

THE WORLD OF FARLAND

WYVERN ATTACK!

An adventure for four 6th to 8th-
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

This episode is placed in the kingdom of Kelerak in Farland. The plot is that the heroes are hired by the crooked sheriff of Titan to fend off some Wyvern attacks; he suspects a villager is masterminding the attacks. In reality, the Sheriff is the mastermind, in cohorts with an evil Orcish druid, and he is trying to gain legal and actual control over an abandoned copper mine.

ADVENTURE SYNOPSIS

The PC's investigate rumors of a plot to seize the local copper mines and in doing so they repel a wyvern attack and unveil the town's sheriff as the real villain.

ADVENTURE HOOKS

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

- The PCs live in Titan and have been asked to investigate the wyvern attacks by the local sheriff.
- The characters come upon Titan in their travels and hear in a tavern about the problems plaguing the village. They also might see a sign offering employment to anyone willing to uncover the mystery of the attacks.
- The PCs are asked by a curious old prospector to travel to Titan to investigate the rumors of a copper mine hidden beneath the village and report back on their findings.
- The PCs are drawn to Titan by the rumors of savage dragons living near by!

BEGINNING THE ADVENTURE

Traveling through the town of Titan, on the Daven Walk south of Dragonspur, the heroes realize that something is amiss. The townsfolk seem to be very jumpy and skittish, and constantly watch the sky. They throw themselves flat or run for cover at the smallest noise. If the heroes investigate, or if it becomes known that they are men of the sword and spell, they will be approached by the town Sheriff, Owaine Ack-Powle. Owaine explains that some foul beasts have been attacking the village every so often—about once a week. The beasts seem to be directed by some foul intelligence, and their attack seems to be calculated to inflict the greatest amount of terror on the populace. The beasts then fly off to the south. The town will reward the heroes with 100 sp each (100 gp if playing in a non-Farland campaign). Owaine suspects that someone in the village is connected to the attacks, because several of the villagers have been behaving strangely lately. Owaine recommends the heroes investigate a villager, one Bernard Ack-Peter. Bernard is a local hermit. He was once a paladin but lost that honor based on some deed in his past. The following section of the adventure should give the PCs ample opportunity to use their skills, especially gather information, diplomacy, sense motive, and bluff.

If they choose to investigate the Paladin, go to **The Ex-Paladin**.

If they just investigate generally, go to **Investigation**.

THE EX-PALADIN

Bernard is indeed an ex-paladin who fell from grace (see appendix for stats). He should be a mysterious figure, as he did indeed commit some unknown ignoble act in the past, although he will never reveal

what it is out of shame. Now, though, he is entirely bent on making amends for it. He is a gruff and unfriendly man, largely based on the fact that he is self-tormented. He won't be inclined to help the PCs and they must beat him at opposed diplomacy checks before he will be inclined to talk to them seriously. In fact if they fail by five or more, he will be downright hostile and if they insult him he will indeed be prepared to make the confrontation physical, although it is unlikely that he will be inclined to fight to the death unless the PCs force him to. If they do manage to talk to him, he will say that he knows nothing about the attack, but that he has been being harassed lately by thugs after discovering a secret about the town. If the PCs can beat his opposed diplomacy check by 5 or more, or use another means to achieve the same goal, he will reveal the secret—which the town rests on an abandoned copper mine and it is not mined out but represents wealth to the town. As one who found the mine Bernard possesses legal rights to the mine, but someone is trying to get him to leave town or to kill him.

INVESTIGATION (EL 7)

The PCs may wish to investigate about this mine or just in general. This is more opportunity for the PCs to use their skills. The DM should take this as a rich role playing opportunity. Have the PCs meet and talk with several varied NPCs. Most of the NPCs will suspect Bernard, based on his mysterious persona, but a DC 20 sense motive check will reveal that they also are lukewarm to the sheriff. It should be something of a mystery who is the real culprit. Successful diplomacy or gather information checks will reveal that the sheriff has accepted bribes in the past and is not favorably looked upon.

