



THE WORLD OF

FARLAND

THE CRYPT OF MEMORY



WWW.FARLANDWORLD.COM

Introduction 2

 Adventure Background..... 2

 Adventure Synopsis..... 2

 Adventure Hooks..... 2

Part I: Beginning the Adventure 3

 The Assault..... 3

 Finding the Crypt..... 3

Part 2: The Crypt of Memory 5

 Outside the Crypt..... 5

 Inside the Crypt..... 5

Concluding the Adventure 15

 Laying Lazaghan to Rest..... 15

 Further Adventures 15

Appendices 16

 NPCs 16

 Maps and illustrations 18

 The Lay of Talkana Silumiel 23

 Credits..... 24

 OGL..... 24

INTRODUCTION

This is a mini-adventure for four to five 5th level characters. You (the DM) need the D&D rulebooks, including the Player's Handbook and the Monster Manual to run this adventure; the Dungeon Master's Guide will help. 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 and plot (NPCs, maps, and a poem are in the appendix). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times. The World of Farland is on the silver standard, and as such if you are playing in a different campaign world, you should read silver pieces as gold pieces, gold pieces as platinum pieces, and so forth (see www.farlandworld.com).

ADVENTURE BACKGROUND

Centuries ago, a group of elven separatists led by House Al-Dustriel and its matriarch Talkana Silumiel left the elven kingdom, allied with evil forces, and waged a civil war against their kin. House Al-Dustriel sought help from the dwarf kingdom of Liferock, which chose to remain neutral in the conflict. But the dwarven clan Ironflame, led by their Lord Lazaghan, defied the edict of their king and took up residence among the Kinslayer elves, forging weapons and armor for

them during their civil war. Eventually the Kinslayers were defeated and the victorious elves returned Lazaghan and his clan to the dwarven king for justice. Lazaghan was sentenced to death and the rest of the clan was exiled. When Lazaghan was executed, the king gave his body to his clan, who interred him in a secret crypt.

ADVENTURE SYNOPSIS

The heroes, coming across a map to the crypt, will invade the crypt and solve its puzzles by walking in the footsteps of Lazaghan to gain the right to face the undead Lazaghan and recover his treasures.

ADVENTURE HOOKS

Unlike most adventures, this one only has one hook:

The Assault. The PCs rescue an old dwarf from an assault by ruffians. In return he gives them a map and tells them of the Crypt of Lazaghan. See the next section.

PART I: BEGINNING THE ADVENTURE

THE ASSAULT

When the PCs are passing through a town or village, they hear a commotion and see some sort of a melee. An old dwarf (Balim Heavyhand), his withered gray beard reaching down to his chest, is being assaulted by several human ruffians. “Help me!” he cries, but the few passersby on the street avert their eyes and scurry away, afraid to get involved. “Will no one help an old dwarf?” he cries as one of the assailants lands a blow to his midsection.

If the PCs help the old dwarf, they must face the ruffians. For a map of the assault encounter, see the Appendix. The ruffians have no stomach for a fight to the death with armed folk; any ruffian reduced to half of his hit point total will flee. If only two ruffians remain, both will flee. If any ruffian is captured, they will explain that they heard that the dwarf possessed a valuable map to an ancient treasure and they wanted to steal it and sell it. Randomly generate the treasure for each ruffian.

Ruffian leader (marked L on map; use veteran stats; See MM p. 350)

6 Ruffians (marked R on map; use thug stats; See MM p. 350).

Balim the old dwarf is marked B on map.

Once the ruffians are dispatched or driven off, the old dwarf will introduce himself as Balim Heavyhand. He will explain that the ruffians were after a treasure map he possesses, which he foolishly bragged about at the local tavern when he was in his cups. As a reward for saving him, he will give the map to the PCs and explain that it leads to the crypt of an ancient dwarven outcast. Rumor has it that the crypt is rich with treasure.

FINDING THE CRYPT

The map gives fairly detailed and specific directions to the hidden crypt. Place the location of the crypt in the nearest mountain range, but place it at a distance such that the PCs need to engage in a week’s overland travel if you can. Each day that they travel, they have a 1 in 8 chance of a random encounter. If

you roll a 1 on a d8, roll for a random encounter on the following chart.

| Roll | Encounter |
|------|--------------------------|
| 1 | 5 orcs (see MM p. 246) |
| 2 | 2 griffins (see MM p. |
| 3 | 2 Ettins (See MM p. 132 |
| 4 | 1 wyvern (see MM p. 303) |
| 5 | 1 troll (see MM p. 291) |
| 6 | 1 chimera (See MM p. 39) |

Once the PCs are within a mile of the crypt, they will need to find its exact location with a successful DC 15 Intelligence (Nature) check or DC 15 Wisdom (Survival) check. The PCs can search for the tomb once per day, because each search takes approximately 8 hours. Each day that the PCs do not find the tomb once they are in its vicinity, roll for a random encounter on the table above, except that the chance of an encounter become 3 in 8. Once they find the tomb, go to **Part 2**.

PART 2: THE CRYPT OF MEMORY

OUTSIDE THE CRYPT

The Crypt is located in a remote mountainous area. Getting to the crypt requires a rigorous hike through the mountains, and then it requires passing through a narrow ravine that is approximately 100 yards long. The ravine is approximately 8 to 10 feet wide, with steep natural walls on both sides; the walls rise to a height of 50 feet. At the end of the ravine is a natural cave, a small grotto that appears fairly non-descript. The ceiling of the cave is 8 feet above the floor, and a colony of bats makes the cave their home. The bats present no danger to PCs, although their copious droppings make the cave rather noxious. In the rear of the cave is a 7-foot-tall stone door, carved with dwarven runes. Anyone who speaks dwarven can attempt to decipher the runes with a DC 12 Intelligence (Investigation) check. The runes indicate that the crypt is a special vault concealing memories better left undisturbed.

The door of the crypt is locked; the lock can be picked with a DC 12 Dexterity check. Once the lock has been picked, the door, closed for centuries, must still be pried open. This can be successfully accomplished with a DC 15 Strength check.

INSIDE THE CRYPT

Inside the crypt there is a thick layer of dust, indicating that nothing has been disturbed therein for a long time. The ceilings inside the crypt are 10 feet from the floor unless otherwise noted. It is pitch black inside, so PCs will need darkvision or a light source. There are no wandering monsters in the crypt, so there is no need to check for random encounters; however, any PC who attempts to complete a long rest inside the crypt will find himself struggling with memories from his past. Because his mind will race the entire time, he will not be able to complete a long rest. Short rests are permissible. See the Crypt map in the appendix.

