose crossbow bolts at the intruders. They keep firing for 2 or 3 rounds, or until their foes close to melee range, and then withdraw through the water in opposite directions. The fishmen have no stomach for a fair fight with the adventurers; many of their number were killed by the last group that attacked their tribe and as a result they are overly cautious. They surrender as soon as the characters manage to catch up with them.

**Development:** A captured sahuagin pretends to be tough, but a successful Intimidate check (opposed by the fishman's Wisdom check +1) makes the prisoner reveal all he knows about the sahuagin's activities in the area—which is pretty much everything (including limited info on Tyran, but not everything). If one or both of the fishmen escape, they make their way back to the caves as quickly as they can.

They move upstream along the river, so they will probably beat the PCs back there.

### LIZARDFOLK SCOUT (EL 2)

Lizardfolk scouts usually stick to the undergrowth near the woodland or the bank of the river, moving parallel to it. Having developed a healthy respect for the sahuagin's crossbows, they stay quiet and hidden as much as they can. Each PC can make a DC 10 Spot check to see the scout when it is 40 feet away. A -1 penalty applies to the check for each 10 feet of distance between the PC and the scout beyond 40 feet.

**Creature:** Each lizardfolk scout works alone, doing its best to keep the sahuagin under surveillance and ambushing them if it can. Lizardfolk Scout (1<sup>st</sup> level ranger): hp 19; see MM.

**Tactics:** Like the pirates, the scout assumes that the PCs have come from Arden. It further assumes that they are hostile and decides to make a show of force. The scout begins by hurling a javelin into the dirt in front of the lead PC and commanding the characters (in the language of the kingdom) to halt. If they obey, it demands to know what they are doing in the area. If they attack, it drops its shield and flees to the river, where it escapes (or tries to) by swimming underwater.

**Development:** If the PCs converse with the scout, it tells them that recently fishmen have been killing animals and carrying them upstream. It also can give the characters a General (external) layout of the Endless well, including the 'other' entrance that is less obvious (see appropriate map), and a description of the sahuagin's activities. The scout also warns the PCs about the fishmen patrols in the area. If the characters capture the scout, they get more or less the same information as they would have by conversing with it.

If the PCs have not yet attacked the scout, they can use a Diplomacy check to persuade it to join in an attack on the

pirate camp. Its starting attitude is indifferent if the PCs have been rude or menacing toward it, or friendly if they have been polite and open. To win its aid, they must shift its attitude to helpful (see page 72 in the PHB).

### THE WATERY DEPTHS

Standing about 60 feet tall, the most obvious entrance (and the one the fishmen use) is the cavernous opening from which the Arden river emerges. This, however, is not the only way into the caves; there is a far safer entrance within the large outcrop of stone (search check DC10 to find). If found this other entrance will lead to area I, whilst the larger entrance will lead to area 9 (see map for more details). The descriptions of each location assume that the PC's enter through the "secret" entrance that leads to area I. If this is not the case you will have to adapt some of the room descriptions to fit the PC's actions.

### ENVIRONMENTAL HAZARDS

Unless otherwise stated, the walls and floors to all passageways and tunnels are natural caves, moist, covered with moss and algae, and slippery. Any PC's trying to charge, run, jump or tumble within the caves must make a balance check DC10 to avoid slipping and falling prone. All climb checks within the caves are at a -4 penalty for the same reasons. Many of the caves in this complex are linked by underlying water filled passages (the only one not linked is in area 4). The sahuagin use these underwater passages to their great advantage, they will use them to try and surround the PC's whenever possible. Also it may be useful to read up on the rules for drowning (DMG, pg304), because you never know what might happen!