The PCs may somehow stumble upon the existence of the abandoned copper mine, although everyone in the village except

Owaine and Bernard think it has been mined out. After a bit of role playing, and if they declare it, they can use their Gather Information skill. If they make Gather Information checks DC 15 they will find the location of the mine. It is thoroughly sealed and has no monsters in it. If they beat a DC 20, they will discover that Owaine has been snooping around the mine and talking to some barristers about it.

If they beat a 25, they will find out that he was gone until about five years ago on a trip abroad and rumors have it that he made some strange friends while gone. A DC 30 will reveal that Owaine is always gone about one to two days before each attack, and that he heads to the south, towards the hills. Plus, the Wyverns never seem to attack him. If at any time the PCs fail to achieve a 15 DC, they will attract unwanted attention by their inquiries and will be confronted by a group of 5 thugs, actually in the employ of Owaine (see the appendix for stat blocks).

Village Thug HPs: 20, 17, 16, 14, 12.

If they critically fail the Gather Information check, Owaine will leave the village for a day and 1 day after he returns, there will be a wyvern attack--directly against the heroes. If they do not critically fail the DC, the wyverns will attack within a week, although they will not explicitly target the PCs, unless they have made themselves a nuisance to Owaine and he has had a chance to make the day's journey to the Wyvern lair.

Go to **Wyvern Encounter**.

WYVERN ENCOUNTER (EL 10)

The wyverns swoop down from the sky, with a mysterious rider on the back of the largest, and attack lethally, but flee if

any of the beasts take serious damage (see appendix for the stat blocks).

Gungar (orc druid) HPs: 41

Wyvern HPs: 64, 59, 52.

If the wyverns and Gungar survive the battle--and they have no intention of staying or dying in the town--they head back south.

THE FINAL BATTLE

Here the DM will have to play it by ear: his heroes have several options.

1. If they know of Owaine's guilt they can confront him, in which case he will flee to the

Wyvern's lair and be present for the final battle.

2. They could look for tracks to the south, in which case they have a decent chance of tracking Owaine to the lair of the wyverns, a large cave (which can house three wyverns), attached to a smaller cave which is the quarters of Gungar. Both are on a 100' high cliff about 15 miles south east of the village. If faced in their lair, the wyverns will fight to the death, although Gungar will attempt to escape on one if he is able. The lair is only accessible by climbing a steep cliff, and the wyverns, if they roll a successful spot or listen, will attack them as they climb the cliff. This should be a dramatic battle. If they do defeat him in the lair, they will discover a chest with 200 sp (gp if non-Farland game), a +2 bastard sword, and letters incriminating Owaine.

CONCLUDING THE ADVENTURE

If they can bring the letters back to the town mayor, Johan Ack-Michael, they will get the reward that Owaine promised them, as well as a potion of cure light wounds each. Owaine will be loathe to fight the heroes outright and will flee if able, although the companions will have

made an enemy, or two if Gungar escaped. Legal control of the mine passes to Bernard, if he is still alive. Bernard will thank the heroes and tell them he is in their debt. He is then named town sheriff.

The heroes each get a story award of 200 XP for solving the mystery and ending the threat.

FURTHER ADVENTURES

If you wish to expand on this adventure, just assume that Owaine 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 prospectors behind Owaine's treachery. If the PCs choose to stay in the area for a while, they could become involved with a local tribe of orcs (Gungar's tribe), and in retaliation for their dead chieftain, the orcs wage war on the inhabitants of Titan.

THE APPENDICES

NPCs

Sheriff Owaine; Human Rog5: CR 5; ECL 5; Size M; HD 5d6+5; hp 23; Init +7; Spd 30 ft; AC 16, touch 13, FF 13; BAB +3; Atk: +5 melee (1d3 + 2, Unarmed), +5 melee (1d6 + 2, Sap), +6 ranged (1d6/crit x3, Shortbow, composite), +5 melee (1d6 + 2/crit 19-20, Sword, short); SV Fort +2, Ref +7, Will +3; AL NE; Str 14, Dex 16, Con 13, Int 14, Wis 10, Cha 14.

Skills and Feats: Bluff +10, Diplomacy +14, Gather Information +12, Hide +9, Intimidate +5, Knowledge (Local) +10, Listen +4, Move Silently +9, Open Lock +7, Ride +5, Search +8, Sense Motive +8, Spot +4, Swim +6, Use Magic Device +9; Armor Proficiency (Light), Improved Initiative, Iron Will, Quick Draw.

