

THE WORLD OF
FARLAND

THE ENDLESS WELL

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INTRODUCTION

“The Endless Well” is a short D&D adventure for four to five 5th-level player characters (PCs). The scenario takes place in the World of Farland (www.farlandworld.com), specifically in the “Endless Well,” a series of caverns linked through a portal to water energy in the Maelstrom (or the elemental plain of water in other D&D worlds). It is the source of a river that never dries, even in times of drought. The Endless Well lies in the lands of Daven, near the town of Arden. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign and in your world. 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 might 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, threats, and major NPCs (NPCs and maps are in the appendices). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

Though small and relatively close to the little town of Arden (only 40 miles away), the Endless Well caverns have rarely been explored, at least until recently. A few months ago several farmers, who have lands that

border on the Arden River, have been complaining that many of their livestock have been going missing. As no remains of the animals could be found, wolf and undead attacks were ruled out as a likely cause. It was inevitable that many of the superstitious farmhands began to talk of trouble afoot, and with the mysterious Endless Well being relatively close, it was to that place that most of the rumors were directed. Naturally, rumors of horrific monsters infesting the ancient caverns drew the attention of adventurers seeking fame and fortune.

Whether there was any truth in these rumors is debatable, although it has been several weeks since the last and only (recent) group of brave explorers have returned. This last fact has caused ill rumors to spread even more than previously. The reason for the missing animals has been raids for food by a race of fish men called sahuagin, who are in turn working for a particularly unpleasant merrow named Tyran. The merrow has recently gained favor with the sahuagin chief through intimidation and a charm person spell. As a result, he has persuaded the lesser fish men to gather more interesting food stuffs than fish to satisfy his ferocious appetite. The sahuagin have been killing the animals (sheep, cattle etc.) and dragging the carcasses into the river to carry them upstream. It is for this reason that there were no bodies found. The missing adventurers are dead, as feared. They met an untimely end when they foolishly crossed Tyran.

ADVENTURE SYNOPSIS

The characters must find their way to the Endless Well and uncover its ancient and dark mystery. During the adventure they will need to deal with aquatic hazards and will encounter fishmen, lizardfolk, elemental creatures from the maelstrom, and creatures that lurk deep under the earth. Ultimately they will need to put paid to a powerful merrow named Tyran.

ADVENTURE HOOKS

The PCs may choose to explore the Endless Well caverns for several 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.

Arden residents. The PCs live in Arden and have been asked to investigate the strange animal disappearances by a family member or a friend.

Family responsibilities. One of the missing adventurers was a friend or family member of one of the group; the adventurers are trying to track him or her down.

Swords for hire. The characters come upon Arden in their travels and hear about the problems plaguing the town in a tavern. They also might see a sign offering employment to anyone willing to uncover the mystery of the missing livestock or adventurers.

Investigating rumors. The PCs are asked by a curious old mage to travel to Arden, investigate the rumors of a portal to the

Maelstrom (elemental plane of water in other D&D worlds) and report back on their findings.

Treasure hunters. The PCs are drawn to Arden by the rumors of a monster-filled cavern nearby that may be filled with treasure from another plane

The Ties that Bind. If your PCs played the previous adventure in the Farland adventure series, *The Ties that Bind*, they may have found a mysterious map directing them to the town of Arden. Once in Arden, they will hear rumors of the Well.

PART 1: BEGINNING THE ADVENTURE

The adventure begins when the PCs reach Arden. There they can find out about the current situation from any of the townsfolk. The lure of the watery cavern and its mysteries will quickly motivate the players to explore it.

THE TOWN OF ARDEN

Arden is a small village with a small population, only two taverns (The Fatted Pig and The Golden Dragon) and one Inn (The Tankard). Arden is like many small villages in Daven, except that it is wealthier than most, since the proximity to the Endless Well means that Arden is always extraordinarily agriculturally productive. The villagers have built expert irrigation canals that connect to the ever-full Arden River. The town never has droughts or bad growing seasons, and thus the produce from Arden is sought after all over Daven.

When the PCs reach Arden, read the following (adjust it to be appropriate to the agricultural season in which they arrive):

At first glance, the town of Arden looks like most of the towns in Daven you have passed through. But the fields around the town bustle with activity, which draws your attention, and then you notice the lush greenery that surrounds the town. Ripe melons, vineyards, thick wheat, and over-developed corn are all in abundance in the immediate vicinity. It seems somehow this town has been blessed with extraordinary agriculture!

Facts about the Town

Population: 1497 (mostly human with several half-orcs)

Items available: Items costing 500 sp or less may be purchased in the town, within reason (Farland uses the silver standard. Silver is valued as gold in the PHB; see the website)

Government: The lord of the town is Dortmund Von Adul, although he splits his time between his summer manor in Arden and between his mansion in Elder Daven. The burgomaster of the town, who rules for Von Adul, is a stern, tough man by the name of Anders Grundit.

Places of Interest in Arden

There are a few places in the town of Arden that may interest the PCs. Besides perhaps starting them on their jaunt to the water cave, none of them are essential to the action in the Endless Well, but exploring them may add richness to the adventure.

Lord Von Adul's Manor

When the characters approach the manor, read the following:

This large gothic manor house is surrounded by a 6-foot wall and flanked by gardens. Although it is obviously old, it is well maintained.

The gates to the manor are locked but unguarded. If Lord Von Adul happens to be home, he will have no interest in meeting the PCs. While he is mildly concerned about the happenings at the Well, he leaves those things to his burgomaster.

Home of the Burgomaster

When the characters approach Anders Grundit's (the burgomaster) home, read the following:

Located near the town square, nothing at first makes this home stand out as the residence of the burgomaster of the town... until you see the stocks set in front of it. Yes, this is apparently the house of an authoritative man.

Grundit is a gruff, stern man on the surface. Older, he is still stocky and strong, albeit grizzled. He will willingly meet with the PCs and ask them to investigate the disappearances for a fee of 50 silvers each, but he is a busy man and will quickly usher them out once they have agreed upon the fee.

The Fatted Pig Tavern

When the characters approach this tavern, read the following:

A sign depicting a plump pig with an apple in its mouth hangs in front of this tavern. Inside, the establishment is deceptively luxurious. New carpets and tapestries adorn the floor and walls, and the place is quite clean. Apparently the well-to-do farmers frequent this water hole.

