



THE WORLD OF
FARLAND
**INTO THE
THIEVES' GUILD**

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INTRODUCTION

This is an adventure for 4 to 5 8th to 9th-level characters. 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 5e rules. 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 white is player information that you can read aloud or paraphrase for the players at the proper times. Note that the World of Farland is on the silver standard. When treasure is given in silver pieces, use gold pieces for other D&D worlds (see www.farlandworld.com).

ADVENTURE BACKGROUND

The powerful thieves' guild in Dragonspur City, the capital of Kelerak, is in the midst of a coup. Corfin Ack-Sembar has been the lieutenant of the Thieves' Guild for nearly 15 years and he is sick of it. He wishes to be the head of the guild. But for some reason, all of his men are deathly afraid of the current head, one Lalsthor Longcloak. He has had no success paying anyone to assassinate Longcloak; indeed Corfin himself feels an irrational fear when he is in the mysterious presence of his leader. Therefore he has had to suffer as second in command. But recently

he has hatched a scheme to depose Longcloak—word of powerful adventurers has reached him, and he believes he can manipulate these personages into doing his dirty work and slaying Longcloak. However, Longcloak is aware of Corfin's plans, and he doesn't aim to take them lying down. He has decided to try to trick the PCs into killing his rival so that he can remain in power. Both of the powerful guild leaders have allies in the town who will report on the doings of the PCs, giving the crooked leaders opportunity to manipulate them.

ADVENTURE SYNOPSIS

When the heroes arrive on the scene in the famous Dragonspur City, Corfin sees his chance to manipulate them into helping him accomplish his goal. What the thief doesn't know is that Longcloak is actually a powerful wraith. The heroes face more than they bargained for! Corfin figures that if the heroes die in the attempt, he will have removed a possible threat to himself and will work on removing Longcloak another way.

However, Longcloak, having learned of Corfin's plans, wants to get to the heroes first. The PCs will have to decide if they will support Corfin against Longcloak, Longcloak against Corfin, or if they will attempt to slay both.

ADVENTURE HOOKS

The adventure starts when the PCs reach Dragonspur City. It can start in one of two ways:

Help the innocent. While traveling through the town, the PCs will witness and foil a mugging. The victim of the mugging will ask the PCs for help in dealing with the local Thieves' Guild. See **The Assault** in the next section.

Wyvern Attack! If the PCs played the previous adventure in the World of Farland adventure series, "Wyvern Attack!", they were either assaulted by thugs in the employ of one Corfin, a high-ranking Thieves' Guild member, or they found evidence implicating one Lalsthor Longcloak, the leader of the guild, in a crooked scheme. They may have come to Dragonspur City to bring one or both of these personages to justice. Go to **Finding the Guild** in the next section.

PART 1: BEGINNING THE ADVENTURE

DRAGONSPUR CITY

The famous Dragonspur, like many cities in Farland, is an ancient city with a long and colorful history. It was named because, legends say, its founder Keler sighted a huge green dragon atop a tall spur of rock in the middle of a fertile valley. The dragon flew away as he approached. Taking it as a good omen, he determined to found his capital on the spot. The pride of the West, or at least the pride of the once mighty Kingdom of Kelerak, Dragonspur City, or simply The Spur, was long a beacon for those wishing either a stable life or a dangerous adventure. Kelerak has always been ruled by Kings, who governed from the Famous Green Throne, located in the Spur Fortress atop the Dragonspur proper. Dragonspur has seen 14 royal families in her long history, beginning with the family of Keler himself and ending with the Ranulf family, the last of the Royal families. Kelerak ceased being a Kingdom proper at the beginning of the occupation. Now freed, the Spur is ruled by Lord Naglor Osbern, although his reign is subtly opposed by an upstart young (but rich) nobleman, one Lord Turstan Quentin. Quentin is rumored to hold the loyalty of General Danthor and the Standing Battalion, the general armed forces of the city. The Spur Elites, crack troops and

the guards of the Spur Fortress, still owe loyalty to Lord Osbern. The current attitude in the city is generally one of shock. The citizens are still recovering from the occupation, and no one has yet been able to impose a completely stable order on the city or the former kingdom. Thus the citizens are watchful. They tend to resist any great changes and look suspiciously on those different from themselves. The citizens simply long for a return to the ancestral greatness of the city (whose population was once greater than 100,000). The current population varies from 40,000 in the winter to 45,000 in the summer market season. The residents are almost entirely human, with a good many half-orcs thrown in. Nearly any good or service can be purchased in Dragonspur City.

See the Appendix for a map of the city and for a general list of points of interest.

THE ASSAULT

As the heroes are making their way through the bustling Dragonspur City, they hear cries for help. A woman is being mugged in a nearby alley. Five attackers have her at sword point and are stealing her belongings.

5 thugs

When the heroes disrupt the assault, the woman, one Katelana, known as Pency Kate (for her dependability), thanks them graciously. She tells them that recently thefts and assaults have increased in the local neighborhood. It is the result of the city's Thieves' Guild. Sensing weakness caused by the political turmoil in the city, the guild sees the time as rife for making profit. The city guard is distracted by the potential civil strife and is not keeping the city safe. She begs the PCs to help the honest citizens of the city by somehow getting the Thieves' Guild to stop preying on local citizens.

FINDING THE GUILD

If the heroes agree to help, their next step will be finding the location of the guild, so that they can pay it a visit (gently push them in this direction if they don't think of this option). Ask them what locations they wish to investigate to see if they can find someone who knows the location of the hidden guild. They can investigate any location on the map of Dragonspur in the Appendix (except location 5), although only some locations will prove fruitful; these are detailed in the next section. While investigating the seedier parts of town, the PCs have a 1 in 8 chance per hour of a random encounter. If they do have a random encounter, use the following table to determine what it is; as the DM, you fill in the details.

Random Encounters

D100 chance	Encounter
0-19	Artisan looking for work
20-34	Prostitute soliciting the PCs
35-49	A rowdy drunk
50-64	Press gang for the government fleet
65-100	5 Thugs (see MM p. 350)

LOCATIONS TO INVESTIGATE

River Road Black Market District

This district (number 4 on the map of Dragonspur City in the appendix) is known for selling things that are illegal, including lotus and other drugs, contraband, and weapons. Whores and thugs frequent this area. If the PCs investigate this area, a successful DC 12 Intelligence (Investigation) check will cause them to discover a weapons dealer by the name of Quinto One-Ear. This surly old thief is difficult to deal with, but PCs can discover the location of the guild from him with a successful DC 12 Charisma (Persuasion) check or Charisma (Intimidation) check. However, Quinto is in the direct pay of Longcloak, who will immediately hear about their investigations (whether they discovered the location of the guild or not) and seek to manipulate them. Go to **Longcloak's Lure** in the next section.

