



THE WORLD OF
FARLAND

THE HOLD OF THE LICH LORD

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INTRODUCTION

This is an adventure for four to five 17th to 18th-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 and maps 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 (www.farlandworld.com) 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.

ADVENTURE BACKGROUND

Jaef the Dark used to be the power behind the ancient throne of Kale many centuries ago. He was slain but lived on in his phylactery until he was able centuries later to find a new body and rise again, taking on the anagrammatic name of Afej the Black. He then used his vast intelligence to seize one of the towns of Kelerak and raise an orcish army to gain control of a substantial portion of the kingdom. It is the lich's goal to rule the entire

kingdom, and perhaps an empire. Enter the heroes.

ADVENTURE SYNOPSIS

The PCs must find a way to get into Carn Marrot, the castle of the lich Afej, and battle the dark forces that inhabit it, with the ultimate goal of destroying the powerful lich himself.

ADVENTURE HOOKS

The PCs may choose to undertake the task of slaying the lich 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.

Tasked by a king. The PCs have been asked to kill the lich by the King of Kale, who recognizes the growing threat that the lich and his army represent.

Problem-solvers. The characters come upon the castle in their travels and hear in a nearby tavern about the problems plaguing the lands. They also might see a sign offering employment to anyone willing to kill the dreaded lich and his evil army.

Recover the Phylactery. The PCs are asked by a goodly mage to travel to Carn Marrot castle and investigate the rumors of a lich residing there. If the rumors are true, he will reward the PCs well if they return with the destroyed phylactery for him to study.

Ordeal of the Viper. If you are playing through the World of Farland adventure series, the PCs may have discovered a letter on the person of the Lord of Envy that alerted them to the threat posed by the Lich Afej.

PART I: BEGINNING THE ADVENTURE

INITIAL PROBLEMS

The players must destroy the lich Afej. To do so, they must face him in his fortress of Carn Marrot, in the town of Dessingrove, Kingdom of Kelerak (maps of Dessingrove and Kelerak are in the appendix). This might be a problem, because the lich has an army of at least 1000 orcs guarding his fortress. The army also has some human cavalry and infantry, and multiple trolls. Worse, it is led by several powerful undead creatures as generals, including a mummy lord (see MM p. 229) and three vampire warriors (see MM p. 297). The heroes will have to find some way to overcome this obstacle before they can assault the lich himself. The generals of the lich live in the lich's castle, and even if the heroes magically enter the castle, facing the lich and his generals will likely be too much for them. They need to perhaps get them out of the lich's Castle. Possibly a distraction is in order. As high-level PCs, it is likely that the characters will have many resources available to them by which they can mount a distraction to give them time to get into the lich's castle. The nature of that distraction is up to the PCs.

One good choice might be a military assault on the lich's capital town of Dessingrove. If the assault is a credible threat, the PC who is

either leading the army or who has planned the assault should make a Charisma (Deception) skill check, opposed by the lich's Wisdom (Insight) score. If the lich fails, he takes the threat entirely seriously and sends all his forces, including his generals. The castle still will not be undefended, though. If the lich succeeds at the Wisdom (Insight) check, he still may either choose or be forced to deploy his army and generals if the threat is real enough, but he may take other precautions against what the PCs will do next. Don't forget that the Lich has a typical crystal ball and is incredibly intelligent (see appendix).

The PCs may come up with multiple other creative options by which they can get into the lich's castle without facing the entirety of his army and its generals. Those options are too numerous for any DM to anticipate. For this reason, you will simply need to react to what the players do as the lich would, making appropriate skill and ability checks, opposed or otherwise, where necessary. However, you should reward creativity on the part of the players, and to make the most of the adventures, the PCs should eventually make it into the castle, so bear this in mind.

THE TOWN OF DESSINGROVE

Dessingrove is a town in Western Kelerak. The town is dominated by the imposing fortress of Carn Marrot, the castle of a powerful baron that had lain in ruin since the Dark Conquest. A decade ago, however, a mysterious force—an evil lich—occupied the castle. Seizing on the chaos caused by the liberation of Kelerak and the subsequent wars that resulted, the lich rebuilt and refortified the castle. From there, the creature raised an army of orcs and mercenary humans and took possession of the town. The downtrodden citizens of Dessingrove have traded the terrible yoke of the Lord of Lust's rule for the even more terrible yoke of the Lich's tyranny. Life in Dessingrove is miserable.

Facts About the Town

Population: 998 (Two-thirds human, with half-orcs and orcs making up the remainder). The barracks in the town as well as the tunnels below the castle also house around 1000 orcs, humans, and other dark folk, the army of the lich Afej.

Items Available: Normal items costing 100 silver pieces or less may be purchased in the town, but since the town is occupied by the lich, no items may be purchased without the prerequisite papers authorizing it.

Government: The town is ruled by a vampire warrior named Gorm (see MM p. 297). Gorm was an orc in life. He has great autonomy in managing the affairs of the town, but he ultimately answers to Afej.

PLACES OF INTEREST IN DESSINGROVE

There are a few places in the town of Dessingrove that may interest the PCs. None of them are essential to the action in the castle, but exploring them may add richness to the adventure. You may also need to know about the town because of some plan the PCs concoct to distract the lich. A map of Dessingrove is in the appendix.

1 Guarded Gates

These massive stone and iron edifices control entrance and egress to important places such as the town or the approach to Carn Marrot. Each gate is guarded by 4 oluks and an orc war chief. All of the gate guardians are equipped with loud horns. If the horns are sounded, anyone within 500 feet will be aware that there is some emergency and will be on guard. To pass through the guarded gates, entrance papers stamped with the seal of the Lich or one of his generals is necessary.

- 1 orc war chief (see MM p. 246)
- 4 oluks (use orog stats; see MM p. 247)

2 Carn Marrot

This is the dread fortress of Carn Marrot, the abode of the foul Lich Afej. See **Carn Marrot** in the next section.

3 Entrance to the Undercarn

These sturdy iron gates lead into the Undercarn. See **The Undercarn** in the **Carn Marrot** section. Each gate is guarded by 5 oluks and an oluk war chief. All of the gate guardians are equipped with loud horns. If the horns are sounded, anyone within 500 feet will

be aware that there is some emergency and will be on guard. To pass through the gates, entrance papers stamped with the seal of the Lich or one of his generals is necessary.

1 oluk war chief (see appendix)
5 oluks (use orog stats; see MM p. 247)

4 Temple of Vornoth

This formerly glorious temple is now rundown. Afej has not supported the worship of Vornoth, although he has not outlawed it. Instead, the Lich favors his own patron, the god Grlarshh. The priest of the temple is an older human with long white hair and a crazed look in his eye. His name is Herbert Ack-Toran. If approached correctly, he could be convinced to give the PCs information about the town, if he is informed that they plan on slaying the lich. He doesn't know anything about Carn Marrot.

Priest Herbert (use Cult Fanatic stats; see MM p. 345)

5 Dark Fall Inn

This inn, marked by a fading sign depicting a black leaf, is struggling to stay in business. That's because the mayor of the town, the vampire Gorm, has taken to frequenting the place. He always brings with him Id4 vampire spawn (invariably orcs and half-orcs). The population of the town has recently realized that those who visit the inn tend to disappear, so business at the inn has slowed to a trickle. The vampires like the ambience, however, so they still visit the place often. At any time, Id4 farm hands can be found drinking in the inn. Speaking to the farm hands and rolling a successful Intelligence (Investigation) check DC 20 will reveal the location of Ethelred the Priest (see **15 Home of the Cleric**). The inn keeper, a depressed man named Henry Ack-

Wallan, is also always present. At night, there is a 50% chance that Id4 vampire spawn will also be present. Unless his presence has been necessitated elsewhere (perhaps by a distraction arranged by the PCs), there is also a 35% chance that Gorm will be present on any given night.