**Area 1 (EL 5-7)**

*This 10ft high cave is dimly lit by a flickering campfire in the centre of the room; the stench of rotten fish hangs in the air. In one corner of the room lies a large bundle of wet black robes, and four robed humanoids are buddled around the fire; silently they watch a large fish cook. The sound of rushing water from somewhere beyond can be clearly heard over the crackling fire...*

This room is the guard room for the "back door"; the four robed figures are under command to attack and kill any intruders. One of their number will immediately run to area 2, shouting and screaming to alert the fishmen in area 3. Once it gets to area 2, it dives into one of the pools and swims to alert the rest of its kind in the sahuagin's dwellings, and then Tyran in area 10 (see cross-section map). Once alerted the sahuagin chief K'nork (see below for stats), will lead an attack on the adventurers in an attempt to kill them before they reach the temple (see area 10 below).

**Sahuagin Hp's (see MM pg 217):** 15, 13, 13 and 11.

In the pile of smelly, soaked robes the PC's will find the following (search DC15)...

- Potion of Mage Armor.
- Potion of Cure Light Wounds.
- 24sp
- 4cp

**Area 2 (EL 3)**

*The ceiling to this large cavern is some 25ft above your heads and the roof and floors are covered with stalactites and stalagmites respectively. The floor on which you're standing is covered by puddles of crystal clear water. Through the forest of dripping limestone you can see that there are 6 passageways, all of which lead off in a different direction. The sound of rushing water can most clearly be heard from the eastern passage...*

This room is perhaps one of the more deadly in the complex of caves; 3 of the winding passageways lead off to one of the many interconnecting pools of water, whilst the eastern passage leads to the temple and Tyran, who will most likely be alerted and waiting for the party...

The north most dead-end passage (see section 2a) is home to 4 darkmantle who hide amongst the stalactites. The sahuagin know that these creatures live here but tolerate them, as they keep the population of rats down and don't seem to move from the area.

**Darkmantle Hp's (see MM, pg 38):** 8, 6, 6 and 5.

Amongst piles of bones and refuse in the north dead-end passage, there is the following (search DC 20):

- Case of 20 Crossbow bolts (+1 magical).
- Pouch containing 125 sp (note: covert these to gold pieces if you are playing in a world other than Farland).



### Area 3 (EL 6)

*This cave is somewhat more cramped than the previous one; the floor to the ceiling is no more than 7ft at the most and in some places it's no higher than 4ft. Through the dark gloom you can see several hunched figures through one of the five off branching tunnels. You can hear the rushing of large amounts of water coming from both directions, behind you and strait ahead...*

This gloomy cave plays host to another group of sahuagin, one of which (the leader) has a level in barbarian (see the north most dead-end passage). The two pools in the north passages are connected to the underwater complex. The sahuagin will retreat to the water if the fight is going badly.

**Sahuagin Leader Hp's:** 23.

**Sahuagin Hp's (see MM, pg 217):** 13, 12, and 11.

The sahuagin leader carries the following...

- 15sp.
- Masterwork Trident.
- Large Ruby (worth 200gp).

### Area 4 (EL 6)

*The ceiling to this cave spans 40ft high above your heads; more large stalactites hang from the ceiling and before you lays a 20ft wide pool of water. It is impossible to see the bottom. On the opposite bank you can see an enormous iron-clad chest and a weapons rack from which hangs an expensive looking sheathed longsword, a finely crafted longbow, and an ornate Heavy Mace.*

This horde of treasure is exactly that.

This is Tyran's treasure cache; it contains all of the items that he wishes to keep and study but can't use himself. The dark water is 150ft deep and so the bottom is impossible to see without diving into the depths with a magical light source. In the depths hide three water elementals that have been commanded to attack and kill any creature (other than Tyran) who try to cross the pool.

**Medium Water Elementals Hp's (see MM, pg100):** 35, 30 and 28.

The weapons rack contains the following...

- Masterwork jewel studded longsword (worth 600gp).
- +1 Heavy mace.
- +1 longbow.

The chest is trapped\* and contains the following...

- 550gp.
- 1755sp.
- 250cp.
- Full plate armor (+1).
- Large steel shield (masterwork).

