

THE WORLD OF FARLAND

THE HOLD OF THE LICH LORD

An adventure for four 15th to 16th-level player characters.

CREDITS

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PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. 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 NPCs. Text that appears in italics is player information that you can read

aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

Jaef the Dark used to be the power behind the ancient throne of Kale many centuries ago. He was slain but lived on in his phylactery until he was able centuries later to find a new body and rise again, taking on the anagrammatic name of Afej the Black. He then used his vast intelligence to seize one of the towns of Kelerak and raise an orcish army to gain control of a substantial portion of the kingdom. It is the lich's goal to rule the entire kingdom, and perhaps an empire. Enter the heroes.

ADVENTURE SYNOPSIS

The PCs attack the dark forces that inhabit the castle of Carn Marrot and in doing so they must destroy the powerful lich, Afej the Dark.

ADVENTURE HOOKS

The PCs may choose to journey to the castle of Carn Marrot 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 have been asked to kill the Lich by the King of Kale.
- The characters come upon the castle in their travels and hear in a nearby tavern about the problems plaguing lands. They also might see a sign offering employment to anyone willing to kill the dreaded lich and his evil army.
- The PCs are asked by a goodly mage to travel to Carn Marrot castle and investigate the rumors of a lich residing

there. If the rumors are true he will reward the PCs well if they return with the destroyed phylactery for him to study.

BEGINNING THE ADVENTURE

Initial Problems

The first problem is that the lich has an army of at least 1000 orcs guarding his fortress. The army also has some human cavalry and infantry, and several trolls. Worse, it is led by several powerful undead creatures as generals, including a Nightwing (Nightshade) and several vampires. The heroes will have to find some way to overcome this obstacle before they can assault the lich himself. The generals of the lich live in the lich's castle, and even if the heroes magically enter the castle, facing the lich and his generals will likely be too much for them. They need to perhaps get them out of the lich's Castle, called Carn Marrot. Possibly a distraction is in order. What that distraction is up to the PCs, but a good choice might be a military assault on the lich's capital town of Dessingrove. If the assault is a credible threat, the PC who is either leading the army or who has the highest bluff skill score should make a bluff check, opposed by the lich's sense motive score. If the lich fails, he takes the threat entirely seriously and sends all his forces, including his generals. The castle still will not be undefended. If the lich succeeds at the sense motive check, he still may either choose or be forced to deploy his army and generals if the threat is real enough, but he may take other precautions against what the PCs will do next. If he has time, he may also try to hire Kalish mercenaries. Don't forget that the lich has a crystal ball.

The Lich's Preparations

The heroes will certainly have come to the lich's attention in the past, and he will have attempted to scry on them. As they approach his fortress, if he has any reasonable chance to know they are coming, he will attempt to scry them using his crystal ball. Don't forget to give the heroes their DC 16 WILL save, which if they make it the scrying attempt fails. The lich will attempt to scry the heroes again every hour. If he becomes aware that the heroes are attempting to penetrate his fortress, he will be more prepared; if the short description of each section is marked with *, the special encounter or trap in that section is only prepared if the lich has successfully scried the heroes. The lich is vastly intelligent, but not omnipotent. The heroes are also not the only thing he has to pay attention to, and his great powers often cause him to be arrogant. Other sections will note what the differences in each encounter will be if the lich is prepared or unprepared for the heroes. The adventure begins when the PCs decide to attack the forces of Afej the Dark.

THE CASTLE OF CARN MARROT

Carn Marrot, named for an ancient baron, is a rebuilt castle. The walls are two foot thick, the ceilings are 15 foot high, and all windows have been bricked shut. There are torch sconces, but the torches are unlit. All doors are unlocked unless otherwise noted. The DM should read the text in boxes. Any battle of loud noise will allow creatures in adjacent areas to make DC 10 listen checks to become aware. Every 10 feet of distance between the listener and the sound makes the DC of the check higher by 1, and if a door or thick wall is between the sound and listener, the DC is higher by 4. The

portal in area 23 gives all undead in the keep a turn resistance of +2.

LEVEL 1 (see separate map in appendix)

RANDOM ENCOUNTERS FOR LEVEL 1

If the heroes have not provided a distraction, then they are subject to random encounters on the following table at a chance of 2 in 8 per half hour. If they have, they will have no random encounters.

- 1- Nightshade Nightwing
- 2- Vampire (12th level fighter) and four spawn
- 3- Four Wraiths
- 4- 10 Ghosts

Area 1 (EL-13)

Huge double doors guard the main entrance to Carn Marrot. No guards are visible. The doors are locked from the inside with a bar. Once the door is open, read the following:

You find yourself looking into a dim foyer. Halfway back the room is divided by a strong portcullis. The walls are a thick, non-descript stone.

Before the players enter the room, roll a spot and listen check to see if the denizen of this room, Jacques the vampire fighter, is aware of the PCs (spot/listen +5). If he is aware, he will be clinging to the ceiling against the back wall, attempting to hide in the shadows (hide +0). If he is not aware, he is leaning against the back wall, mindlessly looking at his hand. The portcullis cannot be raised from this room. It can be forced up with a DC 35 STR check, or bent with a DC 36 STR check. It has a hardness of 10 and 150 hps. It is also trapped:

Deathblade Wall Scythe: Challenge Rating 8, mechanical touch trigger, manual reset, Atk +16 melee (2d4+8 plus poison, scythe) poison (deathblade, DC 20 Fortitude save resists, Id6 Con/2d6 Con), Search DC 24, Disable Device DC 19. Jacques will try to lure the PCs into setting off the trap using his domination gaze, and then he will attack with all his force.

Jacques, vampire fighter HPs: 74.

He will flee through murder holes in the ceiling if he is being beaten. The floor of this room is also trapped with a permanent alarm spell that will alert the lich if any living creature crosses the area.

Area 2 (EL-6)

This room is apparently a library. Books of all types line the walls. Several tables are stacked with thick stacks of scrolls.

A DC 20 search check will find several magical scrolls. The stack of scrolls, however, is trapped. If a scroll is pulled out of the stack, it triggers the trap.