Gorm, vampire warrior (see MM p. 297)
Vampire spawn (see MM p. 298)

6 Eastwell Farm

A large farm, including manor house, barns, stables, and outbuildings, lies on the eastern side of Dessingrove. Owned by the canny and tough Eastwells, this homestead has weathered both the Dark Occupation and the rule of the lich. The matriarch of the Eastwells is Jocasa, a particularly intelligent and resourceful old woman. She has outlived four husbands and caused the disappearance of many orcs who came to harass the Eastwell lands. She commands a large band of sons and grandsons, who do her bidding without question. Jocasa is wise enough to know when to fight the dark rulers and when to bargain with them. Her first and only loyalty is to her family. If she is presented with a situation wherein she judges that helping the PCs would be in her family's interest, she can be persuaded to do so, although she is extremely hard to dupe. Her Intelligence is a 17, and she has a +6 to Wisdom (Insight) checks, Charisma (Persuasion) checks, and Charisma (Intimidation) checks. She is very knowledgeable about the workings of the town and knows the basics of what **The Undercarn** contains, including the location of the secret passage into **The Undercarn Room 5**, though she knows nothing about Carn Marrot itself.

7 Town Slaughterhouse

This foul-smelling building is where the local cattle are slaughtered. The dark troops and their rulers sometimes use it to dispose of bodies of victims when they don't want the local populace to discover a corpse. The building is open during daylight hours and locked at night.

8 Brothel

The Dessingrove brothel is a well-maintained building run by Dolores Daggerhand, a strikingly beautiful older woman. She is excellent at sizing up visitors to the brothel and providing them with delights to entice their senses. Despite her name, she is not violent and never fights. She keeps two orc bouncers on premises who are entirely loyal to her and no one else. Dolores ensures that no violence is ever committed against the seven women and two men who work in her brothel. Deep down, she hates her job, hates the lich, and longs to be free of Dessingrove, but she feels responsible for those in her care. If the PCs appeal to these feelings, and succeed at a DC 20 Charisma (Persuasion) check, she can be persuaded to grant them a set of entrance papers stamped with the seal of the Lich, which will allow them passage through the guarded gates and into the Undercarn, although not into Carn Marrot itself. She won't say how she obtained these papers.

2 orc bouncers (Use gladiator stats; see MM p. 346)

9 House of Treachery

This colorfully painted house is the dwelling of Matteus Ack-Gyles, a local guildmember and spy for General Gorm. He frequents all the inns of the town, as well as the local

market, and reports everything he finds out to the agents of the vampire mayor. If he gets word of the PCs' presence in the town, he will approach them and try to befriend them. He will willingly feed them false or ambiguous information while trying to find out everything he can about them. He will do everything in his power not to face the PCs in combat. Matteus knows of the existence of Cedrus the mage (see **13 House of the Mage**). Matteus' wife Elsa has been missing for over a year; the Lich has promised that he will find and restore Matteus' wife to him if he serves him faithfully; little does Matteus know, the lich locked Elsa on top of one of the towers of Carn Marrot (**Area 27**), where she starved to death. Word of her fate would cause him to be very grateful to whomever brought it to him. It would also cause him to renounce allegiance to the lich.

Matteus the Spy (see MM. p. 349)

10 Orc Garrison

This walled compound houses the orcs who patrol and manage the citizens of Dessingrove. Unless they are engaged elsewhere, 100 orcs, 10 oluks, and an oluk war chief will be present in the compound.

1 oluk war chief (see appendix)
10 oluks (use orog stats; see MM p. 247)
100 orcs (see MM p. 246)

11 Town Market

A large open square comprises the Dessingrove town market. The market square is lined with wooden stalls where merchants hawk their wares. Any mundane item of 100 SPs or less can be purchased here during daylight hours;

no purchase of more than 10 SPs can be made without authorization papers. These papers are the same papers that allow passage through the guarded gates. Also, purchases of 25 SPs or more are likely to attract the orc guard that patrol the market. Mattheus the Spy is often found here (see **9 House of Treachery** above).

1 orc war chief (see MM p. 246)
10 orcs (see MM p. 246)

12 Hold of the Vampire Mayor

This large, ramshackle edifice is the dwelling of Gorm, the vampire mayor. The place is ill-kept and essentially looks like a traditional haunted house. The orcs who bear messages to and from General Gorm shudder as they enter the place. Besides the vampire, 4 spawn are likely to be present. The place is also guarded by 2 flameskulls and 4 wraiths. If you want to expand this adventure, you could map out this location and have the PCs explore it.

Gorm, vampire warrior (see MM p. 297)
4 Vampire spawn (see MM p. 298)
2 Flameskulls (See MM p. 134)
4 Wraiths (See MM p. 302)

13 House of the Mage

A well-maintained but otherwise non-descript dwelling in the center of town is the home of Cedrus Ack-Bernerd, a self-taught wizard. Cedrus is a broad, strong man with steel gray hair and the look of a laborer. Having inherited several spellbooks from his grandfather, he practices magic in secret. He has no love for the evil rulers but also has no desire to come to their attention. If the heroes succeed at a DC 20 Charisma (Persuasion) check, he will be willing to sell or trade spells

to them or otherwise provide them with help if it doesn't endanger him personally.

Cedric the mage (see MM p. 347)

14 Temple of Grlarshh

This prosperous building, formerly a church to Heshtail, is now used by the death cult of the god Grlarshh. The high priestess of the cult is a woman named Betha, who took over from the former high priest Widfaral. Betha is gaunt and has a face like a skull. She will act pleasant to the faces of the PC but will immediately report their presence and anything she learns from them to the agents of the lich. Betha knows a good bit about the general layout of Carn Marrot itself, having been inside the castle. She also knows of the Scything Blade Trap that guards **Carn Marrot Area I**.

High Priestess Betha (use Cult Fanatic stats; see MM p. 345)

15 Home of the Cleric

A secret cleric of Bestra, Ethelred Ack-Phillip, lives in a nondescript house near the center of town. Ethelred is a balding half-orc. If he is convinced that the PCs are good and desire to destroy the lich, he will sell them healing at half price. He knows that Mattheus is a spy and that he cannot be trusted. He also knows the basic facts about Madam Dolores from **8 Brothel** and the Eastwell family from **6 Eastwell Farm**.

Priest Ethelred (see MM p. 348)



PART 2: CARN MARROT

THE LICH'S PREPARATIONS

The heroes will most likely have come to the lich's attention in the past, and he will have attempted to scry on them. As they approach his fortress, if he has any reasonable chance to know they are coming, he will attempt to scry them using his typical crystal ball as listed in the DMG. Don't forget to give the heroes their appropriate Wisdom saving throw, the success of which causes the scrying attempt to fail. The lich will attempt to scry the heroes again every hour. If he becomes aware that the heroes are attempting to penetrate his fortress, he will be more prepared: the description of each area will indicate what is different about the area if the lich has had time to prepare. He will also use everything in his power to destroy the PCs; the DM will have to get creative in this regard. But remember: the lich is vastly intelligent, but not omnipotent. The heroes are also not the only thing to which he has to pay attention, and his great powers often cause him to be arrogant.

THE LICH'S CASTLE

Carn Marrot, named for an ancient baron, is a rebuilt castle. The walls are two feet thick, the ceilings are 15 feet high, and all windows have been bricked shut. There are torch sconces, but the torches are unlit. All doors are unlocked unless otherwise noted. The DM should read the text in white. Any battle or loud noise will allow creatures in adjacent areas to make DC 10 Wisdom (Perception) checks to become aware of the disturbance. Excessive distance between the listener and the sound, or a door or thick wall between the sound and listener, provides disadvantage on the check. The portal in **Area 23** gives all undead in the castle advantage on saving throws to resist being turned. Randomly determine the treasure for monsters in the castle, unless there is anything of value listed in the area where the monster is located. Taking a long rest in Carn Marrot is dangerous, as the lich is likely to learn of the presence of the PCs and take appropriate measures to eliminate them. Maps of Carn Marrot are in the appendix.

Random Encounters in Carn Marrot

If the PCs have not engineered some sort of distraction, check for random encounters in Carn Marrot once per hour by rolling a d8. On a 1-3, a random encounter occurs. Roll on the table below. If they have engineered a distraction, do not check for random encounters while the distraction remains active.

Roll	Encounter
1	Mummy Lord and 3 mummies (see MM p. 228-9)
2	Vampire and 4 vampire spawn (see MM p. 297-8)
3	5 wraiths (see Mm p. 302)
4	10 ghasts (see MM p. 148)

LEVEL ONE

Area I

Huge double doors guard the main entrance to Carn Marrot. No guards are visible. The towers that flank the entrance to this area are empty watch towers. The doors are locked from the inside with a bar. A DC 20 Dexterity check using Thieves' Tools allows the bar to be lifted from the other side. Once the door is open, read the following:

You find yourself looking into a dim foyer. Halfway back, the room is divided by a strong portcullis. The walls are a thick, non-descript stone.

