

THE WORLD OF

FARLAND

ORDEAL OF THE VIPER

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INTRODUCTION

This is a World of Farland adventure for four to five characters of 15th to 16th level. 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 (maps are in the appendices). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

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 dark elves of Farland as opposed to the normal spider-themed dark elves 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.

Garlgax, the Lord of Envy has ruled Orland for many centuries. He was once a priest of

Salystra, 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 through which the Serpent Goddess puts all powerful dark elves. 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 dark elf 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.

Liberators. The PCs desire to destroy the Lord of Envy and end his reign of terror.

The abducted loved one. 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 lost tomb. The characters find an old document that speaks of a lost, buried tomb somewhere in Northern Orland.

Maiden in peril. 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.

Powerful travelers. 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.

The Troll Pits of Hextor. If the PCs played through the previous World of Farland adventure "The Troll Pits of Hextor," they may have discovered the letter revealing a plot by the Lord of Envy to raise an army and attack the free kingdom next to his. This information may prompt them to decide to slay him.

PART I: BEGINNING THE ADVENTURE

THE ATTACK ON THE ROAD

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). Compare the PCs' Passive Perception scores to stealth rolls made by the Night Giants. 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. If the heroes win and he is threatened, he will beg for his life, doing all he can to avoid being slain by the heroes. He will promise information relating to the Lord of Envy, and he will make it known that he knows who the PCs are. After a feigned period of resistance, he will tell them that he knows of a way to destroy the Lord of Envy and that he is sure the heroes will want to hear what he has to say. He simply asks that they spare his life, since he was sent by the Lord of Envy to kill

them, even though he was reluctant to do so. He will say something like the following:

"All dark elves of power must be tested by Salystra, their Demon Serpent Goddess. Since Garlgax the Lord of Envy 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, **Vault 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 vault 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 surely will 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.

You as the GM will need to do all you can to keep Koorlsh alive to convey the information that the PCs need to find the Vault of Envy and learn that they need to destroy the symbol. If they slay Koorlsh without speaking to him, have them find something on his body, such as a diary, that reveals the information. Also, keeping Koorlsh alive after the encounter will give you the opportunity to use him as a recurring villain in future adventures, should you so wish.

2 Night Giants (use Storm Giant stats but describe them and their powers as dark and necrotic; see MM p. 156)

Koorlsh (See appendix)

THE VAULT OF ENVY

This vault is located about 50 miles from where the *Attack on the Road* takes place, in the wilderness. The ceilings in the vault 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 vault are made of thick wood banded in steel. They are all locked with good locks (Dexterity check DC 25 to pick), but they can be broken down with a DC 20 Strength check. Breaking a door will allow any denizens of adjacent areas to hear the noise of the door breaking with a successful DC 15 Wisdom (Perception) check. The walls are solid stone. A faint draft wafts through the vault. The map of the vault is in the appendix.

Vault I

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

A permanent 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 Dexterity saving throw or fall off the edge. A character who falls can make a DC 20 Dexterity (Acrobatics) check, catching the edge and taking 1d4 bludgeoning damage on a success. The pit is 100 feet deep and filled with water; a character who falls 100 feet onto the water takes 5d6 bludgeoning damage. In the water are four hostile water elementals. If a character can somehow perceive the magic or

otherwise is detecting magic, the character can perceive the alarm with a successful DC 12 Wisdom (Perception) check, made actively.

4 Water Elementals (see MM p. 125)

Vault 2

The hallway ends at a heavy door, apparently closing off a tomb. On the door is an inscription: "Fell during the great famine of 8010. Forever hungry..."

The door is unlocked. Inside the room are six stone sarcophagi, evenly placed. The room is musty and foul smelling, and an ominous feeling pervades the air. If any of the sarcophagi are approached, the denizens of all of the sarcophagi spring forth and viciously attack. Randomly generate the treasures of the denizens, which will be found inside the sarcophagi.

6 wraiths (see MM p. 302)

Vault 3

The hallway ends at a heavy door, apparently closing off a tomb. On the door is an inscription: "Fell during the battle of Mavarra in the first spear cast..."

The door is unlocked. Inside the room are six stone sarcophagi, evenly placed. The room is dusty but has no odor. On the far side of the room is another door. In the middle of the floor is a trap.