Trap, Glyph of Warding (greater Blast); The scrolls hidden in the pile of papers are the following; Scroll of cure light wounds (arc), Scroll of knock (arc), Greater scroll of shout (arc), Scroll of vision (arc).

Area 3 (EL-10)

These rooms apparently used to be servants quarters, although the ancient beds and tables are covered with a layer of thick dust. There's some obvious motion in the back of the room.

The creatures are zombies. There are ten of them, but they are more of a threat than they look. They are coated with a

contact poison which will affect anyone struck by the zombies or who touches the zombies.

Deathblade: Injury, DC 20, 1d6 CON

Initial, 2d6 CON Secondary

Zombie HPs: 20, 18, 17, 16, 16, 14, 13, 12, 11.

Area 4 (EL-10)

You enter a large courtyard, open to the air. The grass in this courtyard is brown and withered, as if refusing to grow in this noxious environment. A huge fountain in the center of the yard catches rain for the use of the keep. Bending over the pool are two withered cyprus trees, obviously dead.

The trees are Dark Trees, undead treants. They attempt to take the characters by surprise by acting as trees until the characters are within grasping range. Then one tree will use its confusion ability, while the other tree will attempt to grapple an individual to pull him or her into the pool (20 feet deep), and hold him or her under the water.

Treant HPs: 130, 122.

Area 5 (EL-10 and EL-6)

This building is obviously a chapel of some sort. Chilling skull-like holy symbols line the walls. Several pews and an altar sit in front of the large, bricked-up windows. A golden, jeweled statue of a man in robes sits atop the altar. Several shadowy figures sit in the pews with their heads bowed. The room is so cold you can see your breath.

The figures are specters, paying obeisance to Grlarssh, an evil god. When they become aware of the PCs, they will sink into the floor, emerging from the walls

and floor to attack in one round. They will make full use of their incorporeal nature. Also, the statue is trapped by the power of Grlarssh.

Specters HPs: 50, 45, 43.

Flame Strike Trap: CR6, magic device, proximity trigger (detect magic), automatic reset (after ten mins), spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage), Search DC 30, Disable Device DC 30.

On the altar are placed the following items;

- Evil Golden Idol of Grlarssh, worth 1100gp (trapped when placed on the altar, see above)
- Silver chalice with lapis lazuli gems, worth 90gp
- Expensive clerical vestments, worth 30gp

Area 6

This room appears to be littered with junk. Piles of items that appear to be broken or in poor condition litter the floor.

Many of the items stored in this room have either been deliberately destroyed or fallen apart through neglect. The remaining objects of value are scattered amid the junk. A successful DC 15 Search check turns up one of the items listed below. Three checks are necessary to find all the items.

- Brass mug with jade inlays (200gp)
- Sapphire pendant (1300gp)
- Potion of Resist energy-acid (300gp)

Area 7

The door to this room is locked (DC25).

This seems to have been used as a jail cell. A skeleton, collapsed in a fetal position, is the only occupant.

This is a normal skeleton. Clutched in the skeleton's fist is a lawful good holy symbol of Heshtail (worth 25gp).

Area 8 (EL-8)

The door to this room is locked (DC25) and trapped (see below).

Double Acid Arrow Trap: CR8, magic device, visual trigger (true seeing), automatic reset, multiple traps (two simultaneous acid arrow traps), Atk +9 ranged touch (2d4, acid arrow), Atk +9 ranged touch (2d4, acid arrow), spell effect (acid arrow, 18th-level wizard, 2d4, acid damage for 7 rounds), Search DC 27, Disable Device DC 27.

Note: This trap is really two CR 6 acid arrow traps that fire simultaneously, using the, same trigger, and reset.

This musty room appears to be used for storage. Several high-quality crates sit against the back wall.

Inside are several relics from the chapel, including 5 silver chalice worth 100 gps each, a reliquary box worth 5000 gps, and a masterwork painting worth 500 sps.

Area 9 (EL-6)

The door to this room is locked (DC 25) and trapped.

Lightning Bolt Trap; Challenge Rating 6, magic device, proximity trigger (alarm), automatic reset, spell effect (lightning bolt, 18th-level wizard, 10d6 electricity, DC 17 Reflex save half damage), Search DC 28, Disable Device DC 28.

This room is bare, except for a heavy wooden trap door in the floor. The trapdoor is secured with a large padlock.

This leads to a spiral staircase which descends 75 feet to area 10 of the Undercarn (see map below), the lair of Afej's orcish army. The pick lock DC on the padlock is 25.

Area 10

This is obviously the kitchen area of the keep. A large table dominates the room, and several ovens sit against the walls. All is covered with a layer of dust. It appears that the denizens of Carn Marrot don't do too much eating.

The kitchen is currently empty, except for some old kitchen utensils.

Area 11 (EL-17 to 18 and also EL5)

All doors and portcullises entering this room are locked (DC 25) and specially trapped (DC35 to find and disable). The first person passing through each of these portals is hit with a Targeted Dispel Magic spell as if cast by a 19th level caster.

This is obviously the great hall of the keep. Large tapestries hang from the walls, along with a large, ornate mirror. Benches line the walls, and a large seat sits in the middle of the floor in the west side of the room.

A vampire and two vampire spawn watch the characters from the shadows in area 12. They are attempting to hide, so allow characters spot and listen checks (DC25). The mirror in the room is an evil mirror of opposition. At least one character will glance into the mirror as they go about their business in this room unless they make a point to say that they do not do so by shielding their eyes, in which case they will be effectively blind. They will see themselves as if they have been dead for several years, with dried and withered skin, no eyes or lips, emaciated limbs, and

bone showing. They will be even more horrified when the figure steps from the mirror and moves to attack them. They must make a DC 12 WILL save or be shaken unless immune to fear. Anyone else passing the mirror after this point must make a DC 12 REF save or look into the mirror as well, triggering another evil double, unless they shield their eyes. The mirror can produce as many as 3 doubles, is 45lbs and worth 92,000gp. Use of the mirror is an evil act. The vampires in area 12 will likely attack when they characters are fighting their doubles.