The Docks

This area (number 7 on the map) bustles with commerce, with thickly-muscled men loading and unloading crates for travel on barges up and down the Liferock River. But the Thieves'

Guild has a strong influence on the dockworkers here. If the PCs investigate this area, a successful DC 12 Intelligence (Investigation) check will lead them to a dock worker named Arnulf Ack-Herin. Arnulf is a salty, foul-mouthed tough, but PCs can discover the location of the guild from him with a successful DC 15 Charisma (Persuasion) check or Charisma (Intimidation) check. Alternately, 10 silvers will loosen his tongue. However, Arnulf works for Corfin, who will immediately hear about their investigations (whether they discovered the location of the guild or not) and seek to manipulate them. Go to **Corfin' Lure** in the next section.

The Slums

This district (number 12 on the map) is among the poorest areas of the city. The group will constantly be accosted by beggars and mobs of children as they move through this area. If the PCs investigate this area, a successful DC 12 Intelligence (Investigation) check will cause them be directed toward one “Big Man Arty”—actually a 12-year-old street urchin. But this street urchin is well-connected and hears much. The PCs can discover the location of the guild from him with a successful DC 15 Charisma (Persuasion) check or Charisma (Intimidation) check, or they can pay him 15 silvers for the information. However, Arty is in the direct pay of Longcloak, who will immediately hear about their investigations (whether they discovered the location of the guild or not) and seek to manipulate them. Go to **Longcloak's Lure** in the next section. As they leave this area, they PCs will be accosted by five ruffians who claim they don't belong in this area and that there is a “slum tax” they must pay. This is

simple strong-arm robbery, but the thugs have no stomach for a fight to the death, and a thug reduced to 50% hit points will flee.

5 Thugs (See MM p. 350)

The Red Light District

This district (number 8 on the map) is where the “women of the night” ply their trade. If the PCs investigate this area, a successful DC 12 Intelligence (Investigation) check will lead them to a local madam known as Red Elyn. Elyn is a canny business woman and will give no information for free, but PCs can discover the location of the guild from her by paying her 15 silvers. A successful DC 15 Charisma (Persuasion) check will reduce the price to 10 silvers. She cannot be intimidated, and any attempts will provoke abuse or outright lies. Any PC who uses violence against Red Elyn will have earned a lifelong enemy, and a terrible one at that. Elyn doesn't use violence, though she is always armed with a very sharp dagger, but she is well connected to many important people in the city, and she can make the PCs' lives hard in many annoying ways: tax collectors will suddenly become interested, town guards will harass them, trumped up charges will be brought against them, inn keeps will refuse to serve them, shopkeepers will charge them inflated prices, and so forth. In any case, Elyn works for Corfin, who will immediately hear about their investigations (whether they discovered the location of the guild or not) and seek to manipulate them. Go to **Corfin' Lure** in the next section.

Bloody Head Inn

This rough inn (marked I5 on the map) is the favored hang-out of half-orcs, wanted men, and criminals of all sorts. If the PCs investigate this area, a successful DC 12 Intelligence (Investigation) check will lead them to a shady figure sitting at a shadowy table. This is Maugis the Scar, a low-ranking guild member, and a half-orc. Maugis is as shady as they come, though his bark is worse than his bite. PCs can discover the location of the guild from him with a successful DC 15 Charisma (Persuasion) check or Charisma (Intimidation) check. Alternately, 10 silvers will loosen his tongue. However, Maugis works for Corfin, who will immediately hear about their investigations (whether they discovered the location of the guild or not) and seek to manipulate them. Go to **Corfin's Lure** in the next section.

As the PCs leave this inn, one of them will be challenged to a good-natured fist fight by one of the patrons, Strong Walter. If the PC agrees, all in the bar will place bets on the outcome. The PCs are also welcome to do so. The maximum bet that will be taken is 25 silvers. The fight is not to the death, and a PC who is reduced to zero hit points or who concedes will be allowed to stop fighting. If the PC refuses, Strong Walter will become enraged and fight him or her anyway, but again, not to the death. No weapons are allowed in this fight, and if any of the PCs use weapons or magic, 8 bar patrons will draw weapons and make the fight very deadly; in this case, Strong Walter will also draw his weapons and use them. If the fight turns deadly, the town guard will arrive in 1d10+10 rounds. The PCs will want to be away from the scene when they get there.

Strong Walter (Use Gladiator stats; see MM p. 346)

8 Bar Patrons (Use Thug stats MM p. 350)

Town guards (5 guards MM p. 347; 3 veterans MM. p. 350; 1 Knight, their leader MM p. 347)

THE LURES

Once the PCs have come to the attention of either Longcloak or Corfin, an attempt to manipulate the PCs will be made. This will affect what they encounter in the guild house.

Corfin's Lure

A close friend or relative of one of the PCs will be murdered. Stuck to the victim's chest is a calling card: a handkerchief with an embroidered "L" on it. An Intelligence (Investigation) check DC 10 (in any of the areas mentioned in the **Locations to Investigate** section above) reveals that the "L" is the symbol of Longcloak, the mysterious and terrible head of the Thieves' Guild, a powerful organization in the city. This is intended to stoke the PCs anger against Longcloak and bring them to the guild. If the PCs have not discovered the location of the guild, Corfin will send a guild member to try to pick the heroes' pockets. The guild member has the stats of a spy on MM p. 349, but he will purposefully fail to pick the PCs pockets and will be caught. The plant has instructions to act afraid and to reveal the location of the guild in exchange for his freedom or if hard-pressed. The guild is a dilapidated two-story

located nine-tenths of the way up to Arch St. on the left, marked 5 on the map.

Longcloak's Lure

One of the heroes gets a valuable item stolen (one that he undoubtedly wants back). In place of the item is a mocking note. It is full of abusive language, disparaging the PC's honor as well as the honor of his mother, and strangely, calling him a "codfish." It is signed "C." An Intelligence (Investigation) check DC 10 (in any of the areas mentioned in the **Locations to Investigate** section above) reveals that the "C" is the mark of Corfin, the canny second in command of the city's Thieves' Guild. This is intended to stoke the PCs anger against Corfin and bring them to the guild. If the PCs have not discovered the location of the guild, Longcloak will send a guild member to try to pick the heroes' pockets. The guild member has the stats of a spy on MM p. 349, but he will purposefully fail to pick the PCs pockets and will be caught. The plant has instructions to act afraid and to reveal the location of the guild in exchange for his freedom or if hard-pressed. The guild is a dilapidated two-story located nine-tenths of the way up to Arch St. on the left, marked 5 on the map.