Poisoned Spear Trap. Six spears will shoot out from the walls in a random pattern when more than 30 pounds is placed on the pressure plate in the center of the room. Each occupant of the room will get attacked by one spear. Randomly determine the target of any additional spears. *Melee weapon attack*: +11 to hit, range 5 ft., one target each. Hit: 4 (1d8) piercing damage plus 30 (6d10) poison damage and the target must succeed at a DC 16 Constitution saving throw or be poisoned for one hour. A Wisdom (Perception) check DC 20 is required to spot the trap, an Intelligence (Investigation) check DC 20 is required to comprehend how to disable the trap, and a Dexterity check DC 20 using thieves' tools is required to disable the trap without setting it off once it is spotted.

Vault 4

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 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 successful Dexterity (Acrobatics) check DC 30 will allow a character to run back across the walkway before it retracts, but failing the check by 15 or more means the character is caught in mid-air when the walkway retracts and falls into the pit. This trap can be discovered with a successful DC 25 Wisdom (Perception) check, but it cannot be disarmed. Once the walkway retracts, two efreeti will

appear and attack. The efreeti will try to knock characters into the pit. The decoy box is empty.

2 Efreeti (see MM p. 145)

The pit is 100 feet deep and filled with water; a character who falls 100 feet onto the water takes 5d6 bludgeoning damage. In the water are four hostile water elementals. If a character can somehow perceive the magic or otherwise is detecting magic, he can perceive the alarm with a successful DC 12 Wisdom (Perception) check, made actively.

4 Water Elementals (see MM p. 125)

Vault 5

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 dark elf. On the altar is a large silver holy symbol of Vornoth. The altar is scribed with runes that say, "Warning! Touch not this Altar!" Next to the altar are several thick, large chests, padlocked.

There are three chests next to the altar, each locked with a good lock (Dexterity check DC 25 to pick). In the chests are some items the Lord of Envy stashed here for safekeeping: 600 silver pieces, 400 gold pieces, 5 amber gems worth 100 silver pieces each, and a driftglobe (remember, the World of Farland is on the silver standard, so in other D&D worlds, silver pieces found would be gold pieces, and so forth).

When PCs enter the room, the figure, which is an Iron Golem, attacks. It will fight until all PCs leave the room, whereupon it will shut the door to the room. Its orders are to defend the holy symbol at all cost.

If the holy symbol is destroyed (which can be done with a single blow from a melee weapon that deals bludgeoning or slashing damage) the Demon Serpent Goddess is free to summon both the Lord of Envy and the heroes to her Demonfang Lair (see the next section, **The Demonfang Lair**), which she will promptly do. A successful Wisdom saving throw DC 30 will allow a character to resist being plane shifted to the pits. Otherwise, black, snake-like tendrils shoot forth from the floor, pulling the characters down into darkness, and when they can see again they find themselves in the lair.

1 Iron Golem (see MM p. 170)

PART 2: THE DEMONFANG LAIR

THE SUMMONING AND THE LAIR

Any PC who is in the Vault of Envy when the holy symbol is destroyed and who does not succeed at the Wisdom saving throw is summoned immediately to the Demonfang Lair of the goddess Salystra, the serpent deity of dark elves. 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. They can be cut through with magical weapons at a rate of 1 foot per hour. A +4 or adamantite weapon doubles the rate. In the lair, lawful characters suffer disadvantage on all Charisma-based checks, and good characters suffer the same penalty. 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 goddess. Indeed, the serpent deity controls the very laws of physics in her lair. The map

of the lair is in the appendix. None of the denizens of the lair have treasure unless otherwise noted. When PCs arrive in her lair, go to the next section.

Lair I

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 dark elf, with ebony skin and silver hair. He is tall and scrawny. "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 dark elf woman 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. As you know, I am the great and powerful goddess Salystra. Your faithful servant Koorlsh 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 swallow two mice with one strike. 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 an invulnerable wall of force up between the Lord of Envy and the party so they cannot attack each other. The door out of this room leads to **Lair 2**.

Note to the GM: 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 2-9 in that order 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

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?"

The answer is "*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 terrifying demon covered in ice. It will attack the PCs. Multiple wrong answers will cause more demons to emerge.

Ice Devil (see MM p. 75)

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

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

Lair 3

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, I 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. One is earth, two is fire, three is water, and four is 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.

