

THE WORLD OF

FARLAND

THE QUICK AND THE DEAD

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INTRODUCTION

This is an adventure for 4 to 5 3rd level characters. You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. This scenario utilizes the D&D 5E rules. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times. Remember that the World of Farland uses the Silver Standard (see the website at www.farlandworld.com). If you are setting this module in a different campaign world, you will want to make copper pieces found into silver pieces, silver into gold, etc. Maps are in the appendix.

ADVENTURE BACKGROUND

The players are staying in Kenby, a small town in Kelerak. Because they have some small reputation, they will be asked by the sheriff of Kenby to investigate a disturbance plaguing the town.

ADVENTURE SYNOPSIS

Timothy Ack-Turpin ("Ack" is Kelerite for "son of") has a problem and the heroes have presented themselves as the obvious solution. After all, it isn't every day that well-armed individuals come to Kenby, especially not people who seem to know how to use those weapons. Recently there have been some very dangerous and troubling attacks in the village. They seem to emanate from the local cemetery and occur only at night, but they have happened several times. Worse, the victims of the attacks are never seen again--except for grisly pieces and shards of bone. Whatever is attacking them seems to be rending them limb from limb. Timothy went himself to investigate the other night and got a glimpse of several skeletons and worse, some feral, wicked, gray-skinned creatures--possibly ghouls. He witnessed them emerging from the old Percy Family mausoleum but was forced to flee because he was outnumbered. What the PCs don't know: Timothy did indeed attempt to flee from the ghouls, but he didn't make it. Paralyzed by their touch, he was brought before their fell ghastron, who saw an opportunity to feed his warren. He promised Timothy gold if he would supply the warren periodically with fresh "meat." If Timothy refused, the ghouls would hunt and slay both him and his family. Overcome by fear and greed, the Sheriff agreed. He has since felt guilty about betraying his own fold to a foul

end, but the heroes--being-strangers-- cause him to have no such compunctions. He figures if they die he will get paid, and if they succeed, he will be out of a tough bind.

ADVENTURE HOOKS

The PCs may have chosen to have journeyed to Kenby 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.

What Lurks Within. If you are continuing from the adventure “What Lurks Within,” the heroes have garnered a reputation from as far north as Kelerak. They receive a letter from a local merchant, a clothier by the name of Herbert Ack-Johan. He begs them to help the town of Kenby, because people have been disappearing, and Herbert has no faith in the local authorities.

Dragonspur Locals. The PCs live in Dragonspur and have been asked to investigate trouble in Kenby by the local guard captain.

Chance travels. The characters come upon Kenby in their travels and hear about the problems plaguing the village in a tavern. They also might see a sign offering employment to anyone willing to uncover the mystery of the attacks.

PART I: BEGINNING THE ADVENTURE

The adventure begins after the players have arrived in Kenby, located in the Kingdom of Kelerak. They will quickly be asked by the town sheriff to help him with the little problem he has of people disappearing.

Kenby

Lord Bartarius of Dragonspur is ruler of Kenby. He is, however, an absentee ruler. His mayor, one James Walter, rules in his stead. The town's population is 99 humans; it is a farming town, and its major products are wheat and other crops, as well as some small amounts of fish and timber. Kenby has a furrier, a clothier, a shoemaker, multiple farmers, a maidservant, a fisherman, a hunter, a tavern owner, and a blacksmith. Kenby has one sheriff, Timothy Ack-Thurpin, sometimes called Tim the Quick, who is also a farmer and landowner. Fifteen peasants can be called up in times of trouble, including Hugh Ack-Nigel, the Mayor's burly groundskeeper, and the town strongman Fulk Ack-Kaler. The DM should read the following to the players:

Kenby is an old village that was long held by the Percy family. The line of this family ended in the year 8150 F.R., when the old King executed the last Lord of the family for treason. The village passed into the hands of the crown, and thus into the hands of Lord Mayor Naglor of Dragonspur, who gave it as a fief to Lord Bartarius. As far as settlements go, Kenby is fairly representative of typical villages in Kelerak. It is so small that it only has one Tavern (The Copper Cup), and no inn or general store. Any visitors must stay with one of the residents. The inhabitants live a simple life, farming, fishing, hunting, and working. Most have never been to the great metropolis of Dragonspur, a mere 16 miles away, and most never want to go. Instead, they look forward to feastdays and Southday worship in the village's small chapel of Heshtail [a lawful good god]. The Abbot of the temple, Gilden Ack-Gilbert, is always a good conversationalist. Although life is difficult and they are not lucky enough to be blessed with a priest of Bestra to make life easier, the simple fact they are earning a living makes them rejoice in what they have. They may complain about paying their taxes, and they may be subject to the occasional orc raid or wandering monster assault, but all in all,

they know they have it better than many folk these days.

saunters up to you and gives you a wide, snaggle-toothed smile. "Welcome to the Copper Cup, strangers. I'm Matilda. What'll ye 'ave?"