If and when the PCs choose to visit the guild, go to the next part.

PART 2: THE HOUSE AND THE SEWERS

THE GUILD HOUSE

The Guild house is a run-down old row-home, nondescript from the outside. Rooms in the guild house are keyed to the Guild House map in the appendix. Rooms are lit by a lantern that hangs on a wall, unless otherwise noted. Ceilings in the guild house are 10 feet high. Picking locks within the guild requires a DC 18 Dexterity check unless otherwise noted. Any combat in the guild house will allow residents of directly adjacent areas to make an active Wisdom (Perception) check; creatures that succeed against a DC 12 will hear commotion and may decide to investigate. The residents of the Guild House should not be treated as static, meaning they are not confined to the rooms that detail them in the key. They will react to investigate noises and respond to threats in an intelligent fashion. Unless noted in a room description, you should randomly determine individual treasure of creatures in the guild house.

Room 1

You stand in front of the large dilapidated building. Although this building seems like the right place, it looks abandoned, with no lights or signs of movement. The windows are boarded up. One lone door faces the street.

This is indeed the place. The only way to get in is to give the password "codfish." Otherwise the heroes will have to fight their way in. The guild entrance is guarded by six former soldiers, now in the pay of Longcloak.

6 veterans MM. p. 350

The residents of area 15 will also notice the battle if they succeed at a DC 10 Wisdom (Perception) check, open the windows, and pour a pot of boiling oil down on the heads of those in the street below (2d6 damage, Dexterity save DC 12 for none). Then they will shoot their crossbows advantage to hit anyone in the street. Inside area 1 is a barren foyer with two benches beside the door. Anyone in rooms 3 & 4 will also hear the battle if they succeed at a DC 15 Wisdom (Perception) check and will come to investigate. There is also a permanent antimagic field encompassing all of room 1, an ancient gift from the Lord of Lust.

10 bandits (see MM p. 343)



Room 2

This large room contains several couches and overstuffed chairs. On one couch is a shabbily dressed human with a scimitar at his waist.

This is Victor Ack-Andrew. He is in league with Corfin and will not attack the heroes if they are working for Corfin (read “fell victim to Corfin’s Lure.”). He will even offer them advice if they succeed at a DC 12 Charisma (Persuasion) or Charisma (Intimidation) check, or if they pay him. The more important the knowledge, the higher his rate. If the PCs are working for Longcloak (read “fell victim to Longcloak’s Lure.”), he will attempt to hinder the heroes in any way possible, through lies and false information most likely, although he will try to avoid fighting them unless he has allies. In either case, he will do all he can to avoid accompanying the heroes through the guild. Victor, as a high-ranking guild member holds the key which can open the electrified door to room 14 without triggering the trap.

Victor Ack-Andrew (Use Bandit Captain stats; see MM. p. 344)

Room 3

This appears to be some sort of a game room. Four figures are bending over a table. You hear the rattle of dice.

This large room has four small tables randomly placed throughout. On each table are cards or dice. The figures are one half-orc guild member and three human thieves. They know nothing of the machinations of their superiors and will be suspicious and potentially hostile of the PCs and will demand an explanation for their presence, reacting according to the PCs’ story.

Half-orc (Use berserker stats; see MM p. 344)

3 Thieves (Use thug stats; see MM p. 350)

Room 4

This room looks like some sort of a gymnasium or practice area. Wooden dummies, padded weapons, and exercise equipment are strewn about the floor.

The room is empty at the moment.

Room 5

You seem to have entered an interesting area. Four scantily clad women, obviously of ill repute, doze on cushioned couches in this room. Bowls of incense and lavender perfume the air.

The women appear to wake up when the heroes enter the room. Their reaction to the heroes depends on the heroes’ behavior. They are not particularly loyal to the guild, although they wish it no harm, as it is their

main source of livelihood. One of the women is a doppelganger, however. It is one of a family of 6 doppelgangers that Longcloak hired to be secret guards and spies within the guild. The creature will try to use its disguise ability to convince the heroes that it is merely a harlot. Meanwhile it will be probing their thoughts. It will seek the first opportunity to find its leader in area I3 to report what it has learned. If it determines that the heroes are “working” for Longcloak, it will try to give them helpful advice in a way that will not blow its cover as a harlot.

Doppelganger (see MM p. 82)

Room 6

A large table dominates this room. It is scarred and marked with years of use. Several figures sit around the table but rise at your approach.

The figures are 6 guild members. They will demand the password, “codfish,” then attack or flee if it is not given. They know nothing of any plots by Longcloak or Corfin.

6 guild members (Use thug stats; see MM p. 350)

Room 7

This large area is apparently a common space. Resembling an Inn, the room has benches, tables and a bar against the West

wall. Mugs, plates, and glasses litter the room. The area looks well used.

Who is in here depends on what time of day it is.

4 am – 3 pm: the room is empty.

3 pm – 7 pm: 3 thugs (see MM p. 35), 2 bersekers (see MM p. 344)

7 pm – 4 am: 5 thugs (see MM p. 35) (except one is a doppelganger who will follow the same strategy as the one in room 5), 6 thieves (one is female—use Bandit stats for all; see MM. p. 343), 1 spy (a male halfling named Bolga Hornbottom; see MM. p. 349), a veteran (see MM. p. 350), and 4 noncombatant female commoners.

If a fight ensues, the residents of area II will join in with crossbows from above (they attack with advantage to hit foes not adjacent to guild house residents and with disadvantage to hit enemies adjacent to guild house residents, if they do not wish to hit comrades).

No one in this area is privy to the plans of Longcloak or Corfin.

Room 8

This is the kitchen. Three female half-orc cooks look at you without a hint of surprise. They stare at you, seemingly unflappable.

Two cooks are commoners (see MM p. 345) who will attempt to avoid a fight. One is a

doppelganger. He will follow the same strategy as the one in room 5.

Room 9

The door to this room is locked. If they manage to open it, read this:

This room appears to be a store room. Boxes litter the floor, and foodstuffs line the walls. A large keg sits in the middle of the room. Several smaller kegs rest against the west wall.