Earth Elemental (see MM p. 124, but has maximum hit points)

Fire Elemental (see MM p. 125, but has maximum hit points)

Water Elemental (See MM p. 125, but has maximum hit points)

Air Elemental (See MM p. 124, but has maximum hit points)

Lair 4

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 a snake body and multiple arms. 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 Marilith. To move across the room, a player needs to make Dexterity (Stealth) checks, staying in shadows. The spotlights start in random locations and every round the spotlights move 10 feet in a random direction (roll 1d8, with 1 being north, 2 being northeast, 3 being east, and so forth). If a light falls on a character, the character must immediately make another Dexterity (Stealth) check with disadvantage. The Marilith can make a Wisdom (Perception) check every round to perceive any PCs who are crossing the room; this Marilith is trained in the perception skill and makes the check with a +8 bonus. The Marilith can also see invisible creatures, so invisibility provides no benefit to Dexterity (Stealth) checks, nor will it provide benefit in combat against the Marilith. If the fiend detects a creature crossing the room, 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 and will dissolve the scales on the door.

Lair 5

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 he or she guessed the correct answer.

From the door to the B is 5 feet. To jump to this letter, a character must succeed at a Strength (Athletics) check DC 10. Landing

successfully on the letter requires a successful Dexterity (Acrobatics) check DC 10.

From the B to the R is 7 feet. To jump to this letter, a character must succeed at a Strength (Athletics) check DC 15. Landing successfully on the letter requires a successful Dexterity (Acrobatics) check DC 15.

From the R to the I is 9 feet. To jump to this letter, a character must succeed at a Strength (Athletics) check DC 17. Landing successfully on the letter requires a successful Dexterity (Acrobatics) check DC 17.

From the I to the D is 11 feet. To jump to this letter, a character must succeed at a Strength (Athletics) check DC 19. Landing successfully on the letter requires a successful Dexterity (Acrobatics) check DC 19.

From the D to the G is 10 feet. To jump to this letter, a character must succeed at a Strength (Athletics) check DC 20. Landing successfully on the letter requires a successful Dexterity (Acrobatics) check DC 20.

From the G to the E is 12 feet. To jump to this letter, a character must succeed at a Strength (Athletics) check DC 22. Landing successfully on the letter requires a successful Dexterity (Acrobatics) check DC 22.

Each time a character fails a check, or a character touches the floor, the character is affected as if struck by a *lightning bolt* spell. The character takes 24 (8d6) lightning damage; a successful Dexterity saving throw DC 17 will reduce this damage by half (characters can discover the existence of the lightning bolt trap on the floor with a successful Intelligence (Investigation) check DC 20, but disabling the trap is impossible). The checks must then be made again, although the DC of the check to jump should

be appropriately adjusted based on the distance to the letter the character has already covered; the DC of the check to balance on the letter remains the same. The GM 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 over the door dissolve, and the lightning trap on the floor is turned off.

Lair 6

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, other-planar alchemical substance destroyed only by acid. The PCs can realize this fact with a successful Intelligence (Arcana) check DC 20 or a successful Intelligence (Religion) 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 an AC of 15 and 200 hit points, 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 or effect was targeted against him directly. Normal

weapons can damage the door, but if a normal weapon strikes the door, the weapon immediately takes damage equal to the amount of hit points it dealt to the door. The door is locked with an amazing lock made of the same material as the door; a successful Dexterity check DC 30 will open the lock.

Note to the GM: 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

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 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.

2 Ice Devils (see MM p. 75)



Lair 8

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: A glove

Stating the answer will cause the scales over the door to dissolve. If an incorrect answer is given, a trap that duplicates a banshee's wail 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.

Banshee Wail Trap: If the riddle is answered incorrectly or the door is touched without answering the riddle, this trap is triggered and a banshee-like wail sounds forth. This wail has no effect on constructs and undead. All other creatures within the room that can hear must make a DC 17 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 18 (6d6) psychic damage. This trap can be discovered with a successful DC 17 Intelligence (Arcana) check. It can be disarmed with a successful DC 17 Dexterity check. A successful *Dispel Magic* (DC 17) cast on the door destroys the trap.

Lair 9

In this room is a huge, 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.