Before the players enter the room, roll a Wisdom (Perception) check for the denizen of this room, Jacques the vampire, to see if he is aware of the PCs. It should be opposed to the PCs stealth roll if they are attempting to move stealthily; otherwise it is a DC 10. If he is aware, he will be clinging to the ceiling against the back wall, attempting to hide in the shadows (roll a Dexterity [Stealth] check for him). If he is not aware, he is leaning against the back wall, mindlessly looking at his hand. The portcullis cannot be raised from this room. It can be forced up with a DC 25 Strength check, or bent with a DC 30 Strength check. It has an AC of 17, a damage threshold of 10, and 150 hit points. It is also trapped with a scythe trap:

Scything Blade Trap

Mechanical trap

If the portcullis is touched without triggering a hidden catch, a huge scythe swings out from the wall. The DC to spot the trap is 20. A successful DC 20 Dexterity check using thieves' tools disables the trap; on a failed check, the trap triggers. Alternately a DC 25 Wisdom (Perception) check finds the trigger that disarms the trap. Once triggered, the trap stays disarmed for 15 minutes. When the trap is triggered, it makes a melee attack with a +10 bonus against everyone within 10 feet of portcullis on the side toward the double doors. On a hit, a target takes 77 (14d10) slashing damage.

Jacques will try to lure the PCs into setting off the trap using his charm ability, and then he will attack with all his force. He will flee through murder holes in the ceiling in gaseous form if he is being beaten.

Furthermore, the area of the floor past the portcullis has an enchantment that functions as a permanent *Alarm* spell cast upon it.

Anyone living creature entering it who does not say the password "Necropolis" sets off a mental alarm that alerts the lich Afej. A *detect magic* spell reveals an aura of abjuration on the floor. A successful *dispel magic* (DC 18) cast on the floor destroys the enchantments.

Jacques the vampire (see MM p. 297)

Area 2

This room is apparently some sort of library. Several tables are stacked with thick piles of scrolls

A DC 20 Wisdom (Perception) check will reveal several magical scrolls, as will a *Detect Magic* spell. However, the magical scrolls are trapped:

Blast of Force Trap

Magic trap

This trap is activated when a creature picks up one of the magical scrolls. A successful DC 20 Intelligence (Arcana) check detects the faint magical writing on the outside of each scroll that indicates the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of evocation magic around each scroll, although the caster may simply think the scrolls are what are emitting the magic. Another DC 20 Intelligence (Arcana) check allows the caster to determine it to be magic emitted by the trap. A creature that picks up a trapped scroll must make a DC 20 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 20) cast on the scrolls destroys the trap.

Four scrolls are magical. Each contains a random spell off the wizard spell list, between levels 1 and 5.

Area 3

These rooms apparently used to be servants' quarters, although the ancient beds and tables are covered with a layer of thick dust. There's some obvious motion in the back of the room.

The creatures are zombies. There are ten of them, but they are more of a threat than they look. They are coated with a contact poison which will affect anyone struck by the zombies or who touches the zombies.

10 zombies (see MM p. 316)

Weeping Gods poison (Contact): A creature subjected to this poison must succeed on a DC 18 Constitution saving throw, taking 35 (10d6) poison damage and gaining the poisoned condition for one hour on a failed save, or half as much damage on a successful one.

Area 4

You enter a large courtyard, open to the air. The grass in this courtyard is brown and withered, as if refusing to grow in this noxious environment. A huge fountain in the center of the yard catches rain for the use of the keep. Bending over the pool are two withered Cyprus trees, obviously dead. Further back are two other dead oak trees.

The trees are undead treants. They attempt to take the characters by surprise by acting as

trees until the characters are within grasping range. Then one tree will animate one of the dead oaks, while the other tree will attempt to grapple an individual to pull him or her into the pool (20 feet deep), and hold him or her under the water.

2 Undead treants (see MM p. 289 but replace plant type with undead type)

Area 5

Read this upon entering:

This building is obviously a chapel of some sort. Chilling, skull-like holy symbols line the walls. Several pews and an altar sit in front of the large, bricked-up windows. A golden, jeweled statue of a man in robes sits atop the altar. Several shadowy figures sit in the pews with their heads bowed. The room is so cold you can see your breath.

The figures are wraiths, paying obeisance to Grlarshh, the evil god of disease and death. When they become aware of the PCs, they will sink into the floor, emerging from the walls and floor to attack in one round. They will make full use of their incorporeal nature. Also, the statue is trapped by the power of Grlarshh.

6 Wraiths (see MM p. 302)

Flame Gout Trap

Magic trap

This trap is activated when a creature touches the golden statue. A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the statue that indicates the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also

reveals an aura of evocation magic on the statue. A creature that touches the statue must make a DC 20 Dexterity saving throw, taking 82 (15d10) fire damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 20) cast on the statue destroys the trap.

On the altar are placed the following items:

- Evil Golden Idol of Grlarshh, worth 1100 SPs (trapped when placed on the altar, see above)
- Silver chalice with lapis lazuli gems, worth 90 GPs
- Expensive clerical vestments, worth 30 GPs

Area 6

This room is littered with junk. Piles of items that appear broken or in poor condition cover the floor.

Many of the items stored in this room have either been deliberately destroyed or fallen apart through neglect. The remaining objects of value are scattered amid the junk. A successful DC 15 Search check turns up one of the items listed below. A separate check is necessary to find each item

- Brass mug with jade inlays worth 200 GPs
- Sapphire pendant worth 1300 SPs
- Potion of Resistance to Acid

Area 7

The door into this area is locked. It can be opened with a successful DC 20 Dexterity check.

This seems to have been used as a jail cell. A skeleton, collapsed in a fetal position, is the only occupant.

This is a normal skeleton. Clutched in the skeleton's fist is a lawful good holy symbol of the god Heshtail (worth 25 SPs).

Area 8

The door into this area is locked. It can be opened with a successful DC 20 Dexterity check. It is also trapped:

Poison Darts

Mechanical trap

When a creature attempts to open the door without triggering a hidden catch, poison-tipped darts shoot from spring-loaded tubes cleverly embedded in the surrounding walls.

The tiny holes in the walls are obscured by dust and cobwebs. The DC to spot them is 20. With a successful DC 20 Intelligence (Investigation) check, a character can deduce the presence of the dart holes. Stuffing the holes with cloth or wax prevents the darts contained within from launching. When the door is open, 4 darts shoot forth from the walls. Each dart makes a ranged attack with a +10 bonus against a random target within 10 feet of the door (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target

that is hit takes 2 (1d4) piercing damage and must succeed on a DC 20 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

This musty room appears to be used for storage. Several high-quality crates sit against the back wall.

Inside the crates (which can be pried open with a successful DC 10 Strength check) are several relics from the chapel, including 5 silver chalcises worth 100 SPs each, a reliquary box worth 5000 GPs, and a masterwork painting worth 500 SPs.

Area 9

The door into this area is locked. It can be opened with a successful DC 20 Dexterity check. It is also trapped:

Lightning Bolt Trap

Magic trap

This trap is activated when a creature opens the door. A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the door that indicates the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of evocation magic on the door. When the door is opened, a stroke of lightning forming a line 5 feet wide blasts out from it into the hallway and hits the back wall. Each creature in the line must make a Dexterity saving throw DC 20. A creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful

one. A successful *dispel magic* (DC 20) cast on the door destroys the trap.

This room is bare, except for a heavy wooden trap door in the floor. The trapdoor is secured with a large padlock.

This leads to a spiral staircase which descends 75 feet to **Cavern I** of the **Undercarn** (see map in appendix), the lair of Afej's orcish army. The padlock can be picked with a successful DC 25 Dexterity check.

Area 10

This is obviously the kitchen area of the keep. A large table dominates the room, and several ovens sit against the walls. Everything is covered with a layer of dust. It appears that the denizens of Carn Marrot don't do too much cooking.

The kitchen is currently empty, except for some old kitchen utensils.

Area 11

The towers that flank the entrance to this area are empty watch towers. All doors and portcullises entering this room are locked. They can be opened with a successful DC 22 Dexterity check. They are also specially trapped. The first person passing through each of these portals is targeted with a *Dispel Magic* spell. Any spell of 4th level or lower on the target ends. For each spell of 5th level or

higher on the target, make a check with a +12 to the roll. The DC equals 10 + the spell's level. On a successful check, the spell ends.