All common foodstuffs and beverages can be found in this storage room. This is also the secret passage room to the sewer complex. If the PCs take this passage, go to **The Sewers Below the Thieves' Guild**, which is the next section. Succeeding at a DC 15 Wisdom (Perception) check will allow the characters to notice that there is a dust-free path that seems to go from both doors straight to the keg in the middle of the room. If they succeed at a DC 18 Intelligence (Investigation) check, they will find that the keg is actually a secret trap door. Characters will actually descend down the ladder that is inside the hollow keg. The keg is attached to the floor. It is trapped, however.

A) **A bell trap.** If the bell is not disabled by raising the lid and grabbing it, it will ring loudly when the lid is raised, alerting three residents of area I in the sewers. Otherwise the heroes could surprise those guardians. Grabbing the bell before it rings requires a DC 15 Dexterity check.

B) **Protruding Blade Trap.** A spear-like blade shoots up from inside the barrel if a hidden catch is not first pressed. *Melee weapon attack:* +8 to hit, range 5 ft., one target. *Hit:* 20 (4d10) piercing damage. A Wisdom (Perception) check DC 15 is required to spot the trap; An Intelligence (Investigation) check DC 15 is required to comprehend how to disable the trap and a Dexterity check DC 15 using thieves' tools is required to disable the trap without setting it off once it is spotted.

Room 10

Five gigantic canine shapes leap at you silently when you open this door, horrible jaws slavering for your blood.

This room is guarded by 5 mastiffs that roam free.

5 Mastiffs (see MM p. 332)

Room 11

This large open area overlooks the common room. Several figures patrol this area.

These are guild members who are on guard duty. They will have the opportunity to make active Wisdom (Perception) checks if any combat occurs in areas adjacent to their location. They will automatically notice combat in room 7.

5 Bandits (see MM p. 343)

Room 12

This appears to be an arsenal of some sort. Weapons line the walls or are stacked in open boxes on the floor.

This room contains 10 longswords, 10 shortbows, 20 daggers, 10 maces, 10 short swords, 2 battle axes, and 2 suits of leather armor.

Room 13

A large human dressed in chainmail sits in a chair in front of a door in what is obviously a bedroom. “Can I help you?” he asks.

If other doppelgangers are present, read the section below.)

This is the leader of the group of doppelgangers loyal to Longcloak. If alone, he will try to read their minds to determine who they are “working” for. If they are “working” for Corfin, he will attempt to parlay with the heroes, even telling them what is in room 14, telling them where the key is, and refusing to fight. He will then follow the heroes at a distance, attempt to read their minds, change into a form that they are familiar and comfortable with, dupe them, separate them, and slay them one at a time.

If they are working for Longcloak, he will give them real and valuable information and leave them unmolested.

Doppelganger Leader (see MM p. 82, except he has 80 hit points and his surprise attack deals 4d6 damage).

If other doppelgangers are present, read this:

A group of comely human females stand in this relatively bare room. “Please help us get out of this horrible place. They kidnapped us and are keeping us as concubines for Corfin,” the women plead.

The doppelgangers will either already know or will attempt to determine who the heroes are “working” for. If they are working for Longcloak, they will give them real and valuable information and leave them unmolested. In fact, they will supply the PCs with a healing potion. But if they are working for Corfin, the doppelgangers will attempt to dupe the PCs into dropping or putting away their weapons, and even removing their armor if they can; they will likely do this by attempting to seduce them. They will also ply them with strong liquor, but it is actually poison. Any character partaking of the poisoned liquor must succeed at a DC 18 Constitution saving throw or take 15 (3d10) poison damage and have the poisoned condition for 1 minute. Those who succeed take half damage and do not have the poisoned condition. However, the poison does not take effect for 1d4+1 rounds.

Room 14

This door is trapped. Victor Ack-Andrew in room 2 holds the key that can open the door without triggering the trap.

Electrified Door Trap. Touching this door in any way without using the special, enruned key sets off the trap. The trap immediately resets once it has been set off. Anyone setting off the trap must succeed at a DC 18 Dexterity saving throw or take 50 (10d10) lightning damage, or half as much damage on a successful saving throw. A Wisdom (Perception) check DC 18 is required to spot the trap; An Intelligence (Investigation) check DC 18 is required to comprehend how to disable the trap and a, Intelligence (Arcana) check DC 18 is required to disable the trap without setting it off once it is spotted.

This room appears to be the guild treasury. Three boxes are in this room.

Box 1: 800 TPs, 5000 CPs.

Box 2: This chest is trapped. **Poisoned Darts Trap.** Opening this box without flipping a hidden lever releases 4 poisoned darts; each dart targets a random individual standing in front of the box on the side to which it opens (If there are no targets in the area, the darts don't hit anything.); Each dart makes a ranged attack with a +8 bonus. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 18 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one.

In this box is 2000 SPs, 70 GPs, and 10 gems worth 100 SPs each.

Box 3: 5000 CP inside a *Bag of Holding*.

Room 15

This room appears to be a large common sleeping area. Cots and bedrolls line the walls and floors.

Ten bandits will be found here at all times. These bandits know nothing of the machinations of their superiors.

10 Bandits (see MM p. 343)

Room 16

This large area is a sleeping room. Cots and bedrolls line the floor.

Ten bandits will be found here at all times. These bandits are loyal to Corfin, and if the PCs make it known in any way that they are “working” for Corfin, the bandits in this room will not attack or hinder them, though they will offer no advice and will not help them.

10 Bandits (see MM p. 343)

Room 17

This hallway is strangely tiled. The tiles are white and black and the colors alternate.

The tile pattern is irrelevant. In this hallway lurks an invisible doppelganger; the

doppelganger will be invisible for 1 hour from the time the heroes encounter it, or until it attacks or casts a spell. It will read the minds of the heroes if possible, attempting to determine whom they are “working” for, and if they are working for Corfin, it will then take the shape of someone they are familiar with, attempt to appear when they aren’t looking, interact with them, dupe them and ambush them if it judges it possible. Otherwise it will flee to area I3. If it learns that they are “working” for Longcloak, it will read their minds to learn all it can of them, then it will try to silently flee to area I3 to report to its leader.