The figure is a goristro, a particularly intelligent one. He will offer to play a game called "Dark Towers" with the heroes. If the demon wins three rounds of the game, the entrance door to the room will close and lock, and he will attack. If he loses three rounds of the game or is defeated in combat, all doors out of the room unlock and the PCs can pass.

Dark Towers Basics: When you are rolling the dice you are the "hero". 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 hero to win by tossing the Aeon again before he tosses a 7 (called Deadly Lords). That 7 is called Deadly Lords to differentiate it from the 7 on the Dark Conquest roll. If the Aeon is tossed, the hero and his fellow bettors win and the round is over. If the hero tosses Out 7, he or she loses 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.

Goristro (See MM p. 59, but has an Intelligence of 10, so adjust stats accordingly)

Lair 10

This room seems bare; a thick, translucent layer of scales covers the door.

The GM should proceed to the next section **Resolving the Test** when characters exit through the door on the far side of this room. In this room, 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 GM to devise. Some suggestions are detailed below. A character should be saddled with a creature that has natural protections and resistances against the character's favored means of attack; the character should then be able to use his skills to eliminate the protections and resistances. While each character faces his or her own individual challenge, the others are each imprisoned in a force cage, with no chance of escape.

Possibilities for individual challenges include: --

- Making a fighter fight a creature with a high resistance to all forms of weapon damage but allowing the fighter to lower those resistances through feats of strength or athletics.
- Making an archer fight a monster that has a very high resistance to damage against piercing weapon damage and any energy damage the archer may have, but allowing

the archer to hit targets around the room to lower those resistances.

- Making a wizard fight a creature that has a high resistance to magic as well as different forms of energy, but allowing him to lower those resistances by correctly identifying magical formulae.
- Having a ranger fight a creature with a high resistance to all forms of weapon damage but allowing the ranger to lower that resistance by correctly identifying herbs and plants.
- Having a cleric fight a creature with a high resistance to his spells and energy attacks, but allowing him to remove it by having him identify holy symbols of other faiths.

... and so forth.

RESOLVING THE TEST

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 (Remember, combat rounds are 6 seconds each. Also note that you may wish to use a method to judge if your PCs have won that is more appropriate to the group. Not every group handles time constraints well. Any alternate method will need to be up to DM discretion). They will see the Lord of Envy emerge when 45:00 minutes 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, called drasps. The GM 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. Guidance on creating drasp PCs is found in the appendix, along with statistics for a drasp Lord of Envy. 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 sex and 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 declares 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. The Lord of Envy, whether in dark elf or drasp form, 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 winners 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 PCs if they take Garlgax's items; she sees it as beneath her. In one of the pouches of the Lord of Envy is a letter addressed to "Afej the Black," which indicates that Afej has agreed to supply troops in Envy's bid to conquer the neighboring kingdom if Envy then makes Afej the governor of the newly conquered territory. This is a hook to involve the PCs in the next World of Farland adventure, "**Hold of the Lich Lord.**" If the PCs defeat Garlgax, go to the next section.

The Lord of Envy, as a dark elf or drasp (see Appendix)

CONCLUDING THE ADVENTURE

RETURN TO THEIR PLANE

If the PCs defeat the Lord of Envy in either of his forms, they will regain their own forms (if they were drasp), they will witness a blinding flash, and they will return to their own plane. They will have survived the adventure and taken a large step toward freeing the Kingdom of Orland, the former domain of the Lord of Envy.

The PCs will also have come face to face with a lesser god. While this has no game effects in terms of mechanics, it is bound to have had an effect on the characters' psyches and should provide rich roleplaying opportunities.

FURTHER ADVENTURES

A diabolical GM may have the Goddess renege 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.

APPENDICES

NPCs

Koorlsh

Medium humanoid (orc), neutral evil

Armor Class 15 (studded leather)

Hit Points 98 (16d8 + 31)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +8, Int +6, Chr +8

Skills Acrobatics +8, Arcana +6, Deception +8, Perception +5, Stealth +8

Damage Resistances poison

Senses passive Perception 15

Languages Thieves' cant, dark speech, Kingdom Common

Challenge 9 (5,000 XP)

Special Traits

Assassinate. During his first turn, Koorlsh has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Koorlsh scores against a surprised creature is a critical hit.

