

THE WORLD OF FARLAND

ADVENTURE BACKGROUND

This adventure takes place in the town of Littlespur in Kelerak, but it can be placed in any campaign; just change the names of the places.

The Ties that Bind

An adventure for four 4th to 5th-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 v3.5 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.

Orian Ack-Keen, a noble and wise fighter, and his older brother Cecil Ack-Keen, a paladin of Reenan, fell in love with the same women. Cecil, being a paladin, sworn to Reannan and no one else, was torn to find his brother courting the beautiful Cassandra Ada-Talimar. Orian and Cassandra fell deeply in love, and soon they were to be wed. Cecil was overcome by jealousy and on the night before their wedding he sent a band of brigands to kidnap Orian and bring him out to a secret location. There Cecil confronted his brother and though Orian tried to reason with him, Cecil would have none of it and flew into a murderous rage. Orian was a formidable opponent and he took his brother's right eye in the fight, but with Cecil's magic he overcame Orian and killed him. Then in his rage he killed the brigands so that there would be no witnesses. Cecil had crossed the edge and fell from the grace of Reannan. He took all the bodies to the hideout of the bandits, a formerly deserted and rather extensive dungeon complex, and entombed his brother and the slain brigands there, symbolically casting his holy symbol of Reannan onto the body of his brother in a bitter gesture. Cecil returned and in the weeks that passed attempted to become close to the mourning Cassandra. There was a search and they found evidence of the battle, but with Cecil manipulating the situation at every turn the search ended. Orian's death was officially said to be caused by a group of brigands that were out to settle an old score with him; the location of his body was never

discovered. Cassandra mourned for months and months, but she fell into a deep depression and one night took her own life, for Cassandra loved Orian so devoutly that if they could not be together in life she would be with him in death. When Cassandra's spirit journeyed to the other side she did not find Orian; instead she learned the truth about what had happened, and, overwhelmed by this, her spirit traveled back and began to torment Cecil. This final act drove Cecil mad. He gave up everything and became a drunk. He drank his entire life away. Cecil is now 78 years old and dying because of the "spirits" he came to love so much and because of the spirit that could never loved him.

Cecil in his old age has come to realize that his acts have doomed him for eternity. He wishes to repent for his crimes, but to do this he must retrieve his holy symbol from the tomb of his brother. Cecil unfortunately can't do this in his condition and with no money he cannot hire anyone either.

ADVENTURE SYNOPSIS

The heroes must invade the bandit hideout and recover Orian's holy symbol. To do so, they must fight the undead Orian.

ADVENTURE HOOKS

The PCs may choose to journey to Littlespur 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 hook to spur your imagination, modifying it as necessary to fit your campaign or the characters, or invent your own.

The news that Cecil has been seen wandering around the outskirts of town, calling for help and frequently falling

down in his illness, has spread throughout Littlespur. Every bard and local tavern patron knows that the insane Cecil is seeking someone to retrieve his old holy symbol, that he claims to be able to reward them well, but no one knows where the holy symbol is. They do know, however, where Cecil can be located. A Gather Information check DC 15 will reveal the fact that Cecil used to be a paladin, and that he lost his paladinhood under suspicious circumstances shortly after his brother Orian disappeared.

ADVENTURE INFORMATION

Cecil lives in a small rundown shack outside of town. He sits in front of an unlit fireplace wrapped up in a blanket and rocking softly in his chair. He has long thinning white hair and a black eye patch over his right eye. He is pale and thin and seems to be sick. He is very sporadic in his speech and often will yell at the wall. All these long years the ghost of Cassandra has cried at his side; she is non-combative in any way, more of a lost spirit than a ghost. At night a listen check DC 15 will allow the heroes to hear the disembodied voice of a woman, crying softly. He will ask the PCs to retrieve his holy symbol and will give them careful directions to the Bandit Hideout. He will not offer a reward unless they ask for one, in which case he will offer his life saving of 300 GP, which he has hidden. He will tell the heroes where it is hidden when they return the symbol.