The backdoor into Carn Marrot, which leads into this room is locked (DC 30) and trapped with the following:

Phantasmal Killer Trap: Challenge Rating: 5, magic device, proximity trigger (alarm covering the entire door), automatic reset, spell effect (phantasmal killer, 18th-level wizard, DC 16 Will save for disbelief and DC 16 Fort, save for partial effect), Search DC 29.

The floor of this room in a 20-foot radius right inside the backdoor is also trapped with a permanent alarm spell that will alert the lich if any living creature crosses the area. The portcullis outside the door can be forced up with a DC 30 STR check, or bent with a DC 32 STR check. It has a hardness of 10 and 125 hps. It can be raised from the small room above it on level two.

Area 12

This is the dining area of the keep. A large 20 foot long table dominates this area. On the table is a gruesome site: a large cow, ripped open at the stomach; its entrails are strewn on the table. Strangely, there is no blood. The table is bare of furnishings.

The vampires who were assigned to guard area II have stopped to feast on a cow. Hearing the adventurers approach, they have attempted to hide in the shadows. The vampires will attack when the PCs are most vulnerable, perhaps when they are fighting their doubles.

Sornehan (vampire fighter) HPs: 82.

Vampire Spawn HPs: 32, 26.

Area 13 (EL-10)

The entrance to what is apparently another tower is blocked by a gigantic tapestry that hangs almost to the floor. The tapestry is filled with a terrible scene of souls suffering in an inferno.

The gap between the tapestry and the floor is about 1.5 feet. If characters look under the, tapestry, they will see a chest sitting next to a pedestal. What is on the pedestal cannot be seen. The first living being that touches the tapestry sets off the trap:

Trap the Soul Trap: Challenge Rating: 10, magic device, touch trigger, automatic reset one per day, spell effect (special trap the soul, 18th-level wizard, soul trapped, DC 23 Will, save negates), Search DC 34, Disable Device DC 34.

If the creature fails its save, it disappears and appears inside the tapestry. The character is animated inside the tapestry, moving and writhing in flames, screaming silently. Moving aside the curtain (it is harmless once touched once per day), characters will see an open book on a pedestal. The book says, "Your friend is suffering in the flames and will soon die. Can you release him by solving this paltry puzzle and translating the inscription?"

Below this is written the following inscription: EVZA JA FVGZ CVN MZOPMIZY.

It says "Jaef of Kale has returned," according to the cryptogram below. Every two minutes that characters do not recite this phrase, the person stuck in the tapestry takes 10 points of special fire damage, magic items not withstanding. If the character drops to -10, he or she is dead and stuck in the tapestry forever. Only a wish or miracle can remove him or her after that point, although the character will still be dead. If characters seem to be having a hard time with the puzzle, allow them to make a DC 18 intelligence check to explain that it is a cryptogram and how a cryptogram works. Removing the character from the tapestry or avoiding it entirely counts as defeating the trap. If the tapestry is harmed with a character in it, the character is permanently lost. Attacking the tapestry counts as touching it, even with ranged weapons. To crawl under the tapestry, characters must make a DC 17 balance, escape artist, or dex check to avoid touching the tapestry. The DM should give small creatures a +2 bonus to the check; characters who have a strength of 16 or higher get a -2 penalty. Creatures that are large sized or bigger cannot avoid touching the tapestry if they try to crawl under it.

A B C D E F G H I J K L M N O P Q R S
V W X Y Z A B C D E F G H I J K L M
T U V W X Y Z
N O P Q R S T U

CARN MARROT (LEVEL 2)

Carn Marrot, named after an ancient baron, is a rebuilt castle. The walls are two foot thick, the ceilings are 15 foot high, and all windows have been bricked shut. There are torch sconces, but the

torches are unlit. All doors are unlocked unless otherwise noted. The four small towers near the gates rise another level above the second level and are open to the sky. They are guard towers but are currently unmanned. The portal in area 23 gives all undead in the keep a turn resistance of +2. Any battle of loud noise will allow creatures in adjacent areas to make DC 10 listen checks to become aware. Every 10 feet of distance between the listener and the sound makes the DC of the check higher by 2, and if a door or thick wall is between the sound and listener, the DC is higher by 4. For random encounters, use the encounter rules for Carn Marrow level one. If the heroes have not provided a distraction, then they are subject to random encounters at a chance of 2 in 8 per half hour. If they have, they will have no random encounters.

Area 14

This room obviously houses the mechanism to raise the portcullis that guards the front gate. A giant cog wheel and chains descend through holes in the floor. In fact, the entire floor has small holes in it that look down into the foyer of the castle. Several large iron pots, made to hold oil sit empty against the wall.

The winch can be operated from here, raised or lowered. If the vampire from area 1 fled, he will be found here.

Area 15 (EL-7)

This small room has a chair against on wall and a small door, perhaps a closet in the corner. Stairs go up to a trapdoor 15 feet above.

The Floor of this tower is a trap:

Burnt Othur Vapor Trap: Challenge Rating: 7, mechanical, location trigger,

repair reset, gas, multiple targets (all targets in a 10-ft.-by-10-ft. room), never miss, onset delay (3 rounds), poison (burnt other fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con), Search DC 21, Disable Device DC 21

- 2x Arcane Scroll of Bull Strength (CL3), 1x Detect Secret Doors (CL1), 1x Animate Rope (CL1) in a scroll tube.
- Embroidered silk and velvet mantle with numerous moonstones (1600gp)
- Silver Comb with moonstones (600gp)

Area 16 (EL-8 and EL-7)

This large room appears to be a guest bedroom. A dusty four-poster bed dominates the room. A chest sits by the bed. Stairs in the back of the room ascend one of the corner towers to a trapdoor in the ceiling. A ghastly stench assails your nostrils, but its source is not immediately apparent. Bones litter the floor.

