

THE WORLD OF FARLAND

ORDEAL OF THE VIPER

An adventure for four 16th to 17th-level player characters.

CREDITS

| | |
|---------------------|----------|
| Author: | S. Baker |
| Cartography: | S. Baker |
| Editor: | S. Baker |
| Production: | S. Baker |

Designed for the Farland Campaign setting. From the World of Farland (www.farlandworld.com), Copyright 2007, all rights reserved. Produced under the OGL.

"Ordeal of the Viper" is a D&D adventure for four 16-17th level player characters (PCs). The scenario takes place in the World of Farland, specifically in the "Kingdom of Orland," an occupied kingdom in Southeastern Farland. This adventure is rather specific to the World of Farland, including using the serpent-themed drow of Farland as opposed to the normal spider-themed drow of other worlds, but 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. Another good idea would be to implement the Lord of Envy as an ongoing villain early in your campaign and have this adventure be the climactic battle when the PCs finally face him. For major NPCs, see Appendix One, for maps see Appendix Two, and for OGL information see Appendix Three.

PREPARATION

You (the DM) need the D&D core rulebooks to run this adventure. Featured encounters include giant squids, advanced ghastrs, storm giants, an iron golem, elementals, demons, devils, various traps, and an evil drow cleric. This scenario utilizes the D&D v3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPC's. Text that appears in italics is player information that you can read aloud or paraphrase for the players at the proper times. You should never read to the players text that appears in a box.

ADVENTURE BACKGROUND

The Lord of Envy has ruled Orland for many centuries. He was once a priest of Salystira, the Demon Serpent Goddess of his people, but he forsook her ways and betrayed his people long ago, turning to the worship of the Dark God Vornoth. He never took the tests that the Serpent Goddess puts all powerful drow through. Indeed, he was protected from her power by Vornoth, and through the god's might rose to the rulership of Orland. Along the way he acquired the treacherous Chancellor Koorlsh, who learned of his weakness and seeks to exploit it to overthrow Garlgax and rule Orland in his stead. Koorlsh hopes to use the PCs as pawns in his game.

ADVENTURE SYNOPSIS

The characters are swindled by a dubious rogue Chancellor into destroying an artifact in an ancient tomb that will spirit both themselves and Garlgax, the drow Lord of Envy, into the Demonfang Lair of the evil Demon Serpent Goddess

Salystra. There they must run her test. The losers shall be turned into Drasps (the Farland version of Driders), and only one party shall survive. . .

ADVENTURE HOOKS

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

- The PCs desire to destroy the Lord of Envy and end his reign of terror.
- A friend or family member of one of the group has been taken as a slave by the Lord of Envy's troops; the adventurers are trying to free him or her.
- The characters find an old document that speaks of a lost, buried tomb somewhere in Northern Orland.
- The PCs receive a note from a "Lady of Orland," stating that she has been unjustly imprisoned by the Lord of Envy, and asking them to come rescue her. This is actually a note from Koorlsh luring the PCs to Orland.
- The PCs are simply traveling through Orland. They should be waylaid by an orcish patrol, which they make short work of. Word of their prowess reaches Koorlsh, who arranges to meet them.

BEGINNING THE ADVENTURE

Attack on the Road (EL 15 and EL 17.5)

This encounter happens at night, as the PCs travel through the Kingdom of Orland. It has been arranged by the wily Koorlsh. The party will be attacked by

strange, dark skinned giants. (They have the stats of storm giants but are in fact an evil sub-breed called Night Giants). Call for spot and listen checks opposed by the move silently and hide checks of the attackers, detailed below. Chancellor Koorlsh lurks nearby; when the battle is nearly over, he will leave his hiding spot, making it clear in some fashion that he is directing the giants, probably by giving them tactical orders. He will not seriously engage in the battle; thus it is an EL 15 encounter. If the heroes win and he is threatened, he will speak to them telepathically, begging for his life. He will promise information, and after a feigned period of resistance, he will tell them that he knows of a way to destroy the Lord of Envy. He will say something like the following:

"All Drow of power must be tested by Salystra, their Demon Serpent Goddess. Since Garlgax betrayed his people, he feared--probably rightly--that the test she would administer to him might be a bit deadly. He has thus avoided her test because the Dweller in the Vale has gifted him with an artifact called The Symbol. This silver holy symbol of the Walker-in-Darkness acts as a catalyst for the power of this supreme evil god, blocking the power of the Demon Serpent Goddess from affecting Garlgax. If The Symbol is destroyed, her wrath will fall on Garlgax, eliminating our mutual enemy."

He will reveal the secret location of the holy symbol of Vornoth (see the next section, **Tomb of Envy**), a minor relic the sole power of which is to block the Demon Serpent Goddess' access to the Lord of Envy. Koorlsh will explain that Garlgax put the symbol in the tomb and told no one of the location, executing the builders. He reasoned that the symbol would be safer buried in an unknown location and guarded by fierce traps than

it would be in Orland City, prey to the machinations of his political rivals. If the holy symbol is destroyed, the Serpent Goddess will be free to spirit Garlgax from this very plane of existence, subjecting him to a test that he will surely not pass. Koorlsh will explain that he delicately plucked this information telepathically from Garlgax's mind over many years.

What he will not explain is that he learned through study of the rituals used to create the symbol that anyone who destroys the symbol will draw the attention of the Demon Serpent Goddess, momentarily giving her power over them. He is sure that she will take the opportunity to destroy any good creatures that are powerful enough to overcome the traps guarding the Symbol.

Koorlsh (see Appendix for stats): HPs 68

Two Night Giants (Use Storm Giant Stats): CR 13; Size H; HD 19d8+114; hp 199, 197; Init +2; Spd 35 ft, swim 30 ft. (6 squares) in breastplate; base speed 50 ft., swim 40 ft.; AC 10, touch 10, FF 8; BAB +14/+9/+4; Grapple +36; Atk: +26/+21/+16 melee (4d6 + 21, Greatsword), +26/+26 melee (1d6 + 14, or slams), +0 ranged (3d6 + 14/crit x3, or composite longbow); SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CG; SV Fort +17, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.
Skills and Feats: Climb +20, Concentration +26, Craft (Other) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Sense Motive +15, Spot +25, Swim +18, Perform (Sing) +12; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

TOMB OF ENVY

This tomb is located about 50 miles from where the *Attack on the Road* takes place, in the wilderness. The ceilings in the tomb are 10 feet high, but the passages are only 5 feet wide.

Torch sconces holding unlit torches can be found every 30 feet. Doors in the tomb are made of thick wood banded in steel. They are all locked (Good locks, pick DC 30), but they can be broken down with a DC 28. Breaking a door will allow any denizens of adjacent areas to be alerted with a DC 15 listen check. The walls are solid stone. A faint draft wafts through the tomb.