Places of Interest in Kenby

There are several places of interest in Kenby that the heroes may want or need to visit. They are the **Sheriff's Post** (marked "A" on the map), **Church of Heshtail** (marked B on the map-- in the Church Cemetery is the Ghoul Warren.), **The Copper Cup Tavern** (marked C on the map), and **Merchant's House/ PC's Residence** (marked D on the map). These are described below. If the PCs do not visit the Sheriff's post on their own, they will get a message to see the Sheriff, Timothy Ack-Thurpin, within a day of the start of the adventure.

The Copper Cup Tavern

The DM should read the following to the players if they approach from 3 PM until midnight (if they approach on the off hours, the place is locked up tight):

This tavern is a shabby looking establishment. Stray dogs are slinking around the front doors and the smell of greasy meat and stale ale wafts from the wooden and brick building. A sign, hanging from one hinge, depicts a copper cup. Upon entering, you realize the place is quite popular. There are barely any empty tables (it is mostly filled with farmers) and the homely barmaid

The talk of the tavern is the attacks. A successful Intelligence (Investigation) check DC 12 will reveal that: 1. Sheriff Timothy has been spending more money recently. No one knows where he got it. 2. He did indeed go to investigate the attacks and took a party of four local fighters with him. When they all fled they were separated, but the four locals met up soon after and Timothy didn't reappear for an hour. 3. The villagers think that ghouls can paralyze people with their touch. 4. Old John the farmer had his ladder stolen about a week ago. 5. A local farmer, Herbert Ack-Johan, has been missing for three days. Each successful check will reveal two pieces of information.

Merchant's House/ PC's Residence

The PCs can rest and equip themselves here. Read this to the PCs:

The house of your host, Peter Ack-Telthor, is a comfortable place. This large farmhouse is two stories. Peter is the local trader, and he gets in a new shipment of goods about every week. He lets you stay for free at his place and only asks that you help him out with odd chores. He is a nice fellow, but the quintessential businessman.

The PCs have the potential to arrange for any mundane equipment from Peter the town merchant, and he has a 50% chance to be able to acquire almost any rare or expensive non-magical item. Items unfortunately take approximately a week to arrive from Dragonspur City. Peter charges a 5% markup on any armor, weapons, or rare items. If the PCs want to haggle with him over prices, they must make opposed Charisma (persuasion) checks; Peter has a +2 persuasion score but he has advantage to his check since the PCs are staying in his house. If the PCs attempt to intimidate the merchant, he is liable to ask them to leave his house once he feels safe to do so, and he will cancel any orders he has been intimidated into providing.

Sheriff's Post

When the PCs arrive here, the DM should read them the following text:

As you walk down the short dusty lane towards the Sheriff's post, you marvel at the size of the manor house to your left. Upon entering the small wooden building to your right, your eyes adjust to the dim light, and you see a man with an average build sitting on a bench behind a small wooden table. On pegs on the wall hang a well-kept chainmail shirt and a small shield. A longsword is strapped to the man's belt. He holds out his hand to you as you enter. "Well met! I am the local sheriff here in the thriving Metropolis of Kenby. The name's Timothy. Some call me Tim the Quick, because I used

to be a good runner when I was younger."

Timothy will explain the situation and ask for the heroes to remedy it. This should be a good opportunity for roleplaying, as Timothy has been authorized to give the PCs as much as 50 silvers (gold in non-Farland campaigns) and a potion of healing each, as well as whatever they find, but he will start lower. The PCs will have to haggle. Of course Timothy will not explain the deal he has made with the ghast. He sees the heroes as his opportunity.

- Sheriff Timothy (Use Veteran stats on MM pg. 350)

Church of Heshtail

This large building is the social center of town. As the village's only temple, it is well loved and well used. Recently, however, the church has been having a problem, as described above. When the heroes enter this area, the DM should read the following if it is day. If they arrive at night, it is a spooky place, but the temple is locked up tight:

Although this temple to the lawful good god Heshtail obviously isn't rich, the priest has apparently done much with what he has. The temple is well kept and has a feeling of peace about it. Inside, the fresh smell of incense and old, well-oiled wood has a calming effect. You see a figure approaching, obviously the temple's priest from his clerical garb. An older, bald fellow, he introduces

himself as Abbott Gilden Ack-Gilbert.