Evasion. If Koorlsh is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Koorlsh instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack: Once per turn, Koorlsh deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Koorlsh that isn't incapacitated and Koorlsh doesn't have disadvantage on the attack roll.

Sneak Attack. Once per turn, Koorlsh can deal an extra 4d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon.

Spellcasting. Koorlsh is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the sorcerer spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, disguise self, magic missile, shield*

2nd level (3 slots): *detect thoughts, suggestion*

3rd level (3 slots): *fear, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

Multiattack. Koorlsh makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3)

piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

The Lord of Envy

Medium humanoid (elf), neutral evil

Armor Class 18 in humanoid form (scale mail and shield); 19 in drasp form (scale mail and shield, natural armor)

Hit Points 161/180 (18d8+54)

Speed 30 ft.; 30 ft., climb 30 ft. in drasp form

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Con +8, Wis +10, Chr +8

Skills Insight +10, Perception +10, Persuasion +8, Religion +10, Stealth +8

Senses Darkvision 120 ft., passive Perception 20; also has blindsight 10 ft. in drasp form

Languages Dark Speech, Elven, Kingdom Common, Mordularian

Challenge 15 (13,000 XP)

Special Traits

Legendary Resistance (3/day). If the Lord of Envy fails a saving throw, he can choose to succeed instead.

Fey Ancestry. The Lord of Envy has advantage on saving throws against being charmed, and magic can't put him to sleep.

Amulet of Evernight. The Lord of Envy wears the artifact the Amulet of Evernight (randomly determine its beneficial and detrimental effects—see www.farlandworld.com).

Innate Spellcasting. The Lord of Envy's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate (self only)*

Spellcasting. The Lord of Envy is an 18th level spellcaster. His spellcasting ability is Wisdom (save DC 18, +10 to hit with spell attacks). The Lord of Envy has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, inflict wounds, sanctuary*

2nd level (2/3 slots): *blindness/deafness, bold person, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, protection from energy*

4th level (3 slots): *banishment, divination, freedom of movement*

5th level 2/(3 slots): *flame strike, insect plague, mass cure wounds*

6th level (1 slots): *barm*

7th level (1 slots): *fire storm*

8th level (0/1 slots): *antimagic field*

9th level (1 slots): *mass heal*

Sunlight Sensitivity. While in Sunlight and not wearing the Amulet of Evernight (which he

generally wears all the time), the Lord of Envy has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The Lord of Envy makes two Drow War Gauntlet attacks.

Drow War Gauntlet. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing and slashing damage. A drow war gauntlet is a leather glove attached to the wearer's hand. As a free action on its turn, the wearer can use a hidden button to extend the jagged hooks and blades of the gauntlet.

Hand crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Constrict (drasp form only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the Lord of Envy drasp can't constrict another target.

Bite (drasp form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and the target must make a DC 16 constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much on a successful one.

Summon Demon (1/Day). The Lord of Envy attempts to magically summon a yochlol with a 40 percent chance of success. If the attempt fails, the Lord of Envy takes 6 (1d12) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of the Lord of Envy, acts as an ally of the Lord of Envy, and can't summon other demons. It remains for 10 minutes, until the Lord of Envy dies, or until the Lord of Envy dismisses it as an action.

Legendary Actions

The Lord of Envy 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. The Lord of Envy regains spent legendary actions at the start of his turn. The Lord of Envy can't use the same legendary action two turns in a row.

Instill Envy. The Lord of Envy causes a strong feeling of Envy to afflict an enemy within 30 feet that he can see. The target must succeed on a Wisdom saving throw DC 18 or become strongly envious of a random ally and, in a jealous rage, use an action to make a melee or ranged attack against that ally. If the target can't use a melee or ranged attack to attack the ally, it does nothing this turn.

Attack. The Lord of Envy makes a Drow War Gauntlet or Hand crossbow attack (or bite or constrict attack as a drasp).

Cantrip. The Lord of Envy casts an at-will spell.

RULES FOR DRASP TRANSFORMATION

Should the PCs be transformed to drasps (upper half humanoid, lower half snake), apply the following rules:

- Because of the shock of the transformation, for the first three rounds of combat, a PC can't take an action as a drasp until he or she has succeeded at a Wisdom saving throw DC 15. This saving throw must be repeated every round in order to take an action, until the beginning of round 4.
- PCs get a +1 bonus to their AC from natural armor.
- PCs gain a climb speed of 30 ft.
- PCs gain blindsight 10 ft.
- PCs gain the following two attacks. Calculate the to hit bonus as you would any melee weapon attack.