THE SEWERS BELOW THE THIEVES’ GUILD

The Sewers below the Guild House have been sealed off from the city’s regular sewer system and are dry, albeit slimy. The Sewer areas are keyed to the Sewer map in the appendix. Rooms are lit by a lantern that hangs on a wall, unless otherwise noted. Hallways are lit by lanterns that hang on the walls at 60 foot intervals. The ceilings in the sewer are 7 feet high. Picking locks within the sewer requires a DC 18 Dexterity check unless otherwise noted. Any combat in the sewers house will allow residents of directly adjacent areas to make an active Wisdom (Perception) check; creatures that succeed against a DC 18 will hear commotion and may decide to investigate. The residents of the Sewers should not be treated as static, meaning they are not confined to the areas that detail them in the key. They will react to investigate noises and respond to threats in an intelligent

fashion. Unless noted in an area description, you should randomly determine individual treasure of creatures in the sewers.

Random encounters in the sewers. There is a 1 in 8 chance per hour the PCs spend in the sewer that they will have a random encounter. The description of a sewer area may also call for you to roll a random encounter. If you determine that the PCs have a random encounter, roll on the table below. Those encounters that are followed by a sewer area indicate a unique being which, if encountered and dispatched, will not appear in the area where the adventure’s description indicates they will be found. See the Monster Manual for stats. 1. Id2 clerics of Bel (2nd level) 2. Id2 rogues (2nd level) 3. 1-4 bugbears * 4. Zacharia the wizard and 1-4 bugbears * 5. Wilhelm the High Priest of Bel and Id4 clerics level 2. * 6. Willie the Sly, Specter * 7. 1 ghastr 8. Roll percentile dice (10-90 use #2, 91-100 Corfin himself has miscalculated and stumbled on the scene).

Random Encounters

DI00 chance	Encounter
0-19	2 cult fanatics (See MM p. 345)
20-34	3 bugbears and 1 bugbear chief from area 8
35-49	2 bandits (See MM p. 342)
50-64	Willy the Sly, specter from area 28
65-100	5 Thugs (see MM p. 350)

Sewer 1

This room is a guard chamber. Written on the wall in common and dark speech are the warnings: “If you are not bidden, turn back now.”

In this room is a priest of Bel, 2 of the priests’ acolytes, and 3 surly soldiers. They work for Corfin, and if the PCs make it known in any way that they are “working” for Corfin, the residents of this room will not attack or hinder them, though they will offer no advice and will not help them. If they make it known that they are working for Longcloak, they will attack them.

Priest (See MM p. 348)

2 acolytes (See MM. p. 342)

3 veterans (See MM. p. 350)

Sewer 2

This room is bare.

A Spiked pit trap blocks both doorways out.

Spiked Pit. Spotting the pit is a Wisdom (Perception) check DC 15; compare the PCs’ passive perception scores to this DC if they are not actively searching for traps here. A creature falling into the pit takes II (2d10) bludgeoning damage from the fall and II (2d10) piercing damage from the spikes. The spikes have poison smeared on them. Anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw,

taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Sewer 3

This room is bare.

A spear trap guards each door.

Spear Trap. A spear shoots out from the wall near the door if a hidden catch is not first pressed. *Melee weapon attack:* +8 to hit, range 5 ft., one target. *Hit:* 10 (2d10) piercing damage. A Wisdom (Perception) check DC 15 is required to spot the trap; An Intelligence (Investigation) check DC 15 is required to comprehend how to disable the trap and a Dexterity check DC 15 using thieves’ tools is required to disable the trap without setting it off once it is spotted.

Sewer 4

An ominous squishing sound greets your reluctant ears as you walk through the doorway into this room.

A Black Pudding and two Ochre Jellies have recently taken up residence here. This area is thus avoided by the guild members.

Black Pudding (See MM p. 241)

2 Ochre Jellies (See MM p. 243)

Sewer 5

The doors to this room are locked. If the PCs manage to open the door:

Inside this room is a disturbing sight. It is piled knee high with anonymous bones.

This is the room where the guild dumps the remains of those victims they never want anyone to find. If the heroes enter this room, they hear a voice in their heads saying, *“Avenge our deaths... avenge us or join us... death is cold... unburied and unballowed... hell yawns for us... avenge our deaths.”*

The PCs must succeed at a DC 15 Wisdom saving throw or gain the frightened condition for the next hour. The source of the fear is any enemy. However, every time the frightened PC takes damage, he can make another saving throw, ending the frightened condition on a success.

Sewer 6

The door to this room is locked. The door is trapped with a magic missile trap.

Magic Missile Trap. Touching this door in any way without first saying the password “Dweomer” sets off the trap. The trap immediately resets once it has been set off. Three magic missiles automatically strike the creature that touched the door and it takes 9 (3d4+3) force damage. A Wisdom (Perception) check DC 18 is required to spot the trap; An Intelligence (Investigation) check DC 18 is required to comprehend how to

disable the trap and a, Intelligence (Arcana) check DC 18 is required to disable the trap without setting it off once it is spotted.

If the door is opened, read:

This area appears to be out of place down in the dank sewer. A velvet-covered bed dominates the room. A table and chest also adorn the bedroom. An ominous feeling as of dark magic permeates the air.

This is the bedroom of Lalsthor’s wizard Zacharia Ack-Thelan.

In the chest is 150 SP, 10 GP, a spell book (the book contains all of the spells known by Zacharia [detailed in the next sewer 7, plus 5 I randomly determined spell of each spell level that Zacharia is able to cast), and a cursed ring of weakness. The ring causes the possessor’s strength to drop 1d6 points, and he suffers disadvantage on Strength checks and Strength saving throws. The wearer will not willingly part from or remove the ring. The chest also contains a map pointing to some sort of ancient dwarven tomb in the foothills of the Grand Peaks in Orland. Scrawlings on the map hint at great treasure and great danger. This is a hook to lead the PCs to the next adventure in the Farland adventure series, *“The Haunted Dwarven Tomb.”*

Sewer 7

Beakers and flasks clutter every available bit of space in this laboratory. Unmoving animals stand in horrendous positions, and specimen jars that contain you know not what sit on the stone table in the center of the room. An older man stands on the other side of the stone table. He eyes you coldly, surprised at your presence.

Zacharia, the guild wizard in the employ of Longcloak, is in this room. Allow him to make a Wisdom (Perception) check DC 12 to detect the approach of the heroes. He can't take an action in the first round if he is surprised at their presence.

This is the guild wizard. He works for Longcloak, and if the PCs make it known that they are "working" for Longcloak, he will not attack them and will direct them to the room of Corfin. If they make it known that they "work" for Corfin, he will attempt to persuade them that he is Corfin's ally, give them false information to get them out of the room, then head to Sewer 8 to collect his guardians, and finally return to attempt to slay the party.