The residents of the tavern, mostly local farmers and land-holders, will be friendly toward the PCs and they will be quick to tell them of the livestock disappearances and to direct them to the burgomaster. The tavern-keep is a fit, middle-aged woman named Zora Feran. She was a former rebel during the Dark Conquest, when the Kingdom of Daven was held by the Lord of Gluttony, and will have several exciting stories to tell.

The Golden Dragon Tavern

When the characters approach this tavern, read the following:

A placard with a golden dragon swings in the breeze in front of this mildly ramshackle tavern. Inside, the place proves to be no frills. A bare wood bar dominates the place, and there are few decorations on the walls. The ale proves to be surprisingly good, though.

This tavern is where the farmhands and other day-laborers congregate. They will eye the PCs with interest and will be friendly and even helpful if approached, but they generally keep to themselves. The proprietor is Uri Hiller, a wild-haired human who is noticeably strange at a glance. Hiller is a sorcerer of minor powers. He uses his cantrips to entertain the congregants of the tavern, but not before he has had a few ales himself. He will be interested in meeting any of the PCs who are wizards or sorcerers, and he will question them about their views on the nature of magic.

Flower Temple

When the characters approach this temple, read the following:

You stand in front of a temple to the fertility and nature goddess Bestra. The outside of the temple is festooned with clinging vines and ivy. Inside the temple, it is cool and slightly damp. Hanging potted plants adorn the ceiling. At the far end is an altar-shrine and small statue of holy Bestra.

The priestess Karol Serit runs this temple. Karol is a new priestess, having officially

sworn herself to the goddess only after the liberation of Daven, but she is naturally talented and has grown quickly in power. She is a cheerful, optimistic woman who sees the town as especially blessed by Bestra; its agricultural richness is the evidence from which she has drawn this conclusion. She will happily provide healing and spiritual comfort to the adventurers, for a fair price.

JOURNEY TO THE ENDLESS WELL

When the heroes have made up their mind to journey to the Endless Well caverns, they can reach it on foot (2 days walk) or by horse (1 days ride). The terrain around the Endless Well consists of rolling grassland and a large rocky outcrop dotted with the occasional tree. The lands to the north consist of a large wood (the home of the Lizard folk) and the source of the tributary of the river (The Endless well). As for navigation issues, finding the caves should prove no problems; the PCs must simply follow the tributary to its source.

The sahuagin patrols clear the area of predators, wandering undead (see Daven background at www.farlandworld.com for more details) and lizardfolk to ensure the security of the caves. A local tribe of lizardfolk is also watching the area around the caves and woodland. This tribe distrusts the sahuagin, whose patrols have clashed with their hunting and foraging parties in recent weeks. To keep an eye on their competitors, the lizardfolk send occasional lone scouts to check out the area. Regardless of how the PCs get to the caves and regardless of random encounters, they should meet both the sahuagin and the lizardfolk (DM's choice as

to which group is encountered first) before they arrive. The lizard folk are not immediately hostile, and with well-considered words they could even be persuaded to provide some help (at the DM's discretion).

Random Encounters

Use the Random Encounter Table below to determine encounters during the journey or around or near the Endless Well. Check every 4 hours while the PCs are moving overland and every time they investigate the river for any reason whatsoever. Check only once per 12 hours while the party is camped. Roll a d10. A result of a 1 means there is a random encounter. Roll on the table below to determine the type of encounter. (Check =1d100, result of 1-10 roll on encounter table below). Some of the encounters are explained below.

Random Encounters

D100 chance	Encounter
0-19	10 Lizardfolk (MM p. 204)
20-50	10 Sahuagin (MM p. 263)
51-55	8 mud mephits (MM p. 216)
56-70	7 dire wolves (MM p. 321)
71-80	3 wights (MM p. 300—night only)
81-100	1 ghast and 4 ghouls (MM p. 148)

Lizardfolk

A small tribe of lizardfolk that makes its home in the woodland near the Endless Well has been raiding the surrounding area for some

time. Recently, they have been more aggressive in their raids due to added competition of the sahuagin. Lizardfolk usually stick to the undergrowth near the woodland or the bank of the river, moving parallel to it. Having developed a healthy respect for the sahuagin, they stay quiet and hidden as much as they can.

Tactics: The lizardfolk assume that the PCs have come from Arden. They further assume that they are hostile and decides to make a show of force. They begin by hurling missiles into the dirt in front of the lead PC and commanding the characters (in the language of the kingdom) to halt. If the PCs obey, the lizardfolk demand to know what they are doing in the area. If they attack, the lizardfolk flees to the river, where they escape (or try to) by swimming underwater.

Development: If the PCs converse with the lizard folk, they tell them that recently fishermen have been killing animals and carrying them upstream. They also can give the characters a General (external) layout of the Endless well, including the other entrance that is less obvious (see appropriate map), and a description of the sahuagin's activities. They also warn the PCs about the fishermen patrols in the area. If the characters capture one of more lizardfolk, they get more or less the same information as they would have by conversing with them. If the PCs have not yet attacked the lizardfolk, they can use a Charisma (Persuasion) check to persuade them to join in an attack on the sahuagin camp. Their starting attitude is hostile if the PCs have been rude or menacing towards them, or indifferent if they have been polite and open. To win their aid, they must shift their attitudes to friendly (see DMG p. 244).

The lizardfolk scout has the stats of a normal lizard man but has maximum hit points (36 hit points) and is trained in the stealth and nature skills. The lizardfolk scout works alone, doing its best to keep the sahuagin under surveillance and ambushing them if it can.

Sahuagin

With the increased activity around the Endless Well recently it is no surprise to hear that the creature most likely to be encountered will be the sahuagin. The raiding party (10 sahuagin) is out looking for interesting morsels. Any creature will do, including the unfortunate adventurers if they are unlucky enough to be caught unawares. When walking a patrol, the fishmen loosely follow the river through the area, swimming or walking at a brisk pace. Characters can spot them from up to a mile away. During the day they swathe themselves in dark soaked robes which conceal their features.