There are four special ghosts, which Afej has imbued with the ability to cast spells by inscribing ruins all over their bodies, attempting to hide behind the bed. The ghosts are only slightly better than normal, except they each have the ability to cast 2 1st, 2 2nd, and 2 3d level spells. They begin the fight by casting obscuring mist and blur on themselves, then they begin peppering the room with lightning bolts and flame arrows. These ghosts guard the secret door.

Special Ghosts HPs: 32, 29, 28.

The secret door is not trapped, but the threshold of the room is. Crossing the threshold triggers a blade barrier that blocks the door and extends in a straight line all the way back to the east all of area 16.

Blade Barrier Trap: Challenge Rating: 7, magic device, proximity trigger (alarm),

automatic reset, spell effect (blade barrier, 11th-level cleric, 11d6 slashing, DC 19 Reflex, save half damage), Search DC 31, Disable Device DC 31.

Inside the secret chamber is a pedestal with an ornate box with magical symbols on it. Inside the box are 3 identical rings and a piece of paper. The paper says, "Think you are intelligent enough to find my phylactery? I am cunning, after all. You get one chance to destroy my phylactery before it teleports away. Which ring is it?"

The first ring is a gold ring with a ruby. The second ring is a silver ring with a diamond. The third ring is a plain copper ring. All have magical symbols inscribed on the inside of the band. Grabbing a ring and destroying it does in fact cause the other rings to disappear, because all three are an illusion but none of the rings are the phylactery. In fact the box itself is the phylactery. Destroying the box is CR 12 in terms of experience.

Area 17

This area is open to the sky. Passages to the north and south leave the area. In the center of the courtyard is a figure that is doubled over.

The figure is a programmed illusion that will be ready if the lich is prepared and has used his crystal ball over time to scry the characters and learn who is the most important figure in each of their lives. Choose one person who one of the PCs is very close to. The figure looks like that person, but is a ghoul. As the PCs approach, the figure turns towards them. "Ah, it hurts," it hisses. "So cold." The figure then tells the PCs that he was captured by Afej and cursed with undeath. He blames the PCs in a vitriolic fashion, but tells them that he also hates the lich and will tell them where his

phylactery is. He directs them to area 26. He does not answer any of the PCs' questions, appearing to be too much in pain and muttering to himself. He then shambles off, apparently into the shadows of area 23. The figure can be seen, heard, smelt, and exudes cold, but if struck or touched the image is intangible. Recognizing that the figure is an programmed illusion spell takes a WILL save DC 20, but the PCs will get a bonus to the save if the interaction was somehow awkward because the figure could not respond to questions or because it was touched.

Area 18

The door to this room is locked (DC30).

This large chamber stinks of death. What furniture once was here has been smashed to splinters. Swaths of dried blood mark the walls, and white maggots climb through the organic debris that litters the floors.

This is the chamber of the general, a Nightwing (Nightshade). If the heroes have successfully distracted Afej, the Nightwing will not be here. Otherwise it is here. A DC 15 search of the debris will turn up a piece of treasure (an alexandrite worth 500gp). Searching in this charnel room, however, is dangerous. Anyone doing so must make a DC 15 FORT save or contract a random disease from the DMG.

Area 19 (EL-5)

The door to this room is locked (DC 25) and trapped:

Trap, Doorknob Smear With Contact Poison: Challenge Rating: 5, mechanical, touch trigger (attached), manual reset, poison (nitharit, DC 13 Fortitude save, resists, 0/3d6 Con), Search DC 25, Disable Device DC 19.

This room is apparently a treasure cache. Several large chests lie haphazardly about the room. Sudden motion in the room and a skittering noise makes you start.

The chests (3) are all locked (DC35). The skittering is just a harmless rat. Each chest contains four of the listed items.

- Ivory statuette (40gp)
- Silver chalice with lapis lazuli gems (160 gp)
- Old masterpiece painting (1000 gp, 0.1 lb)
- Framed Painting (500 gp, 5 lb)
- Carved bone statuette (70 gp, 4 lb)
- Brass mug with jade inlays (500 gp, 5 lb)
- Large well-done wool tapestry (300 gp, 15 lb)
- Silver comb with moonstones (100 gp, 0.1 lb)
- Jeweled electrum ring (7000 gp, 0.1 lb)
- Silver-plated steel longsword with jet jewel in hilt (200 gp, 0.1 lb)
- Gold and topaz bottle stopper cork (1200 gp, 0.1 lb)
- An emerald studded gold bracelet (400gp, 0.1lbs)
- Jeweled silver headband (200gp, 0.1lbs)
- Pearl necklace (60gp, 0.1lb)
- 3ft tall bronze urn (700gp, 30lbs)

Area 20 (EL-9)

This large hall contains a small table and several benches. Tapestries hang from the walls, depicting horrid scenes of undead rising from graves.

Six improved wights lurk in the shadows here, attempting to hide. They will attack if the party looks hurt, weakened, or vulnerable. Otherwise, they will attempt to silently trail the heroes until they reach another encounter or a vulnerable position, when they will attack. These wights are not particularly interested in

dying, however, and they will attempt to flee to area 23 if the battle is going badly.

Improved Wight HPs: 45, 41, 39, 39, 37, 36.

Area 21 (EL20)

The doors to this room are locked (DC 30) and trapped. The door that exists the room to the west has the following trap:

Incendiary Cloud Trap: Challenge Rating: 9, magic device, proximity trigger (alarm), automatic reset, spell effect (incendiary cloud, 18th-level wizard, 4d6/round for 15 rounds, DC, 22 Reflex save half damage), Search DC 33, Disable Device DC 33.

The door that exits the room to the south is trapped with the following trap:

Mage's Disjunction Trap: Challenge Rating: 11, magic device, proximity trigger (alarm), automatic reset, spell effect (mage's disjunction, 18th-level wizard, DC 23 Will save negates), one target only, first person through door, Search DC 34, Disable Device DC 34.

The stairs leading up to area 29 is also trapped with the following trap:

Sliding Stairs into Razor Blades Trap: Challenge Rating: 7, mechanical, location trigger, automatic reset, Atk +20 melee (5d8, slashing), Search DC 22, Disable Device DC 20.