Zacharia the Wizard (Use mage stats on MM p. 347); he possesses 1 healing potion and 1 greater healing potion also.

Sewer 8

Four over-sized hairy goblins block your path when you enter this small dank room. One is particularly large. 'Here, now. No one sees Mr.

Zacharia without da password. You gots da password?" one asks menacingly.

The password is "wizard." These bugbears serve Zacharia.

3 Bugbears (See MM p. 33)

1 bugbear chief (See MM p. 33)

Sewer 9

This excessively large room seems like some sort of a dark temple. It doesn't seem evil per se, but rather chaotic. Benches and pews are arranged in haphazard order throughout the area, creating something of a maze. A large wavy dagger etched in gold takes up most of the east wall. From the other side of the room you think you see several figures lurking in the shadows.

This is the temple to Bel, the Lord Thief. Present at the moment are High Cleric Wilhelm Ack-Wilhelm, 3 of his followers, and his temple guards. All of these men are loyal to Corfin, but they will not be happy to see the PCs in their temple, and any disrespect to the temple or to Bel will bring an attack.

Wilhelm, High Priest (See MM p. 348, but he has 45 hit points.)

3 Cult Fanatic (See MM. p. 345)

2 Veterans (See MM. p. 350)

Sewer 10

The door to this cell-like room is locked and marked with a red X. *If opened, read:* Inside is an ancient corpse, decayed nearly to the bone. A stench worse than death assails your nose, causing you to retch involuntarily.

The figure is a ghast, playing dead until the heroes' guard is down.

1 ghast (See MM p. 148)

Sewer 11

The door to this cell is locked. If opened, read:

It is difficult to make out what is inside this shadowy cell.

Here you should throw in an NPC that the characters know but haven't seen for some time and could profitably save. The NPC could have information that leads the heroes towards a future adventure, and this could provide a good role-playing opportunity. Otherwise make the cell empty.

Sewer 12

This room seems to be some sort of prison area. Manacles, chains, and instruments of torture are strewn about.

Check for a random encounter in this area.

Sewer 13

This room seems blank except for some writing on the south wall. The writing says, "You can feel it but not touch it, see it but not look at it, it is small but you could never lift it. What is it?"

The answer is "The sun." If the answer is spoken within 1 minute, the door to area 12 will open. If the answer isn't spoken in the allotted time, the electrified floor trap will be triggered. The trap encompasses this entire room.

Electrified Floor Trap. Anyone standing on the floor when the trap goes off must succeed at a DC 18 Dexterity saving throw or take 40 (8d10) lightning damage, or half as much damage on a successful saving throw. A Wisdom (Perception) check DC 18 is required to spot the trap; An Intelligence (Investigation) check DC 18 is required to comprehend how to disable the trap and a, Intelligence (Arcana) check DC 18 is required to disable the trap without setting it off once it is spotted.

Sewer 14

This damp room seems empty. To the north is a small open passageway. To the south is a set of large double doors.

This room is a trap. If anyone goes to any of the four doors without saying "long live the guild" or pressing a block on the East wall

(which the PCs can discover with a DC 25 Wisdom [Perception] check, the double doors to area 20 snap open, releasing the occupant of 20, a clay golem.

Sewer 15

This large room has tables, benches, boxes, and kegs stacked throughout in a chaotic fashion.

A successful Wisdom (Perception) check DC 15 will reveal a silver brooch worth 100 GP.

Sewer 16

This small cell appears empty.

It is in fact empty.

Sewer 17

This small cell contains a stack of ancient boxes.

In the boxes are bunches of rotten materials, a +1 shortsword called “Lightbringer” that sheds light as a torch when its name is spoken as a bonus action, and an ancient book called *The Discovery of the Little People* (it’s about halflings, their history, and their culture).

Sewer 18

This ominous hallway has three doors on the left (east) and two doors on the right (west). A passageway goes both south and north.

Check for random encounters in this area.

Sewer 19

A deep pit yawns in the center of this room. Its lid mechanism is halfway open. It appears to have malfunctioned long ago. A disgusting stench wafts up from the hole.

The guild once used this pit as a refuse disposal place. Anyone falling into the pit takes 10 (2d20) bludgeoning damage. If the PCs descend into it, they will find 4d10 GPs at the bottom. They will also have a 50 % chance to encounter a ghost who wanders in and out from a tiny access tunnel that it dug. The tunnel leads to a ghost and ghoulish warren under the sewers of the city (another adventure entirely).

1 ghost (See MM p. 148)

Sewer 20

When the double doors swing open you gasp as a large gray creature made of clay lumbers forth. It is a head taller than the tallest human, and extremely broad through the chest. But its proportions are off, and it looks... lumpy.

This is a clay golem used as a guardian into Longcloak's area. It will not attack Zacharia or Longcloak.

Clay Golem (See MM p. 168)

Sewer 21

This room appears to be a meeting area. There are chairs strewn about in disarray. At the back of the room is a large throne-like chair. The chair is covered in a thick layer of dust as if no one has sat in it in many, many, years.

This is the area where the high ranking members meet. The dust on the chair is a clue to Longcloak's incorporeality.

Sewer 22

This area exhibits the remains of an ancient trough against the south wall. The trough seems to contain some strange shiny liquid.

The liquid is a gray ooze.

Gray Ooze (See MM p. 243)

Sewer 23

This large room appears empty.

In fact it is empty but roll to keep your players on edge, perhaps jot something down.

Sewer 24

The northern half of this room is coated in thick webs.

There are 4 giant spiders in this area. They will leave the heroes alone if they don't investigate the webs. There are four gems on the floor under the webbing, which will be noticed with a Wisdom (Perception) check DC 15. Each gem is worth 100 SPs.

4 Giant spiders (See MM p. 328)

Sewer 25

This room is obviously a bedroom of some sort. You hear a faint snoring from the back of the room.

This is the bedroom of the acolytes. There is one acolyte sleeping here. He will be surprised by the PCs.

1 acolyte (See MM p. 342)

Sewer 26

The door to this room is locked. If opened, read:

This appears to be the bedroom of some higher level leader or important person, judging by the furnishings. It is probably the bedroom of the High Priest, because there is a shrine to the god Bel in the center of the room. There is a bed and a chest in the room.

The chest is locked. It contains one potion of Hill Giant Strength, 1 scroll of burning hands, and 100 SPs.

Sewer 27

There are four locked chests in this otherwise bare room.

This room contains the real treasure of the guild. All chests are trapped with poisoned darts traps.