Treasure

Longsword +1, Crossbow, heavy +1, Breastplate +1, Shield, heavy steel +1

Bandout Hideout

Entrance:

The old bandit hideout is located five miles south through high grass plains and 50 yards east once one arrives at an old burnt-out husk of a tree. The grass is about four feet high, making the entrance very hard to find. The entrance used to be within a small farm house, but only the slightest hint of that remains: only the wooden trap door that leads to the underground area. It is covered by earth and grass. (DC 25 search check to find the door, DC 20 with careful directions.)

Once the door is open an old wooden ladder leads down into the darkness. The smell of mold and damp earth seep from the entrance. The ladder is very old: any PC over 180 pounds will have to make a DC 18 balance check or fall 15 feet down (the damage is reduced by 2 because of the damp ground), after which the ladder is useless.

Underground area layout

The entire place is pitch black. There are lanterns mounted on the walls every 15 feet, but all are empty of oil. It is very damp and musty, most of the support beams are in good condition, but combat in close quarters could cause a cave-in if the supports take any damage. Massive cobwebs cover most of the archways.

Map Key

X: Blue X means old, disabled trap (see list below)
X: Red X means still active trap (see list below)

Trap List

1: False door trap- Door opens into room but there are just 50 spring loaded spikes that come shooting out. (Roll to hit once per ten spikes: CR 2; +20 ranged (3d6) DC 17 Reflex save for half; Seach DC 22; Disable DC 22)

2: Poison arrows- Small holes in wall shoot out small poison arrows. The poison, however, is all dried up.
(CR 1/2; +10 ranged (1d6); Search DC 22; Disable DC 22)

3: False Floor- Floor drops out and there is a 20 foot hole with spikes. (CR 2; no attack roll for fall (2d6); spikes +10 melee (1d4 spikes for 1d4 +2 damage per spike); DC 20 Reflex save avoids; search DC 20; Disable DC 20).

4: Spring Loaded floor plate: 5 foot piece of ground is placed on top of wooden board and loaded atop a spring. Spring throws PC into roof. (CR 2; no attack roll needed; DC 20 Reflex to avoid; Damage 4D6; Search DC 22; Disable DC 22).

For the DM

Random encounters: roll for random encounters every hour or when called for. For maps, see Appendix I.

Random Encounter Table

Total chance: 1 in 8 chance per hour. Dice to roll: 1d6

Roll Monsters (see MM 1)

1	2 Zombie
2	2 Dire rat
3	Ghoul
4	Dire bat
5	2 Skeleton
6	Improved Zombie

Room 1

The entrance room seems to have once been fortified in some way, maybe as a guard post or something of that nature. There are many old rotten planks strewn about the floor.

The northern part of the room was at one point a false floor, but this trap has since been tripped and now it is a large, dark hole, 20 feet deep. The very edge of this area is solid floor.

Room 2

This room appears to be empty, except for the snow-like remnants of dusty years.

The room is in fact empty, but roll for a random encounter.

Room 3 (EL 4)

As the PCs walk down the hall towards room three have them back a DC 15 spot check. If they succeed, tell them that they see a slouching, dark figure at the edge of their vision. If they fail the spot check, they will be surprised by the encounter.

As you enter this room you get a full glimpse of four cadaverous figures, the flesh falling away from their bones. With vacant stairs they

lurch toward you, obviously bent on destruction.

This room contains four zombies, the remains of the bandits under the control of Orian.

Zombie, Human Commoner (2); Human commoner zombie: CR 0.5; Size M; HD 2d12+3; hp 16, 15; Init -1; Spd 30 ft; AC 11, touch 9, FF 11; BAB +1; 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; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: ; Toughness.

Zombies, Improved Human (2): CR 1; Size M; HD 2d12+3; hp 16, 18; Init +8; Spd 30 ft; AC 16, touch 14, FF 12; BAB +1; Atk: +2 melee (1d6 + 1, Slam), +2 melee (1d6 + 1, or club); SA -; SQ Damage reduction 5/slashing, darkvision 60 ft., undead traits, T.R-40%, Turn as a 2HD creature.; AL NE; SV Fort +9, Ref +7, Will +7; Str 13, Dex 18, Con 0, Int 0, Wis 3, Cha 1.