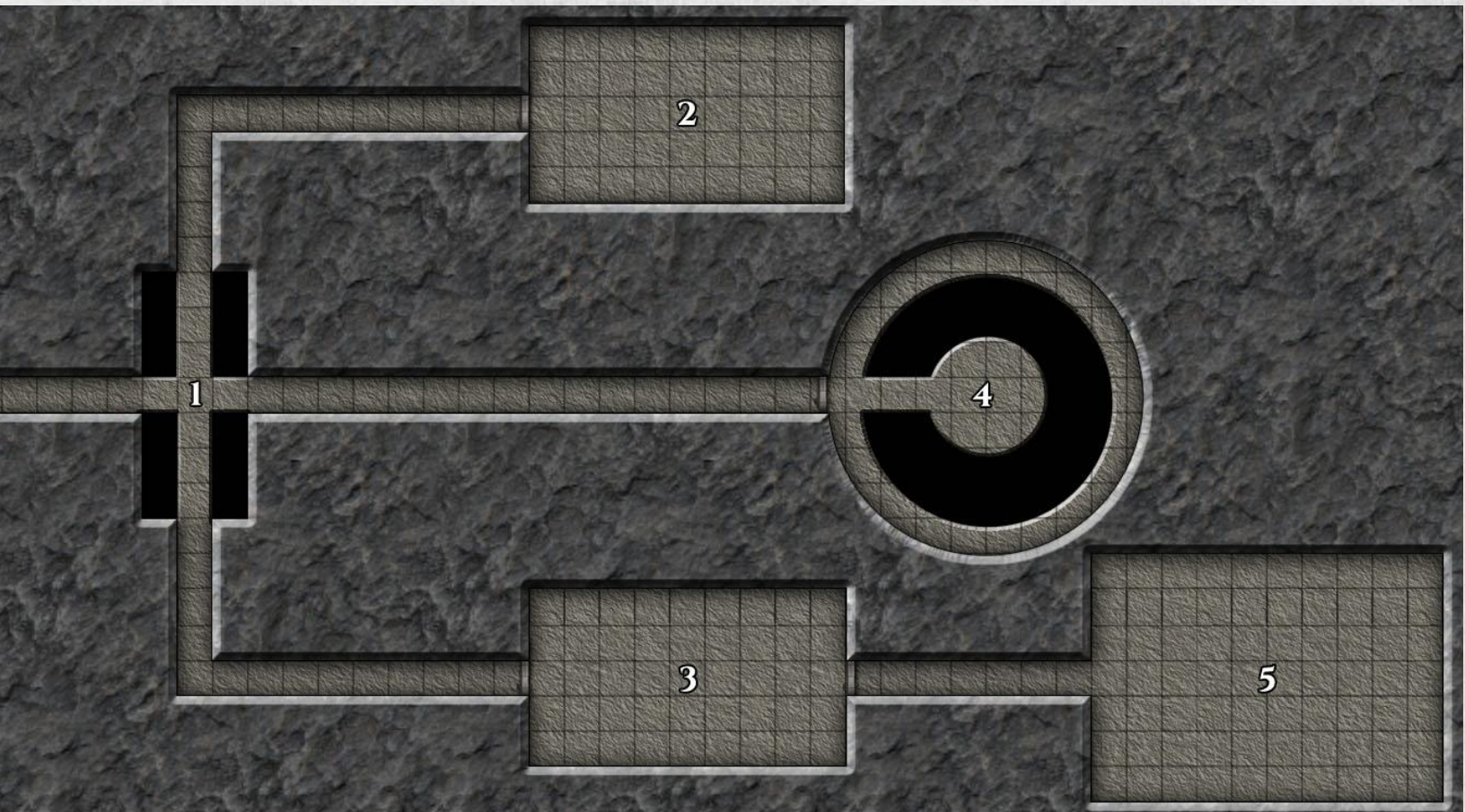
Constrict. Melee Weapon Attack: reach 10 ft., one target. **Hit:** 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the drasp can't constrict another target.