Tactics: Upon meeting any humanoids they assume (probably correctly) that the group is another band of adventurers from Arden. If it is nearby, they dash to the river and take cover in the water, from whence they loose crossbow bolts at the intruders. They keep firing for 2 or 3 rounds, or until their foes close to melee range, and then withdraw through the water in opposite directions. The fishmen have no stomach for a fair fight with the adventurers; many of their number were killed by the last group that attacked their tribe, and as a result they are overly cautious. They surrender as soon as the characters manage to catch up with them and block their retreat.

Development: A captured sahuagin pretends to be tough, but a successful Charisma (Intimidate) check makes the prisoner reveal all he knows about the sahuagin's activities in the area-- which is pretty much everything (including limited info on Tyran, but not everything) If any of the fishmen escape, they make their way back to the caves as quickly as they can. They move upstream along the river, so they will probably beat the PCs back there.

The sahuagin scout has the stats of a normal sahuagin but has maximum hit points (36 hit points) and is trained in the stealth and nature skills. Its primary concern is staying out of sight and monitoring the lizardfolk and any approaching adventurers. If he detects the PCs, his main goal will be to return to the Endless Well and warn the sahuagin community.

THE ENDLESS WELL

Standing about 60 feet tall, the most obvious entrance (and the one the fishmen use) is the cavernous opening from which a tributary of the Arden River emerges. This, however, is not the only way into the caves; there is a far safer entrance within the large outcrop of stone (Wisdom [Perception] check DC 10 to find). If found, this other entrance will lead to area 1, whilst the larger entrance will lead to area 9 (see the map in the appendix for more details). The descriptions of each location assume that the PCs enter through the “secret” entrance that leads to area 1. If this is not the case, you will have to adapt some of the room descriptions to fit the PC’s actions.

ENVIRONMENTAL HAZARDS

Unless otherwise stated, the walls and floors to all passageways and tunnels are natural caves, moist, covered with moss and algae, and slippery. All areas of the cave are difficult terrain for the PCs, and any PCs trying to climb, jump, or otherwise perform an action within the caves that requires an athletics or acrobatics check makes the check at a disadvantage (as long as providing disadvantage in the specific case makes sense, of course. Many of the caves in this complex are linked by underlying water-filled passages (the only one not linked is in area 4). The

sahuagin use these underwater passages to their great advantage: they will use them to try and surround the PCs whenever possible. Also it may be useful to read up on the rules for swimming (PHB p. 175) and drowning (PHB p. 183), because you never know what might happen!

Cave Chambers

Area 1

This 10-foot high cave is dimly lit by a flickering campfire in the center of the room; the stench of rotten fish hangs in the air. In one corner of the room lies a large bundle of wet black robes, and six robed humanoids are huddled around the fire; silently they watch two large fish cooking. The sound of rushing water from somewhere beyond can be clearly heard over the crackling fire...

This room is the guard room for the back door; the six robed figures are under command to attack and kill any intruders. One of their number will immediately run to area 2, shouting and screaming to alert the fishmen in area 3. Once it gets to area 2, it dives into

one of the pools and swims to alert the rest of its kind in the sahuagin's dwellings, and then Tyran in area 10 (see cross-section map). Once alerted the sahuagin baron K'nork (see MM p. 264), will lead an attack on the adventurers in an attempt to kill them before they reach the temple (see area 10 below).

6 Sahuagin (see MM p. 263)

In the pile of smelly, soaked robes the PC's will find the following (Wisdom [Perception] DC15 to discover the items): Potion of Growth, Potion of Healing, 24 sp, 4 cp (note: convert these to gold pieces and silver pieces respectively if you are playing in a world other than Farland. This note applies to all coins throughout the adventure).

Area 2

The ceiling to this large cavern is some 25 feet above your heads, and the roof and floors are covered with stalactites and stalagmites respectively. The floor on which you're standing is covered by puddles of crystal clear water. Through the forest of dripping limestone you can see that there are 6 passageways, all of which lead off in different directions. The sound of rushing water can most clearly be heard from the eastern passage.

From this room, 3 of the winding passageways lead off to one of the many interconnecting pools of water, whilst the eastern passage leads to the temple and Tyran, who will most likely be alerted and waiting for the party. The northern-most dead-end passage (see section 2a) is home to 6 darkmantle who hide amongst

the stalactites. The sahuagin know that these creatures live here but tolerate them, as they keep the population of rats down and don't seem to move from the area.

6 Darkmantle: (see MM, p. 46)

Amongst piles of bones and refuse in the north dead-end passage, a Wisdom (Perception) DC 15 while searching will reveal a case of 20 Crossbow bolts and a pouch containing 125 sps.

Area 3

This cave is somewhat more cramped than the previous one; the floor to the ceiling is no more than 7 feet at the most, and in some places it's no higher than 4 feet. Through the dark gloom you can see several hunched figures down one of the five off branching tunnels. You can hear the rushing of large amounts of water coming from both directions, behind you and straight ahead.

This gloomy cave plays host to another group of sahuagin. One of them is the sahuagin baron K'nork. The two pools in the north passages are connected to the underwater complex. The sahuagin will retreat to the water if the fight is going badly.

Sahuagin Baron: (see MM p. 264)

3 Sahuagin (see MM p. 263)

The sahuagin leader carries 15 sps, a silvered trident, and a large ruby (worth 300 sps)

Area 4

The ceiling to this cave soars 40 feet high above your heads; more large stalactites hang from the ceiling, and before you lays a 20 feet wide pool of water. It is impossible to see the bottom. On the opposite bank you can see an enormous iron-clad chest and a weapon rack from which hangs an expensive looking sheathed longsword, a finely crafted longbow, and an ornate heavy mace.

This is Tyran's treasure cache; it contains all of the items that he wishes to keep and study but can't use himself. The dark water is 150 feet deep, and so the bottom is impossible to see without diving into the depths with a light source that is water-resistant. In the depths hide two water elementals that have been commanded to attack and kill any creature (other than Tyran) who try to cross the pool.

2 Water Elementals (see MM p. 125)

The weapons rack contains the following: Silvered jewel-studded longsword (worth 500 gp), a potion of healing, and a +1 longbow. The chest is locked and trapped. It contains the following: 550 gps, 1755 sps, 250cps, and plate armor of cold resistance.