Tomb I (EL 12)

This precarious area is quite windy. A narrow bridge, like a cross, spans a gaping pit between the four passages that leave this section.

An alarm spell is cast on the bridge. Anyone crossing this area without dispelling the alarm or otherwise avoiding it is hit by a burst of wind and must make a DC 15 balance check or fall off the edge. A character that falls is allowed a DC 20 reflex save to catch the edge, taking 1d4 points of nonlethal damage in the process. The pit is 100 feet deep and filled with water. In the bottom of the pit is a fresh water giant squid. If a character can see magic or otherwise is detecting magic he gets a DC 12 spot check to detect the alarm.

Squid, Giant: CR 9; Size H; HD 12d8+12; hp 72; Init +3; Spd 80 ft; AC 14, touch 8, FF 14; BAB +9/+4; Grapple +29; Atk: +15/+15/+15/+15/+15 melee (1d6 + 8, tentacles), +10 melee (2d8 + 4, bite); SA Constrict 1d6+8, improved grab; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +9, Ref +11, Will +5; Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +10, Spot +11; Alertness, Diehard, Endurance, Toughness.

Tomb 2 (EL 17)

This large room has a 10-foot diameter column in the center. Strange doors, like upright sarcophagi, mark the face of the column. The room is musty and strange. On each side of the columns is the door to a tomb. On the door to each tomb is a name and the following inscription: "Fell during the great famine of 8010. Forever hungry..."

If anyone crosses past the tomb or otherwise touches it, the denizens of the tomb spring forth: four fighter-ghasts. Each tomb contains some treasure.

Four Ghasts, Ftr10: CR 13; ECL 14; Size M; HD 4d12 + 10d10; hp 99, 97, 98, 99; Init +8; Spd 30 ft.; AC 20, touch 15, FF 15; BAB +12/+7/+2; Grapple +16; Atk: +16/+11/+6 melee (1d8 + 4 plus paralysis, Bite), +14/+14 melee (1d4 + 2 plus paralysis, claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +8, Ref +8, Will +9; Str 18, Dex 18, Con 0, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +8, Bluff +11, Climb +10, Hide +12.5, Jump +10, Move Silently +12.5, Spot +8; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Dodge, Improved Dodge, Improved Initiative, Improved Natural Armor, Improved Trip, Martial Weapon Proficiency, Mobility, Multiattack, Shield Proficiency, Simple Weapon Proficiency, Spring Attack, Toughness, Whirlwind Attack.

Treasure

Coins: 7825 gp. Onyx (50 gp), Tiger eye turquoise (8 gp), Deep green spinel (100 gp), White pearl (90 gp), White opal (1000 gp), Malachite (9 gp), Freshwater

(irregular) pearl (11 gp), Rich purple corundum (900 gp), Deep blue spinel (500 gp), Tiger eye turquoise (12 gp), Aquamarine (600 gp), Chalcedony (50 gp), Alexandrite (700 gp), Red-brown spinel (90 gp), Chrysoprase (60 gp), Lapis lazuli (50 gp), Onyx (14 gp), White pearl (110 gp), Hematite (8 gp), Freshwater (irregular) pearl (11 gp), Golden yellow topaz (500 gp), Aquamarine (700 gp), Rose quartz (60 gp), Fiery yellow corundum (700 gp).

Tomb 3 (EL 10)

This large room has a 10-foot diameter column in the center (similar to Tomb 2). On each side of the columns is the door to a tomb. On each tomb is a name and the following inscription: "Fell during the Battle of Mavarra in the first spear cast."

Anyone who crosses past the tomb or otherwise touches it sets off the trap, short spears coated with wyvern poison. There are six spears that will shoot out in a random pattern (make attack rolls). The arrows are coated with Wyvern poison.

Trap, Wyvern Arrow

mechanical

proximity trigger

manual reset

Atk +16 ranged (1d12 plus poison, arrow) poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con)

Search DC 20

Disable Device DC 20

Tomb 4 (EL 14)

This huge chamber is windy, whipping your hair back from your face. It is dominated by a large pit; in the center of this 100-foot-deep hole (there is water in the pit and a fresh water giant squid) is a strange column with an altar on it. On the altar is an ornate box,

closed. That is all you can see from the doorway.

The box is empty, but anyone who opens it will cause the walkway to the box to retract into the column; it will extend in one hour. A DC 40 REF save will allow a person to run back across the walkway. (This trap can be found with a DC 20 search check, but it cannot be disarmed). Once the walkway retracts, two evil air elementals will rise from the pit and attack. (The CR of this encounter has been adjusted upward. For giant squid stats, see **Tomb One** section above. The decoy box is empty).

Two Air elementals, greater: CR 12; Size H; HD 21d8+84; hp 178, 177; Init +14; Spd 100 ft. (20 squares); AC 26, touch 18, FF 16; BAB +15/+10/+5; Grapple +28; Atk: +23/+23 melee (2d8 + 5, slams); SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Tomb 5 (EL 13)

The center 15 feet of this room is a ramp leading slightly down to an altar.

Stationed at the side of the pit is a massive, human-shaped figure made of iron. It is cast in the shape of a large drow elf. On the altar is a large silver holy symbol of Vornoth. The altar is scribed with that say, "Warning! Touch not this Altar!" Next to the altar are several thick, large chests, padlocked. (Good Locks, Pick DC 30).

In the chests are some items the Lord of Envy stashed here for safekeeping. If the

holy symbol is destroyed (it has a hardness of 5 and 5 hps) the Demon Serpent Goddess is free to summon both the Lord of Envy and the heroes to her Demonfang Lair (see section below), which she will promptly do. A will save DC 32 will resist being plane shifted to the pits.

Golem, Iron: CR 13; Size L; HD 18d10; hp 129; Init -1; Spd 20 ft; AC 30, touch 8, FF 30; BAB +12/+7/+2; Grapple +28; Atk: +23/+23 melee (2d10 + 11, slams); SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con 0, Int 0, Wis 11, Cha 1.

Treasure

7041 gp, Bracelet of friends, Black velvet mask with numerous citrines (70 gp), Silver chalice with lapis lazuli gems (70 gp), Brass mug with jade inlays (400 gp), Brass mug with jade inlays (100 gp), Painting (400 gp), Carved harp of exotic wood with ivory inlay and zircon gems (1000 gp), Golden circlet with four aquamarines (2000 gp), Gold and topaz bottle stopper cork (1600 gp), Large well-done wool tapestry (300 gp), Eyepatch with mock eye of sapphire and moonstone (1700 gp), Gold music box (3000m gp), Solid gold idol (10 lb.) (400 gp), Eyepatch with mock eye of sapphire and moonstone (1200 gp), Ceremonial electrum dagger with a star ruby in the pommel (900 gp).