Poisoned Darts Trap. Opening any chest in this room without flipping a hidden lever releases 4 poisoned darts; each dart targets a random individual standing in front of the box on the side to which it opens (If there are no targets in the area, the darts don't hit anything.); Each dart makes a ranged attack with a +8 bonus. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 18 Constitution saving throw, taking 21 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Chest 1: 100 GP, 1 potion of heroism.

Chest 2: 3000 SP, 300 cp.

Chest 3: Ring of animal influence, Scroll with 10 randomly determined wizard spells, 100 sp.

Chest 4: +1 longsword, boots of Elvenkind, 100 GP.

Sewer 28

When you approach this room you get a feeling of doom and a chill runs down your

back. Upon entering, however, you notice that the shadowy room is apparently empty.

This is the lair of Lalsthor Longcloak. If the PCs are “working” for Corfin, Longcloak will indeed be found here. If he is aware of the PCs, attempting to hide in the shadows. He will attack the heroes if they approach the treasure room or the wall blocking area 30. First, however, he will send his shadow thrall and the Specter of Willie the Sly (see description of Longcloak in appendix) to attack and distract the heroes.

If the heroes are “working” for him, Longcloak will not reveal himself and will have retreated through a wall to a nearby part of the public sewer and will wait for the PCs to dispatch Corfin. Once they have done so, Longcloak will reveal himself and attack the PCs, attempting to slay them.

Lalsthor Longcloak (see appendix)

Willie the Sly, specter (See MM p. 279)

1 shadow (See MM p. 269)

Sewer 29

This comfortable room seems to be a foyer or living area of some sort. There area contains several couches and chairs, as well as several books in the room.

This is Corfin’s room. He is of course not present. The books are simply fiction books of no consequence. If the heroes search, they can find with a DC 20 Wisdom (Perception) a

diary belonging to Corfin that explains how he manipulated the heroes into slaying Longcloak in order to take over control of the guild.

Sewer 30

The passage to this room is bricked shut.

If the PCs somehow manage to access the room, read the following:

In this old room you see an ancient corpse, now dry and desiccated. The corpse seems to be clutching its stomach. It is clad in a long dark cloak.

A successful DC 15 Wisdom (Medicine) check will reveal several poison needles in the corpse. This is the body of Longcloak. He was sent down here to stumble across this trap by Willie the Sly, who felt threatened by him. Lalsthor will not or cannot leave the sewer where his body is. If Longcloak has not been dispatched, tampering with or destroying the body will draw him and his minions to this room. Paradoxically, destroying the body will free Longcloak from the sewers. He does not know this. A successful DC 18 Intelligence (Religion) check will allow a creature to discern this fact.

Sewer 31

This is obviously the bedroom of some higher level person in the guild, judging by the furnishings. There is a bed and a chest in the room.

This is the bedroom of Corfin. If the PCs are “working” for him, he will have left the door unlocked as well as the chest. In the chest are 2 greater healing potions. He left these for the heroes to find. Other than that Corfin will have vacated the scene, and will be hiding in a nearby section of the public sewer. But if the heroes manage to slay Longcloak and Corfin is able to quickly learn of it, he will try to get ahead of the PCs and alert his allies in the guild to slay them.

If the PCs are “working” for Longcloak, Corfin will be in his room, along with several of his closest associates, who act as his bodyguards. In this case, he will attempt to slay the PCs, but will flee if the fight goes badly, if he can.

Corfin Ack-Sembar (Use assassin stats; See MM p. 343)

2 bandits (See MM p. 343)

1 berserker (See MM p. 344)

CONCLUDING THE ADVENTURE

If the heroes manage to slay either Longcloak or Corfin, if either of the two remains alive and is aware of the other one's death, he will attempt to get word to his allies in the guild not to allow the PCs to leave alive. Thus any guild members who allowed the PCs to pass unmolested or who otherwise helped them will now be hostile to them. In their battered state, this may make getting out of the guild tricky. Once the PCs escape the guild, if they managed to slay either Longcloak or Corfin, the power of the guild will have been broken for at least the next year while the guild gathers new members, nurses its wounds, and rebuilds. The city will be safer, at least temporarily. If the heroes attacked the guild at the behest of Pandy Kate, she will express extreme gratitude and be a lifelong friend, and they will become known to the dwellers in the Slum District as the Heroes of the Poor.

FURTHER ADVENTURES

If the PCs slew Corfin and left Longcloak alive but managed to escape the guild, he will feel threatened by their power and will become a long term enemy. They will be sure to encounter him again. If they slew Longcloak but left Corfin alive, he will assume control of the guild and begin to rebuild. He will be impressed by their might and is likely to attempt to recruit them to

work for the guild, albeit he won't let the PCs know who is employing them.

If the PCs discovered the map to the Haunted Dwarven Tomb in Zacharia the wizard's belongings, they may wish to seek for it in Orland.

APPENDIX

NPCs

Lalsthor Longcloak

Medium undead, neutral evil

Armor Class 15

Hit Points 113 (15d8 + 45)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Intimidate +5, Persuasion +5, Sleight of Hand +7, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Kelevan, Dark Speech

Challenge 8 (3,900 XP)

SPECIAL TRAITS

Incorporeal Movement: Longcloak can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Sneak Attack. If Longcloak has advantage against a target, his life drain attack deals an additional 7 (2d6) necrotic damage.

Sunlight Sensitivity: While in sunlight, Longcloak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 32 (6d8 + 5) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter: Longcloak targets a humanoid within 10 feet of him that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under Longcloak's control. Longcloak can have no more than seven specters under his control at one time (note that he begins with one under his control).

Lalsthor, called Longcloak, is the leader of the very powerful thieves' guild in Dragonspur City. Originally from Kale, he is actually a powerful wraith, but very few people know this fact because he wears a long black cloak that disguises his rotten and semi-transparent visage. Lalsthor came into power after he

insidiously slew the then-leader, William the Sly, making him a specter. Since then, Lalsthor has slowly consolidated his power. Lalsthor was a very powerful thief in life, second to William. He became too power hungry, however, and William lured him into a death trap in the sewers. This did not keep him down, however, for he returned in undead form to resume his quest for power. Longcloak is a very scheming and insidious being who will do all he can to hide his true nature, because his men would desert him if they knew.