**\*Lock smeared with contact poison (Nitharit):** DC13 Fortitude resists, 0/3d6 con; search DC 25; Disable device DC 19.

### Area 5 (EL 6)

*The narrow passage opens out before you into a large cavern with a 50ft high ceiling, from which hang more large dripping stalactites. The only other feature in this cave is a massive pool of water that takes up most of the floor space right up to the back wall. Although the water is crystal clear, it is impossible to see the bottom; the pool is too deep.*

This cave is nothing more than what is described to the players, although it is connected to the other pools via the submerged passageways. If Tyran is attacked in his layer, this pool is the one the sahuagin use to attack the adventurers from behind.

Hiding in the pool are two water Mephits who will attack any non-aquatic intruders on sight.

**Water Mephit Hp's (See MM pg 185):** 20, 20 and 19.

**Special note:** Due to the dampness of these caves, the Water Mephits will always get the benefit of their fast healing even if not submerged in water.

### Area 6 (EL 5-6)

*The sound of rushing water is quite loud in here. This cave is possibly the largest you've ever seen; the ceiling extends far above your heads and beyond your torchlight/darkvision. The main feature of this cave is a large lake that also extends beyond your torchlight. Hugging the eastern wall is a natural outcrop of stone that serves as a walkway that leads around the lake itself. Directly ahead there lies another island that becomes lost in the vastness of the dark; from where you are you can see that at the narrowest there is a gap of 5-10ft between the two islands.*

If the PC's somehow cross the water to area 6 then read the following to the group:

*This area serves as some form of prison; 5 large cages (10x10ft) are suspended from the 15ft high ceiling, one of which contains the partially decayed remains of a naked woman; judging by her wounds she has been slowly tortured to death. Against the western wall you*

*can see a rack like torture device and many other instruments obviously designed to cause maximum pain without killing the subject. Against the south wall are large heaps of cloths piled up.*

This chamber belongs to the tribe's shaman (cleric), Guk'nrok. Being an evil and sadistic individual, Guk enjoys the pleasures that torture and mutilation can bring. Guk is currently invisible and stands by the eastern wall. Once he sees that the PC's are reasonably distracted he takes a running leap into the water and swims to area 7a, where he will get the assistance of the fish men there to kill the party.

The body of the woman has a valuable ring hidden under her tongue. She and her husband were traveling merchants in this land and were ambushed by the fish men. With her husband killed, she wouldn't give up the one thing that stopped her feeling abandoned through the weeks of extended torture.

- The ornate gold ring is worth 500gp.

There is nothing else of value in this room...

### Area 7 (EL 4)

*As you follow the uneven walkway that is obviously used often, you begin to catch the occasional waft of rancid fish. The further you walk through the darkness the more horrific the stench becomes. You clearly hear the familiar bushed jabbering of several fish men in the distance.*

This area plays host to two fish men who are stationed in area 7a for two reasons: firstly to watch the lake against any intruders that may enter from area 9, and secondly to keep half an eye on the Scrag



(water troll) in area 8. These fish men will be drawn to area 6 if a fight breaks out there.

**Sahuagin Hp's** (see MM, pg 217): 13 and 11.

### Area 8 (EL 5)

*As you draw nearer to the cave entrance the stench of rotten fish is almost overpowering! As you peer through the dark gloom you see another room dotted with both dripping stalactites and moist stalagmites. The floor in the cave is covered with rotten clothing, half eaten bodies, and excrement. Pools of water and urine cover the floor of this cave. Amongst the refuge and bones, your light source causes several metallic objects to glint.*

This cave is the home of a particularly fat, smelly and murderous water troll (Scrag). Although the sahuagin have an uneasy truce with the large brute, the Scrag has attacked the fish men on several occasions when bored. So as a means of defense these fish men are posted here to warn the underwater settlement if the troll is feeling particularly destructive.