Abbott Gilden will tell the heroes about the problem, although he doesn't know anything more than the Sheriff. He states that the ghouls do not bother the temple, and lately he and his other priests have been giving shelter at night to anyone who needs it. Only he actually lives in the temple. He will be happy to show them around the cemetery--but only in the daytime. He points out a large, grand old mausoleum as the source of the problem. It has the letters "Percy" inscribed over the archway, but the stone door to the mausoleum is unlocked. He will tell the heroes that he locks it every day, and every morning he finds it unlocked again. If they enter, go to The Ghoul Warren section below. The heroes can buy holy water from the Abbott for 75% of the price. He has ten vials for sale, as well as potions of healing (which are full price). If the heroes search the cemetery, a DC 10 Wisdom (Perception) check will uncover some apparently fresh bones--with teeth marks on them-- and some newly disturbed graves. A DC 18 Wisdom (Perception) check will reveal a small bag hidden under a bush at the entrance to the cemetery. The bag has 50 silver coins in it. It is actually payment to the Sheriff, and he just hasn't had a chance to pick it up yet. A DC 15 Wisdom (Perception) check will reveal a slab that is freshly askew covering a grave. Moving this slab will reveal a gaping hole leading down to Room 4 (See the Ghoul Warren section below). For Abbott Gilbert, use the statistics for the priest found on p. 349 of the Monster Manual.

PART 2: THE GHOUL WARREN

The Ghoul Warren Level One

The Percy family mausoleum houses seven coffins (it is a very large and regal mausoleum). Now, however, things are in shambles. Read the following to the PCs:

The light illuminating this mausoleum reveals a chaotic scene: seven coffins are overturned, and the skeletons of their ancient inhabitants are strewn about the floor, their old bones splintered and broken. There is no obvious exit from this crypt room.

A Wisdom (Perception) check DC 12 will reveal a trap door. Character must make a strength check DC 12 to lift it. When they do, they will see:

A rough hewn spiral staircase descends some twenty feet into the earth. A foul stench wafts out and you feel your stomach roll over with fear and excitement.

The DM may encourage the players to search this mausoleum, but the ghouls have picked it clean. Go to Room I. Maps of the Ghoul Warren are in the appendix.

Random encounters in the Ghoul Warren Level One: Use the chart on this level to roll for random encounters. They will occur with a 2 in 10 chance per hour. The DM should check again if a battle occurs, as the sound may attract the grisly residents. The DM must remember, however, that the random encounters all come from room locations as indicated, and if the residents of a certain room are dispatched, they will not be encountered again-- there are only a limited number of evil creatures in the warren, as is fair.

The DM should remember that the players will need a light source to explore the warren, and he or she should carefully keep track of it. If they end up stranded in the warren without light, they will likely come to a bad end. Of course descriptions will change dramatically if the PCs have no light source.

Random Encounters

Id6	Encounter
1	4 ghouls (room 2)
2	7 zombies (room 5)
3	2 ghouls (room 10)
4	1 ogre zombie (room 10)
5	2 minotaur skeletons (room 14)
6	2 ghouls (rooms 16 and 17)

Room 1—An Ambush

Read this:

The tunnels you find yourself in are newly hewn out of the hard-packed earth. Rough beams support the ceiling. The ceilings are about eight feet high and the walls little more than five feet apart. The wriggling ends of earth worms and other slimy creatures peak from the walls, and the occasional old bone from the grave yard above juts from the wall or is kicked under foot. The atmosphere is evil and oppressive.

Get the PCs' marching order, and then have them make Wisdom (Perception) checks DC 15. Those who make it are not surprised by what happens next.

Read this:

A small passage opens to your left. Suddenly, from out of the darkness of the passage there is a horrid clatter as of dry bones rubbing together, and the yawning maws and clawing fingers of several skeletons-- hungry

for your warm life-- leap out of the darkness to attack your party.

- 7 Skeletons (See MM pg. 272)

The skeletons have no valuable items (beyond their rusted and shoddy weaponry) or treasure, and are meant to deter invaders. The DM should check for a random encounter after this battle.