This is obviously the great hall of the keep. Large tapestries hang from the walls, along with a large, ornate mirror. Benches line the walls, and a large seat sits in the middle of the floor in the west side of the room.

A vampire and two vampire spawn watch this area from the shadows in **Area 12**. Allow the vampires to make Wisdom (Perception) checks as detailed above. If they are aware of the PCs, they are attempting to hide, so roll Dexterity (Stealth) checks for them and oppose their rolls with the PCs' passive Perception checks (or active checks, if they declare that they are actively searching for hidden enemies). The mirror in the room is a special magic item, a mirror of evil opposition:

Mirror of Evil Opposition

This item resembles a normal mirror about 4 feet long and 3 feet wide. If a living creature sees its reflection in the mirror's surface, an undead duplicate of that creature comes into being. This duplicate immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic), except its type is undead. Upon the death or destruction of either the duplicate or the original, the duplicate and its items disappear completely. The mirror functions up to four times per day. If the mirror is taken from this room, it ceases to function.

At least one character will glance into the mirror as they go about their business in this room unless they make a point to say that they do not do so by shielding their eyes, in which case they will be effectively blind and

will gain the Blinded condition while they are in a place where they can view the mirror. They will see themselves as if they have been dead for several years, with dried and withered skin, no eyes or lips, emaciated limbs, and bone showing through their skin. They will be even more horrified when the figure steps from the mirror and moves to attack them. They must succeed at a DC 12 Wisdom saving throw or gain the frightened condition (unless immune to fear and fear affects). They can repeat the saving throw at the end of each of their turns, ending the condition on a success.

Anyone else passing the mirror after this point must succeed at a DC 12 Wisdom saving throw or look into the mirror as well, triggering another evil double, unless they shield their eyes, thus gaining the Blinded condition while in a place where they could view the surface of the mirror. The vampires in **Area 12** will likely attack when the PCs are fighting any doubles.

The back door into Carn Marrot, which leads into this room is locked (Dexterity check DC 25 to open) and trapped:

Phantasmal Killer Trap

Magic trap

This trap is activated when a creature opens the door. A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the door that indicates the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of illusion magic on the door. When a living creature opens the door, an illusory manifestation of its deepest fears, visible only to that creature, afflicts it. The target must make a Wisdom saving throw DC 20. On a failed save, the target becomes frightened for 1 minute. At the end of each of the target's turns before the spell ends, the

target must succeed on a Wisdom saving throw or take 44 (8d10) psychic damage. On a successful save, the spell ends. A successful *dispel magic* (DC 20) cast on the door destroys the trap.

The floor of this room in a 20-foot radius right inside has an enchantment that functions as a permanent *Alarm* spell cast upon it. Anyone living creature entering it who does not say the password "Grave-chill" sets off a mental alarm that alerts the lich Afej. A *detect magic* spell reveals an aura of abjuration on the floor. A successful *dispel magic* (DC 18) cast on the floor destroys the enchantment.

The portcullis cannot be raised from this room. It can be forced up with a DC 25 Strength check, or bent with a DC 30 Strength check. It has an AC of 17, a damage threshold of 10, and 150 hit points. It can be raised from the small room above it on level two.

Area 12

This is the dining area of the keep. A large 20-foot-long table dominates this area. On the table is a gruesome site: a large cow, ripped open at the stomach; its entrails are strewn on the table. Strangely, there is no blood. The table is bare of furnishings.

The vampires who were assigned to guard **Area II** have stopped to feast on a cow. Allow the vampires to make Wisdom (Perception) checks as detailed in the introduction to this section. If they are aware of the PCs, they are attempting to hide, so roll Dexterity (Stealth) checks for them and oppose their rolls with the PCs' passive Perception checks (or active

checks, if they declare that they are actively searching for hidden enemies). The vampires will attack when the PCs are most vulnerable, perhaps when they are fighting their doubles.

Sornehan, human vampire (See MM p. 297)
2 vampire spawn (See MM p. 298)

Area 13

The entrance to what is apparently a tower is blocked by a gigantic tapestry that hangs almost to the floor. The tapestry is filled with a terrible scene of souls suffering in an inferno.

The gap between the tapestry and the floor is about 1.5 feet. If characters look under the tapestry, they will see a chest sitting next to a pedestal. What is on the pedestal cannot be seen. The first living creature that touches the tapestry must make a Wisdom saving throw DC 20. If the creature fails its save, it disappears and reappears inside the tapestry. The character is animated inside the tapestry, moving and writhing in flames, screaming silently. Moving aside the curtain (it is harmless once touched once per day), characters will see an open book on a pedestal. The book says, "*Your friend is suffering in the flames and will soon die. Can you release him by solving this paltry puzzle and translating the inscription?*"

Below this is written the following inscription: EVZA JA FVGZ CVN MZOPMIZY.

The players must figure out that it says "Jaef of Kale has returned," according to the cryptogram below. Every two minutes that the PCs outside the tapestry do not recite this phrase, the creature stuck in the tapestry takes 10 points of fire damage (if for some

reason your players do not do well with time constraints, you may need to figure out another way to measure success or failure here). If the creature dies, it is stuck in the tapestry forever. Only a *wish* or similar magic can remove him or her after that point, although the character will still be dead. If characters seem to be having a hard time with the puzzle, allow them to make a DC 18 Intelligence check to explain that it is a cryptogram and how a cryptogram works. If the tapestry is harmed with a character in it, the character is permanently lost. Attacking the tapestry counts as touching it, even with ranged weapons. To crawl under the tapestry, characters must succeed at a DC 15 Dexterity (Acrobatics) check to avoid touching the tapestry. Small creatures have advantage on the check; characters who have a strength of 16 or higher have disadvantage, and large creatures cannot crawl under the tapestry without touching it.

A B C D E F G H I J K L M N O P Q R S
V W X Y Z A B C D E F G H I J K L M
T U V W X Y Z
N O P Q R S T U

LEVEL TWO

Area 14

This room obviously houses the mechanism to raise the portcullis that guards the front gate. A giant cog wheel and chains descend through holes in the floor. In fact, the entire floor has small holes in it that look down into the foyer of the castle. Several large iron pots, made to hold oil sit empty

against the wall. A coffin leans against one wall as well.

The winch can be operated from here, raised or lowered. If the vampire from **Area I** fled, he will be found here. The coffin is his.

Area 15

This small room has a chair against one wall and a small door, perhaps leading to a closet, is in the corner. Stairs go up to a trapdoor 15 feet above.

The entire floor of this area is trapped:

Lightning Floor Trap

Magic trap

This trap is activated when a living creature steps on the floor. A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the floor that indicate the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of evocation magic on the floor. Any creature stepping on the floor must make a Dexterity saving throw DC 20. A creature takes 82 (15d10) lightning damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 20) cast on the floor destroys the trap.

In the closet, sitting in an opened box, are the following items:

- 3,250 SPs
- 300 GPs
- 1 lute worth 35 SPs
- 1 set of thieves' tools worth 25 SPs
- 5 lbs. of cooking spices worth 10 SPs

- 1 set of navigator's tools worth 25 SPs
- 1 lbs. of exotic spices worth 15 SPs
- 1 set of bagpipes worth 30 SPs
- 2 aquamarines worth 500 SPs each
- carved bone dragon comb set with gems for eyes worth 750 SPs

Area 16

This large room appears to be a guest bedroom. A dusty four-poster bed dominates the room. A chest sits by the bed. Stairs in the back of the room ascend one of the corner towers to a trapdoor in the ceiling. A ghastly stench assails your nostrils, but its source is not immediately apparent. Bones litter the floor.

In the room are four special ghosts. Using the rules in the introduction to this section, determine if the ghosts are aware of the PCs. If they are aware of them, they are attempting to hide behind the bed, so roll Dexterity (Stealth) checks for them and oppose their rolls with the PCs' passive Perception checks (or active checks, if they declare that they are actively searching for hidden enemies). Afej has imbued the ghosts with the ability to cast several spells by inscribing ruins all over their bodies. Each ghost is an 8th level caster, their spell attack is +5, and saves against the spells of the ghosts are DC 13. Each ghost can cast the following spells once per day: *Fog Cloud*, *Blur*, *Lightning Bolt*.

These ghosts guard the secret door. The secret door is not trapped, but the threshold of the room is. Crossing the threshold triggers a blade barrier that starts from the south wall of this area directly opposite the door and

extends all the way down the hallway north of the door until it hits the far wall 95 feet away.