The reason the fish men don't attempt to kill the Scrag is that Tyran seems to feel that it serves as a particularly potent guard. As a result the troll gets fed the occasional prisoner or farm animal to keep it semi-loyal to Tyran's cause.

Roll a d100; on a 1-10 the troll is out hunting, on a 11-30 the troll is awake in its cave (probably eating) and on a 31-100 the troll will be asleep. If the troll is out hunting it will be gone for no more than an hour and will return with either a fish or a fish man (sahuagin). If it is awake it will probably hear the PCs approaching (allow it a listen check DC 10, the DC should be 0 if they fought in areas 6 or 7)

and will wait in ambush. Similarly if the Scrag is asleep the noise of battle may awaken it (listen check DC 0, -10 for being asleep) and it will wait in ambush for the PCs. If by chance the PCs manage to sneak up on the beast without waking it (move silently opposed by the beast's listen check). They may wish to coup-de-grace it; if so then refer to the rules on regeneration (DMG, pg 298).

**Scrag Hp's** (See MM, pg 247-248): 67.

**Special note:** Due the moistness of these caves, the Scrag retains its regeneration ability even when not submerged in water.

Treasure in the trolls cave:

- 1120sp and 155gp (spread about liberally).
- Scroll tube containing the following spells (all divine); scroll of Comprehend Language, scroll of Aid, scroll of Bull Strength and a scroll of Dispel Magic.

The troll uses area 8a as a toilet (most of the time) and area 8b is where it keeps its pet, a Stag Beetle. The Beetle will remain in area 8b and feast on a rotten corpse there; it will attack any creature (other than the Scrag) on sight, leaving its foul smelling meal to do so.

**Giant Stag Beetle Hp's** (see Monster Manual, pg 285): 52.

Treasure in Stag Beetle's den:

- A slime covered Chain Shirt (+1 magical).
- 15pp (in a rotten pouch).

## Area 9

*The rushing river before you is over 60ft wide and 10ft deep. The rapid torrents make it almost impossible to swim upstream or remain stationary in the water...*

This river leads to the large opening outside the caves. To swim upstream or remain stationary in the water requires a swim check at DC20 every round. A failure by less than five causes the PC to drift back 20ft, a failure by more than 5 causes the PC to drift back and get buffeted by the raging torrents, taking 1d3 non lethal damage every round.

## Area 10 (EL 7)

*You head cautiously towards the ever increasing sound of rushing water, the sound of your footsteps seeming to be gradually drowned out by the now almost deafening noise of the water. As you enter the large cave before you, to your left you immediately notice a vast green glowing portal suspended in mid-air that lights the entire cave in an unsettling shade of jade. From the strange opening there rushes an enormous unstoppable flood of water into a vast pit below. The pit seems to be a great lake of some kind and on the opposite bank, some forty foot below and a hundred foot away, there is an enormous block of white colored stone, upon which there sits a strange metallic glinting symbol. To your right some thirty foot away, you see a forest of large stalagmites and stalactites.*

Read only if the Merrow is unaware of the PC's approach, and if they actually see him (he is not hiding):

*Stood on the opposite side of the lake over the altar you see a 15 foot tall slimy skinned bulk*

*of a creature. In its right hand it clutches a massive spear, some twenty foot in length! As you are watching it notices your presence and with its free hand it makes some strange gestures and mouths words that you can't make out over the din of the rushing water, then it dawns on you... It's casting a spell!*

This room contains the source of the Arden River, a portal to the Maelstrom (Elemental Plain of Water in other D&D worlds).

It is through this portal that the fish men, elementals and mephits have originated; it is also the reason that Tyran (a Merrow) has decided to take residence here, in hope that one day, through careful study, the portal's secrets may be revealed to him so that he may open other similar portals elsewhere, or otherwise use it for personal gain.