Room 2 - Guard Room

Before the PCs enter this room: The DM should make Wisdom (Perception) checks DC 12 for the ghoulish residents. If they succeed the ghouls will have one round to act and will attempt to hide to both sides of the door to ambush the PCs as they enter. The ghouls here are wily and will not hesitate to take hostages, to bargain, or to flee if they began to lose. Plus, they use tactics when they fight. If the ghouls succeed in their Wisdom checks but the PCs do not enter the room, the ghouls will emerge and follow behind them as stealthily as possible. They will go up and lock the door to the mausoleum with a key that one of them possesses. Then they will try to find the location of the PCs and attack, preferably when they are about to enter another battle. Read this if the PCs enter the room:



The use of this low-ceilinged, large room is not readily apparent. There are bundles of refuse and trash, including old blankets and crates, scattered throughout the space.

- 4 Ghouls (See MM pg. 148)

The DM should play the ghouls to their actual intelligence level-- they are cunning creatures. If the PCs search, they will find a necklace worn by one of the ghouls, worth 50 SPs.

Room 3 - Pit trap

The DM should read this:

As you enter you see what looks to be an old chest approximately 15 feet in front of you, sitting a little bit out from the wall. A sack sits next to the chest. In the north wall, a narrow passage, almost a crack, yawns ominously. Water drips from the ceiling.

There is a pit trap in this room. If the PCs approach the chest without having spotted the Pit, they will trigger it, unless for some reason they tell the DM that they approach the chest in a roundabout way.

Hidden Pit: DC 15 Wisdom (Perception) check to spot something amiss with the floor; DC 15 Intelligence (Investigation) check to confirm that it is a covered pit. When a creature weighing more than 20 pounds steps on the dirt-covered planks covering the pit, they

break. The pit is 20 feet deep and anyone falling in takes 2d6 bludgeoning damage and lands prone.

In the bottom of the pit, however, is a giant poisonous snake, an asp.

- Giant Poisonous Snake (See MM pg. 327)

A search of the bottom of the pit (Wisdom [Perception] DC 15) will reveal 12 SP hidden under loose dirt.

Room 4 - The charnel house

The DM should read this when the PCs enter:

The passage rises some five feet to this chamber, which is rougher hewn than most. Several piles of bones line the floor of this chamber, and some of those bones look hideously fresh. Fresh piles of dirt also cover the ground. A rickety ladder leans against one wall.

The PCs should make a Wisdom (Perception) check DC 15 to notice that the ceiling of the chamber is not entirely dirt. It seems that the ghouls dug up into some covered graves-- perhaps to recover the contents. This also offers another exit from the warren. A Strength check DC 10 will allow a character to remove the marble slab covering the grave, but this must be done from a ladder, and this requires a DC 12 Dexterity (Acrobatics) check. If a character falls 15 feet to the floor they take 2d6 bludgeoning damage. The DM

should check for random encounters in this room. A search of this room (Wisdom [Perception] DC 20) will reveal a jeweled +1 short sword buried in the mounds of dirt and bones on the floor. The ghouls didn't notice that they dislodged the magical sword from one of the graves above.

Room 5 - Zombies

Read this to the players:

At the end of this narrow, claustrophobic passage is a door.

The door is locked with a simple lock, DC 15 Dexterity check to pick. If the heroes choose to break down the door, it is a DC 18 Strength check to do so but will bring the denizens from both areas 2 and 8 if they haven't been dispatched. Read the following when the PCs make it into the room.

Multiple recently dead corpses are sprawled in this room. They show evidence of bite marks and other ghoulish damage to their flesh.

These are zombies placed here by the ghost ruler to fend off any attacks from above, and they will rise and attack the heroes on sight. The ghost doesn't entirely trust Sheriff Timothy and wants to make sure that any visitors are sufficiently damaged before his ghouls have to fight them.

- 7 Zombies (See MM pg. 316)

Room 6 - Holy room

Read this to the players:

In front of you is a sturdy wooden door with a large handle. The door is not locked but can be barred from the inside. As you enter this room, a swarm of large, insectile shapes scurries out of the shadows and right towards you!

The swarm of bugs simply wants to escape and will not fight the heroes unless attacked. They will scurry right by the PCs and into a foot-wide hole in the wall.

- Swarm of Insects (See MM pg. 338)

Your light illuminates a large holy symbol of Heshtail, which partially juts from the wall. Upon closer inspection it seems to be an old gravestone. It appears that the undead denizens of this warren-- probably ghouls-- were excavating the wall and unearthed this old marker. Disturbed by the holy power of the symbol, the fell creatures seem to have abandoned this room.