Area I

You traverse a short hallway and find yourself in a roughly square room with closed stone double doors in the back. Four sarcophagi are set against the walls, two on the left wall and two on the right. The most notable feature of this room is the floor. It seems to be divided into large blocks. Half of the blocks are carved with dwarven runes and decorations. The other half are blank.

The doors at the other side of the room are not locked. The squares with the runes and decorations on the floor are trapped.

Psychic Floor Trap (Magic trap). This trap is activated when a creature first steps on an enruned and decorated block, releasing a burst of psychic energy. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of enchantment magic on the floor. Each creature on the block when it activates must make a DC 12 Wisdom saving throw, taking 11 (2d10) psychic damage on a failed save. A successful *dispel magic* (DC 14) cast on the floor destroys the trap.

When a PC enters the room, the denizens of the sarcophagi, undead dwarven warriors, throw the lids onto the floor and leap from their coffins to attack the PCs. The dwarven warriors, having immunity to psychic damage, are unaffected by the trap. Although the undead warriors are not intelligent, they will take the shove action to attempt to push PCs onto trapped squares, for they were instructed to do so. Once the warriors are dispatched, if PCs search the sarcophagi, they will find 54 CPs and 1 GP, all of ancient dwarven make.

4 undead dwarf warriors (use ogre zombie stats, except the size is medium and they have immunity to psychic damage; see MM p. 316)

Area 2

This large hall is shaped like an octagon. Its ceiling rises to a height of 15 feet. In the center of the hall is a massive bronze statue, apparently an ancient dwarf warrior with a

shield and short stabbing spear. The floor of the room exhibits a giant mural, made up of abstract dwarven designs. Six stone doors are along the side wall. Each door has a scene carved into the stone, apparently depicting the sun at different points in the sky. The one immediately to your left has the sun barely topping the horizon. Also on this door is a dwarven rune. The one to your middle left has a sun higher in the sky, and the one to your upper left has the sun nearly to its zenith. The pattern repeats exactly on the right side of the room, although the rune on the door to the lower right is different.

On the wall immediately opposite you are two doors, intricately carved and covered in dwarven runes. Between the door is an inscription carved on the wall.

You can show your players the illustration in the appendix to help them better understand the sun images. Any PC who speaks dwarven can attempt to decipher the single rune on each of the lower left and lower right doors with a DC 12 Intelligence (Investigation) check. The rune on the lower left door (**Area 3**) means “Dawn,” and the rune on the lower right door (**Area 8**) means “Dusk.”

Any PC who speaks dwarven can attempt to decipher the runes on the back wall between the two doors with a DC 12 Intelligence (Investigation) check. The runes state:

“This is the final resting place of Lazaghan, patriarch of clan Ironflame. If you wish to look upon the tomb of this honored ancestor, you must choose the door by which to enter. The left door is honor and the right door is love. Touch five runes on your chosen door in their proper order. But beware: choosing the wrong door or touching the

runes in the wrong order means your death. If you do not know the order of the runes or which door to choose, follow in his footsteps to awaken his memories.”

The runes on both doors are the same: symbols for knowledge, wisdom, courage, strength, loyalty, wit, and comradeship, respectively. The right door is the correct door, but it can only be entered safely if a PC touches the strength, knowledge, comradeship, courage, and wit rune, in that order. If a PC touches the runes in the wrong order, touches any rune on the left door, or attempts to open the left door (which will not open, regardless), he must succeed at a DC 20 Wisdom saving throw or gain vulnerability to psychic damage until the end of his next turn. He then takes (50) 10d10 psychic damage, or half that much on a success (and he gains no vulnerability on a success).

The way to solve the puzzle is to enter the smaller side rooms in the proper order, reliving scenes from Lazaghan’s memories and solving the challenges therein. The order is **Area 3, 4, 5, 6, 7, and 8**. The PCs should be able to figure this out, because the illustrations on the doors represent stages of Lazaghan’s life, with dawn representing his youth and dusk the final stages of his life.

Should the PCs attempt to enter a door in the wrong order, they will find the door locked. A wraith in the shape of a dwarf will then walk through the door to attack the PCs, possibly surprising them (roll a stealth check for the wraith and compare it to the PCs’ passive Perception). Each wraith comes from one of the rooms and will emerge when its room is tried in the wrong order, so you should track which wraiths have been dispatched, as they will not appear again once killed. If the

PCs enter the rooms in the correct order, the doors will be unlocked and no wraiths will emerge.

Wraiths (see MM p. 302)

Area 3

You open the door with the illustration of the sun barely cresting the horizon. A dwarven rune is engraved above the illustration. At first you behold a bare stone room with a single stone sarcophagus at the far end. Then your vision momentarily grows misty as the scene suddenly changes. You find yourself outside during daylight, a cooling breeze caressing your skin and stirring your short beard. Looking down, you find that your body is that of an unfamiliar dwarf. Flexing your limbs, you find them quick and supple with youth. Looking around, you see that your companions are also young dwarves.

Across from you are another group of dwarven youth, laughing and joking. A burly young lad steps forth, the hairs from his newly grown beard jutting out in all directions. “You Ironflame jerks are supposed to be tough and strong, they say. Well it’s my belief that the Underdelvers are stronger. I challenge you to a wrestling match!”

This is one of Lazaghan’s earliest memories, where he wrestled and pinned the strongest of the youths of the Underdelvers clan. One of the PCs will need to wrestle the young dwarf. Although the PCs have the bodies of young dwarves, their statistics and abilities remain

the same (in this and all future scenes). The young dwarf has a +4 Strength bonus. The first contestant to subject the other to the grappled condition for three consecutive turns wins. If a PC wins, the scene ends and the PCs find themselves back in **Area 3**. The word “strength” echoes in their heads. They get an award of 1000 XPs (to be divided among the PCs) and will need to go on to the next door.

If the PC loses or refuses to compete, the scene ends and the PCs suddenly find themselves back in **Area 3**. A dwarf wraith will then emerge from the sarcophagus to attack the PCs, possibly surprising them (roll a stealth check for the wraith and compare it to the PCs’ passive Perception). The wraith will fight to the death. If the PCs slay the wraith, it will whisper, “Your *strength* will fail” as it dies. If the wraith was already killed because the PCs initially chose the wrong door in **Area 2**, the PCs won’t receive the clue. There is no treasure in the sarcophagus of the wraith.