THE DEMONFANG LAIR

This is the Demon Serpent Goddess's lair. It is a self-contained area that can only be accessed through travel magics or portals, and the Goddess controls those, summoning those she wants to her abode if she has power over them. The walls, ceilings, and floors of the lair are made of incredibly thick and dense scales. The scale walls are opaque and cannot be

burned, dissolved, or dispelled. It can be cut through with magical weapons at a rate of 1 foot per hour. A +5 or adamantine weapon doubles the rate. Because this adventure takes place in a place with the same rules as the abyss, lawful character suffer a -2 to all charisma-based checks, and good characters suffer the same penalty. If a character is lawful and good, the penalty to all charisma-based checks is -4. Magical flight, levitation (or related magic) and teleportation (or related magic) simply do not function in the Demonfang Lair. Neither does plane travel, without the permission of the Demon Serpent Goddess. Indeed, the Serpent Goddess controls the very laws of physics in her lair.

Lair 1

You appear in a place that is unlike any you have ever seen. The walls, floor, and ceiling (which is 20 feet overhead) are made of thick, translucent scales. The room appears to be about 80 feet in diameter, and in the center of the room is a raised dais about 10 feet in diameter. On the dais is a plush red velvet couch, and lounging on the couch is an incredibly beautiful woman. She appears to be a voluptuous dark elf, scantily clad, with her soft and luscious flesh a radiant ebony. Her hair is golden, and what little clothes she does have on are green. Beside the party stands a male drow elf, with ebony skin and silver hair. He is 6'1" and looks to weigh about 180 pounds. "Where am I?" he asks in a voice that is high and spiteful. He instinctively reaches up to twirl his forelock. This can only be the Lord of Envy. The Demon Serpent Goddess steps off her dais, slithering towards you like lust and hatred personified. She speaks, and her voice is low and sibilant, like a snake hissing. "Garlgax, finally we meet. I was beginning to think that this day would never come. But your

faithful servant Koorlsb did my bidding, as I knew he would. And you have these 'heroes' to thank in the short term." She turns towards the party. "Oh yes, I know that you are a powerful force in the world and have the potential to diminish my power. Well, it looks like I can kill two flies with one swat. Here are the terms. You will both separately run the test I had prepared for Garlgax. The loser gets cursed with my wrath, and the winner gets to live another day. Enter by the open doors and exit by the doors that are now covered with the transparent scales. The last party to exit loses. You have no choice in the matter. Now go!"

The heroes will have some time to talk to Garlgax or the goddess, but not much. There will be a wall of force up between the drow and the party so they cannot attack each other without dispelling the wall, which dispels as if cast by a 30th level caster. The door out of this room leads to **Lair 2**.

Note to the DM: When the heroes cross the threshold to **Lair 2**, you should begin timing how long it takes them to run the gauntlet and get all the way back to Lair 1. They must pass through 1-9 or they automatically fail. You should keep track of the real time that players spend discussing riddles and problems, and of the number of rounds they take before fights, during fights, and after fights in game time. Total this time up when they complete the gauntlet. You will need this information again in the section entitled **Resolving the Adventure**, below.

Lair 2 (EL 14)

This room is bare; a thick but translucent layer of scales covers the door. Marked on the wall is the following inscription, glowing: "If today is Dogday, what is the day that follows the day

that comes after the day that precedes the day before yesterday?"

Answer: Seaday

Stating the answer will cause the scales over the door to dissolve. If an incorrect answer is given, out of the scales on the side of the room will emerge a huge serpent-like humanoid demon with the stats of an improved vrock. It will attack the PCs. Multiple wrong answers will cause more demons to emerge. This is a CR 14 encounter, no matter how many demons emerge.

Note to the DM: This encounter uses Farland's days of the week. You may convert them to the standard English days of the week according to the following chart:

Sunday= Westday
Monday= Eastday
Tuesday= Northday
Wednesday= Harpday
Thursday= Seaday
Friday= Dogday
Saturday= Southday

Demon, Vrock, Improved: CR 14; ECL 26; Size H; HD 18d8+162; hp 254; Init +6; Spd 30 ft, fly 50 ft. (average); AC 25, touch 10, FF 23; BAB +18/+13/+8/+3; Grapple +37; Atk: +27/+27 melee (3d6 + 11, claws), +25 melee (2d6 + 8, bite), +25/+25 melee (1d8 + 8, talons); SA Dance of ruin, spelllike abilities, spores, stunning screech, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +20, Ref +13, Will +14; Str 32, Dex 14, Con 29, Int 14, Wis 16, Cha 16.
Skills and Feats: Climb +18, Concentration +22, Diplomacy +5, Hide

+31, Intimidate +16, Jump +40, Knowledge (Other) +15, Listen +24, Move Silently +23, Search +15, Sense Motive +24, Spellcraft +15, Spot +32; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Natural Armor, Multiattack, Power Attack.

Lair 3 (EL 14)

This room is bare; a thick but translucent layer of scales covers the door. Marked on the wall is the following inscription, glowing:

*"Beneath a raging mountain, 1 became 2
The same 2 was killed by 3
Which was falling through 4
And that sent 3 into 4
Yet 2 needs 4 to grow.
Dispatch the elementals in their numerical order."*

Answer:

In a volcano, earth was melted by fire
The same fire was killed by water
Which was falling through the air
[rain]
And that sent water into the air
[vapor]
Yet fire needs air to grow
Answers: 1) Earth 2) Fire 3) water 4)
Air

After about 5 rounds, 4 elementals will appear; they have the stats of greater elementals but are only large sized. They must all be slain in the above order or they will reappear in one round and attack again. Killing them in that order dissolves the scales covering the door. This is an EL 14 encounter no matter how many times the PCs have to kill the elementals.

Air elemental, greater, improved: CR 10; ECL 22; Size H; HD 22d8+88; hp 185; Init +14; Spd 100 ft. (20 squares); AC 26, touch 18, FF 16; BAB +16/+11/+6/+1; Grapple +29; Atk: +24/+24 melee (2d8 + 5, slams); SA Air mastery, whirlwind; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +23, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11.

Skills and Feats: Jump +6, Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

Earth elemental, greater, improved: CR 10; ECL 22; Size H; HD 22d8+110; hp 212; Init -1; Spd 30 ft.; AC 20, touch 7, FF 20; BAB +16/+11/+6/+1; Grapple +34; Atk: +24/+24 melee (2d10 + 10, slams); SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +18, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11.