This room is a nightmare. It seems that it is some sort of vivisection room. Various creatures are on tables throughout the room in various stages of dissection. Some of the creatures indeed seem still to be alive, writhing in pain and moaning monotonously. Potions, beakers, and vials also litter the tables. In the far corner of the room is a skeletal figure clad in ragged dark robes. He is surrounded by a band of grey-skinned, emaciated figures. He laughs hollowly at your approach.

The figures in the room who are moving are actually ghouls who Afej is experimenting on. There are also many potions throughout the room. If Afej has had time to prepare, he will have taken the following actions:

He will have cast a contingency on himself to become invisible if reduced to 10 or fewer HPS. If he has had the time, he will cast Mage Armor, See Invisibility, Blur, Shield, Stoneskin, and Fire Shield on himself (in that order). He will consume his potion of protection from good and he will arrange the ghouls in a rough line in front of him to prevent charges at his person; he will stand roughly in front of the stairs, up which he will attempt to escape if the battle is going against him, leaving the heroes to deal with the trap. He will, however, turn off the trap first, and he must take a standard action when he gets to the top of the stairs to reset it. If Afej is losing and his escape is cut off, he will attempt to make the heroes think that he has important information of note to them, and that they must not kill him. He will lie unashamedly.

Afej HPs: 110

Improved Ghouls HPs: 27, 25, 25, 23, 23, 23, 23, 22, 21, 20

1st round of combat: Afej casts Summon Monster IX, quickened lightning bolt
2nd round: Horrid Wilting
3rd round: Power Word Stun
4th round: Finger of Death
5th round: Chain lightning
6th round: Weird
7th round: Reverse Gravity

On a nearby table the PCs will find the following without the need for a search check;

- Oil of greater magic weapon +5 (3000 gp)
- Potion of cure serious wounds (750 gp)
- Potion of haste (750 gp)

- Potion of magic circle against law (750gp)
- Potion of resist energy 30 (electricity) (1100 gp)
- Potion of undetectable alignment (300 gp)

Area 22

The door to this room is locked (DC 30) but not trapped.

This is apparently a treasure room. Five coffers brimming with items sit in this room.

Afej's arrogance has caused him not to trap this room. He figures that if something could get through him to get to it, he would have no need for it. The treasure is listed here:

- Tome of clear thought +3 (82500 gp)
- Silver comb with moonstones (700 gp)
- Golden circlet with four aquamarines (2000 gp)
- Carved harp of exotic wood with ivory inlay and zircon gems (700 gp)
- Large well-done wool tapestry (300 gp)
- Large well-done wool tapestry (600 gp)
- Silver comb with moonstones (900 gp)
- Finely wrought small gold bracelet (60 gp)
- Old painting (400 gp)
- Old painting (800 gp)
- Old painting (800 gp)
- Jeweled gold crown (3000 gp)
- Silver-plated steel longsword with jet jewel in hilt (1000 gp)
- Tome of understanding +2 (55000 gp)
- Belt of giant strength +4 (16000 gp)
- Heavy +2 mace (8312 gp).

Area 23

As you enter this area, you feel a wave of coldness and a palpable, indeed overpowering sense of death. This large stone hall is covered but opens to the west, is bare but in the center of

the south wall is a large black ovular portal, 7 feet high and 4 feet wide, and ringed with plain brass. Inside the portal is pure darkness, darker than any darkness you have ever seen. The portal is clearly the source of the horrible ambiance in the room.

This portal channels death energy directly from the Maelstrom (or the negative material plane in a D&D campaign not set in Farland), the source of power for most undead. Simply being in proximity to the portal heals an undead being. Any undead creature standing within 10 feet of the portal heals 1d6 hps per round. Any living being standing within 10 feet of the portal takes 1d6 points of negative energy damage per round. Approaching the portal within 15 feet is painful for a living creature. For a living creature to enter the portal is certain death-- or undeath-- unless special precautions are taken. Many of the intelligent undead in the keep will flee to this room to heal. Paradoxically, the lich cannot use the portal to heal, even though he created it, and his latest experiments have focused on figuring out why not. The portal gives all undead in the keep a turn resistance of +2.

Area 24

This room is packed to the ceiling with dusty old boxes.

The boxes contain spoiled food and rotted textiles. A forgotten cache of healing potions can be found with a DC 20 search check:

- 4x Cure Serious Wounds Potions.

Area 25 (EL-2)

This room is hidden by a secret door. The door is trapped with a simple but nearly invisible razor-wire stretched across the doorway at neck level:

Razor Wire Trap: Challenge Rating: 2, mechanical, location trigger, no reset, Atk +10 melee (2d6, wire), multiple targets (first target in each of two adjacent 5-ft. squares), Search DC 22, Disable Device DC 15

This room is apparently a private study. Although there is no light source, a large desk, stacked with papers and heavy books sits against the back wall. An overstuffed chair sits in front of the desk. The room is musty and smells of decay.

This is Afej's study. He keeps his spell books here (they contain all spells that he knows), as well as papers that reveal his plans, and perhaps papers that list Afej's research on a powerful artifact known to the heroes.

Area 26 (EL-9)

Inside this room is a small altar against the back wall. On the altar is a silver holy symbol of Vornoth, the god of evil. The rest of the room appears to be empty.

If Afej has had time to prepare, there will be a special trap in this room:

Sympathy Trap: Challenge Rating: 9, magic device, proximity trigger (alarm), no reset Spell effect (sympathy, 18th-level wizard, DC 22 Will save negates), Single Target, Search DC 34, Disable Device DC 34. The sympathy spell will be cast on the evil holy symbol. It will trigger the cleric of the group (but only if Afej has scried him) to wear the holy symbol. If the cleric does so, his clerical powers will not function, as his god will be offended.

Area 27

The trapdoor is locked (DC25).

Atop this forty-foot tower is a weathered skeleton and little else.

There is nothing else of note here.

Area 28

The trapdoor is locked (DC25).

Atop this forty-foot tower is a ballista and a stack of 20 short spears.

There is nothing else of note here.