Possessions: Studded leather, Sap, Composite shortbow, Short sword, Potion of cure moderate wounds.

Ex-Paladin Bernard Ack-Peter; Human Pal4/Ftr1: CR 5; ECL 5; Size M; HD 5d10+10; hp 45; Init +5; Spd 20 ft (base 30 ft); AC 18, touch 11, FF 17; BAB +5; Atk: +6 melee (1d3 + 1, Unarmed), +8 melee (1d8 + 2, Morningstar +1); SV Fort +8, Ref +2, Will +1; AL N; Str 12, Dex 12, Con 15, Int 13, Wis 10, Cha 15.

Skills and Feats: Climb -2, Diplomacy +9, Handle Animal +9, Heal +7, Ride +11; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Improved Initiative, Martial Weapon Proficiency, Mounted Combat, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, Combat Expertise.

Possessions: Breastplate, Heavy steel shield, Morningstar +1

Gungar the Shaman; Orc Drd7: CR 7; ECL 7; Size M; HD 7d8+21; hp 41; Init +0; Spd 30 ft; AC 15, touch 12, FF 15; BAB +6/+1; Atk: +8/+3 melee (1d6 + 2/crit 18-20, Scimitar +1), +8/+3 melee (1d8 + 1/crit x3, Longspear MW); SA -; SQ Darkvision 60 ft., light sensitivity; SV Fort +10, Ref +2, Will +6; AL NE; Str 13, Dex 11, Con 16, Int 12, Wis 13, Cha 8.

Skills and Feats: Balance +4, Concentration +6, Handle Animal +9, Survival +13, Knowledge (Nature) +7, Listen +6, Ride +12, Spellcraft +2, Spot +6; Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Mounted Combat, Ride-By Attack, Shield Proficiency.

Drd Spells Per Day: 6/5/3/2/1.

Spells Prepared: Barkskin, Bull's strength, Call lightning, Create water, Cure light wounds, Detect magic, Entangle, Flame strike, Flaming sphere, Flare, Jump, Know direction, Magic fang, Obscuring mist, Resistance, Spike growth, Virtue.

Spells Known: Barkskin, Bull's strength, Call lightning, Create water, Cure light

wounds, Detect magic, Entangle, Flame strike, Flaming sphere, Flare, Jump, Know direction, Magic fang, Obscuring mist, Resistance, Spike growth, Virtue.

Possessions: Studded leather, Falchion, Javelin, Ring of protection +2, Scimitar +1, Long spear mw.

MONSTERS

A village Thug; Human Ftr2: CR 2; ECL 2; Size M; HD 2d10+4; hp 16; Init +5; Spd 30 ft; AC 15, touch 11, FF 14; BAB +2; Atk: +5 melee (1d3 + 3, Unarmed), +3 ranged (1d6, Club), +5 melee (1d6 + 3/crit 19-20, Sword, short); SV Fort +5, Ref +1, Will +0; AL N; Str 17, Dex 13, Con 14, Int 9, Wis 11, Cha 10.