The PCs can rest undisturbed in this room for as long as they want without fear of being bothered by undead. However, if the ghouls discover or have discovered that they are here, the beasts will set up an ambush outside the door to this room and wait patiently for them to emerge.

Room 7 - Treasure

A water-filled passage leads from the bottom of the pool in area 10 to a dry room, set above the level of the water, in area 7. If the players swim the passage, read this to them:

Entering the water-filled passageway is extremely frightening, especially since you have no idea where it comes out or when. As you take several strokes, small fish flit by you in the darkness. Suddenly, 3 long sinuous shapes swim toward you from the shadows--snakes!

These water snakes live in chamber number 7 and feed off the small fish in the passage. They are a very aggressive variety and were placed here on purpose by the ghost to deter any intruders. They will attack anyone attempting to swim through the passage and will follow the intruders into area 7. The DM should keep careful track of the number of rounds it takes to the players to emerge into the air (see the Drowning Rule in the DMG). Without the snakes in the passage, it would take them 6 rounds - 4 with a successful swim check.

- 3 Giant Poisonous Water Snakes (See MM pg. 327)

After making the harrowing swim through the underground passage, you emerge in a roughly rectangular room. Several boxes and chests are in this room. It appears to be a secret storage area of some sort.

This room is used by the master ghost to store his treasure and valuables from the other ghouls, whom he does not fully trust. There are four chests here, all locked (DC 15 Dexterity check to pick) and trapped:

Chest One: 2300 tp, a silver spoon worth 20 sp; Poison Needle Trap (See DMG pg. 123).

Chest Two: 1400 cp, 90 sp, Carved Wooden Animal Statue worth 25 sp; arrow trap (DC 15 Wisdom [Perception] to detect the trap, DC 15 Intelligence [Investigation] to disarm it; Opening the lid of the chest causes the arrow to fire; it makes a ranged attack against someone directly in front of the chest with a +6 bonus and does 1d10 piercing damage if it hits).

Chest Three: Fine cloth robe worth 25 sp, leather belt set with turquoise worth 25 gp; the arrow trap on this chest has been sprung

Chest Four: Scroll with an invisibility spell, a well wrought silvered battleaxe; hail of darts trap (DC 15 Wisdom [Perception] to detect the trap, DC 15 Intelligence [Investigation] to disarm it; Opening the lid of the chest causes the hail of darts to fire; it makes a ranged attack against a random target within 10 feet of the chest with a +6 bonus; a target that is hit takes 2 [1d4] piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 [2d10] poison damage on a failed save, or half as much on a successful one).

Room 8 - Random encounter

Read this to the players:

You enter a rough-hewn area, the junction between two passages. Water drips from the ceiling into a small puddle on the floor. Some words are scrawled on the wall in the common tongue. They are barely legible.

An Intelligence (Investigation) check DC 12 will allow these words to be read. They state: "Death, cold death, is hungry." The DM should check for a random encounter in this area. He should remember, however, to eliminate the denizens of rooms from those areas if they are dispatched during a random encounter.

Room 9 - Empty room

Read the following to the players:

This room has several coffins strewn about. The coffin lids look as if they were removed with some terrific force. The coffins appear to be empty.

The DM should roll some dice to keep the players on their toes, but the room is empty.

Room 10 - Pool

Read the following to the players:

As you enter this fairly large room, you immediately notice a standing body of water - apparently a pool of some sort, in the middle of the area. Crouching in front of the pool are two figures. They seem to be washing something in the water. Suddenly they leap to their feet, eyeing you warily. The figures are emaciated, gray-skinned humans, or at least they were once humans. One is apparently a female. In the shadows behind them is a large, rotting animated corpse standing against the wall.

The ghouls are washing body parts in the water, which they are about to eat. They have with them an ogre zombie, which will not attack unless they order it to. The ghouls are wary and will use tactics to attempt to defeat the party. Their first tactic will be to attempt to convince the PCs, verbally, that they are not the PCs' enemies and that they don't want any trouble. They will claim to be confused about what happened to them, and they will say that they just want to go home. They will even ask for the PCs' help. This is all a lie. If this ruse fails, they will shout for the zombie to attack, and they will also move to attack. They will attempt to shove anyone near the pool into the water, which is 10 feet deep (see shove rules in the PHB). The snakes in the water (see Room 7 description) will attack on the second round that a PC is in the water. While in the water, a Wisdom (Perception) check DC 15 will reveal the opening of the passage leading to area 7. The ghouls have no wish to be slain and will attempt to flee if the battle turns against them.