Wraith (see MM p. 302)

Area 4

You open the door with the illustration of the sun one quarter of the way above the horizon. You see a bare stone room with a single stone sarcophagus at the far end. Then the scene suddenly changes. You find yourself in a fire-lit hall carved from the living stone of a mountain. High above, apertures in the rock of the roof allow beams of sunlight to stream down, lighting the room with a cheery radiance. Again, you find yourself in the body of a dwarven youth, now somewhat older judging by his lengthening beard. Other

dwarven youths sit on wooden benches near you, listening to a figure standing in front of what is obviously a class. Addressing the class, strangely, is an elven woman. A beam of light falls on her golden hair, hiding her face in shadow. She is dressed in a beautiful white gown, elegant in its simplicity. “Try again, students. Can no one master this simple expression?” she says in primitive dwarven, though you understand her just fine. Her voice is amazing... glorious and melodious, lovelier than any music you have heard in your life. You take a moment to bask in the timber of her voice, but she redirects your focus. “Come now, I will ask again. We shan’t end this lesson until I get a proper response. The first one to respond properly gets a commendation. Sula! Arario huil lara hon? O vanar hosario nam?”

This is a memory from Lazaghan’s youth, when an elven diplomat first taught the dwarves elven and expanded their language capabilities in general. The PCs must determine that the phrase means “Greetings! How do you fare? What is your name?” in ancient elven before one of the other dwarf youths does so. To win this contest, one PC must contest his Intelligence check against the Intelligence check of the smartest dwarven youth (who has a +4 Intelligence bonus). PCs can use the Investigation or History skill for this check. Only one PC can make a check at a time. The first person to win three checks wins the contest. If a PC wins, the scene ends and the PCs find themselves back in **Area 4**. The word “knowledge” echoes in their heads. They get an award of 1000 XPs and will need to go on to the next door.

If the PCs lose or refuse to compete, the scene ends and the PCs suddenly find themselves back in **Area 4**. A dwarf wraith will then emerge from the sarcophagus to attack the PCs, possibly surprising them (roll a stealth check for the wraith and compare it to the PCs' passive Perception). The wraith will fight to the death. If the PCs slay the wraith, it will whisper, "Your *knowledge* is worth nothing" as it dies. If the wraith was already killed because the PCs initially chose the wrong door in **Area 2**, the PCs won't receive the clue. There is no treasure in the sarcophagus of the wraith.

Wraith (see MM p. 302)

Area 5

Opening the door with the illustration of the sun almost to its zenith, you behold the now-familiar bare stone room with the single stone sarcophagus at the far end. Then your vision once again becomes misty and the scene suddenly changes. You find yourself inside a stone hall, which is filled with benches, tables, and carousing dwarves. Looking around, you and your companions are also dwarves, your growing beards indicating that you are now older. The room in which you find yourself is apparently some subterranean inn or gathering hall. The smell of roasting meat and the clanking of goblets fills the air. Then a young dwarf stands up and points at you. "You of clan Ironflame have the reputation of being able to entertain a crowd. But I think that we of clan Silvervein can surpass ya! I've got my trusty harp on me. Let's see if you can

do better than me!"

This is a fond memory from the end of Lazaghan's youth, where he outperformed one of the minstrels from clan Silvervein. To win this contest, one PC must contest his Charisma check against the Charisma check of the dwarven minstrel (who has a +4 Charisma bonus). PCs can use any applicable Charisma skill, such as Performance or Persuasion, that could conceivably entertain a crowd. Only one PC can make a check at a time. The first person to win three checks wins the contest. If a PC wins, the scene ends and the PCs find themselves back in **Area 5**. The word "comradery" echoes in their heads. They get an award of 1000 XPs and will need to go on to the next door.

If the PC loses or refuses to compete, the scene ends and the PCs suddenly find themselves back in **Area 5**. A dwarf wraith will then emerge from the sarcophagus to attack the PCs, possibly surprising them (roll a stealth check for the wraith and compare it to the PCs' passive Perception). The wraith will fight to the death. If the PCs slay the wraith, it will whisper, "No *comradery* will protect you in the end" as it dies. If the wraith was already killed because the PCs initially chose the wrong door in **Area 2**, the PCs won't receive the clue. There is no treasure in the sarcophagus of the wraith.

Wraith (see MM p. 302)

Area 6

You open the door with the illustration of the sun almost to its zenith, or just past its zenith, depending on how you look at it. In front of you is what you expect: You see a bare stone room with a single stone sarcophagus at the far end. Then your vision once again blurs and the scene shifts. You are now in an outdoor setting, a snowy field dotted with boulders and trees. Taking stock of your body, you are a full-grown dwarf in the prime of his life. Your dark beard, intricately braided, reaches down nearly to your navel. You are armed and ready for battle. Looking around, you see that your companions are also dwarves of similar age, all grim and warlike. Suddenly, out of the trees ahead of you, spraying snow as it leaps, comes a daunting sight: a large white drake, its wingspan more than 20 feet, its teeth and claws as sharp as razors. Behind it comes a smaller white drake, clearly following the larger one. “Steady now, lads!” you hear yourself shout. “Let’s put paid to these beasts once and for all!”

This is a recollection from Lazaghan’s prime, wherein he leads a dwarven war band in slaying a young white dragon and a white wyrmling. The PCs have little choice but to fight, for both dragons are attacking them. See the map in the appendix for this encounter. While the PCs have the bodies of dwarves, their statistics and abilities remain the same. If the PCs win the fight, the scene ends and the PCs find themselves back in **Area 6**. The word “courage” echoes in their heads. They get the experience points from slaying both foes, and when they return to **Area 6**, they regain half of their lost hit

points and each PC recovers one spent spell slot of his choosing.

If the PCs lose or run away, the scene begins to fade. They hear a draconic voice taunting them; it says, “Your *courage* is paltry!” At this point, the PCs suddenly find themselves back in **Area 6**. They gain no experience points, regain none of the hit points lost during the scene, and recover no spent spell slots. Any PC who died is alive in **Area 6** with 1 hit point.