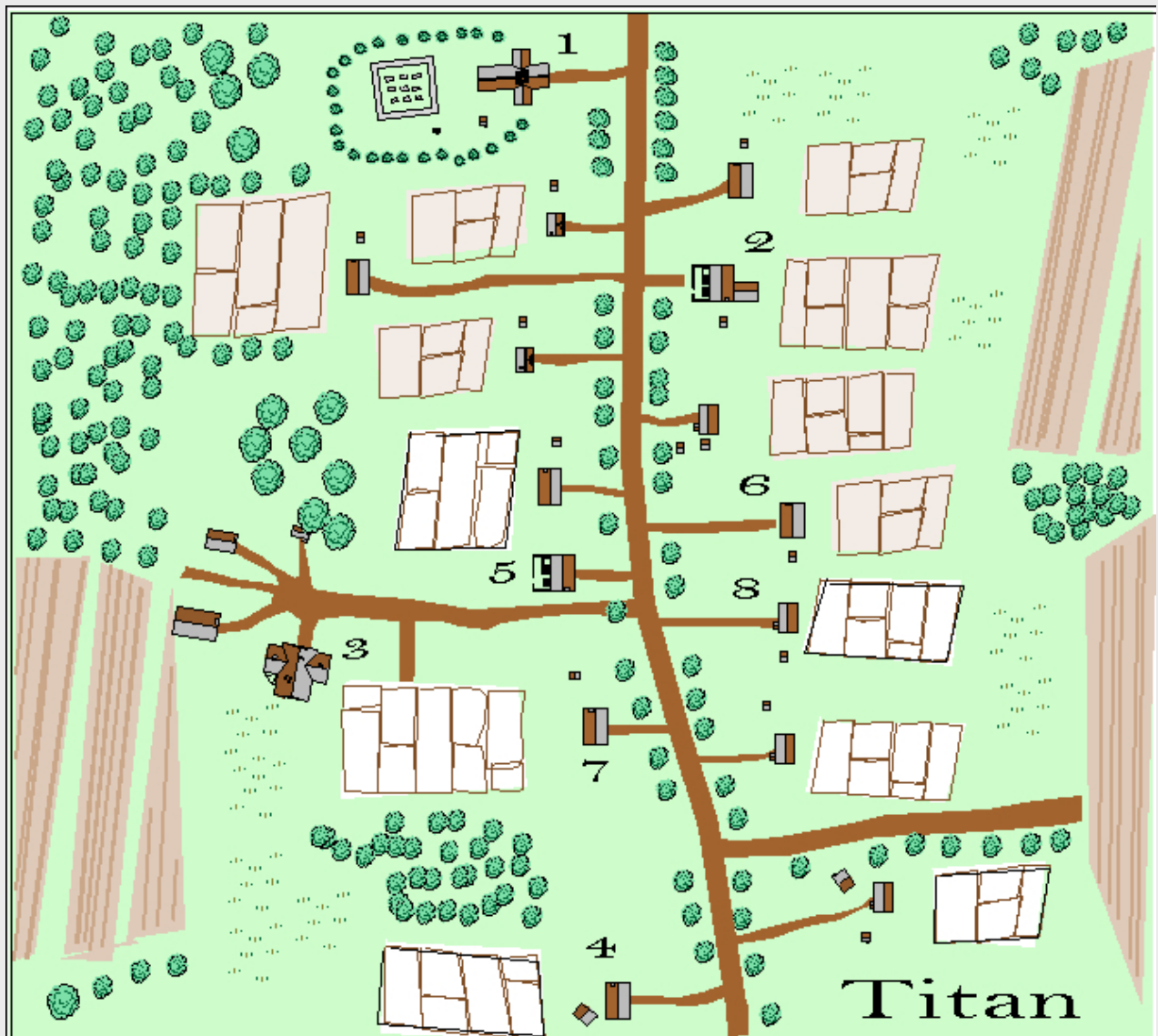
Skills and Feats: Climb +3, Handle Animal +3, Intimidate +5, Profession (Farmer) +2.5, Ride +6; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Dodge, Improved Initiative, Improved Unarmed Strike, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Improved Grapple.

Possessions: Club, Short sword, Studded leather, Light wooden shield.

Wyvern (3): CR 6; Size L; HD 7d12+14; hp 59; Init +1; Spd 20 ft, fly 60 ft. (poor); AC 18, touch 10, FF 17; BAB +7/+2; Atk: +10 melee (1d6 + 4 plus poison, Sting), +8 melee (2d8 + 4, bite), +8/+8 melee (1d8 + 2, wings), +8/+8 melee (2d6 + 4, talons); SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent; SV Fort +7, Ref +6, Will +6; AL N; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Alertness, Flyby Attack, Multiattack, Ability Focus.

MAP OF TITAN

**Titan Key**

- 1 Church of Kantor- Priest Nigel Ack-Jonathan
- 2 Home of merchant Harold Nightbinder
- 3 Manor House of Mayor Johan Ack-Michael
- 4 House of Bernard Ack-Peter
- 5 Trading Post (General Store)- Proprietor William Ack-Randall
- 6 Sheriff's Post
- 7 Home of Local Blacksmith Jordan Ack-Keler
- 8 Home of town Sellspell Emily the Wise

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