Skills and Feats: Jump +11, Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Fire elemental, greater, improved: CR 10; ECL 22; Size H; HD 22d8+88; hp 190; Init +12; Spd 60 ft.; AC 24, touch 16, FF 16; BAB +16/+11/+6/+1; Grapple +29; Atk: +23/+23 melee (2d8 + 5 plus 2d8 fire, slams); SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +21, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Jump +6, Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus.

Water elemental, greater, improved: CR 10; ECL 22; Size H; HD 22d8+110; hp 211; Init +5; Spd 30 ft., swim 120 ft.; AC 22, touch 13, FF 17; BAB +16/+11/+6/+1;

Grapple +32; Atk: +22/+22 melee (2d10 + 8, slams); SA Water mastery, drench, vortex; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits; AL N; SV Fort +18, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11.
Skills and Feats: Jump +9, Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Lair 4 (EL 13)

This room is bare and dark; as you enter it, its dimensions seem to swell. The circular room actually seems to stretch to an oblong shape, some 30' by 80'. A thick but translucent layer of scales covers the door. Three dim lights, like wavering spotlights fall on the floor, slowly revolving in the room. On the wall, in the dimness, you can barely make out a bas-relief figure that stands about 15 feet tall; the figure has demonic features, with pincers for hands. The eyes of the figure seem to swivel, looking for movement. Marked on the wall is the following inscription, glowing: "Pull the lever, but do not be detected." Across the room, next to the far door, is a glowing lever.

The figure is an actual Glabrezu. To move across the room, a player needs to make hide and move silently checks, staying in shadows. The spotlights start in random locations and every round the spotlights move 10 feet in a random direction (roll 1d8). If a light falls on a character, the character gets a -10 to hide. The demon gets a spot and listen check every round. The DM should remember that it has a permanent true seeing spell, but in this room, this spell does not allow the demon to see well in the dark areas where the spot lights are not shining. If it detects a living creature, it will emerge from the wall and attack. Characters crossing the room need to roll initiative each round

against the lights. The lights have a +4 initiative bonus. Pulling the lever will make the demon unable to emerge from the wall; it also dissolves the scales on the door.

Demon, Glabrezu: CR 13; Size H; HD 12d8+120; hp 174; Init +0; Spd 40 ft; AC 27, touch 8, FF 27; BAB +12/+7/+2; Grapple +30; Atk: +20/+20 melee (2d8 + 10, pincers), +18/+18 melee (1d6 + 5, claws), +18 melee (1d8 + 5, bite); SA Improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; SR 21; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Intimidate +24, Knowledge (Other) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26; Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Lair 5 (EL 13)

This room is bare; a thick but translucent layer of scales covers the door. Across the room, barely visible in the gloom is a lever.

Marked on the wall is the following inscription, glowing:

"You use me to cross a river but I don't float. Use me now to cross to the lever."

Near the door is a small strip of unlettered floor. Past this strip, on the floor are many letters, each in one foot squares. The floor glows softly with a pale blue light.

Answer: Bridge

The only way to cross this room without activating the trap is by stepping on the letters that form the word "bridge."

Although all of the letters of the common alphabet repeat continuously throughout the room, once characters have figured out the answer, however, they will notice that the letters spelling "Bridge" are far less common and are spaced further apart. A character attempting to cross should be able to locate the next letter with no problem, if he or she can read and if they have guessed the correct answer.

From the door to the B is 5 feet. The Jump DC is 10. Landing successfully on the letter is a balance DC 10.

From the B to the R is 7 feet. The Jump DC is 15. Landing successfully on the letter is a balance DC 15.

From the R to the I is 7 feet. The Jump DC is 15. Landing successfully on the letter is a balance DC 15.

From the I to the D is 8 feet. The Jump DC is 17. Landing successfully on the letter is a balance DC 17.

From the D to the G is 9 feet. The Jump DC is 18. Landing successfully on the letter is a balance DC 17.

From the G to the E is 10 feet. The Jump DC is 20. Landing successfully on the letter is a balance DC 18.

Each time a jump or balance check is missed and a character touches the floor, the character is struck as with a 10d6 lightning bolt (Ref save DC 17 for half). The checks must then be made again, although the jump check should be adjusted based on the distance to the letter the character has already covered; the balance check remains the same. The

DM should recall that flight, levitation, and teleportation magics (as well as all related magics) do not function in this room. Once the lever is pulled, the floor ceases glowing, the scales dissolve, and the lightning is turned off.

Trap, Lightning Bolt from the floor

magic device
touch trigger
automatic reset
spell effect (lightning bolt, 10th-level wizard, 10d6 electricity, DC 17 Reflex save half damage)
Search DC 28
Disable Device Impossible

Lair 6 (EL 12)

This room is bare. The exit door is not made of scales in this room. It is a thick, strange substance, almost like an oily, white metal. Marked on the door is the following inscription, glowing: "I'm Monacalchum, you're glue. I'm only destroyed by one form of energy. The rest bounce off me and stick to you."

Monacalchum is a rare, otherplanar alchemical substance destroyed only by acid. The PCs can realize this fact with a Craft: Alchemy check DC 18, a Knowledge: Planes check DC 22, or a Knowledge: Arcana check DC 25. Hitting the door with enough acid to deal it 25 points of damage will destroy the lock, causing it to swing open. The door has DR 30/acid, a hardness of 10, 50 HPs, and it is highly reflective to all forms of energy except acid. If another form of energy besides acid is employed on the door, it will immediately and unerringly reflect back on the caster up to the limits of its unused range. The energy will then affect the caster as if the spell was targeted against him directly. Normal weapons can damage the door, but if a normal weapon strikes the door, it gets an immediate

sunder attempt against the weapon. The door does not provoke an AoO, attacks with a +25 bonus, and deals 2-20 points of sunder damage as if it were a weapon of the same material as the attacking weapon. The door is locked with an amazing lock (pick DC 40) made of the same material as the door.

Note to the DM: You may need to switch the material with which the door can be melted from acid to some other energy if the heroes have no access to acid or acidic spells.

Lair 7 (EL 15)

This room is bare; a chill is in the air, and a thick but translucent layer of scales covers the door. On the wall is the glowing inscription: "Find a number whose double exceeds its half by exactly 99."

Answer: 66

Giving a wrong answer will cause the two Ice Devils to appear in the room and attack. If the correct answer is given or the devils are defeated, the scales over the door will dissolve.

Two Devils, Ice, Gelugon: CR 13; Size L; HD 14d8+84; hp 147, 145; Init +5; Spd 40 ft; AC 32, touch 14, FF 27; BAB +14/+9/+4; Grapple +24; Atk: +20/+15/+10 melee (2d6 + 9 plus slow/crit x3, Spear), +14 melee (2d6 + 3, bite), +14 melee (3d6 + 3 plus slow, tail), +19/+19 melee (1d10 + 6, or claws), +14 melee (2d6 + 3, bite), +14 melee (3d6 + 3 plus slow, tail); SA Fear aura, slow, spell-like abilities, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100

ft.; SR 25; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Intimidate +24, Jump +27, Knowledge (Other) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25; Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus.