Bite. Melee Weapon Attack: reach 5 ft., one target. **Hit:** 2 (1d4) piercing damage and the target must make a DC 13 constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much on a successful one.

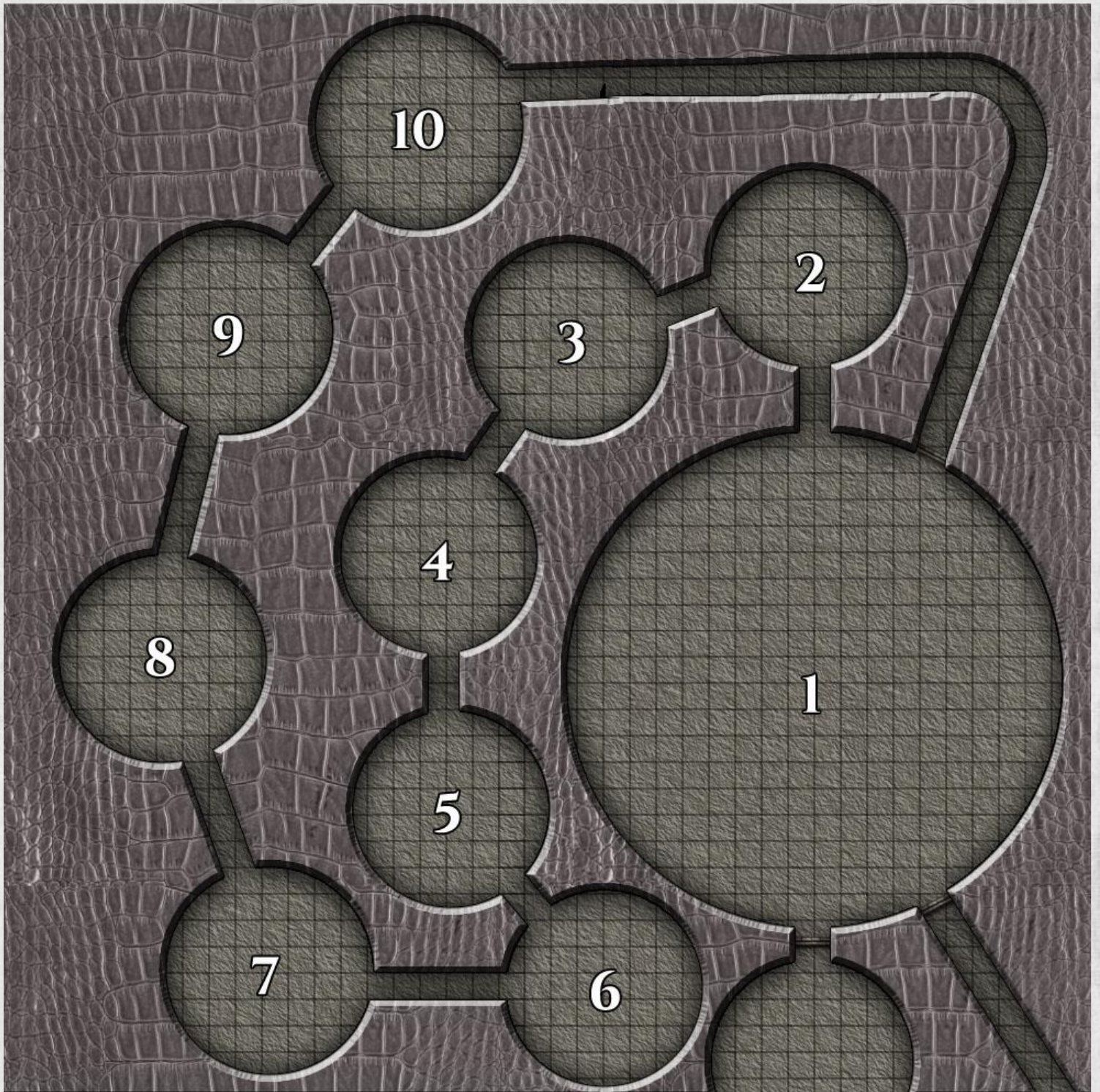
MAPS



The Kingdom of Orland



The Vault of Envy (1 square equals 5 feet)



The Demonfang Lair (1 square equals 5 feet)

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