Skills and Feats: ; Toughness.

Room 4

This might have once been a chapel of some kind. Not much remains now, only some broken, rotten wooden benches.

A Search DC 20 will discover a switch that opens a small compartment in the floor. There are 100 silvers and 50 golds plus a small bronze idol of Vornoth, God of the Night.

Treasure

Coins: 50 gp, 100 sp.

Room 5

The silence in this empty room chills you to

your soul.

The room is in fact empty, but roll for a random encounter.

Room 6 (EL 4)

As you enter this room you see a strange sight: a large metal cage has been built into this room, probably once a holding cell of some kind.

A Spot DC 20 / Search DC 16 will reveal a small key ring with 2 keys on it. One is to the cell, one to the vault in room II. However, as the PCs approach the keys give them another spot check DC 20 to notice the dire bats hanging on the ceiling. The jangle of the keys being picked up will irritate the bats and they will attack.

Dire Bat (2): CR 2; Size L; HD 4d8+12; hp 30, 29; Init +6; Spd 20 ft, fly 40 ft. (good); AC 14, touch 9, FF 14; BAB +3; Atk: +5 melee (1d8 + 4, Bite); SA -; SQ Blindsense 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +12, Move Silently +11, Spot +8; Alertness, Stealthy.

Room 7

This room had a door, although the door has long since been torn down. The remains of many boxes and chest cover the room and there are 20 to 30 brackets on the wall. It was perhaps an old storage room.

A search check DC 20 will reveal several potions and a gem in a small black box. The box is trapped with a needle trap, however.

Treasure

Potion of Reduce person, Potion of Water walk, Potion of Invisibility

Room 8

Call for a listen DC 20. If successful read the following:

You hear something from the adjacent room, a strange dragging sound.

If they fail, or after you have read the above if they succeed, read this:

The room appears empty.

Indeed the room is empty.

Room 9 (EL 5)

Four sickly gray figures are crouched around a small object. Disgusting crunching sounds and slobbering comes from the creatures.

This room has 4 ghouls munching down on some large mice. They discard their meal when the PCs enter. Another ghoul is attempting to hide in the shadows (make a hide check for him). They will attack the PCs, although they are not above talking their way out of the fight if they feel the PCs are too much for them. They do not wish to die (again).

Ghouls (4): CR 1; Size M; HD 2d12; hp 13, 14, 12, 13; Init +2; Spd 30 ft; AC 12, touch 10, FF 12; BAB +1; Atk: +2 melee (1d6 + 1 plus paralysis, Bite), +0/+0 melee (1d3, claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Room 10 (EL 1)

This large room has a huge amount of debris. This may have been a meeting room or a dining hall at one time. Now it simply represents chaos.

Skulking in the corner, attempting to hide behind some debris is a ghoul (roll a hide check and give the PCs a spot check). Read this if they spot it; if they do not spot him, Hector will not reveal himself unless he deems the heroes friendly.

You spot an evil looking, gray skinned and sharp-toothed humanoid figure. Clad in rags, the creature's tongue lolls from its mouth. Strangely, it holds up a hand in a gesture of friendship and seems as if it is about to speak.

This is, however, no regular ghoul; he is a neutral ghoul who deeply resents Orian and the fate he has brought upon him. The ghoul's name is Hector. Hector was a bandit at the time of Orian's death, but he had just resolved to quite the gang and change his ways. He came to the "meeting" to try to tell the bandit chief of this but before he could he was slain by Cecil. Now he resents his fate. He will speak to the heroes and if they make a successful diplomacy check DC 10 he will tell them his story. A diplomacy check DC 20 will cause him to be very friendly towards the PCs; he will tell them all about the complex. A check DC 25 will cause Hector to accompany the heroes and aid them in slaying Orian. Even the heroes make any successful diplomacy checks, give them XPs as if they had defeated Hector in combat; he will in fact beg them to come back and slay him after Orian is defeated so that he can have the satisfaction of the old warrior put to rest and having his own torment ended.