Lair 8 (EL 12)

This room is bare; a thick but translucent layer of scales covers the door. Marked on the wall is the following inscription, glowing:

"Answer me. If you fail, you face the wail.

When I am filled

I can point the way,

When I am empty

Nothing moves me,

I have two skins

One without and one within."

Answer: Glove

Stating the answer will cause the scales over the door to dissolve. If an incorrect answer is given, an improved Wail of the Banshee trap will be set off. The trap is on the door; it can be discovered and disarmed. Once the trap is set off, disarmed, or an answer given, the door unlocks.

Trap, Wail Of The Banshee

magic device

proximity trigger (alarm)

automatic reset

spell effect (wail of the banshee, 18th-level wizard, DC 24 Fortitude save negates)

multiple targets (up to 17 creatures)

Search DC 35

Disable Device DC 35

Lair 9 (EL 13)

In this room is a hideous figure with bone dice clutched in his hand, his features demonic and terrible. He beckons you over, apparently not at all surprised to see you. "Join me in a friendly game," he asks.

He will offer to play a game called "Dark Towers" with the heroes. If the demon wins, he will attack. If he loses the game or is defeated in combat, the door unlocks and the heroes can pass.

Dark Towers Basics

When you are rolling the dice you are the "shooter". Your first toss in a round of Dark Towers is called the Dark Conquest roll. If you roll a 7 or 11, you win and the round is over before it started. If you roll a 2, 3, or 12 that's Dark Towers and you lose; again, it's over before it started. Any other number becomes the Aeon. The purpose of the Dark Conquest roll is to set the Aeon, which can be any of 4, 5, 6, 8, 9 or 10.

Objective

The basic objective in Dark Towers is for the shooter to win by tossing the Aeon again before he tosses a 7 (called Deadly Lords). That 7 is called Deadly Lords 7 to differentiate it from the 7 on the Dark Conquest roll. If the Aeon is tossed, the shooter and his fellow bettors win and the round is over. If the shooter tosses Out 7, they lose and the round is over. If the toss is neither the Aeon nor Deadly Lords, the round continues and the dice keep rolling. One might notice a small similarity to craps here.

Demon, Glabrezu: CR 13; Size H; HD 12d8+120; hp 174; Init +0; Spd 40 ft; AC 27, touch 8, FF 27; BAB +12/+7/+2; Grapple +30; Atk: +20/+20 melee (2d8 + 10, pincers), +18/+18 melee (1d6 + 5,

claws), +18 melee (Id8 + 5, bite); SA Improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Intimidate +24, Knowledge (Other) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26; Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Lair 10 (EL 14)

This room is bare; a thick but translucent layer of scales covers the door.

The DM should proceed to the next section **Resolving the Test** when characters exit through this door. Here players face a challenge that they must use their own strengths and weaknesses to solve. Because each adventuring group will be different, this challenge is up to the DM to devise. Some suggestions are detailed below. A character should be saddled with a creature that has a high DR (usually 20 is a good number) against all weapon damage and any energy damage the character may do; he can use his skills to eliminate the DR (or SR if the character is a single class spellcaster). While each character faces his or her own individual challenge, the others are each imprisoned in a force cage, no save.

Possibilities include:

- Making a fighter successfully execute different combat maneuvers (like bullrush, charge, sunder, etc.) to remove DR from a monster that he must face.
- Making an archer fight a monster that has a very high DR against piercing

weapon damage and an energy damage the archer may have, but allowing the archer to hit targets around the room to lower that DR.

--Making a wizard fight a creature that has an SR 30, but allow him to lower that SR by correctly identifying ways to make different magical items (using Knowledge: Arcana or Spellcraft checks).

--Having a ranger fight a creature with a high DR, but allowing the ranger to correctly identify herbs using Knowledge: Nature to lower the DR.

--Having a cleric fight a creature with a high DR and SR, but allow him to remove it by having him identify holy symbols of other faiths.

... and so forth.

Resolving the Adventure (El 18)

When the heroes emerge from **Lair 10** you should "stop the clock" and see how much time they took. If they completed their tests in under 44:59 total time, they have won. They will see the Lord of Envy emerge when 45:00 have elapsed, out of breath and looking a bit the worse for wear. Then the Demon Serpent Goddess appears on the scene out of nowhere. Whoever completed the test last will be cursed by her and transformed (no save) into Serpent-centaurs (use drasp stats. Drasp are very similar to Drider, but see www.farlandworld.com for exact stats). The DM should be prepared for this eventuality and should perhaps create clones of the PCs by making drasps with the same levels and equipment as the PCs. Anything worn below the waist, however, is destroyed during the transformation.

For the transformation, read this, modifying as appropriate:

Salystra the Demon Serpent Goddess turns to the loser, pointing her hand and snapping, "I curse you, DRASP." The last word rings in

the chamber, echoing and re-echoing in your minds long after the actual sound fades. You are witness to a hideous transformation. The cursed being falls to the floor, writhing in agony. You hear a screech of metal straining, then the lower half of his chain mail pops; metal rings fly everywhere, ricocheting off the wall of force (or insert appropriate leg wear). The poor creature's lower body swells, pulsating from within as if some monstrous serpent has lain its eggs in his abdomen and now the disgusting babies are straining to emerge. His two legs elongate, sprouting scales and merging into one giant serpent tail. The cursed one curls and twists up upon itself as a snake in its death-throes is wont to do, obscuring the remaining details of the transformation. After several more seconds of disgust and torment, the creature's tail untwists, and on the floor, you see the hapless loser--from the waist up; his upper body is still clothed in the tattered remains of his armor. His features are twisted with obvious pain. After a few more moments, he rises unsteadily on his giant snake's tail, like a cobra ready to strike, swaying unsteadily. The Goddess Salystra laughs, a sound that will haunt your nightmares for years to come. "No," mutters the drasp, bowing his misshapen head, his voice serpentine and mucus-filled, his new fangs inhibiting his speech slightly.

The Serpent Goddess then states that the test is not over. The loser or losers can regain their former form by slaying the winner or winners. She will then return the ultimate winner or winners to their own plane of existence. Newly created drasp have all the powers of drasps, but they get a -2 to hit and a -2 to skill and ability checks as they are not used to their new form. See Appendix One. The DM should, of course, only use one Garlgax, either the drasp or the Cleric. He is injured and has used some of his spells

during his own tests; this has been taken into account in his stats. The Demon Serpent Goddess will in fact restore the form of the winner of this final fight, and she will then allow them to return to their own plane for her own inscrutable reasons, after taunting them and making them grovel. If they will not grovel, she may slay them. There is no way to beat the goddess in a fight on her own plane. The Goddess will pay no mind to the heroes if they take Garlgax's items; she sees it as beneath her.