Young white dragon (see MM p. 101)

White dragon wyrmling (see MM p. 102)

Area 7

After you open the door with the picture of the sun one quarter of the way above the horizon, you see before you the familiar bare stone crypt with the single sarcophagus at the back. The expected misting of your vision occurs and when it clears, you are now in a cold stone hall deep inside a mountain. You and your companions now have the bodies of mature, capable dwarves still in their prime. No gray has yet infiltrated your long beards. Facing you is a contingent of dwarves, their beards lovingly tended and just starting to show the faintest hints of gray. One dwarf, obviously their leader, steps forward and addresses you: “Lazaghan, your fame and deeds are sung by all in Liferock, our home. It is known that you speak for mighty clan Ironflame. And your clan is respected. But we too of clan Underdelvers have earned acclaim. You have urged that the dwarves intercede in this mounting dispute between the elves, but



our clan maintains that this is a grave mistake. Which of us will get an audience with the king? Our customs dictate that the leaders of our clans face off to determine who is to be afforded this honor. But it would be sacrilege to spill dwarven blood. Therefore, I challenge you to a contest of wit. I shall ask you a riddle. If you can answer it, you win the honor of addressing the king. If you cannot, withdraw your request and I shall address the king. Here is the riddle: *‘Seven times a week I fall but I never break. My brother breaks seven times a week but he never falls. What are we?’*”

This is a recollection from Lazaghan’s adulthood. In this memory, he outwitted the patriarch of clan Underdelvers by answering his riddle and thus won the right to address the king. The PCs must answer the riddle; the answer is “night and day.” If the PCs answer the riddle, the dwarf who asked it says, “Your wit has triumphed.” The scene ends and the PCs find themselves back in **Area 7**. The word “wit” echoes in their heads. They get an award of 1000 XPs and will need to go on to the next door.

If the PCs answer the riddle incorrectly or refuse to answer it, the scene ends and the PCs suddenly find themselves back in **Area 7**. A dwarf wraith will then emerge from the sarcophagus to attack the PCs (unless it was killed in **Area 2**), possibly surprising them (roll a stealth check for the wraith and compare it to the PCs’ passive Perception). The wraith will fight to the death. If the PCs slay the wraith, it will whisper, “Your wit will avail you naught against the darkness” as it dies. There is no treasure in the sarcophagus of the wraith.

Wraith (see MM p. 302)

Area 8

Opening the door with the illustration of the sun barely cresting the horizon (or sinking into it, depending on your perspective) and with the dwarven rune engraved above the illustration, you see the expected crypt with the single stone sarcophagus at the back.

Then your vision momentarily grows misty, as you anticipated, and the scene switches. You are in a massive underground hall illuminated by shafts of light from the ceiling and supported by columns carved in intricate shapes. Your body is that of an aging dwarf; though your beard is beginning to be streaked with gray, you are still strong and fit. Your companions are dwarves of similar ages. The room is filled with dwarves, dressed in noble garb. All of you stand to the sides of the room. At the far end of the room is a throne, with a gray bearded, crowned dwarf sitting upon it. You know the dwarf to be your king. In front of the throne in the middle of the room are two groups of tall elves. The two parties of elves stand apart from each other, each group casting angry glances at the other.

The dwarf king looks at the first group of elves. “Honored emissary of the elven king in Alustel, speak.” A dark haired elf steps forward and bows. “Mighty king, these elves, though they come from the noble house Al-Dustriel, are traitors to our crown and our people. Though we recognize that house Al-Dustriel has helped your people in the past, we ask simply that you lend them no aid and do

not interfere in our civil strife.”

The dwarf king strokes his beard in thought, then speaks. “Lady Talkana Silumiel, honored emissary of elven House Al-Dustriel, speak.” At this point an elven woman, tall and shapely, steps forward. There is a collective intake of breath from the gathered assembly, for this elf woman is literally more beautiful than any female you have ever seen. She is clad in an elegant white gown, and this makes you realize she was your teacher when you were young, though she has not aged a day. Her hair is spun gold, her lips wine, her eyes luminous stars, her voice a song, her face perfection. Your heart leaps in your chest, and inside you feel a familiar, deep ache. She speaks. “Great king of dwarves, my house and our allies seek but to leave the Sarumvest in pursuit of our independence. We do not offer war or violence to our kin. We want only our freedom. We ask that you merely trade with our house and its allies, aiding us peacefully as we seek to establish our own kingdom to the east.” Her words seem more than reasonable to you, and you anticipate that the king will immediately agree.

Instead he merely continues to stroke his beard. “This is a matter I must ponder. I will consult with my council. Lord Lazaghan, please show the elves back to their guest quarters while they await my decision.” The king and his bodyguards quickly leave the hall, along with the rest of the dwarves. “Come,” you say to the two parties of elves, beckoning them to follow you.

But when you reach the antechamber, the emissary from Alustel turns to you. “We won’t be needing your escort, lord dwarf. We return now to my people. Your king may send word of his decision by messenger.” He then

turns to the party of elves from the separatist group. “Lady Talkana Silumiel and elves from House Al-Dustriel, you are under arrest as traitors to the crown. You are to return now to the City of the God to stand trial before the king.” Although both groups were supposed to be unarmed, the emissaries from Alustel suddenly produce short swords from inside their cloaks. The elves of Al-Dustriel lack weapons and are helpless. The Lady Talkana looks to you. “Lord Lazaghan, if you ever bore me any love, help us now.” You hear yourself respond, “What I do now, my lady, I do out of undying love for you. Moondaughter, you are the moon in my sky.” With a practiced movement, you draw your razor-sharp weapon...

An episode near the end of his life, this is the most important memory Lazaghan has. He cast the lot of his clan with the Kinslayer elves from Al-Dustriel out of love for the Lady Talkana Silumiel, who would ultimately become the Dweller in the Wintervale; his fate was thus forever sealed (see the *Lay of Talkana Silumiel* in the Appendix). In this scene, the PCs must protect the elves of House Al-Dustriel from the elves of Alustel, who are attempting to summarily arrest the traitors. See the map in the appendix for this encounter. If the PCs slay or drive off the elves of Alustel, the scene ends and the PCs find themselves back in **Area 8**. The words “Lazaghan did what he did for love” echo in their heads. They get the experience points from defeating each elven opponent and have the information they need to make their choice and enter **Area 9**. They also regain half of all hit points lost during the encounter.