The symbol upon the altar is silver and that of the evil God "Vornoth," in an incarnation of a giant evil shark; behind the altar is the following items placed unceremoniously in sacks:

- Brass mug inlaid with jade inlays (worth 150gp).
- Finely wrought gold bracelet (worth 55gp).
- 2010sp, 225gp and 24pp.
- A pink and a black potion (enlarge person and darkvision).
- Battle axe (+1 magical).

**Tactics:** If he has been forewarned of the PC's attack, Tyran will have Mage armor and invisibility cast upon himself, he will have also consumed a potion of fly. He then lies in wait for the PC's amongst the stalagmites in area 10a (see map). There he will hide and try to ambush the PC's

from behind (hide +40, invisible). Tyran (see below) is an evil, manipulative, and lying murderer; therefore he should be played as such. At first he will answer the PC's questions (given the opportunity) and seem to act indifferent towards the party's intrusion into his home, dismissing the deaths of his followers as inconsequential, but in reality he is seething with anger! He will attempt to glean any information he can from the adventurers (e.g. who sent them, what they are here for). If possible he will avoid a fight with the group and inform them with an elaborate lie that the lizardfolk, his rivals, are evil and the real cause of the disappearances. If this tactic fails he will be overcome with rage and attack the PC's with all of his fury!

Being very physically powerful, Tyran will plough right into the party and try to skewer as many of the adventurers as he can with his longspear. When closing with his prey (using a potion of fly) he will try to cause as much disruption and damage to the group as possible, using his spells (Magic missile) to disrupt spell casters. If he is reduced to less than half hit points and is outnumbered, Tyran will attempt to turn invisible and flee towards the exit at area I, risking attacks of opportunity as he does so. If he escapes, Tyran will retreat to the forest and hide there for a number of days until he recuperates.

From that point, Tyran WILL want revenge and it is up to you as the DM to decide the best way that he would accomplish this task...

## CONCLUDING THE ADVENTURE

Whether or not the PCs had help, they become heroes in Arden. After uncovering

the mystery of the disappearances and vanquishing the cause, they receive the promised payment, if any, and free room and board for a week. Others in town who know where heroes are needed point them in the direction of further adventures, but they are always welcomed in Arden.

## FURTHER ADVENTURES

If you wish to expand on this adventure, just assume that Tyran was in league with, or working for, some other villain. A clue in his possessions can lead the characters on a quest for the power behind the portal. If the PCs choose to stay in the area for a while, they could become involved with the local lizardfolk in any of several ways. The remnants of the hostile tribe of fishmen might decide to start a real war with the folk of Arden, and the characters might be called upon to stop the threat, or perhaps the lizardfolk need help to deal with a threat. In such a case, the PCs could find themselves aiding the creatures.



## APPENDIX 1: THE NPC's

## TYRAN

## Large Aquatic Giant

**Hit Dice:** 4d8+4d4+19 (47 hp)**Initiative:** +1**Speed:** 30 ft. Swim 40ft.**Armor Class:** 17 (-1 size, +1 Dex, +5 natural), touch 11, flat-footed 16**Base Attack/Grapple:** +5/+12**Attack:** Masterwork Longspear +14 melee (2d6+12) or Masterwork Heavy Crossbow (2d8).**Full-Attack:** Masterwork Longspear +14 melee (2d6+12) or Masterwork Heavy Crossbow (2d8).**Space/Reach:** 10 ft./10 ft (15ft with longspear).**Special Attacks:** —**Special Qualities:** Darkvision 60 ft., low-light vision**Saves:** Fort +7, Ref +2, Will +5.**Abilities:** Str 26, Dex 10, Con 15, Int 10, Wis 10, Cha 14**Skills:** **Climb** +5, Listen +2, Spot +2, Bluff +9, Spellcraft +5**Feats:** Toughness, Weapon Focus (Longspear), Power attack.**Environment:** Temperate aquatic**Organization:** Solitary**Challenge Rating:** 7**Treasure:** +2 ring of protection (on little finger), Potion of fly, potion of Cure Light wounds (x3).**Alignment:** NE**Spells Known/ cast per day:****0th level.**

- Detect magic.
- Read Magic.
- Acid Splash.
- Light.