CONCLUDING THE ADVENTURE

If the PCs return to their own plane, they will have survived the adventure and will even have taken a large step toward freeing the Kingdom of Orland.

FURTHER ADVENTURES

A diabolical DM may have the Goddess welsh on her promise and refuse to return the heroes to their own plane unless they agree to perform a task for her. Also once they get back, they will have realized that Koorlsh played them for fools, and they may wish to deal with him. They may also seek to finish the work of freeing the kingdom of Orland.

APPENDIX ONE: MAJOR NPCs

Chancellor Koorlsh; Orc Rog13/Sor3: CR 16; ECL 16; Size M; HD 13d6+13 + 3d4+3; hp 68; Init +6; Spd 30 ft; AC 21, touch 14, FF 19; BAB +10/+5; Grapple +11; Atk: +13/+8 melee (1d3 + 3, Unarmed), +16/+11 melee (1d6 + 6/crit 18-20, Rapier +3), +13/+8 ranged (1d6 + 1/crit x3, Shortbow +1); SA -; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +14, Will +11; Str 17, Dex 14, Con 13, Int 17, Wis 13, Cha 14.

Languages spoken: Kingdom Common, Blackspeech; Orc, Telepathy

Skills and Feats: Appraise +3, Balance +2, Bluff +18, Climb +3, Concentration +1, Craft (Armorsmith) +3, Craft (Bowmaking) +3, Craft (Gemcutting) +3, Craft (Locksmithing) +3, Craft (Trapmaking) +3, Craft (Weaponsmith) +3, Craft (Other) +3, Diplomacy +24, Disguise +2, Escape Artist +2, Forgery +3, Gather Information +22, Heal +1, Hide +20, Intimidate +20, Survival +1, Jump +3, Knowledge (Arcana) +9, Knowledge (History) +7, Knowledge (Local) +19, Knowledge (Nobility) +7, Knowledge (Planes) +8, Listen +8, Move Silently +4, Perform +2, Ride +2, Ride (Air) +2, Search +10, Sense Motive +19, Spellcraft +20, Spot +15, Swim +3, Use Rope +2, Perform (Act) +2, Perform (Comedy) +2, Perform (Dance) +2, Perform (Keyboard instruments) +2, Perform (Oratory) +2, Perform (Percussion instruments) +2, Perform (Sing) +2, Perform (String instruments) +2, Perform (Wind instruments) +2, Control Shape +1, Perform (Keyboard) +2, Perform (Percussion) +2, Perform (String) +2, Perform (Wind) +2, SkillName +3; Alertness, Armor Proficiency (Light), Combat Expertise, Improved Feint, Improved Initiative, Investigator, Negotiator, Quicken Spell, Simple Weapon Proficiency, Stealthy, Toughness.

Sor Spells Known (6/6): 0--*Arcane mark, Detect magic, Message, Read magic, Resistance, 1-- Disguise self, Shield, True strike.*

Description

Koorlsh is a mutant orc. As a child he quickly discovered that he had the ability to read minds; he honed this ability throughout his lifetime; it has made him a master spy (he can use the spell *Detect Thoughts* at will as a supernatural ability). **Possessions:** 100 gp, Rapier +3 (18320 gp, 2 lb), Shortbow +1 (2330 gp, 2 lb), Ring of protection +2 (8000 gp, 0 lb), Amulet of natural armor +2 (8000 gp, 0 lb), Bracers of armor +5 (25000 gp, 1 lb), Cloak of resistance +3 (9000 gp, 1 lb), Potion of cat's grace (300 gp, .1 lb), Potion of barkskin +4 (900 gp, .1 lb), Potion of bull's strength (300 gp, .1 lb), Potion of bear's endurance (300 gp, .1 lb), Potion of cure serious wounds (750 gp, .1 lb).

Drasp Garlgax; Drasp Clr17: CR 18; ECL 19; Size L; HD 17d8+34; hp 107; Init +5; Spd 30 ft; AC 24, touch 11, FF 23; BAB +12/+7/+2; Grapple +19; Atk: +14/+9/+4 melee (1d3 + 3, Unarmed), +13/+8/+3 ranged (1d8 + 1/crit 19-20, Crossbow, light +1), +16/+11/+6 melee (1d8 + 5, Drow War Gauntlet +2), +8 melee (1d4 + 2 plus poison, Bite); SA Poison, spell-like abilities; SQ Drow traits, spell resistance 11, Light Blindness; SR 17; AL NE; SV Fort +12, Ref +6, Will +14; Str 16, Dex 12, Con 14, Int 15, Wis 19, Cha 15.

Skills and Feats: Knowledge (Dungeoneering) +3, Appraise +2, Balance +0, Bluff +6, Climb +10, Concentration +19, Craft (Armorsmith) +2, Craft (Bowmaking) +2, Craft (Gemcutting) +2, Craft (Locksmithing) +2, Craft (Trapmaking) +2, Craft (Weaponsmith) +2, Craft (Other) +2, Diplomacy +10, Disguise +2, Escape Artist +0, Forgery +2, Gather Information +2, Heal +4,

Hide +4, Intimidate +2, Survival +4, Jump +2, Knowledge (Arcana) +5, Knowledge (History) +5, Knowledge (Nobility) +3, Knowledge (Planes) +5, Knowledge (Religion) +14, Knowledge (Other) +2.5, Listen +7, Move Silently +4, Perform +2, Ride +1, Ride (Air) +1, Search +4, Sense Motive +4, Spellcraft +19, Spot +7, Swim +1, Use Rope +1, Perform (Act) +2, Perform (Comedy) +2, Perform (Dance) +2, Perform (Keyboard instruments) +2, Perform (Oratory) +2, Perform (Percussion instruments) +2, Perform (Sing) +2, Perform (String instruments) +2, Perform (Wind instruments) +2, Control Shape +4, Perform (Keyboard) +2, Perform (Percussion) +2, Perform (String) +2, Perform (Wind) +2, SkillName +2; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Empower Spell, Improved Initiative, Leadership, Shield Proficiency, Simple Weapon Proficiency.

Racial Spells Known: 0--

Clairaudience/clairvoyance, Dancing lights, Faerie fire, Levitate, Suggestion.