MAPS

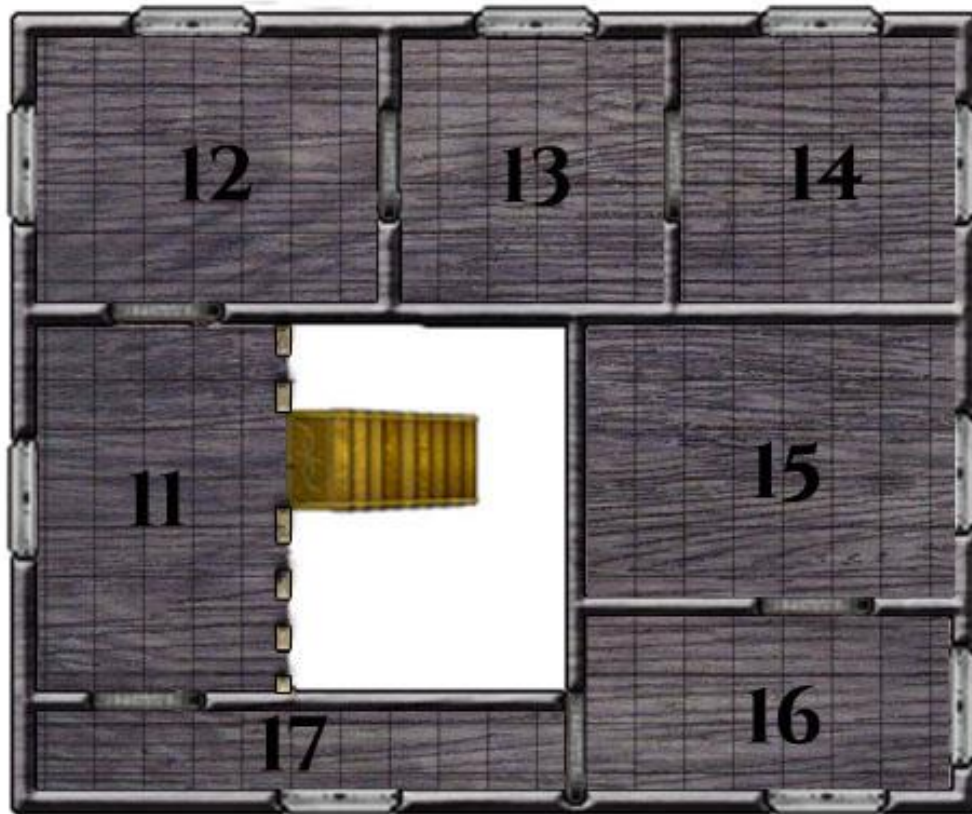
Dragonspur City



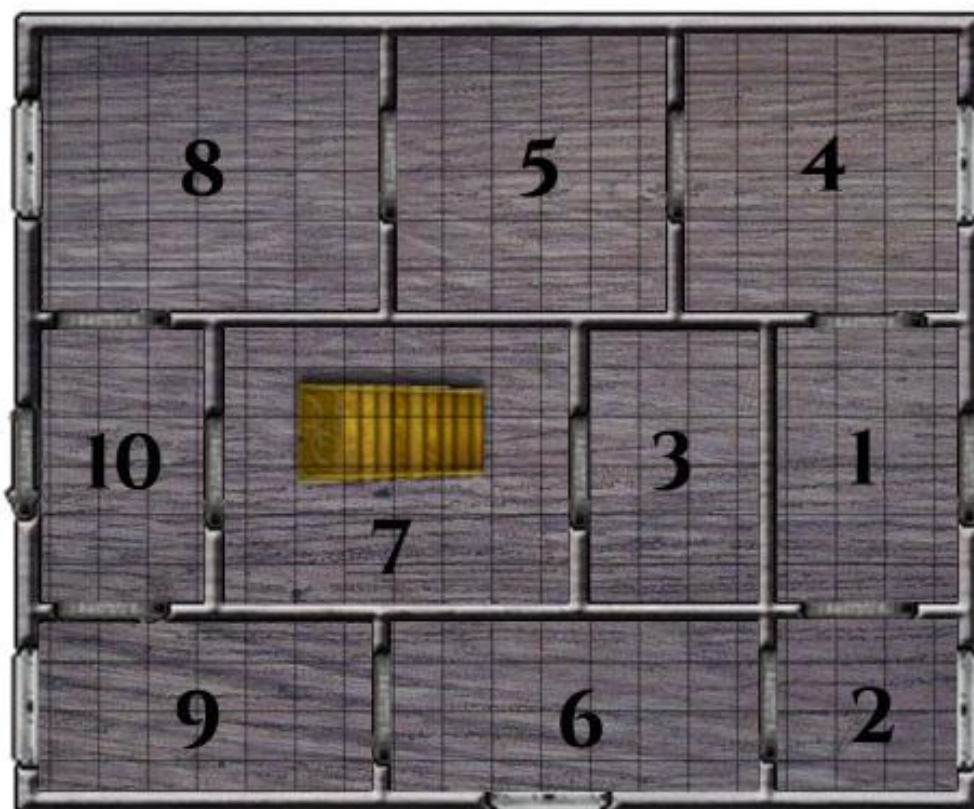
Dragonspur City Key

1. Holy Rest Cemetery
2. Keler's Bridge
3. The Dragonspur. On its pinnacle sits the Fortress of the Spur. Three-quarters of the way up the steep road that climbs the spur sits the huge Dragon Statue, wings spread.
4. River Road Black Market district. Here can be found lotus and other drugs, whores, contraband, and weapons.
5. Dragonspur Thieves guild.
6. The Overgate. There is a toll-tax to enter.
7. The docks.
8. Red light district.
9. Former hold of the Black Blade Orcs, now empty.
10. Smith's guild.
11. Cooper's guild.
12. The slums.
13. Merchant's way. Here can be found mostly every sort of good that is readily available in the west, except weapons and armor.
14. Rich section.
15. Bloody Head Inn.
16. Hold of the Wolf Goblins.
17. Irongate Prison.
18. Manor home of Yedus, Court High Mage.
19. Lotus Street Theater.
20. Temple of Heshtail.
21. Headquarters of the City Guard, the Spur Elites.
22. Temple of Kantor.
23. Temple of Neltak.
24. Temple of Bestra.
25. Temple library of Dekk.
26. Manor home of Turstan Quentin.
27. Keldin's Menagerie. This is a famous zoo and museum.
28. Newly founded Court High Mage's College. One must officially join the Dragonspur Army to study here.
29. The town open. A large square used for festivals, troop drills, and markets.
30. Raleigh Park.

THIEVES' GUILD



**UPPER
LEVEL**



**LOWER
LEVEL**

Sewers under Thieves' Guild



CREDITS

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