**1<sup>st</sup> level.**

- Mage Armor.
- Charm Person.
- Magic Missile.

**2<sup>nd</sup> level.**

- Invisibility.

**Sahuagin Chief K'Nork ( 2<sup>nd</sup> level barbarian).****Medium Monstrous Humanoid (Aquatic)****Hit Dice:** 2d8+ 2d12 +8 (31 hp)**Initiative:** +1**Speed:** 40 ft. (6 squares), swim 60 ft.**Armor Class:** 18 (+1 Dex, +5 natural, +2 leather), touch 11, flat-footed 17**Base Attack/Grapple:** +4/+6**Attack:** trident +9 melee (1d8+7)**Full Attack:** Trident +9 melee (1d8+7) and bite +5 melee (1d4+2); or 2 talons +6 melee (1d4+4) and bite +4 melee (1d4+2)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Blood frenzy, rake 1d4+1**Special Qualities:** Blindsight 30 ft., darkvision 60 ft. light blindness, speak with sharks, water dependent, Uncanny dodge, fast movement and rage 1/per day.**Saves:** Fort +7, Ref +4, Will +4**Abilities:** Str 18, Dex 13, Con 14, Int 14, Wis 13, Cha 10**Skills:** Handle Animal +5\*, Hide +6\*, Listen +10\*, Profession (hunter) +1\*, Ride +3, Spot +6\*, Survival +5\***Feats:** Great Fortitude, MultiattackB**Treasure:** Masterwork Trident (+1 magical), leather armour and 20sp.**Alignment:** Neutral evil.**Languages:** Sahuagin, Aquan and Common.

(see MM, pg 217 for rules on sahuagin)

**Sahuagin Priest Guk'Nrok (3<sup>rd</sup> level Cleric)****Medium Monstrous Humanoid (Aquatic)****Hit Dice:** 2d8+3d8+5 (28 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares), swim 60 ft.**Armor Class:** 18 (+1 Dex, +5 natural, +2 leather), touch 11, flat-footed 17**Base Attack/Grapple:** +4/+6**Attack:** trident +6 melee (1d8+3)**Full Attack:** Trident +6 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Blood frenzy, rake 1d4+1**Special Qualities:** Blindsight 30 ft., darkvision 60 ft. light blindness, speak with sharks, water dependent, rebuke undead, spontaneous casting (negative energy).**Saves:** Fort +6, Ref +5, Will +7**Abilities:** Str 14, Dex 13, Con 13, Int 14, Wis 16, Cha 10**Skills:** Handle Animal +5\*, Hide +6\*, Listen +12\*, Profession (hunter) +1\*, Ride +3, Spot +8\*, Survival +3\***Feats:** Combat Casting, Great Fortitude, MultiattackB

**Treasure:** Trident, leather armour, holy symbol, potion of cure light wounds and 50sp.

**Alignment:** Lawful evil.

**Languages:** Sahuagin, Aquan and Common.

(see MM, pg 217 for rules on sahuagin)

### Spells Normally Prepared:

#### 0<sup>th</sup> level

- Cure minor wounds.
- Detect magic.
- Read Magic.
- Guidance.

#### 1<sup>st</sup> level

- Cure light Wounds.
- Protection from good (Domain).
- Magic weapon.
- Shield of faith.

#### 2<sup>nd</sup> level

- Aid.
- Bull strength.
- Invisibility (Domain).

**Additional notes:** Through many years of sadistic self mutilation and rituals of pain in an attempt to "commune with the dark gods", Guk is covered with hideous scarring and is never at full hit points (roll a d6 and subtract it from his total). Although completely insane, Guk is not unintelligent and will never engage in a fight he thinks he can't win. Guk is the second in command of the tribe.

## APPENDIX 2: SRD

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