Clr Spells Prepared (6/6/6/6/6/4/4/3/2/1):

0--Cure minor wounds (2), Detect magic, Detect poison, Read magic, Resistance, 1-- Bless, Command, Detect good, Detect law, 2-- Bear's endurance, Cure moderate wounds, Darkness, Death knell (Domain Evil), Resist energy, Silence, 3--Blindness/deafness, Cure serious wounds, Dispel magic (2), Protection from energy, 4-- Dimensional anchor, Divine power, Freedom of movement, 5--Dispel good (Domain Evil), Greater command, Slay living, 6--Blade barrier, Create undead (Domain Evil), Heal, Mass cure moderate wounds, 7--Repulsion, 8--Fire storm, Unholy aura (Domain Evil), 9--Energy drain, Summon monster ix (Domain Evil).

Racial Spells Prepared: 0--

Clairaudience/clairvoyance, Dancing lights,

Faerie fire, Levitate, Suggestion, Unholy blight (Domain Evil).

Description

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day-dancing lights (DC 13), clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: The former Lord of Envy casts spells as a 17 level cleric.

Skills: A drasp has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Potion of shield of faith +5 (900 gp, .1 lb), Potion of bull's strength (300 gp, .1 lb), Potion of cure serious wounds (750 gp, .1 lb), Potion of barkskin +5 (1200 gp, .1 lb), Crystal ball with telepathy (70000 gp, 7 lb), Ring of spell turning (98280 gp, 0 lb), Silver holy symbol (25 gp, 1 lb), Buckler mw (165 gp, 5 lb), Light +1 crossbow (2335 gp, 4 lb), Drow war gauntlet +2 (8400 gp, 1 lb), Chain shirt +2 (4250 gp, 25 lb).

Garlgax, Lord of Envy; Drow elf Clr17:

CR 17; ECL 19; Size M; HD 17d8+17; hp 90; Init +5; Spd 20 ft (base 30 ft); AC 19, touch 11, FF 18; BAB +12/+7/+2; Grapple +14; Atk: +14/+9/+4 melee (1d3 + 2, Unarmed), +14/+9/+4 ranged (1d8 + 1/crit 19-20, Crossbow, light +1), +16/+11/+6 melee (1d8 + 4, Drow War Gauntlet +2); SA Poison, spell-like abilities; SQ Drow traits, spell resistance 11, Light Blindness; AL NE; SV Fort +11, Ref +6, Will +0; Str 15, Dex 12, Con 12, Int 15, Wis 20, Cha 15.

Skills and Feats: Knowledge

(Dungeoneering) +3, Appraise +2, Balance -3, Bluff +6, Climb -2, Concentration +18, Craft (Armorsmith) +2, Craft (Bowmaking) +2, Craft (Gemcutting) +2,

Craft (Locksmithing) +2, Craft (Trapmaking) +2, Craft (Weaponsmith) +2, Craft (Other) +2, Diplomacy +10, Disguise +2, Escape Artist -3, Forgery +2, Gather Information +2, Heal +5, Hide -3, Intimidate +2, Survival +5, Jump -2, Knowledge (Arcana) +5, Knowledge (History) +5, Knowledge (Nobility) +3, Knowledge (Planes) +5, Knowledge (Religion) +14, Knowledge (Other) +2.5, Listen +8, Move Silently -3, Perform +2, Ride +1, Ride (Air) +1, Search +4, Sense Motive +5, Spellcraft +19, Spot +8, Swim -6, Use Rope +1, Perform (Act) +2, Perform (Comedy) +2, Perform (Dance) +2, Perform (Keyboard instruments) +2, Perform (Oratory) +2, Perform (Percussion instruments) +2, Perform (Sing) +2, Perform (String instruments) +2, Perform (Wind instruments) +2, Control Shape +5, Perform (Keyboard) +2, Perform (Percussion) +2, Perform (String) +2, Perform (Wind) +2, SkillName +2; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Empower Spell, Improved Initiative, Leadership, Shield Proficiency, Simple Weapon Proficiency.

Clr Spells Prepared

(6/8/7/7/7/5/4/3/2/1): 0--Cure minor wounds (2), Detect magic, Detect poison, Resistance, 1--Bless, Command, Detect good, 2--Bear's endurance, Cure moderate wounds, Death knell (Domain Evil), Hold person, Resist energy, Silence, 3--Blindness/deafness, Cure serious wounds, Deeper darkness, Dispel magic, Protection from energy, 4--Death ward, Dimensional anchor, Divine power, Freedom of movement, 5--Dispel good (Domain Evil), Greater command, Slay living, 6--Blade barrier, Create undead (Domain Evil), Heal, Mass cure moderate wounds, 7--Repulsion, 8--Fire storm, Unboly aura (Domain Evil), 9--Energy drain, Summon monster ix (Domain Evil). Unboly blight (Domain Evil).

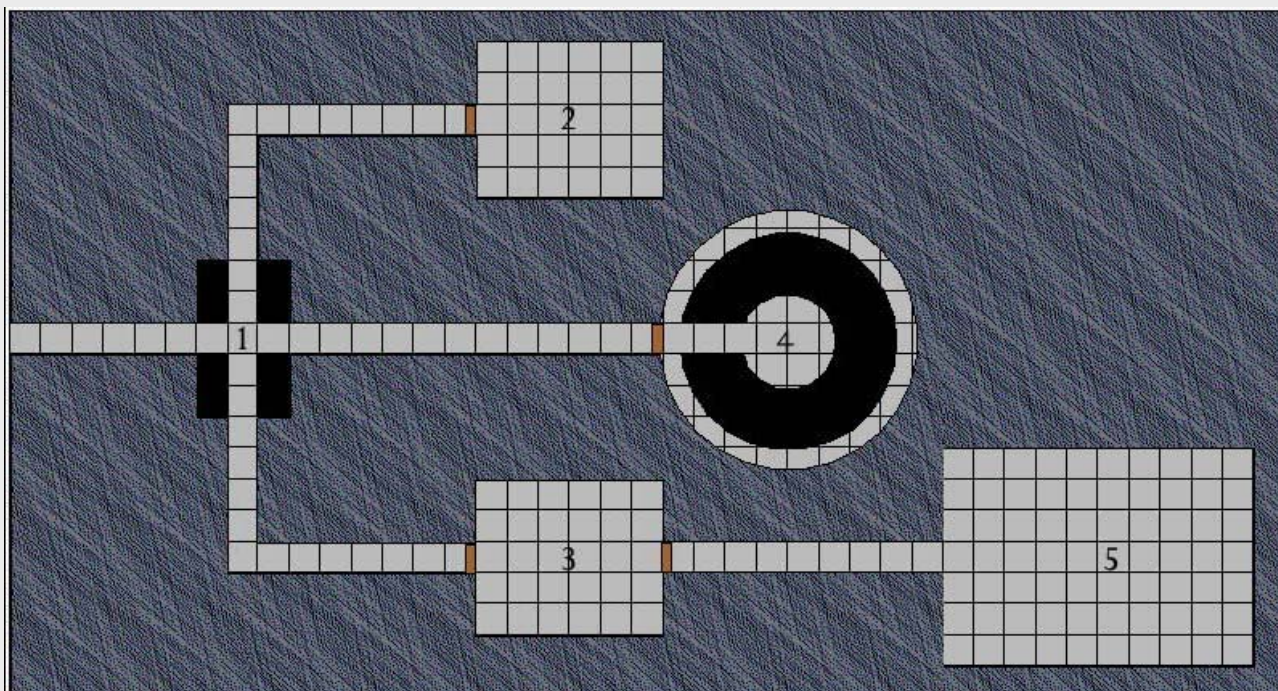
Possessions: Potion of shield of faith +5 (900 gp, .1 lb), Potion of bull's strength (300 gp, .1 lb), Potion of cure serious wounds (750 gp, .1 lb), Potion of barkskin +5 (1200 gp, .1 lb), Ring of spell turning (98280 gp, 0 lb), Silver holy symbol of vornoth (25 gp, 1 lb), Buckler mw (165 gp, 5 lb), Chainmail +2 (4300 gp, 40 lb), Light +1 crossbow (2335 gp, 4 lb), Drow war gauntlet +2 (8400 gp, 1 lb, see www.farlandworld.com), 0 Amulet of evernight (0 gp, 0 lb, see www.farlandworld.com).