Area 29

The trapdoor atop this tower is unlocked but alarmed by a simple bell that hangs below it. The bell will be audible to anyone in area 21 with a DC 5 listen check.

There is a telescope atop this forty-foot tower, pointed at the stars. Next to the telescope is a small box.

The telescope is normal, made for star gazing. Inside the box is a scroll of featherfall, that Afej will use to leap from the tower if need be.

Area 30

The trapdoor is locked (DC25).

Atop this forty-foot tower is a catapult and a stack of head-sized stones.

There is little else here.

THE UNDERCARN

The Undercarn is a series of carven passages, halls, and furnaces that lie beneath Carn Marrot. It is primarily the abode of Jaef's orcish army, and it also functions as a factory and prison. If the heroes begin to venture down into the

Undercarn, however, they are off track. If they haven't occupied the army somehow, the halls are filled with orcs. Use the random encounter table below. If the army is present, the chance of encounter is 8 in 10 per half hour. If the army is absent, the chance is 2 in 10 per half hour. Any pitched battle is likely to bring another encounter if the creatures make a DC 10 listen check. Assume a +4 listen skill. Every 10 feet of distance between the listener and the sound makes the DC of the check higher by 1, and if a door or thick wall is between the sound and listener, the DC is higher by 4. Roll for treasure per encounters as normal.

Encounters in the Undercarn

1. 20 Oluk Orcs, a leader (10th level fighter), and a healer (9th level cleric)
2. 6 Trolls
3. 10 Ogres
4. 35 Orcs and a Oluk leader (6th level fighter)
5. Owlbear
6. 25' Pit Trap with Spikes
7. 4 Ghosts
8. 15 Zombies

CONCLUDING THE ADVENTURE

Once Afej lies dead there is very little left for the PCs to do. If the party encountered the lich before confronting the army of orcs and trolls in the caverns beneath, the subhuman races below will not put up much of a fight if they are told their master is dead. Once the PCs have defeated Afej and disbanded/destroyed his army, they should then proceed to the king of Kale and receive their promised reward if this is the hook the DM used to get them involved in the adventure.

FURTHER ADVENTURES

If you wish to expand on this adventure, just assume that Afej was in league with, or working for, some other villain. A clue in his possessions can lead the characters on a quest for the true mastermind behind the massing army of orcs and undead. Alternatively, you may have the PCs follow leads to an evil artifact created by Afej and from there the PCs quest to seek out and destroy the artifact.

THE APPENDICES

NPCs

Jacques, vampire (Area I encounter);

Human Ftr10: CR 12; ECL 18; Size M; HD 10d12+20; hp

74; Init +6; Spd 30 ft; AC 23, touch 12, FF 21; BAB +10/+5; Grapple +16; Atk: +16/+11 melee (1d3 + 6, Unarmed), +18/+13 melee (1d8 + 9/crit 19-20, Longsword +1), +12/+7 ranged (1d4/crit 19-20, Dagger), +12/+7 ranged (1d8/crit 19-20, Crossbow, light), +16 melee (1d6 + 6, Slam); SA blood drain, children of the night, dominate, create spawn; SQ alternate form, damage reduction 10/silver and magic, fast healing 5hp/round, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; SV Fort +9, Ref +7, Will +6; AL NE; Str 22, Dex 15, Con 14, Int 13, Wis 16, Cha 20.

Skills and Feats: Climb +9, Intimidate +8, Jump +9, Profession (Other) +6, Ride +8, Sense Motive +17, Swim +15; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency,

Weapon Focus, Weapon Specialization, Improved Overrun, Improved Sunder.

Sornehan, vampire; Human Ftr9 (Area 12 encounter): CR 11; ECL 17; Size M; HD 9d12+9; hp 82; Init +9; Spd 20 ft (base 30 ft); AC 26, touch 14, FF 22; BAB +9/+4; Grapple +13; Atk: +13/+8 melee (1d3 + 4, Unarmed), +13 melee (1d6 + 4, Slam), +15/+10 melee (1d8 + 7, Mace, heavy +1); SA blood drain, children of the night, dominate, create spawn; SQ alternate form, damage reduction 10/silver and magic, fast healing 5hp/round, resistance to cold 10 and electricity 10, spider climb, +4 turn resistance; SV Fort +7, Ref +10, Will +6; AL NE; Str 19, Dex 20, Con 12, Int 17, Wis 17, Cha 16.

Skills and Feats: Climb +13, Intimidate +15, Jump +13, Ride +17, Swim +16; Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Two-Weapon Fighting, Weapon Focus, Weapon Specialization, Improved Dodge, Improved Grapple.

Jaef of Kale, lich; Human Wiz18: CR 20; Size M; HD 18d12; hp 110; Init +4; Spd 30 ft; AC 22, touch 13, FF 22; BAB +9/+4; Grapple +9; Atk: +9/+4 melee (1d3, Unarmed), +9/+4 melee touch (1d8 + 5, Touch attack); SA Fear Aura, Paralyzing Touch; SQ turn resistance +4, DR 15/bludgeoning and magic, immunity to cold, electricity, polymorph, mind-affecting; SV Fort +9, Ref +9, Will +16; AL NE; Str 10, Dex 11, Con 0, Int 23, Wis 19, Cha 17. **Languages spoken:** Common, Elven, Undercommon, Draconic, Infernal, Dwarven and Orc **Skills and Feats:** Craft (Alchemy) +15, Knowledge (Dungeoneering) +8, Concentration +21, Craft (Trapmaking) +13, Decipher Script +9, Diplomacy +15, Gather Information

+6, Intimidate +4, Knowledge (Arcana) +27, Knowledge (Architecture) +7, Knowledge (Geography) +11, Knowledge (History) +12, Knowledge (Local) +9, Knowledge (Nobility) +12, Knowledge (Planes) +12, Knowledge (Religion) +12, Knowledge (Other) +9, Knowledge [War] +9, Knowledge [Monsters] +7, Sense Motive +21, Spellcraft +27; Craft Magic Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Great Fortitude, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus, Spell Mastery. *Wiz Spells Per Day:* 4/6/5/5/5/5/4/3/3/2.