The chest is trapped with a poison needle: Opening the chest without the key (which Tyran possesses) causes the needle to spring out and extend three inches straight from the lock. A creature in the path of the needle takes 1 piercing damage and 16 (3d10) poison damage, and must succeed on a DC 15

Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence, and a successful DC 15 Dexterity check using thieves' tools disarms the trap and removes the needle. Unsuccessfully attempting to pick the lock springs the trap.

Area 5

The narrow passage opens out before you into a large cavern with a 50 foot high ceiling, from which hang more large dripping stalactites. The only other feature in this cave is a massive pool of water that takes up most of the floor space right up to the back wall. Although the water is crystal clear, it is impossible to see the bottom; the pool is too deep. The area around the pool is rather muddy.

This cave is nothing more than what is described to the players, although it is connected to the other pools via the submerged passageways. If Tyran is attacked in his layer, this pool is the one the sahuagin use to attack the adventurers from behind. Hiding in mud around the pool are five mud Mephits who will attack any non-aquatic intruders on sight. The muddy area is difficult terrain.

5 Mud Mephit (See MM p. 216)



Area 6

The sound of rushing water is quite loud in here. This cave is possibly the largest you've ever seen; the ceiling extends far above your heads and beyond your torchlight/darkvision. The main feature of this cave is a large lake that also extends beyond your torchlight. Hugging the eastern wall is a natural outcrop of stone that serves as a walkway that leads around the lake itself. Directly ahead lies another island that becomes lost in the vastness of the dark; from where you are, you can see that at the narrowest there is a gap of 5 to 10 feet between the two islands.

If the PC's somehow cross the water to area 6, read the following to the group:

This area serves as some form of prison; 5 large cages (10x10 feet) are suspended from the 15 foot high ceiling, one of which contains the partially decayed remains of a naked woman; judging by her wounds she has been slowly tortured to death. Against the western wall you can see a rack-like torture device and many other instruments obviously designed to cause maximum pain without killing the subject. Against the south wall are large heaps of cloths piled up.

This chamber belongs to the tribe's shaman, Guk'nrok. Being an evil and sadistic individual, Guk enjoys the pleasures that torture and mutilation can bring deviants. Guk is currently invisible and stands by the eastern wall. Once he sees that the PCs are reasonably distracted, he takes a running leap

into the water and swims to area 7a, where he will get the assistance of the fish men there to try to kill the party.

Sahuagin priest (See MM p. 264; The priest has max hit points of 54).

The body of the woman has a valuable ring hidden under her tongue. She and her husband were traveling merchants in this land and were ambushed by the fish men. With her husband killed, she wouldn't give up the one thing that stopped her from feeling abandoned through the weeks of extended torture.

The ornate gold ring is worth 500sp. There is nothing else of value in this room.

Area 7

As you follow the uneven walkway that is obviously used often, you begin to catch the occasional waft of rancid fish. The further you walk through the darkness, the more horrific the stench becomes. You clearly hear the now-familiar hushed jabbering of several fish men in the distance.

This area plays host to four fish men who are stationed in area 7a for two reasons: firstly to watch the lake against any intruders that may enter from area 9, and secondly to keep half an eye on the aquatic troll in area 8. These fish men will be drawn to area 6 if a fight breaks out there.

4 Sahuagin (see MM p. 263)

Area 8

As you draw nearer to the cave entrance, the stench of rotten fish is almost overpowering! As you peer through the dark gloom you see another room dotted with both dripping stalactites and moist stalagmites. The floor in the cave is covered with rotten clothing, half eaten bodies, and excrement. Pools of water and urine cover the floor of this cave. Amongst the refuge and bones, your light source causes several metallic objects to glint.

This cave is the home of a particularly fat, smelly and murderous aquatic troll, called a Scrag. Although the sahuagin have an uneasy truce with the large brute, the Scrag has attacked the fish men on several occasions when bored. So as a means of defense, these fish men are posted here to warn the underwater settlement if the troll is feeling particularly destructive. The reason the fish men don't attempt to kill the Scrag is that Tyran seems to feel that it serves as a particularly potent guard. As a result, the troll gets fed the occasional prisoner or farm animal to keep it semi-loyal to Tyran's cause.

Roll a d10; on a 1 the troll is out hunting, on a 2 to 4 the troll is awake in its cave (probably eating), and on a 5-10 the troll will be asleep. If the troll is out hunting it will be gone for no more than an hour and will return with either a fish or a fish man (sahuagin) (50% chance of either). If it is awake, it will probably hear the PCs approaching (allow it a Wisdom [Perception] check DC 10, the DC should be 5 if they fought in areas 6 or 7) and will wait in ambush. Similarly if the Scrag is asleep, the noise of battle may awaken it

(Wisdom [Perception] check DC 10, disadvantage for being asleep), and it will wait in ambush for the PCs. If by chance the PCs manage to sneak up on the beast without waking it (stealth checks opposed by the beast's passive perception), the troll will be surprised.

Aquatic Troll: (See MM, p. 291; stats are as a normal troll, but the aquatic troll can breathe under water and has a swim speed of 30 feet)

Treasure in the trolls cave: 1120 sps and 155 gps (spread about liberally), a scroll tube containing the following spells: hold person, remove curse, greater invisibility. The troll uses area 8a as a toilet (most of the time) and area 8b is where it keeps its pet, a rust monster. The rust monster will remain in area 8b and feast on an old, rusty chain shirt there; it will attack any creature (other than the troll) on sight, leaving its rusty meal to do so.

Rust monster: (See MM p. 262)

Area 9

The rushing river before you is over 60 feet wide and 10 feet deep. The rapid torrents make it almost impossible to swim upstream or remain stationary in the water.

This river leads to the large opening outside the caves. To swim upstream or remain stationary in the water requires an Strength (Athletics) check at DC 20 every round to swim. A failure by less than five causes the PC to drift back 20 feet, a failure by more than 5 causes the PC to drift back and get buffeted

by the raging torrents, taking 1d3 damage every round.