Blade Barrier Trap

Magic trap

This trap is activated when a living creature crosses the threshold of the door into **Area 16**. A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the floor that indicate the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of evocation magic on the floor. When the trap is triggered, a vertical wall of whirling, razor-sharp blades made of magical energy appears. The wall lasts for 10 minutes, is 95 feet long, 15 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw DC 20. On a failed save, the creature takes 33 (6d10) slashing damage. On a successful save, the creature takes half as much damage. A successful *dispel magic* (DC 20) cast on the floor destroys the trap.

The secret door can be discovered with a DC 20 Wisdom (Perception) check and opened with a successful DC 20 Intelligence (Investigation) check, which will discover a hidden button. Inside the secret chamber is a pedestal with an ornate box with magical symbols on it. Inside the box are 3 identical rings and a scrap of paper. The paper says, "*Think you are intelligent enough to find my phylactery? I am cunning, after all. You get one chance to destroy my phylactery before it disappears. Which ring is it?*" The first ring is a gold ring with a ruby. The second ring is a silver ring with a diamond. The third ring is a

plain copper ring. All have magical symbols inscribed on the inside of the band. Grabbing a ring and destroying it does in fact cause the other rings to disappear, because all three are an illusion; none of the rings are the phylactery. In fact, the box itself is the phylactery. The box does not detect as magical, and appears to be a simple ornate box with plush lining. However, a successful DC 25 Intelligence (Investigation) check reveals a hidden piece of parchment under the box's lining. The parchment is covered with evil magical runes. A successful DC 25 Intelligence (Arcana) or Wisdom (Religion) check will indicate that the paper marks the box itself as the phylactery.

Area 17

This area is open to the sky. Passages to the north and south leave the area.

If the lich is prepared, read the following text:

In the center of the courtyard is a figure, apparently doubled over with pain.

The figure is an illusion that will only be ready if the lich is prepared. Choose one person whom one of the PCs is very close to. The figure looks like that person, but is a ghoul. As the PCs approach, the figure turns towards them. "Ah, it hurts," it hisses. "So cold." The figure then tells the PCs that it was captured by Afej and cursed with undeath. It blames the PCs in a vitriolic fashion, but tells them that it also hates the lich and will tell them where his phylactery is.

He directs them to **Area 26**. It does not answer any of the PCs' questions, appearing to be too much in pain and muttering to itself. It then shambles off, apparently into the shadows of **Area 23**. Once it gets to Area 23, it disappears. The figure can be seen, heard, smelt, and exudes cold, but if struck or touched, the image is intangible. A successful DC 20 Wisdom (Insight) check or DC 25 Intelligence (Arcana) check allows a PC to recognize the figure as an illusion; if the interaction was somehow awkward because the figure could not respond to questions or because it was touched, the checks are made with advantage.

If the lich is unprepared, this area is empty and there is no figure.

Area 18

The door into this area is locked. It can be opened with a successful DC 20 Dexterity check.

This large chamber stinks of death. What furniture once was here has been smashed to splinters. Swaths of dried blood mark the walls, and white maggots climb through the organic debris that litters the floors. Several stone sarcophagi line the walls.

This is the chamber of the Over-General, a Mummy Lord named Heronumus. If the heroes have successfully distracted Afej, the mummy lord will not be here. Otherwise it is here. His two servants, mummies themselves, will also be present if the mummy lord is here. A successful DC 15 Wisdom (Perception) check to search the debris will turn up a piece of treasure (an alexandrite worth 500 SPs). Searching in this charnel room, however, is dangerous. Anyone doing so must succeed at a

DC 15 Constitution saving throw or contract a random disease from the DMG.

Mummy Lord (See MM p. 229)
2 Mummies (See MM p. 228)

Area 19

The door into this area is locked. It can be opened with a successful DC 20 Dexterity check. The doorknob is smeared with a contact poison, and is thus trapped.

Poisoned Doorknob

Mechanical trap

The doorknob is coated in poison. A creature that touches the doorknob with a bare hand or thin glove must make a DC 20 Constitution saving throw. A creature that fails the save takes 55 (10d10) poison damage and is poisoned for 1 hour; a creature that makes the save suffers half damage and is not poisoned. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from a sticky substance on the knob. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the poison from the knob. Unsuccessfully attempting to pick the lock or remove the poison triggers the trap.

This room is apparently a treasure cache. Several large chests lie haphazardly about the room. Sudden motion in the room and a skittering noise makes you start.

The skittering is just a normal rat. The chests in this area is locked. They can be opened with a successful DC 22 Dexterity check. Smashing open the chests destroys any breakable items

within. The three chests each contain six of the items listed below:

- 900 SPs
- 6 bottles of common wine worth 1.2 SPs each
- 1 set of navigator's tools worth 25 SPs
- 4 bottles of fine wine worth 40 SPs each
- 3 lbs. of gold trade bars worth 1500 SPs in total
- 1 disguise kit worth 25 SPs
- 47 gallons of ale worth 9.4 SPs each
- 5 opals worth 1000 SPs each
- exotic wood harp with decorative inlay worth 550 SPs
- opal-plated sword with a gemmed hilt worth 750 SPs
- exotic wood ornate gem-studded chalice worth 350 SPs
- silver harp with decorative inlay worth 650 SPs
- onyx ornate gem-studded chalice worth 150 SPs
- gold elaborate brooch worth 750 SPs
- 2 bloodstone ceremonial daggers with large gemstone pommel worth 450 SPs each
- bloodstone bracelet set with a sapphire worth 500 SPs
- Potion of storm giant strength

Area 20

This large hall contains a small table and several benches. Tapestries hang from the walls, depicting horrid scenes of undead rising from graves.

Six particularly strong wights stay in this area. Allow the wights to make Wisdom (Perception) checks as detailed in the introduction to this section. If they are aware of the PCs, they are attempting to hide in the shadows, so roll Dexterity (Stealth) checks for them and oppose their rolls with the PCs' passive Perception checks (or active checks, if they declare that they are actively searching for hidden enemies). They will attack if the party looks hurt, weakened, or vulnerable. Otherwise, they will attempt to silently trail the PCs until they reach another encounter or a vulnerable position, when the wights will attack. However, these wights are not particularly interested in dying (again), and they will attempt to flee to **Area 23** if the battle is going badly.

6 wights (See MM p. 300, but the wights have maximum hit points)

Area 21

The doors into this area are locked. They can be opened with a successful DC 20 Dexterity check.

The door on the western side of the room has the following trap:

Incendiary Cloud Trap

Magic trap

This trap is activated when a living creature opens the west door into **Area 21** without saying the command words "Lord of Kale." A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the door that indicate the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of conjuration magic on the floor. When the trap is triggered, a swirling cloud of smoke shot through with white-hot embers appears in a



20-foot-radius sphere centered on the door. The cloud spreads around corners and is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When the cloud appears, each creature in it must make a Dexterity saving throw DC 20. A creature takes 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. A successful *dispel magic* (DC 20) cast on the door destroys the trap.

The door on the south side of the room has the following trap:

Dispel Magic Trap

Magic trap

The first person passing through the south door is targeted with a *Dispel Magic* spell. Any spell of 4th level or lower on the target ends. For each spell of 5th level or higher on the target, make a check with a +12 to the roll. The DC equals 10 + the spell's level. On a successful check, the spell ends.

The stairs leading up to **Area 29** have the following trap:

Sliding Stairs into Razorblades

Mechanical trap

When a creature that weighs more than 25 pounds gets halfway up the staircase, the stairs retract into a greased slide and poisoned razorblades pop up from the floor at the base of the stairs. Any creature on the stairs must make a DC 20 Dexterity saving throw. A creature that fails the save takes 27 (5d10) poison damage and must then make a DC 20

Constitution saving throw. A creature that fails the save takes 27 (5d10) and gains the poisoned condition for 1 hour; a creature that makes this save suffers half damage and is not poisoned. A successful DC 20 Wisdom (Perception) check allows a character to deduce the trap's presence from the look of the stairs and from their slipperiness. A successful DC 15 Dexterity check using thieves' tools disarms the trap, jamming the stairs from turning into a slide.