There is nothing of value in the debris.

Hector the Ghoul; Ghoul: CR 1; Size M; HD 2d12; hp 13; Init +2; Spd 30 ft; AC 14, touch 12, FF 12; BAB +1; Atk: +2 melee (1d6 + 1 plus paralysis, Bite), +0/+0 melee (1d3, claws); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL N; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con 0, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Room 11 (EL 3)

This room has a thick wooden door with a keyhole that seals it. The door seems to have resisted the ravages of time, although it is presently open. This room appears to be a small vault. There are several chests in this room; some are closed and some are open, although from your vantage point you cannot see into them.

This was a small vault, the treasure room of the ancient dungeon. It was cleaned out long ago, but its guardian magic still operates. If someone touches one of the chests, the door slams shut, and a disembodied voice is heard that says,

"Answer the following riddle to continue to live: Born at the same time as the world, destined to live as long as the world, and yet never five weeks old. What is it? You have one minute to answer and you must shout out the answer and make it clear."

The answer is "The Moon." If the characters say the answer the door will open. If not, a cloud of noxious poison gas will shoot out. PCs must make fort saves or suffer 5d6 damage, save for half. CR 3; Search DC 21; Disable DC 25.

Room 12 (EL 6.5)

As you walk down this passage a voice calls out to you. The voice is low and eerie.

"Who has entered my crypt? Come forth and show thyself."

When you walk over the remains of a destroyed door into the largest room in the hideout, the light shines upon 5 figures. Four are the same type of zombies you have encountered before, two on either side of the fifth figure as if guarding it.

This is Orian. Read the following.

An undead figure sits upon a pile of old bones. An old longsword sits upon his lap. He wears a breastplate and gauntlets and a helmet; all are worn and blood-stained and his flesh appears insubstantial; his skeleton shows through. Around his neck is a holy symbol of Reannan, old and tarnished. As he looks up when you approach, you can see his eyes glow dimly and then disappear as the light gets closer.

"In life I was called Orian Keen. Many years have passed since the living have entered this place. In the past they came for gold and gems, and my miners feasted on their flesh, but you have made it beyond them. This intrigues me; I have not faced true warriors in many ages. Tell me thy names and why thou art here."

"I have been waiting a life time for you. I wish to see my Cassandra so, but I cannot let you have this symbol, for my brother must burn for all eternity for what he has done. Come face me now; if you can defeat me and

my minions than the symbol is yours. If not then you will stay here with me for ever and when my brother passes into darkness I will be waiting for him to have my revenge."

He slowly stands up and the pile of bones begins to crack and fall. He raises his sword and grips it with two hands; with a snap of a bone Orian and his minions rush into battle.

Orian will give his minions orders during the combat as a free action on his turn. He is intelligent and fights with tactics. He will do all he can to kill the heroes.

Orian; Human warrior skeleton Ftr4: CR 4; ECL 4; Size M; HD 4; hp 26; Init +8; Spd 20 ft (base 30 ft); AC 20, touch 13, FF 17; BAB +4; Atk: +9/+9 melee (1d4 + 5, or claws), +10 melee (1d8 + 6/crit 19-20, Longsword +1); SA --; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +5, Will +5; Str 20, Dex 18, Con 0, Int 12, Wis 14, Cha 0.

Skills and Feats: Climb +2, Diplomacy +3, Intimidate +2, Profession (Scribe) +2.5, Ride +8; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Cleave, Dodge, Improved Disarm, Improved Initiative, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Combat Expertise.

Possessions: Longsword +1, Breastplate, Gauntlets of ogre power.