Elven mage (marked M on map; see MM p. 302)

Elven acolyte (marked A on map; see MM p. 342)

3 Elven guards (marked G on map; see MM p. 347, but they have shortswords instead of spears)

All of these elves have the *Fey Ancestry* trait, which means they have advantage on saving throws against being charmed, and magic can't put them to sleep.

Talkana Silumiel is marked T on map.

If the PCs are defeated by the elves, flee, or refuse to help, the scene ends, the PCs regain no hit points lost during the encounter, and they suddenly find themselves back in **Area 8**. Any PC who died is alive in **Area 8** with 1 hit point. A dwarf wraith will then emerge from the sarcophagus (unless it was killed in **Area 2**) to attack the PCs, possibly surprising them (roll a stealth check for the wraith and compare it to the PCs' passive Perception). The wraith will fight to the death. There is no treasure in the sarcophagus of the wraith.

Wraith (see MM p. 302)

Room 9

To enter this area, the PCs must enter through the right door, likely after having solved the puzzle.

You find yourself in a large, abnormally shaped room. A stone sarcophagus rests on a massive pedestal against the back wall, a noble dwarf carved into its lid. The sarcophagus is flanked by two statues, guardian dwarves hewn from marble. On each side of the

sarcophagus is a large stone chest. But then you hear a deep, serious voice echo through the chamber—or is it just inside your head? “Who disturbs my endless memories, I who chose so poorly in life and now cannot rest? Leave my crypt or stay forever.” Out of the sarcophagus, passing right through the lid, rises a shadowy figure. The shade looks somewhat like a dwarf but its features are shrouded in mist... almost like some half-forgotten memory. It seemingly awaits your response.

This is what remains of the dwarf lord Lazaghan. He is now a Remnant, a memory wraith. Corrupted by the machinations of the treacherous Talkana Silumiel, he is now evil, though he regrets his mistakes in life. He is prone to attacking the PCs, although if the PCs attempt to speak to him and assuage his guilt, perhaps by explaining that love was a pure motive for his mistakes, he may leave them unmolested. If the PCs succeed at a DC 20 Charisma (Persuasion) check, he will indicate that they may take his treasure, and he will then depart the world forever. This should be a rich roleplaying opportunity; play it as such. If they players are to succeed, they will need to incorporate what they have learned in Lazaghan's memories when they speak to him. If they do not speak to him or try to persuade him and fail, he will call out, “Guards, aid me!” A shadow will emerge from each pillar. All three undead will then attack the PCs. The two chests contain 600 TPs, 5000 CPs, 1400 SPs, 110 GPs, 3 golden yellow topaz worth 500 SPs each, a potion of resistance (psychic), and a +1 battle axe.

Lazaghan the Remnant (see appendix)
2 shadows (see MM p. 269)



CONCLUDING THE ADVENTURE

LAYING LAZAGHAN TO REST

If the PCs slay the memory wraith or otherwise lay him to rest, they will have done him a favor. The torment he suffered because of his own memories will end. The PCs should feel a sense of accomplishment, and they should also feel the weight of the importance of the historical events they have lived through.

FURTHER ADVENTURES

None of the villains in the adventure will seek to harm the PCs in the future if they are left alive. Instead, the PCs may wish to investigate some of the historical facts that they have learned. They may wish to look for the location of the Dwarfhold Liferock, now a lost ruin. They may wish to seek out the ruin of Talas, the city that the Kinslayer elves of house Al-Dustriel went on to found, or they may even seek to learn more about Talkana Silumiel, the dreaded Dweller in the Wintervale. Clever DMs and players, especially those running games set in the World of Farland, should find ample seeds in this adventure from which future adventures can grow.

APPENDICES

NPCs

Lazaghan the Remnant

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 6 (-2) | 14 (+2) | 14 (+2) | 13 (+1) | 10 (+0) | 16 (+3) |

Skills Deception + 5, Perception +3,

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Condition Immunities exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages elven, dwarven

Challenge 6 (2300 XP)

Special Traits

Incorporeal Movement: The Remnant can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10)

force damage if it ends its turn inside an object.

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

Actions

Multiattack: The Remnant makes two psychic shock attacks.

Psychic Shock: *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (3d6 + 3) psychic damage, and the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a long rest.