Area 10

You head cautiously towards the ever-increasing sound of rushing water, the sound of your footsteps seeming to be gradually drowned out by the now almost-deafening noise of the water. As you enter the large cave before you, to your left you immediately notice a vast green-glowing portal suspended in mid-air that lights the entire cave in an unsettling shade of jade. From the strange opening there rushes an enormous unstopping flood of water into a vast pit below. The pit seems to be a great lake of some kind and on the opposite bank, some forty foot below and a hundred foot away, there is an enormous block of white colored stone, upon which there sits a strange metallic glinting symbol. To your right some thirty foot away, you see a forest of large stalagmites and stalactites.

Read only if the merrow is unaware of the PCs' approach, and if they actually see him (he is not hiding):

Standing on the opposite side of the lake over the altar you see a 15-foot tall, slimy-skinned hulk of a creature. It seems to have a long snake or fish-like tail in place of legs. In its right hand it clutches a massive spear, some twenty foot in length! As you are watching, it notices your presence, and with its free hand makes some strange gestures and mouths words that you can't make out over the din of the

rushing water, then it dawns on you. It's casting a spell!

This room contains the source of a tributary of the Arden River, a portal to the Maelstrom (Elemental Plain of Water in other D&D worlds). It is through this portal that the elementals and mephits have originated; it is also the reason that Tyran (a merrow) has decided to take residence here, in hope that one day, through careful study, the portal's secrets may be revealed to him so that he may open other similar portals elsewhere, or otherwise use it for personal gain. The symbol upon the altar is silver and that of the evil God Vornoth, in an incarnation of a giant evil shark; behind the altar is the following items placed unceremoniously in sacks: Brass mug inlaid with jade inlays (worth 150 sps), finely wrought gold bracelet (worth 55 sps, 2010 sps, 225 gps, and 2230 cp, a +1 battleaxe. Also in this area are the decaying, mostly-eaten bodies of the missing adventurers. Their valuable possessions are in the sacks, but one body still possesses a note from the sheriff of the town of Titan in Kelerak asking for their help to defend a copper mine.

Tyran (see the Appendix) is an evil, manipulative, and lying murderer; therefore he should be played as such. At first he will answer the PC's questions (given the opportunity) and seem to act indifferent towards the party's intrusion into his home, dismissing the deaths of his followers as inconsequential, but in reality he is seething with anger! He will attempt to glean any information he can from the adventurers (e.g. who sent them, what they are here for, etc.). If possible he will avoid a fight with the

group and inform them with an elaborate lie that the lizardfolk, his rivals, are evil and the real cause of the disappearances. If this tactic fails, he will be overcome with rage and attack the PC's with all of his fury! Being very physically powerful, Tyran will plough right into the party and try to skewer as many of the adventurers as he can with his long spear. When closing with his prey (using a potion of fly), he will try to cause as much disruption and damage to the group as possible. If he is reduced to less than half hit points and is outnumbered, Tyran will attempt to turn invisible and flee towards the exit at area I, risking attacks of opportunity as he does so. If he escapes, Tyran will retreat to the forest and hide there for a number of days until he recuperates. From that point, Tyran WILL want revenge and it is up to you as the DM to decide the best way that he would accomplish this task.

Tyran the merrow: (See appendix)

CONCLUDING THE ADVENTURE

Whether or not the PCs had help, they become heroes in Arden. After uncovering the mystery of the disappearances and vanquishing the cause, they receive the promised payment, if any, and free room and board for a week. Others in town who know where heroes are needed point them in the direction of further adventures, but they are always welcomed in Arden.

If the PCs found the note on the corpse in Tyran's lair, they may also wish to travel to the town of Titan to investigate. This is the next adventure in the Farland adventure series.

FURTHER ADVENTURES

If you wish to expand on this adventure, just assume that Tyran was in league with, or working for, some other villain. A clue in his possessions can lead the characters on a quest for the power behind the portal. If the PCs choose to stay in the area for a while, they could become involved with the local lizardfolk in any of several ways. The remnants of the hostile tribe of fishmen might decide to start a real war with the folk of Arden, and the characters might be called upon to stop the threat, or perhaps the lizardfolk need help to deal with a threat. In such a case, the PCs could find themselves aiding the creatures.

THE APPENDICES

NPCs

TYRAN THE MERROW

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (10d10 + 20)

Speed 10ft., swim 40ft.

STR 18 (+4) DEX 10 (+0) CON 15 (+2) INT
15 (+2) WIS 10 (+0) CHA 12 (+1)

Senses darkvision 60ft., passive Perception 13

Languages Abyssal, Aquan, Kelevan (Common)

Challenge 6 (2,300 XP)

Amphibious. Tyran can breathe air and water.

Spellcasting. Tyran is a 4th-level spellcaster. His spellcasting ability is intelligence (spell save DC 13, +5 to hit with spell attacks). Tyran has the following spells prepared.

Cantrips (at will): Poison spray, ray of frost, true strike

1st level (4 slots): Charm person, mage armor, magic missile, shield

2nd level (3 slots): Hold person, invisibility

ACTIONS

Multiattack. Tyran makes two attacks: one with its bite and one with its claws or harpoon.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