Zombies, Improved Human (4): CR 1; Size M; HD 2d12+3; hp 16, 17, 15, 16; Init +8; Spd 30 ft; AC 16, touch 14, FF 12; BAB +1; Atk: +2 melee (1d6 + 1, Slam), +2 melee (1d6 + 1, or club); SA --; SQ Damage reduction 5/slashing, darkvision 60 ft., undead traits, T.R.-40%, Turn as a 2HD creature.; AL NE; SV Fort +9, Ref +7, Will +7; Str 13, Dex 18, Con 0, Int 0, Wis 3, Cha 1.

Skills and Feats: Toughness.

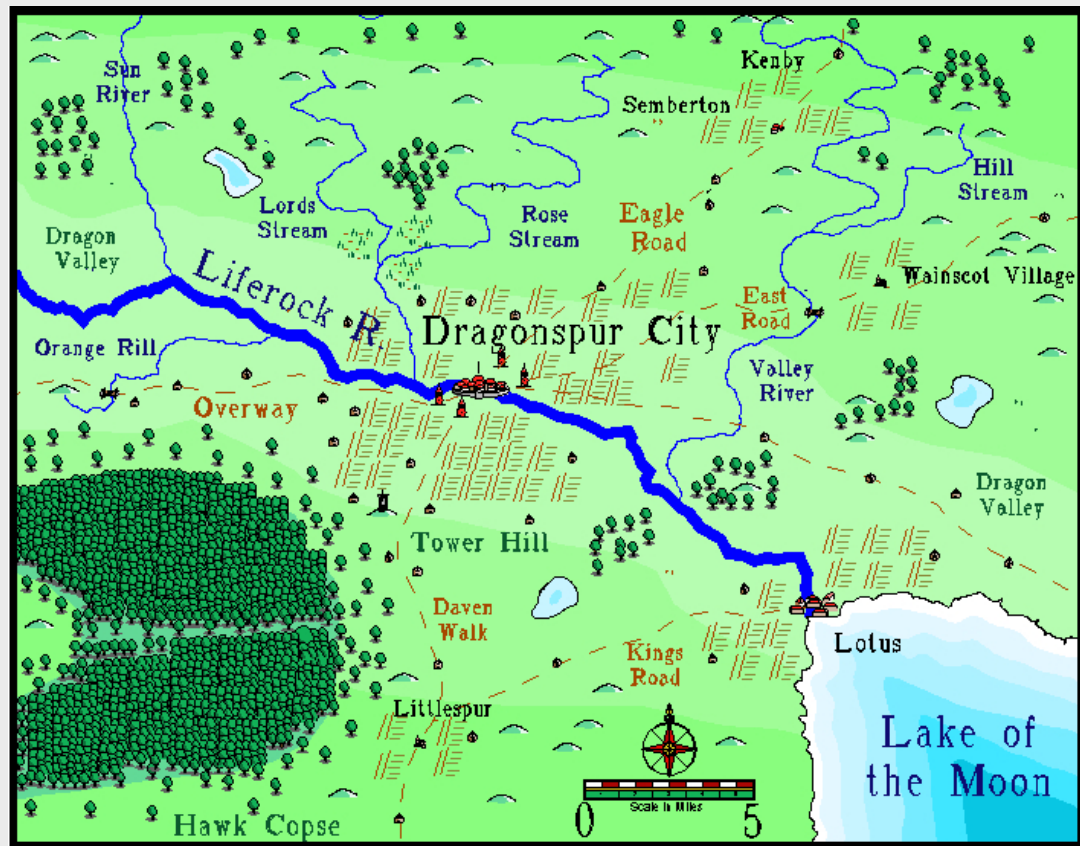
Afterward

Paraphrase this when the PCs return to Cecil's house.