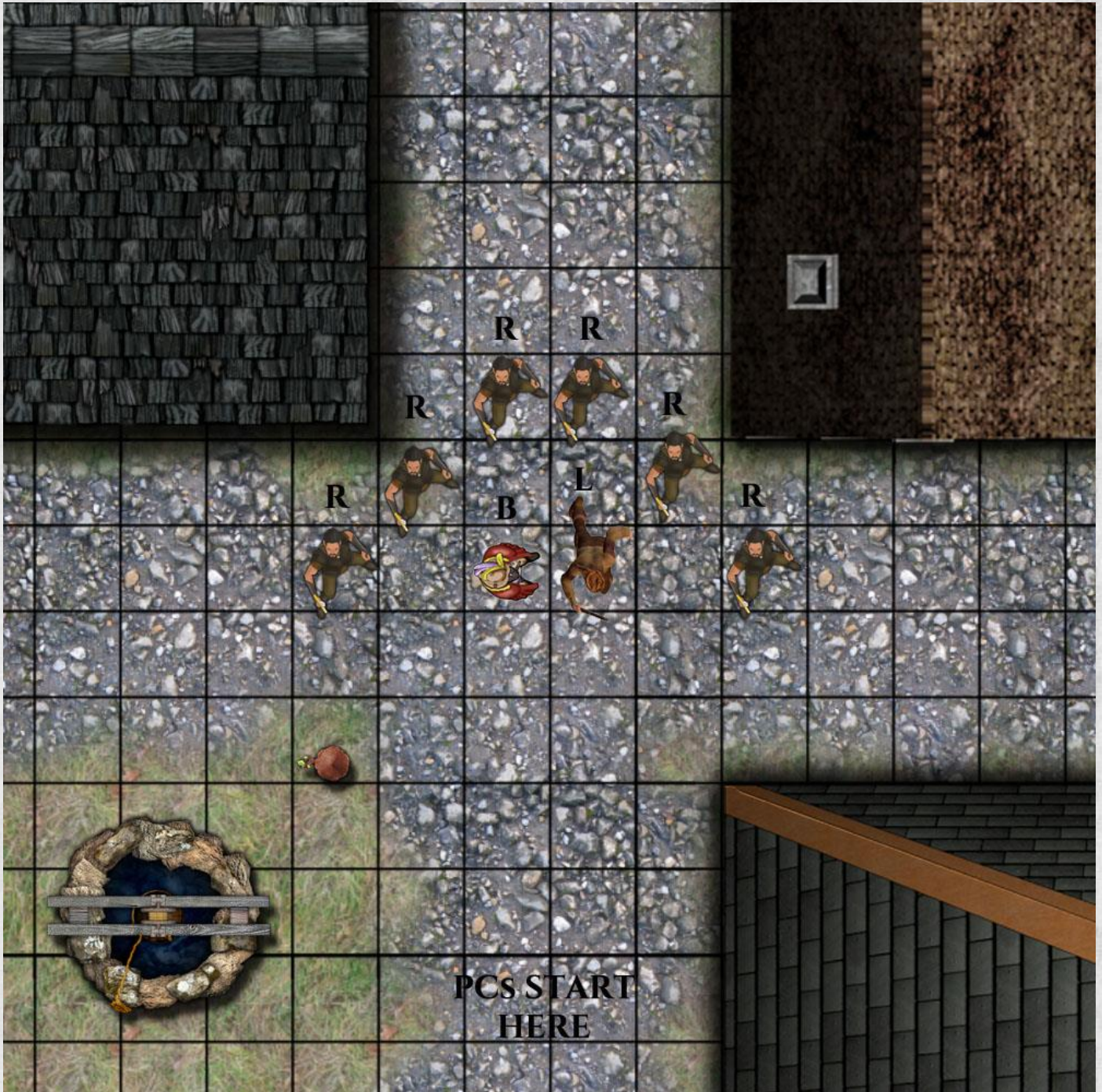
Memory Drain (recharge 5-6): One target the Remnant can see must succeed on a DC 15 Charisma saving throw or take 20 (5d8) psychic damage and lose all memory of events within the last 24 hours (although it does not lose prepared spells). The target behaves as if under the effect of the confusion spell. The target can repeat the saving throw at the end of each of its turns, ending the confusion effect on itself on a success, although it does not regain lost memories.

Reactions

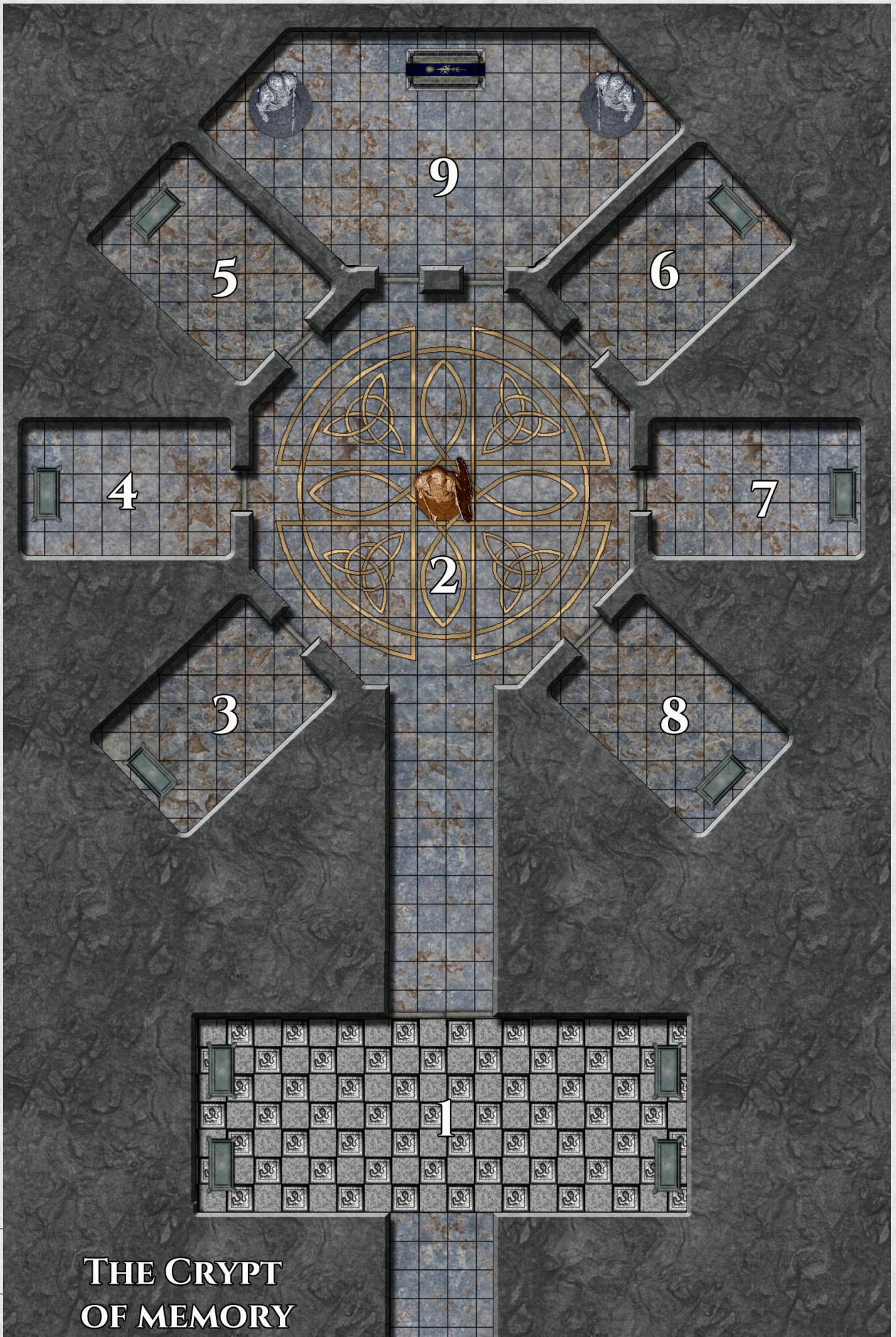
Impart Memory. When a creature the Remnant can see starts its turn within 30 feet of the Remnant, the Remnant can impart one of its own horrific memories to the creature. The creature must succeed on a DC 15 Charisma saving throw or be frightened until the end of its turn.