When the PCs make it into the room, read this:

This room is a nightmare. It seems that it is some sort of vivisection room. Various creatures are on tables throughout the room in various stages of dissection. One of the creatures indeed seems still to be alive, writhing in pain and moaning monotonously. Beakers and vials also litter the tables. In the far corner of the room is a skeletal figure clad in ragged dark robes. He is flanked by two grey-skinned, emaciated figures. He laughs hollowly at your approach.

This is the lich Afej. He is surrounded by two ghosts. The figure on the tables in the room who is moving are actually another ghost whom Afej is experimenting on. If a fight begins, it will burst its bonds and attack the PCs.

If Afej has been aware of the PCs and has had time to prepare, he will consume a potion of speed (if he doesn't have time to consume this, it will be on a table in the room if he is defeated) and he will arrange the two ghosts in a rough line in front of him to prevent charges at his person; he will also release the third ghost and have it join the line (adjust

your description of the room accordingly). He will then stand roughly in front of the stairs, up which he will attempt to escape if the battle is going against him, leaving the heroes to deal with the trap. He will, however, turn off the trap first by pressing a hidden catch as a bonus action, and he must take an action to pull a lever when he gets to the top of the stairs to reset it. If Afej is losing and his escape is cut off, he will attempt to make the PCs think that he has important information of note to them, and that they must not kill him. He will lie unashamedly. He does, however, know of the Mists of Time and will use such information to bargain for his life if he has to, although he will try to keep this knowledge secret if he can (see **Area 25** for details about the Mists of Time.)

Afej the Lich (see appendix)
3 ghastrs (see MM p. 148)

Area 22

The doors into this area is locked. It can be opened with a successful DC 20 Dexterity check.

This is apparently a treasure room. Five coffers brimming with items sit in this room.

Afej's arrogance has caused him not to trap this room. He figures that if something could get through him to get to it, he would have no need for it. The coffers, also untrapped, contain the following treasure:

- 42000 SPs
- 25000 GPs

- Silver statue of a Pegasus worth 7500 SPs
- Potion of Supreme Healing
- Potion of Invisibility
- Potion of Cloud Giant Strength
- Nolzur's Marvelous Pigments
- +2 longbow

Area 23

As you enter this area, you feel a wave of coldness and a palpable, indeed overpowering, sense of death. This large stone hall is covered but opens to the west, is bare, but in the center of the south wall is a large black ovular portal, 7 feet high and 4 feet wide, which is ringed with plain brass. Inside the portal is pure darkness, darker than any darkness you have ever seen. The portal is clearly the source of the horrible ambiance in the room.

This portal channels death energy directly from the Maelstrom (or the negative material plane in a D&D campaign not set in the World of Farland), the source of power for most undead. Simply being in proximity to the portal heals an undead being. Any undead creature standing within 10 feet of the portal heals 3 (1d6) hps per round. Any living being standing within 10 feet of the portal takes 3 (1d6) points of necrotic damage per round. Approaching the portal within 15 feet is painful for a living creature. For a living creature to enter the portal is certain death-- or undeath-- unless special precautions are taken. Many of the intelligent undead in the keep will flee to this room to heal. Paradoxically, the lich cannot use the portal to heal, even though he created it, and his latest experiments have focused on figuring

out why not. The portal gives all undead in the keep advantage on saving throws against being turned.

Area 24

This room is packed to the ceiling with dusty old boxes.

The boxes contain spoiled food and rotted textiles. A forgotten cache of 4 potions of healing can be found with a successful DC 20 Wisdom (perception) check.

Area 25

This room is hidden by a secret door. The door can be discovered with a DC 20 Wisdom (Perception) check and its opening mechanism can be located with a DC 20 Intelligence (Investigation) check.

It is trapped with a very simple but effective razor wire trap:

Razorwire Trap

Mechanical trap

A line of nearly invisible razorwire is strung across the doorway at waist-height for a medium creature or shoulder height for a small creature. A successful DC 18 Wisdom (Perception) check allows a character to notice the wire, whereupon it can be cut with any weapon that deals slashing damage, or it can be avoided with a successful DC 10 Dexterity (acrobatics) check. If a creature walks through the doorway without removing the wire or otherwise touches the wire, the wire makes a

melee attack against it with a +10 to hit. On a hit, the creature takes 13 (3d8) slashing damage.

This room is apparently a private study. Although there is no light source, a large desk, stacked with papers and heavy books sits against the back wall. An overstuffed chair sits in front of the desk. The room is musty and smells of decay.

This is Afej's study. There is a crystal ball here (see DMG). He also keeps his spell book here (which contains all spells that he knows as listed in the appendix) as well as a document detailing research on a magical relic Afej has discovered called the Mists of Time. The scroll indicates that the relic can be found on Wizard Isle in the Gulf of Gor. This is a hook to direct the PCs to the next World of Farland adventure, "Wizard's Isle."

Area 26

Inside this room is a small altar against the back wall. On the altar is a silver holy symbol of Grlarshh, the god of death and disease. The rest of the room appears to be empty.

If Afej has had time to prepare, he will have created an insidious trick in this room. The first cleric or paladin who enters the room must succeed at a DC 20 Wisdom saving throw against charm or place the holy symbol of Grlarshh around his neck and declare "Grlarshh is hereby my lord and master!" If this takes place, the cleric or paladin who put on the holy symbol must make a DC 20

Intelligence (Religion) check every time she attempts to cast a cleric or paladin spell; on a failed check, the spell is not cast and the slot is lost. This affect lasts until the cleric or paladin atones to his or her god. Effective atonement is left to the DM's judgment.

If Afej has not had time to prepare, nothing happens in this room. The holy symbol is worth 25 SPs.

Area 27

The trap door into this area is locked. It can be opened with a successful DC 20 Dexterity check.

Atop this forty-foot tower is a weathered skeleton and little else.

The skeleton is one of Afej's hapless victims from the town, Elsa, the wife of the spy from area 9 **House of Treachery in Dessingrove**. On her finger is a wedding ring with an emerald. If word of her fate is brought to Matteus the spy, he will be very grateful to the PCs and will renounce his allegiance to the lich. There is nothing else of note here.

Area 28

The trap door into this area is locked. It can be opened with a successful DC 20 Dexterity check.

Atop this forty-foot tower is a weathered ballista, and a stack of 20 spears. The string on the siege weapon is broken.

There is nothing else of note here.

Area 29

The trap door into this area is unlocked but alarmed by a simple bell that hangs beneath it. If anyone opens the trapdoor without securing the bell, it will alert anyone in **Area 21** that the trapdoor has been opened.

There is a telescope atop this forty-foot tower, pointed at the stars. Next to the telescope is a small box.

The telescope is normal, made for star gazing. Inside the box is a scroll with the spell *feather fall*, that Afej will use to leap from the tower if need be.

Area 30

The trap door into this area is locked. It can be opened with a successful DC 20 Dexterity check.

Atop this forty-foot tower is a catapult and a stack of head-sized stones.

The catapult is functional and can fire. There is nothing else of note here.

THE UNDERCARN

The Undercarn is a series of carved passages, halls, and forges that lie beneath Carn Marrot. It is primarily the abode of Afej's orcish army, and it also functions as a factory and prison. If the heroes begin to venture down into the Undercarn, however, they are off track. If they haven't occupied the army somehow, the halls are filled with orcs and other enemies. Use the random encounter table below. Any battle or loud noise will allow creatures in adjacent areas to make DC 10 Wisdom (Perception) checks to become aware of the disturbance. Excessive distance between the listener and the sound, or a door or thick wall between the sound and listener, provides disadvantage on the check. Randomly determine treasure for the monsters unless otherwise indicated in a room's description. Resting in the Undercarn is safer than resting in Carn Marrot, as the lich doesn't actively monitor the place. Roll for encounters as normal if PCs rest there.

Random Encounters in the Undercarn

If the army is present, the chance of an encounter is 8 in 10 per half hour. If the army is absent because of a distraction arranged by the PCs, the chance is 1 in 10 per hour. Just because an encounter has been dispatched does not mean that it won't occur again.

Roll	Encounter
1	20 oluk orcs (use orog stats; see MM p. 247); an oluk warchief (see appendix); an orc eye of Gruumsh (see MM p. 247)
2	6 trolls (see MM p. 291)
3	10 ogres (see MM p. 237)
4	35 orcs and an orc war chief (see MM p. 246)

5	8 minotaurs (see MM p. 223)
6	25' pit trap with spikes (see DMG)
7	4 ghosts and 6 ghouls (see MM p. 148)
8	8 ogre zombies (see MM p. 316)

Room 1

This large room contains a well, used for drinking water, and a large column in the center that holds up the ceiling. It is the main hall of the Undercarn and the generals hold their meetings here. If the army has not been drawn out of the Undercarn, roll on the Undercarn random encounter table for the contents of this room.