Spells Prepared: Animate dead, Bestow curse, Blur, Burning hands, Chain lightning, Color spray, Cone of cold (2), Dimension door, Dispel magic, Dominate person (2), Expeditious retreat, Finger of death, Fire shield, Flame arrow, Flesh to stone, Ghost sound, Horrid wilting, Lightning bolt (2), Mage armor, Obscuring mist, Power word stun, Resistance, Reverse gravity, See invisibility, Shield, Slow, Stoneskin, Summon monster ix, Vampiric touch, Wall of force, Web, Weird, Command undead, Touch of fatigue.

Spells Known: Alarm, Analyze dweomer, Acid splash, Animate dead, Antipathy, Bestow curse, Blur, Burning hands, Chain lightning, Charm person, Color spray, Cone of cold, Contingency, Control undead, Create greater undead, Create undead, Daze, Delayed blast fireball, Detect magic, Dimension door, Mage's disjunction, Dispel magic, Dominate monster, Dominate person, Expeditious retreat, Finger of death, Fireball, Fire shield, Fire trap, Flame arrow, Flare, Flesh to stone, Gaseous form, Gate, Geas/quest, Ghost sound, Guards and wards, Horrid wilting, Identify, Invisibility, Knock, Lightning bolt, Limited wish, Mage armor, Obscuring mist, Permanency, Power word stun, Programmed image, Ray of frost, Read magic, Reduce person, Resistance, Reverse gravity, See invisibility, Shield,

Silent image, Slow, Soul bind, Stoneskin, Summon monster ix, Sympathy, Vampiric touch, Wall of force, Web, Weird, Command undead, Eagle's splendor, Symbol of insanity, Touch of fatigue.

Possessions: 100 gps, Cloak of resistance +1, Crystal ball, Ring of protection +3, Bracers of armor +4, Wand of magic missile (9th), Staff of fire, Potion of protection from good, Potion of eagle's splendor, Potion of poison.

Jaef of Kale became a Lich in the year 7460 F.R. after being the court wizard and the power behind the throne of Kale for 21 years (The king at the time was young Felmat, who was putty in the aging wizard's, and then the lich's hands.) After becoming a Lich, Jaef remained the power behind the throne until the year 7487 F.R., when a group of adventurers called the Band of Five discovered that he was responsible for the evil and aggressive policies that had been instituted in the kingdom. They attacked him and slew him, although three of their number fell. Two were forced to flee with the treasure and items of Jaef, pursued doggedly by the lich's undead minions. The remaining heroes turned to face their undead pursuers in the town of Wotun in Kelerak, where they slew them but then died of their wounds and were buried with the lich's items. Meanwhile, Jaef's sentience had escaped into his phylactery (a pre-prepared golden enruned amulet). The amulet was well-hidden in a secret room beneath the palace in Kale City, and since the lich's undead minions had all been destroyed, there was no one to bring a freshly-slain body to the secret room and thus the lich could not escape his phylactery and again take physical form. Thus he spent centuries locked inside the amulet.

Finally, the amulet was found in 8160 F.R. by Valanduil the elf, who did not realize the item's true nature. When the eldar

brought the amulet into the proximity of a freshly slain corpse, Jaef was released from it, and he assumed a new body and a new name-- Afej the Black. He immediately established himself in the ruined castle of Carn Marrot in Dessingrove, and, through his underling Widfaral, gained control of the town. He was able to establish a rapport with the Dragon Skywing, who had gained a new paranoia about his treasure. Afej began supplying guards for when the Dragon was out hunting, and in return the Dragon paid him handsomely out of his vast treasure. The lich used this new wealth to rebuild the castle, and thereupon, he began a two-pronged plan. He allied himself with the cult of Grlarssh, pretending to be an avatar of Grlarssh, in order to use the cult's assistance to recover his lost items, including some of his spellbooks, that were buried in the cemetery in Wotun. He also began an assault on Western Kelerak, and quickly established himself as baron of all lands in Kelerak west of Lake of the Sky. His first plan was stalled by the actions of the Lords of the West, but with the assault of the Lords of Greed and Envy, Afej was able to recover all of his items in the war-wrought confusion. Thereupon, he launched his assault in full, making a bid to capture the ravished Dragonspur after it had been weakened because of its recent battles. Because the Lords of the West recovered the Stone of Silence and even managed to slay his most valued servant Widfaral, however, the army of Afej was defeated and he was forced to recall the remnants of his troops to Dessingrove to plot his next strike. While machinating his next move, Afej also continued his experiments in the necromantic arts, researching a way to open a portal to extract death energy from the Maelstrom in order to create an army of invincible undead warriors.

As an individual, Afej is vastly intelligent. This intelligence sometimes leads to overconfidence, but Afej himself is aware of this and often takes measure to counteract it; he is not always successful. He tends to be closed, guarded, and secretive, revealing his plans not even to his most valued underlings. He is also vastly ambitious and values power for its own sake. He does not wish to ally himself with anyone, though, especially the Dweller in the Wintervale (Afej knows that the Dweller has no allies, only slaves). Therefore, he ultimately aims to establish a kingdom in the West that rivals the might of the Lords of Sins, and he hopes eventually to subsume their lands-- then will come the final battle between the Dweller and Afej, and he knows he must be carefully and completely prepared.

MONSTERS

Human commoner zombie: Size M; HD 2d12; hp 16; Init -1; Spd 30 ft; AC 11, touch 9, FF 11; BAB +1; Grapple +2; Atk: +2 melee (1d6 + 1, Slam), +2 melee (1d6 + 1, or club); SA -; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; SV Fort +0, Ref -1, Will +3; AL NE; Str 12, Dex 8, Con 0, Int 0, Wis 10, Cha 1. **Skills and Feats:** Toughness.