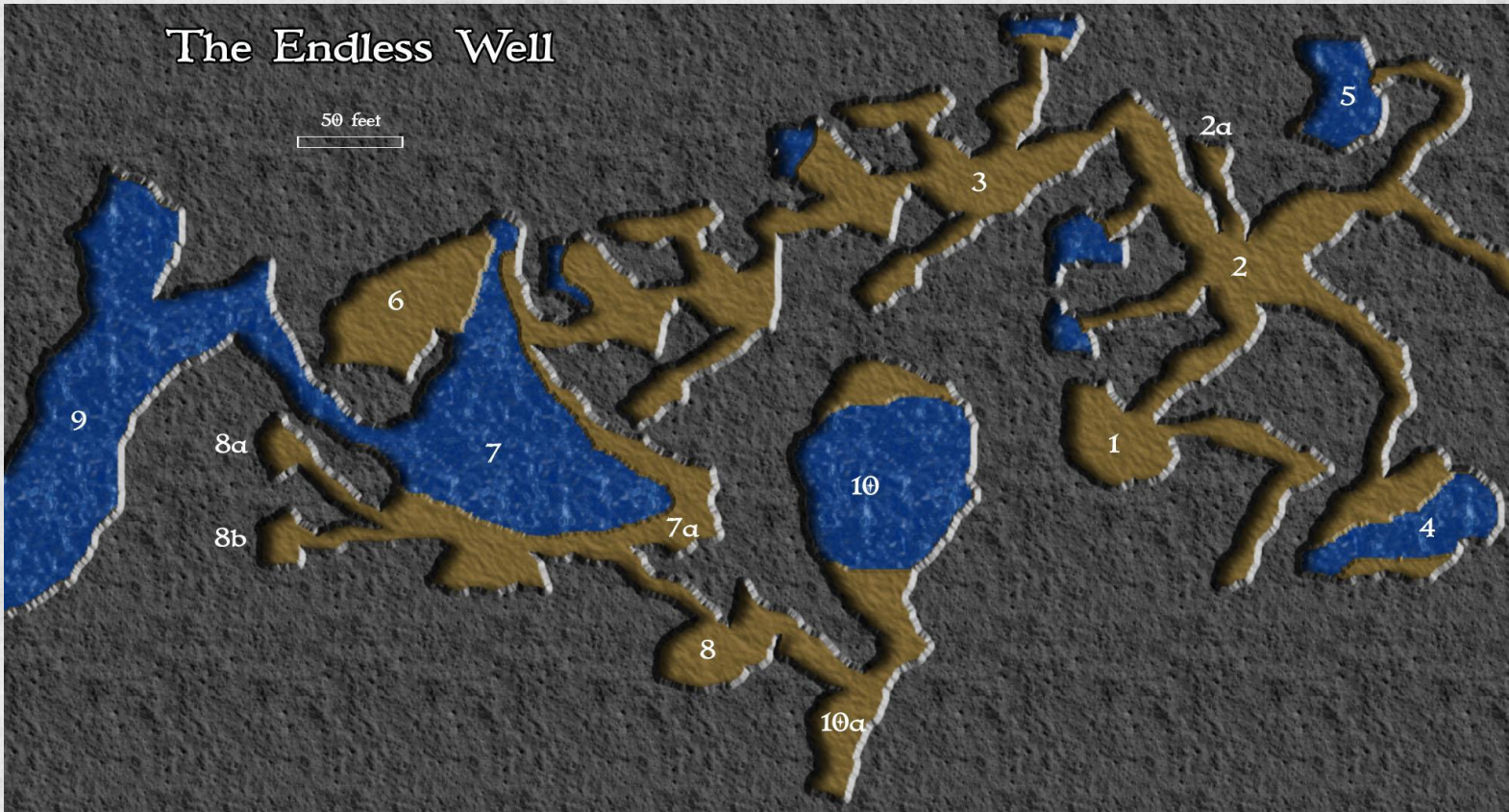
Harpoon. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against Tyran the merrow or be pulled up to 20 feet toward him.

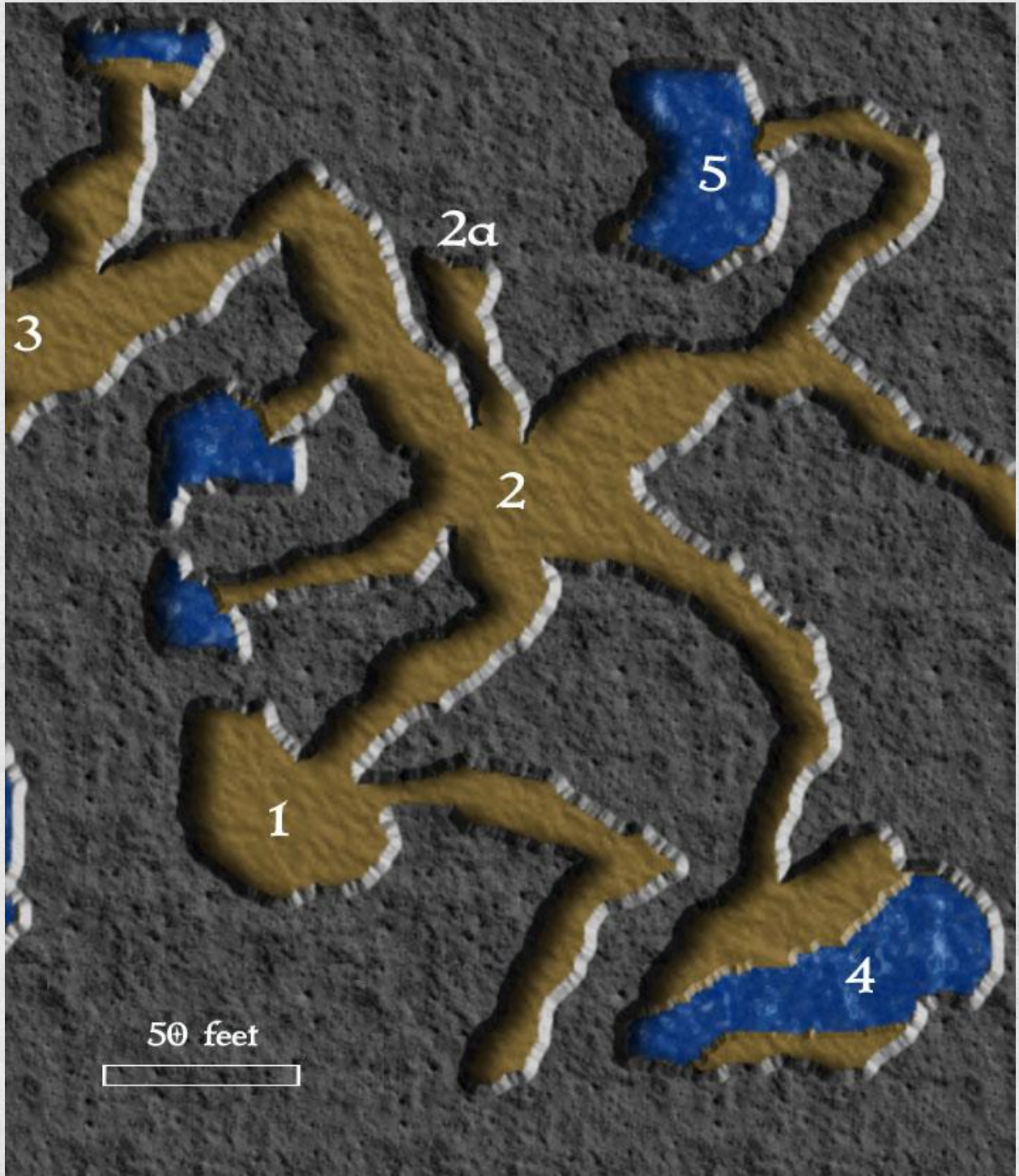
Tactics: If he has been forewarned of the PCs attack, Tyran will have Mage armor and invisibility cast upon himself; he also possesses a potion of flying and will have also consumed it. He then lies in wait for the PCs amongst the stalagmites in area 10a (see map). There he will hide and try to ambush the PC's from behind.