Room 2

This large hall contains a stone column in the center. It is another gathering hall. If the army has not been drawn out of the Undercarn, roll on the Undercarn random encounter table for the contents of this room.

Room 3

This chamber houses oluk orcs, the "privileged" orcs. It is filled with crude wooden beds with straw mattresses. Foot lockers sit at the bottom of each bed. If the army hasn't been drawn out of the Undercarn, the creatures in #1 of the Undercarn random encounter table will be in this room.

Room 4

This area is a forge and armory. It contains 20 greataxes, 20 shields, 20 shortbows, and 500 arrows. If the army hasn't been drawn out of

the Undercarn, the creatures in #3 of the Undercarn random encounter table will be in this room.

Room 5

This chamber houses orcs troops. It is filled with sleeping furs and general debris. If the army hasn't been drawn out of the Undercarn, the creatures in #4 of the Undercarn random encounter table will be in this room. A passage leaves this room to the north, ending in what appears to be a blank wall. This is a secret passage that leads to the northern cliff of the outcropping upon which Carn Marrot sits, the cliff called Jordan's Plunge. It can be opened from the inside with a push. From the outside it can be discovered with a DC 20 Wisdom (Perception) check and opened with a DC 20 Intelligence (Investigation) check.

Room 6

The door into this area is locked. It can be opened with a successful DC 18 Dexterity check. It is also trapped:

Lightning Bolt Trap

Magic trap

This trap is activated when a creature opens the door. A successful DC 20 Intelligence (Arcana) check detects the faint magical runes on the door that indicates the trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, also reveals an aura of evocation magic on the door. When the door is opened, a stroke of lightning forming a line 5 feet wide blasts out from it into the hallway and hits the back wall. Each creature in the line must make a

Dexterity saving throw DC 20. A creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. A successful *dispel magic* (DC 20) cast on the door destroys the trap.

This rather plush room is the quarters of the two vampire generals (the third general, Gorm, can be found in **12 Hold of the Vampire Mayor in Dessingrove**). The other two generals are human vampire warriors named William Longarm and Sabrina Blackheart. Their coffins and treasure are in this room. If it is daytime or the army has not been drawn out of the Carn, both vampires will be found here. The vampires possess 1500 SPs and 140 GPs, divided evenly and hidden in a false bottom in each coffin. The false bottom can be detected with a successful DC 18 Wisdom (Perception) check.

2 vampire warriors (see MM p. 297)

Room 7

This chamber houses ogre troops. It is filled with sleeping furs and general debris. If the army hasn't been drawn out of the Undercarn, the creatures in #3 of the Undercarn random encounter table will be in this room.

Room 8

This chamber houses troll troops. It is filled with animalistic nests, dung, and general debris. If the army hasn't been drawn out of the Undercarn, the creatures in #2 of the Undercarn random encounter table will be in this room.

Room 9

This chamber houses minotaur troops. The floor is filled with hay and dung. If the army hasn't been drawn out of the Undercarn, the creatures in #5 of the Undercarn random encounter table will be in this room.

Room 10

This area is a slave quarters and prison. It is guarded by 10 orcs (see MM p. 246). It houses hapless enemies of the lich as well as slaves that serve the orc armies.

Room 11

The stairs in this area ascend to **Area 9 in Carn Marrot**. They are guarded by 8 orcs (see MM p. 246).

Room 12

The door into this area is locked. It can be opened with a successful DC 15 Dexterity check. This is a general storage area. It houses food storage and other items for the orcish army. The creatures in #7 and #8 of the Undercarn random encounter table prowl this room.



CONCLUDING THE ADVENTURE

THE LICH LIES DEAD

If the party encountered the lich before confronting the army of orcs and trolls in the caverns beneath, the dark races below will not put up much of a fight if they are told their master is dead. They will seek to flee the kingdom of Kelerak. Once the PCs have defeated Afej and disbanded or destroyed his army (or taken it over), they may want to help the citizens of the town of Dessingrove, who will feel helpless and adrift after suffering under the rule of the lich.

FURTHER ADVENTURES

If Afej the lich manages to escape, or if he is killed but his phylactery is not destroyed, he will stop at nothing to slay the PCs and regain his lost power. If he has been permanently destroyed, but you wish to expand on this adventure, just assume that Afej was in league with, or working for, some other villain. If the PCs discovered the document about the magical artifact called the Mists of Time, that should lead them to the next adventure in the World of Farland series, “Wizard’s Isle.”

APPENDICES

NPCs and MONSTERS

Afej the Black

Medium undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 140 (18d8 + 54)
Speed 30 ft.

STR 10 (+0) **DEX** 17 (+3) **CON** 16 (+3)
INT 20 (+5) **WIS** 14 (+2) **CHR** 17 (+3)

Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +18, History +12, Insight +9, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Kalish, Kelevan, Dark Speech,

Kingdom Common, Elven, Old Speech
Challenge 21 (33,000 XP)

Legendary Resistance (3/Day): If Afej fails a saving throw, he can choose to succeed instead.

Rejuvenation: If he has a phylactery, and if he is destroyed, Afej's sentience retreats inside his phylactery. After 1d10 days, if a corpse is brought within 15 feet of his phylactery, his sentience will enter it. He effectively gains a new body, regaining all his hit points and becoming active again.

Spellcasting: Afej is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Afej has the following wizard spells prepared:
Cantrips (at will): *mage band*, *prestidigitation*, *fire bolt*
1st level (4 slots): *detect magic*, *magic missile*, *shield*, *Tasha's bideous laughter*
2nd level (3 slots): *acid arrow*, *detect thoughts*, *bold person*, *mirror image*
3rd level (3 slots): *animate dead*, *counterspell*,

dispel magic, fireball

4th level (3 slots): *dimension door, greater invisibility*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, prismatic spray*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Turn Resistance: Afej has advantage on saving throws against any effect that turns undead.

Staff of Frost: Afej possesses a *staff of frost* that he calls "Grave-chill." Anyone who is attuned to the staff has resistance to cold damage while holding it, although Afej normally has resistance to cold damage. The staff has 10 charges. While holding it, he can use an action to expend 1 or more of its charges to cast one of the following spells from it, using his spell save DC of 20: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges). The staff regains 1d6 + 4 expended charges daily at dawn. If Afej expends the last charge, he rolls a d20. On a 1, the staff turns to water and is destroyed.

Actions

Paralyzing Touch: Melee Spell Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Afej can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Afej regains spent legendary actions at the start of his turn. Afej can't use the same legendary action two turns in a row.

Cantrip: Afej casts a cantrip.

Paralyzing Touch (Costs 2 Actions): Afej uses his Paralyzing Touch.

Frightening Gaze (Costs 2 Actions): Afej fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Afej's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions): Each living creature within 20 feet of Afej must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Lair Actions

Afej the lich is almost always found in his citadel Carn Marrot in Dessingrove. His castle is filled with terrible guardians and deadly

traps. If he is in his lair, Afej has a challenge rating of 22 (41,000 xps). On initiative count 20 (losing initiative ties), Afej can take a lair action to cause one of the following effects. Afej can't use the same effect two rounds in a row.

- Afej rolls a d8 and regains a spell slot of that level or lower. If he has no spent spell slots of that level or lower, nothing happens.
- Afej targets one creature he can see within 30 feet of him. A crackling cord of negative energy tethers Afej the lich to the target. Whenever Afej takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, Afej takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until Afej or the target is no longer in Afej's lair.
- Afej activates one of his magical traps, which affects one target within 60 feet that Afej can see. The target must succeed on a DC 18 Dexterity saving throw, taking 52 (15d6) force damage on a failed save, or half as much damage on a success. The trap then disappears.

Oluk Orc War Chief

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 136 (16d8+64)
Speed 30 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 18 (+4)
INT 12 (+1) **WIS** 11 (+0) **CHR** 16

(+3)

Saving Throws Str +7, Con +7, Wis +3
Skills Intimidation +6, Survival +3
Senses Darkvision 60 ft., passive Perception 10
Languages Dark Speech, one human language
Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the oluk war chief can move up to its speed toward a hostile creature that it can see.