Dark Tree: Size H; HD 13d8+65; hp 124; Init -1; Spd 10 ft; AC 20, touch 7, FF 20; BAB +7/+2; Grapple +24; Atk: +16/+16 melee (2d4 + 9, claws), +16 melee (1d6 + 13, or bite); SA Grab; Confusion; SQ Resist Fire (15), vulnerable to cold, plant traits; SV Fort +13, Ref +3, Will +4; AL NE; Str 29, Dex 8, Con 21, Int 5, Wis 10, Cha 7.

Skills and Feats: Spot +3; Power Attack.

Spectre: CR 7; Size M; HD 7d12; hp 45; Init +7; Spd 40 ft, fly 80 ft. (perfect); AC 12, touch 12, FF 12; BAB +3; Grapple

+0; Atk: +6 melee (1d6 rain, Incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; SV Fort +2, Ref +5, Will +7; AL LE; Str 0, Dex 16, Con 0, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14; Alertness, Blind-Fight, Improved Initiative.

Vampire spawn: CR 4; Size M; HD 4d12; hp 29; Init +6; Spd 30 ft; AC 13, touch 10, FF 13; BAB +2; Grapple +5; Atk: +5 melee (1d6 + 4, Slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; SV Fort +1, Ref +5, Will +5; AL NE; Str 16, Dex 14, Con 0, Int 13, Wis 13, Cha 14.

Skills and Feats: Bluff +6, Climb +8, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus, Toughness.

Special Ghast: CR 4; Size M; HD 4d12; hp 29; Init +3; Spd 30 ft; AC 17, touch 13, FF 14; BAB +2; Grapple +5; Atk: +5 melee (1d8 + 3 plus paralysis, Bite), +3/+3 melee (1d4 + 1 plus paralysis, claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; SV Fort +3, Ref +6, Will +8; AL CE; Str 17, Dex 17, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Toughness, Multiattack.

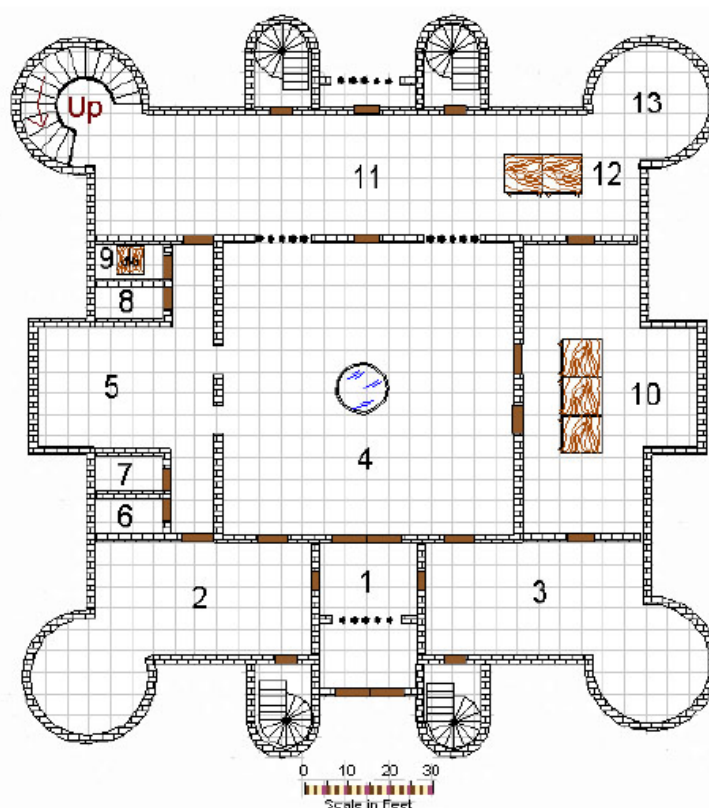
Improved Wight: CR 4; ECL 6; Size M; HD 6d12; hp 39; Init +5; Spd 30 ft; AC 15, touch 11, FF 14; BAB +3; Grapple +4; Atk: +4 melee (1d4 + 1, Slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; SV Fort +2, Ref +3, Will

+6; AL LE; Str 12, Dex 12, Con 0, Int 11,
Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +7,
Move Silently +16, Spot +11; Alertness,
Blind-Fight, Improved Initiative.

MAPS

Car Marrot Level One



This detailed floor plan of the first floor of the White House shows the following layout:

- Central Courtyard:** A large rectangular area in the center.
- Rooms and Spaces:**
 - Room 14:** Located at the bottom center, below the courtyard.
 - Room 15:** A circular room with a spiral staircase labeled "Up" on the left side.
 - Room 16:** A circular room with a spiral staircase labeled "Up" on the right side.
 - Room 17:** A large rectangular room on the left side.
 - Room 18:** A rectangular room on the right side.
 - Room 19:** A rectangular room above Room 18.
 - Room 20:** A rectangular room below Room 14.
 - Room 21:** A rectangular room above Room 19.
 - Room 22:** A rectangular room above Room 21.
 - Room 23:** A large rectangular room above Room 20.
 - Room 24:** A rectangular room below Room 18.
 - Room 25:** A small rectangular room below Room 15.
 - Room 26:** A small rectangular room above Room 25.
 - Room 27:** A circular room with a spiral staircase labeled "Up" on the left side.
 - Room 28:** A circular room with a spiral staircase labeled "Up" on the right side.
 - Room 29:** A circular room with a spiral staircase labeled "Up" on the right side.
 - Room 30:** A circular room with a spiral staircase labeled "Up" on the left side.
- Other Features:**
 - Portico:** A semi-circular area at the top of the plan.
 - Staircases:** Several spiral staircases are shown, some labeled "Up".
 - Scale:** A scale in feet is provided at the bottom, ranging from 0 to 30.
 - North Arrow:** A north arrow is located in the bottom right corner.



Undercarn Map Key

- 1 Main hall
- 2 Second Hall
- 3 Oluk quarters
- 4 Weapons and arms factory
- 5 Orc quarters
- 6 Leaders quarters
- 7 Ogre quarters
- 8 Troll quarters
- 9 Minotaur quarters
- 10 Slave quarters and prison
- 11 Stairs to Carn Marrot, area 9.
- 12 Armory or storage

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