MAPS

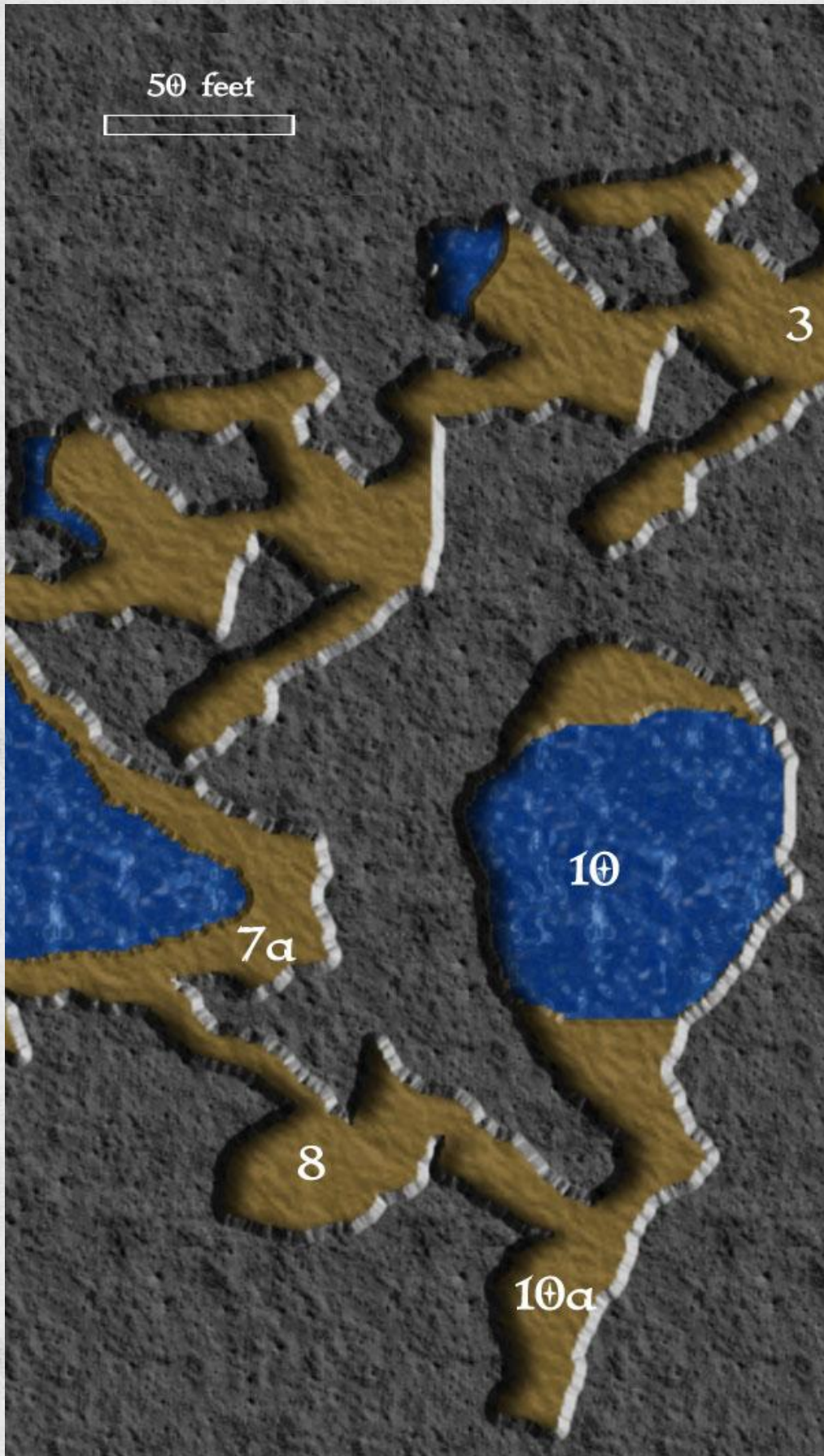
Endless Well



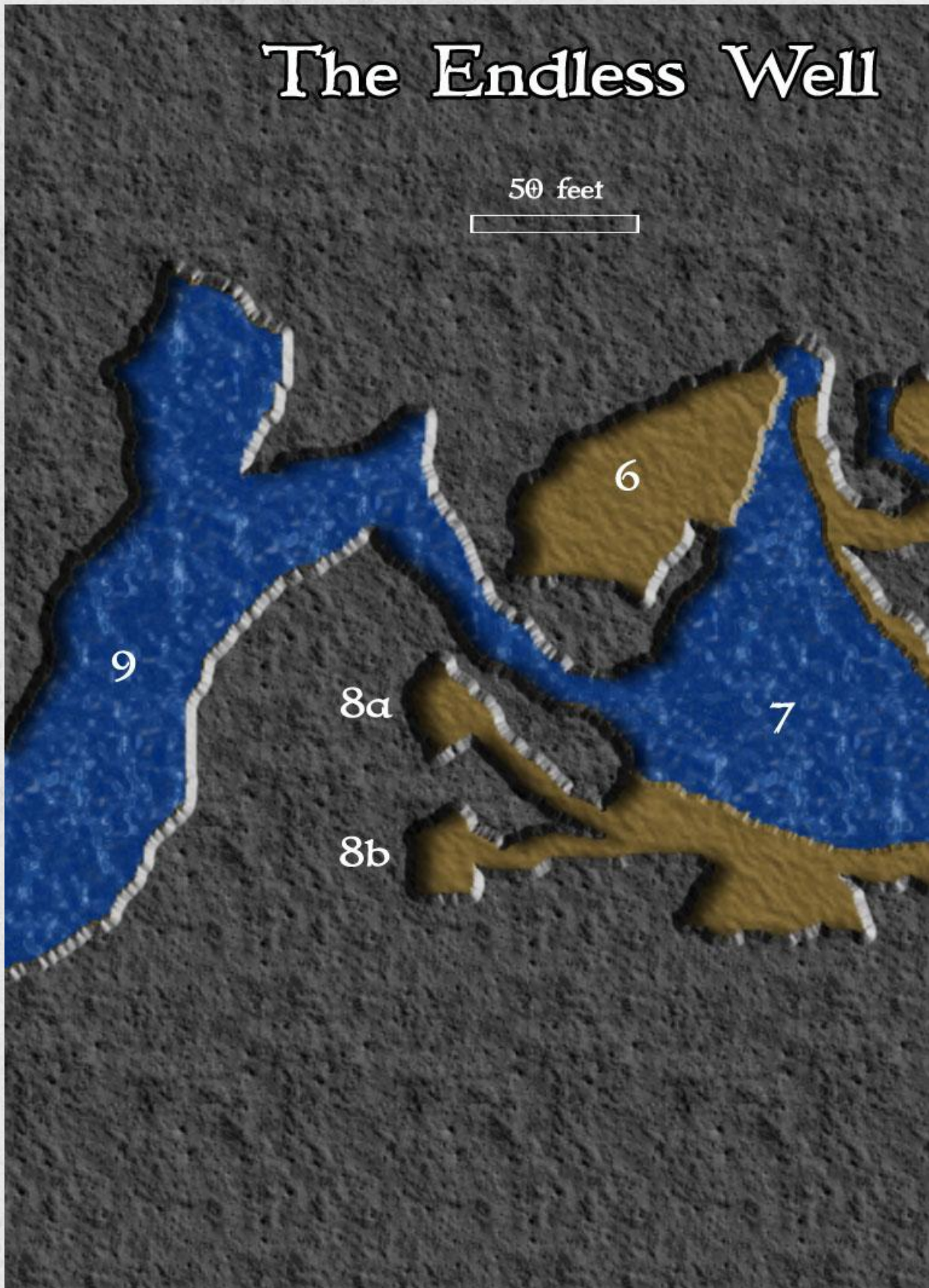
Endless Well Section I (east side of map)



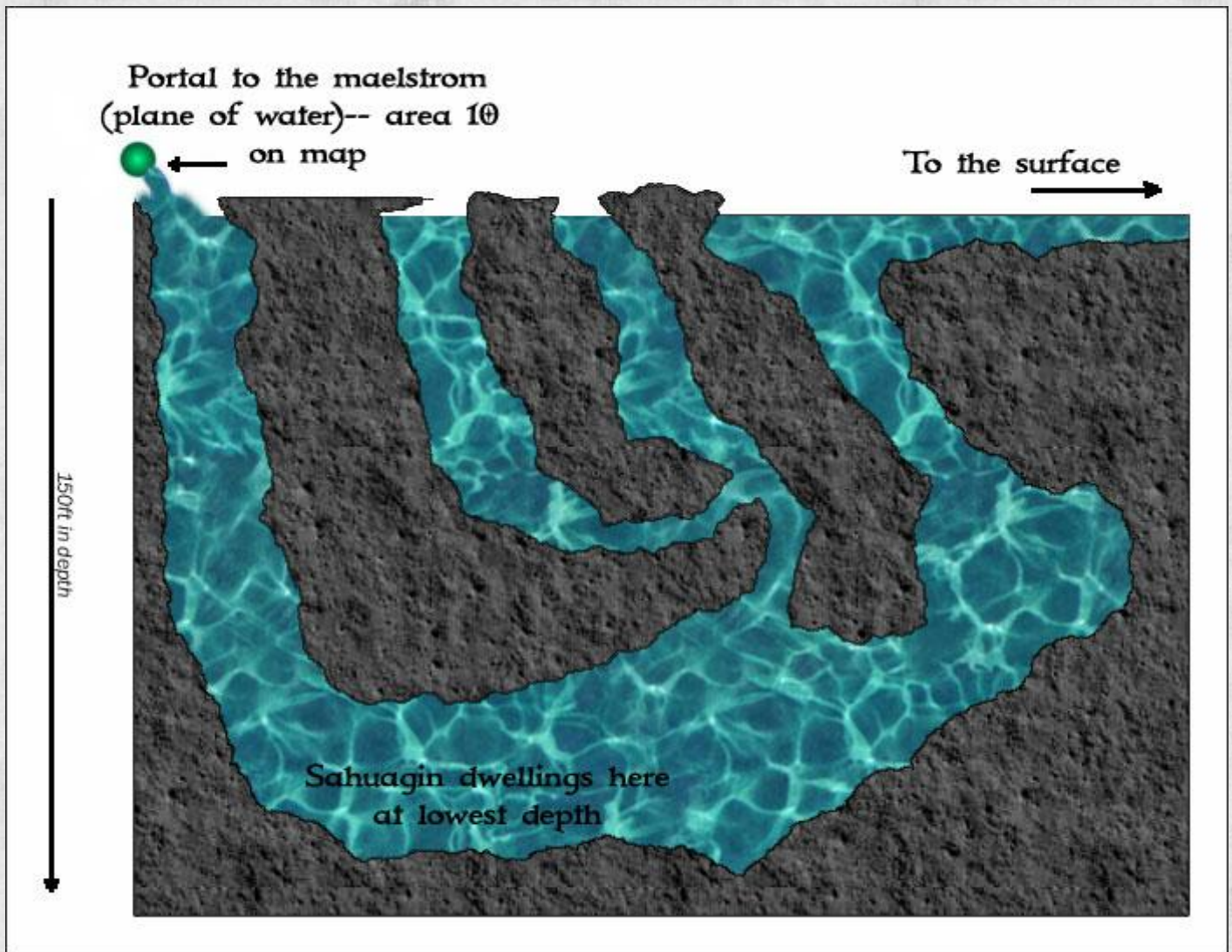
Endless Well section 2 (middle of map)



Endless well section 3 (west side of map)



Endless Well cross-section



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