APPENDIX TWO: MAPS

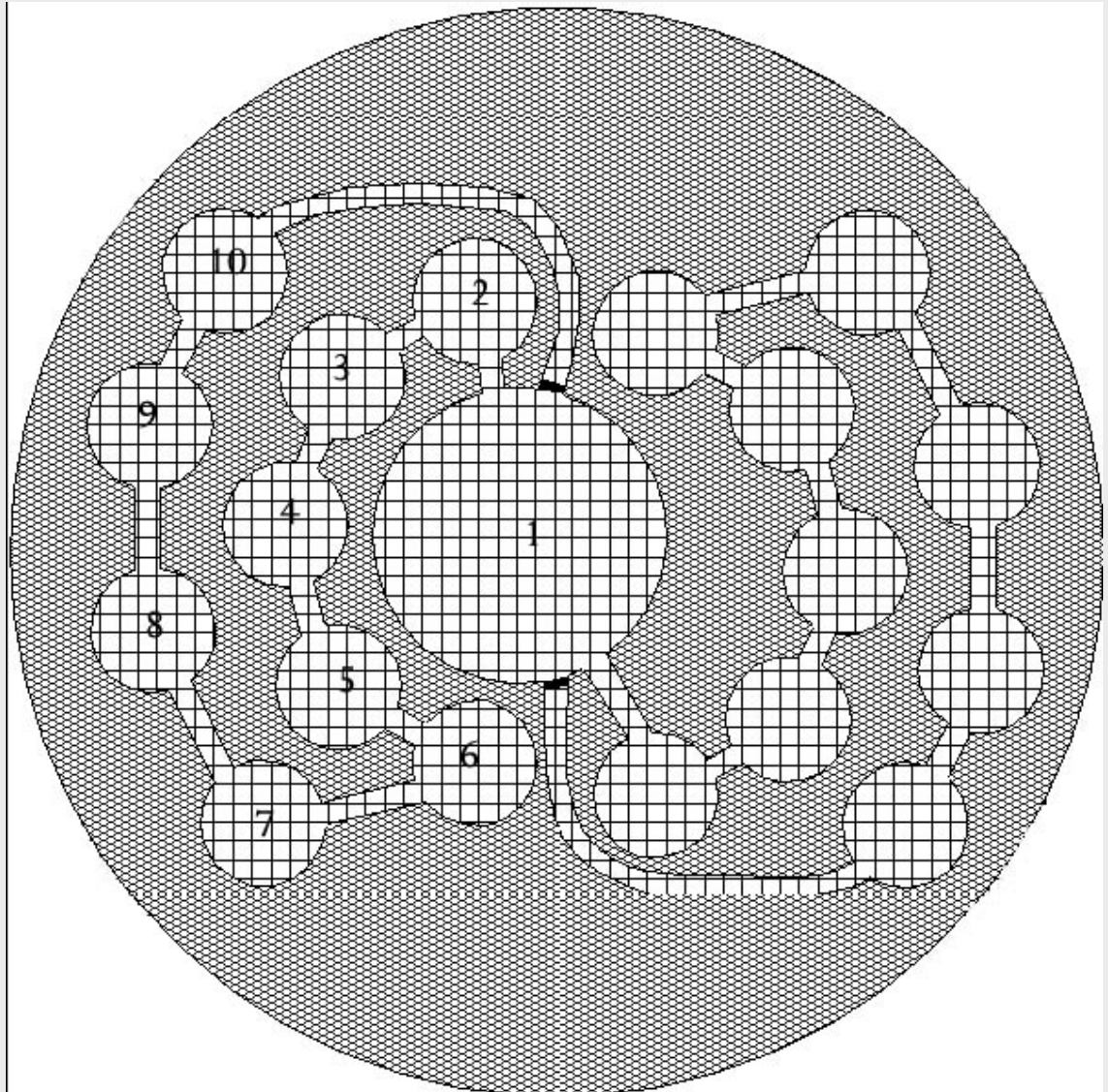
The Kingdom of Orland (Map I)



The Tomb of Envy (Map Two)



The Demonfang Lair (Map Three)



APPENDIX THREE: OGL

This adventure is produced under the Open Gaming License (see below). All non-OGC content is copyright 2007 S. Baker. All rights reserved.

Open Gaming License v1.0a

Designation of Open Game Content

The following are product identity and not open game content:

- Textual Descriptions including place and character names
- Maps and artwork
- Farland Campaign
- Farland Campaign details

The following are designated as Open Game Content:

- Ability Scores (Charisma)
- Armor Class
- Base Attack Bonus
- Combat Basics
- Equipment
- Game rules
- Character Classes
- Prestige Classes

For all non-product identity skills, feats, spells, powers, items, weapons, conditions, races:

- Names are OGC
- Descriptions are OGC
- Any associated data is OGC

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. More information on the Open Game License can be found at www.opengamingfoundation.org.

The terms of the Open Gaming License Version 1.0a are as follows:

Open Gaming License Version 1.0a

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast,

transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

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

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free,

non-exclusive license with the exact terms of this License to Use, the Open Game Content.

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

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

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

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

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

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

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

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Adventure - design, maps, text, World of Farland, Farland Campaign, Farland Setting, Farland gods are Copyright 2007 S. Baker; all rights reserved.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E.Gary Gygax and Dave Arneson.