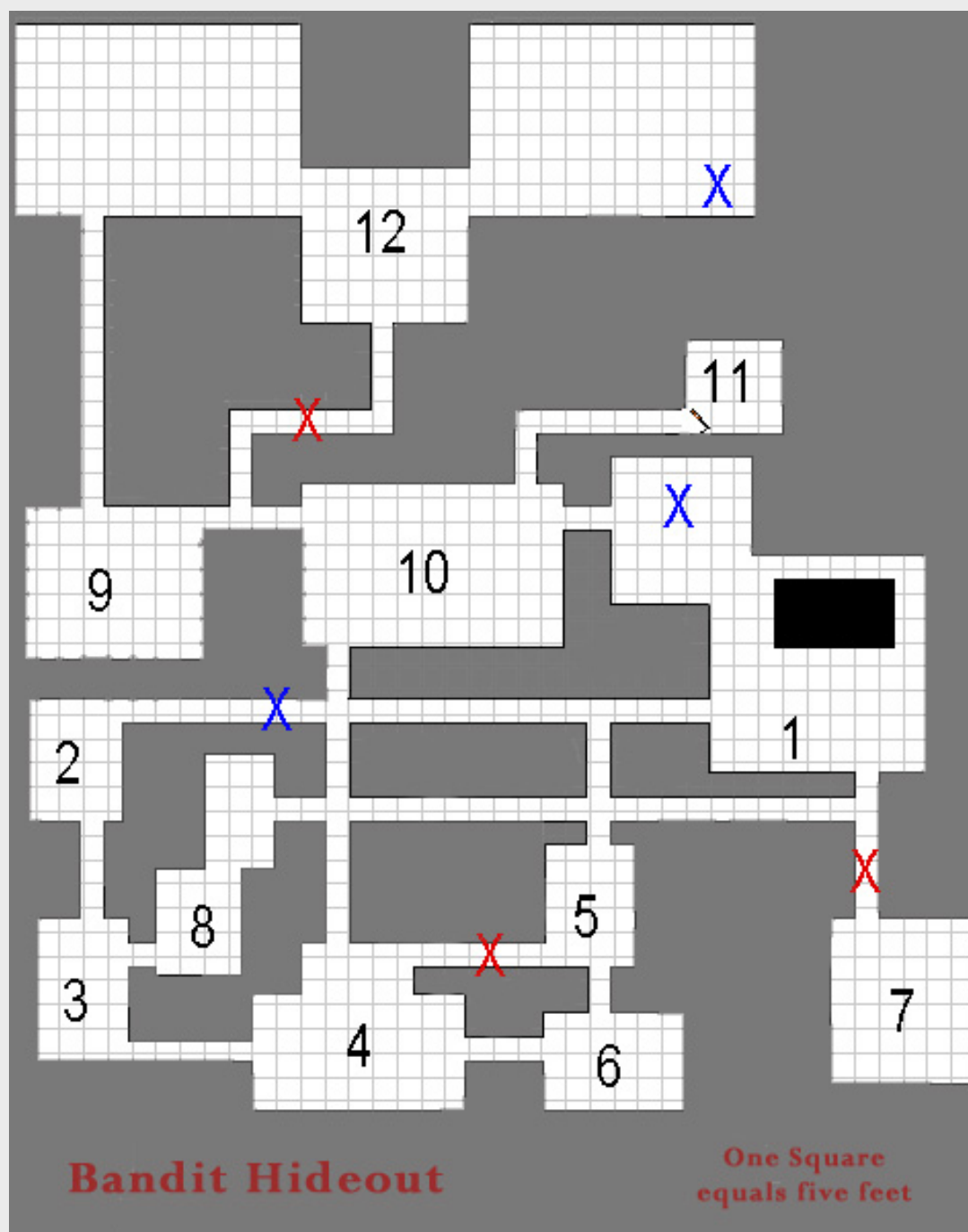
Cecil is found on the floor; his condition is grim. He asks to be helped to bed (if he promised the heroes his money he will tell them its location-- buried under his bed in his hut). When the PCs give him the holy symbol, he clutches it to his chest and whispers fervent prayers over it. He also asks that the heroes pray with him and bless his soul so that he might rest in peace. After he passes he wishes to be burned on a pyre.

If the PCs return the holy symbol, they each get 300 XPs as a story reward.

Appendix I: Maps



THE DRAGON VALLEY



Appendix 2: OGL

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