MAPS AND ILLUSTRATIONS

The Assault



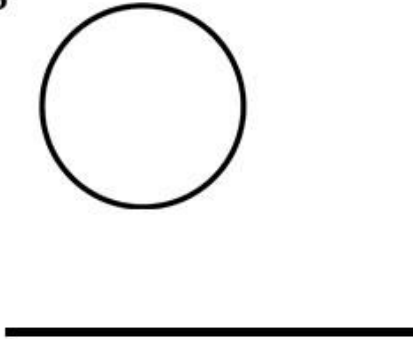
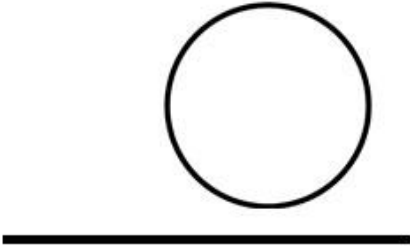
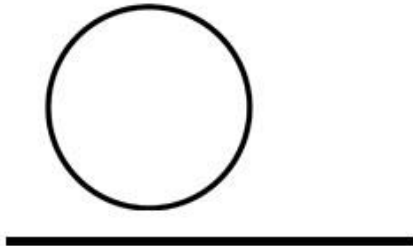
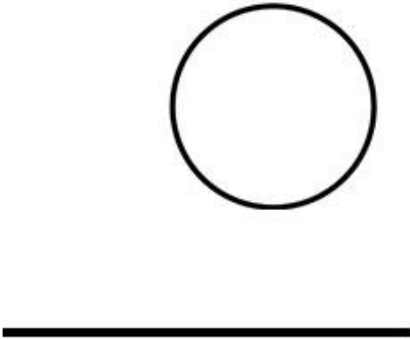




The Crypt of Memory (1 square=5 feet)