Oluk Fury. The oluk deals an extra 6 (1d12) damage when it hits with a weapon attack (included in the attacks).

Reckless. At the start of its turn, the oluk war chief can gain advantage on all melee weapon attacks it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The oluk makes two attacks with its greatsword or its spear.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (1d10+4 plus 1d12) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (1d6+4 plus 1d12) piercing damage.

Battle Cry (1/day). Each creature of the oluk war chief's choice that is within 30 feet of it, can hear it, and is not already affected by Battle Cry gains advantage on attack rolls until the start of the oluk war chief's next turn. The oluk war chief can then make one attack as a bonus action.

MAPS

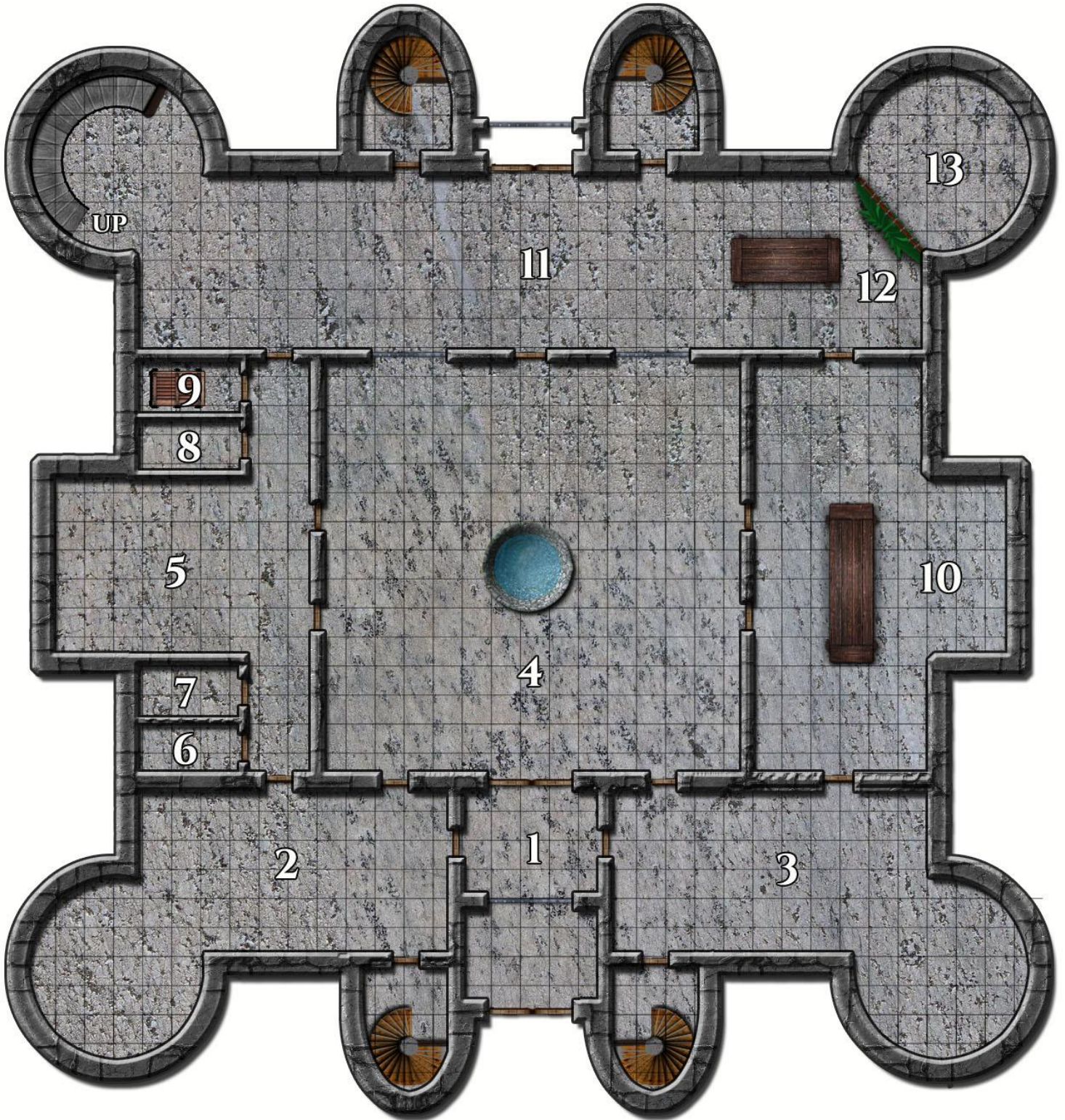
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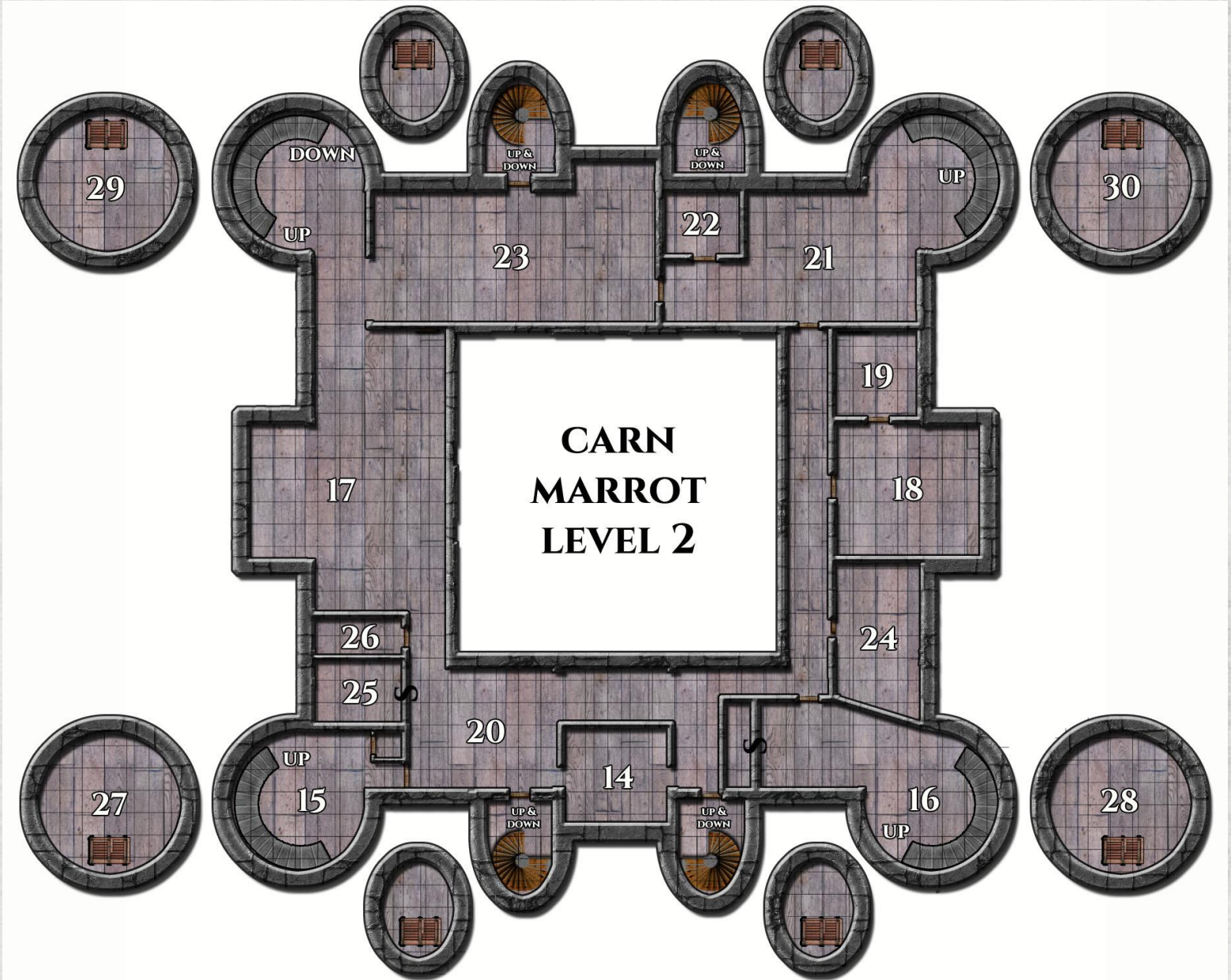
Dessingrove



CARN MARROT LEVEL 1



Carn Marrot Level Two



The Undercarn



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