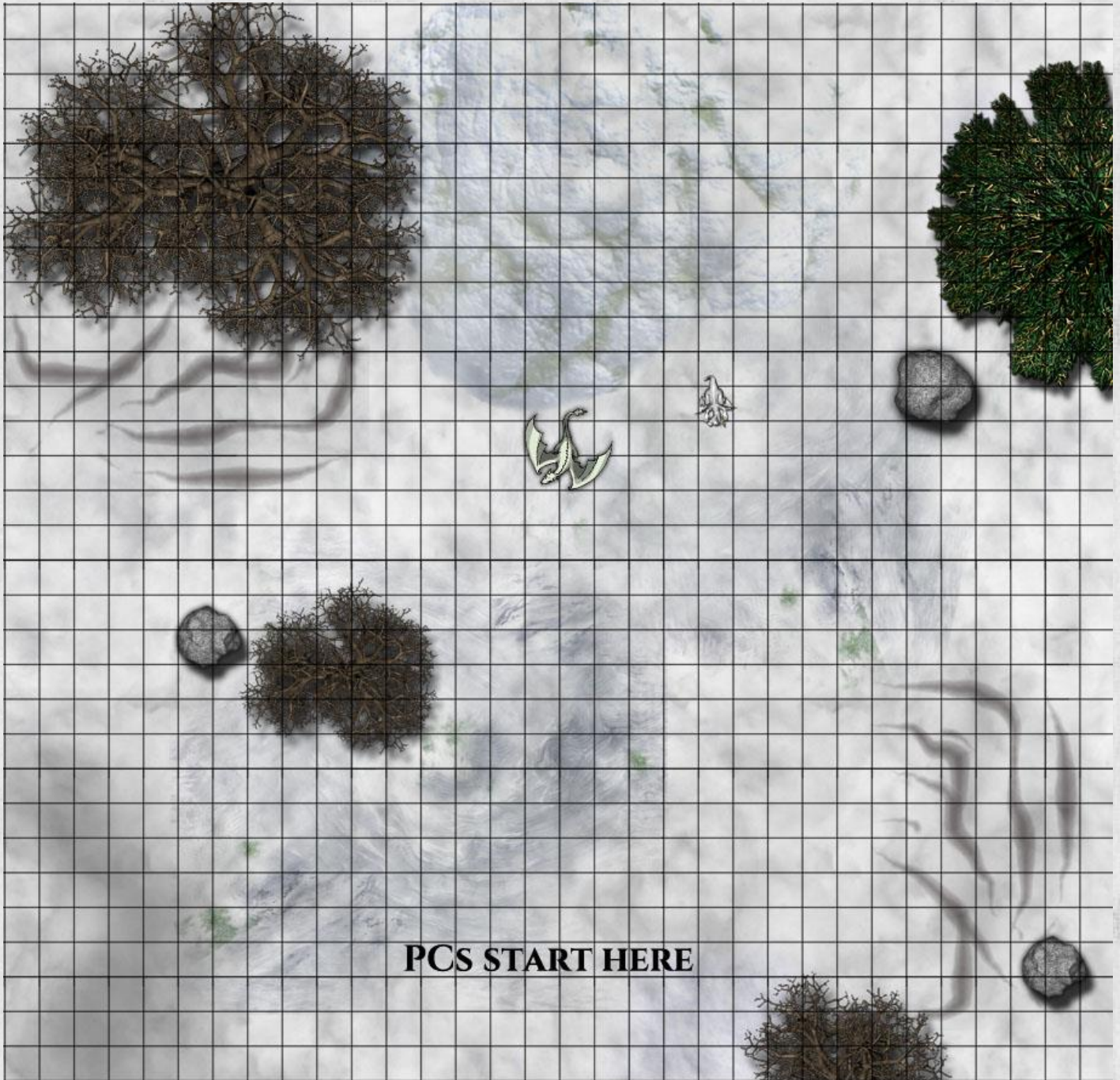


THE CRYPT
OF MEMORY

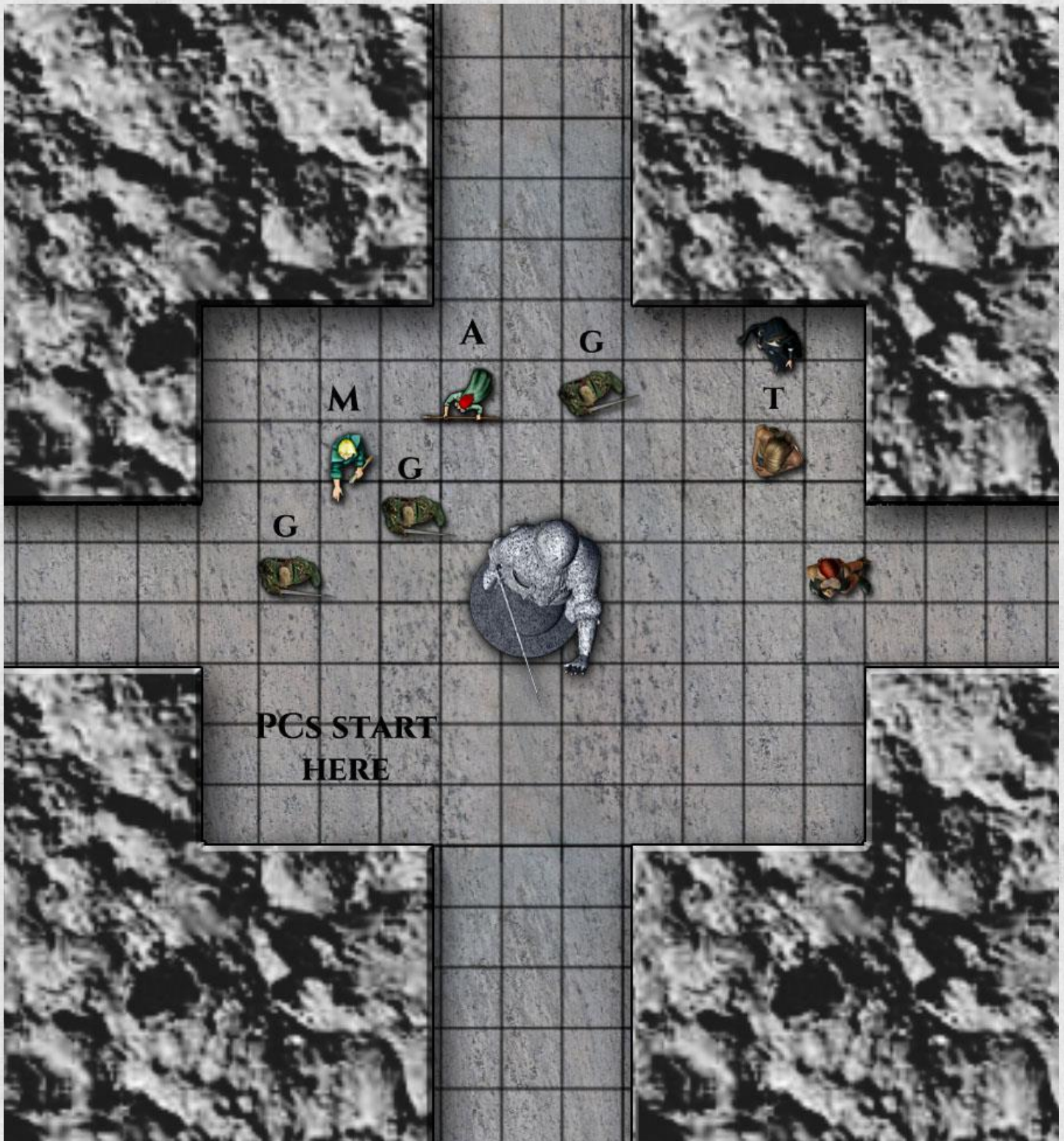
Sun Illustrations (on doors in Area 2)

| | |
|---|--|
| <p>AREA 3</p> <p></p> <p></p> | <p>AREA 6</p> <p></p> |
| <p>AREA 4</p> <p></p> | <p>AREA 7</p> <p></p> |
| <p>AREA 5</p> <p></p> | <p>AREA 8</p> <p></p> <p></p> |

White Dragon Encounter (Area 6; one square=5 feet)



Rescuing Talkana (Area 8)



THE LAY OF TALKANA SILUMIEL

In Alustel there lived of old
Beneath the boughs awash with light
An Elven maid with hair of gold
Where stars shone day and night.

No beauty grander ever graced
The lissome form of elf or man.
The good reflected in her face
She spread throughout the land.

The daughter of Balanuil
Wise patron of Al-Dustriel
Elfhouses great and greater still
T'were none in Alustel.

Talkana they called her on sight,
The fairest Daughter of the Moon,
For in her eyes, both clear and bright
Grey magic sang in tune.

Capacity of priest and mage
And loving heart of Elven maid
She traveled long in role of sage
From Sarumvest she strayed.

Of Elves, the wordsmiths, great was she,
Of dweomer magic greater still
And wandering, light-limbed and free
She taught them both with skill.

To beast and tree and delving dwarf
With lithe, quick step and watchful eye
The elven learning she brought forth
All learned it that would try.

Because goodwill she always sought
To Liferock cold she learning bore
With tongue of gold full well she wrought
'Tween dwarf and elf rapport.

But fades the summer, comes the fall
And Elven lands will wear away
And cold will grow both hearth and hall
For nature's law's decay.

From Elven ken Talkana passed
Though loved they fierce the Elven maid
They searched strange lands both cold and
vast
But then returned to glade.

Now light shines pale in Alustel
And sorrow marks the Sarumvest
Where Talkana's graceful feet once fell
But nevermore shall rest.

For fades the summer from glade and vale
And Elven lands are brown and sere
As ever colder grows the trail
Of Moondaughter who disappeared.

*by Galdin Palantar the bard, written in the year
9000 Elbil Reckoning*

“The Lay of Talkana Silumiel” was set to
music by Michael Hahn:

<https://www.youtube.com/watch?v=phGYk7UYYeY>

CREDITS

Author: S. Baker

Cartography: S. Baker

Editor: D. Krough

Production: S. Baker

From the World of Farland (www.farlandworld.com), produced by the webmaster, S. Baker.
Copyright 2016; all rights reserved.

Dungeons & Dragons, D&D, Fifth Edition, 5e etc. are all legal properties of Wizards of the Coast Inc. This document does not and is not intended to challenge or infringe upon any legal copyright of Wizards of the Coast. Buy and support D&D products from Wizards of the Coast.

Cover art: Dovedale by Moonlight by Joseph Wright of Derby (public domain)

Interior art: Dark Inside by Sephiroth (licensed for non-commercial re-use)

OGL

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and

descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co -- - adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE The World of Farland, “The Crypt of Memory” adventure, “The Lay of Talkana Silumiel,” the entire website, and all non-OGL content is copyright 2016 S. Baker. All rights reserved.

END OF LICENSE