- 2 Ghouls (See MM pg. 148)
- 1 Ogre Zombie (See MM. pg. 316)

Room 11 - Locked room

When the PCs try the door to this room, they will find it is locked. It is a Dexterity check DC 15 to pick the lock. If the heroes choose to break down a door it takes a Strength check DC 18 but will bring the denizens from both areas 10 and 12 if they haven't been dispatched. Read the following if they get the door open.

This is a bare room. A wooden coffin rests against the south wall. The lid is closed. The coffin is leaning against the wall with its "feet" towards the floor.

The coffin is a trap. When the lid is opened, it sets off a poison dart trap (DC 15 Wisdom [Perception] to detect the trap, DC 15 Intelligence [Investigation] to disarm it; Opening the lid of the coffin causes the dart to fire; it makes a ranged attack against a target that is in line with the top opening of the coffin with a +8 bonus; a target that is hit takes 2 [1d4] piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 [2d10] poison damage on a failed save, or half as much on a successful one).

Room 12 - Prisoner

When the PCs try this door, they will discover that it is locked. It is a very sturdy door. The

lock can be picked with a Dexterity check DC 15. If the heroes choose to break down this door, it takes a Strength check DC 20 but will allow the ghouls in area 10 to make a Wisdom (Perception) check DC 12 to detect the heroes, if the ghouls haven't been dispatched.

When you enter the room, your light reveals a figure cowering in one corner. The figure looks emaciated but is covered in dirt, which obscures its features.

If the PCs approach the figure, it will throw itself on them, but only out of joy to see them. This is Herbert Ack-Johan, a local clothier, who was captured three days ago. He begs the PCs to escort him out of the dungeon but is not interested in going deeper into it with them. This is a role-playing opportunity and a conundrum for the heroes. What to do with Herbert? The DM should also note that if he or she used the adventure hook *What Lurks Within*, this is the person who sent the letter to the heroes. He has since been abducted by the ghouls.

Room 13 - Empty room

Read this to the players:

The passage widens into a room-like area, which appears empty.

The DM should check for random encounters here.

Room 14 - Staircase down

Read this to the players:

In the corner of this large room is an earthen staircase leading down into darkness. Two large apparitions guard the stairs, presenting rusty swords in bloody arms as you step into the room. They seem to be the skeletons of minotaurs or some other large creatures with horns.

The large skeletons are guards and will fight to the death anyone who is not a ghoul, ghast, or zombie that comes into the room. The stairs lead down to The Ghoul Warren Level Two.

- 2 Minotaur Skeletons (See MM pg. 273)

The Ghoul Warren Level Two

Random encounters in the Ghoul Warren Level Two: Use the chart on this level to roll for random encounters. They will occur with a 2 in 10 chance per hour. The DM should check again if a battle occurs, as the sound may attract the grisly residents. The DM must remember, however, that the random encounters all come from room locations as indicated, and if the residents of a certain room are dispatched, they will not be encountered again-- there are only a limited number of evil creatures in the warren, as is fair.

The DM should remember that the players will need a light source to explore the warren, and he or she should carefully keep track of it. If they end up stranded in the warren without light, they will likely come to a bad end. Of course descriptions will change dramatically if the PCs have no light source.

Random Encounters

Id6	Encounter
1	4 ghouls (room 2)
2	7 zombies (room 5)
3	2 ghouls (room 10)
4	1 ogre zombie (room 10)
5	2 minotaur skeletons (room 14)
6	2 ghouls (rooms 16 and 17)

Room 15 - Pit trap

Read the following to the players:

This large room has one exit, besides the staircase going up. Other than that, it appears to be empty.

Because the pit lies right in the natural path to the doorway, the heroes will encounter it unless they actively avoid it and inform the DM so.

- Hidden Pit: 20 feet deep (See DMG pg. 122)

If any PCs fall into the pit, the ghouls in area 16 and 17 get a Wisdom (Perception) check DC 15. If they hear the trap, they will come

within two rounds. They will attempt to maneuver the PCs into a position where they can shove them into the pit.

Room 16 - Guardroom

Read the following to the PCs:

This room contains one ramshackle table set low to the ground. A hideous ghoul sits crossed legged at the table, gnawing on a horrible piece of unidentified meat. He looks as shocked to see you as you are to see him.

The PCs and the ghoul should make Wisdom (Perception) checks DC 15 to see if either side is surprised, unless they are previously aware of the other party for some reason. If any battle occurs in this room, the ghoul in room 17 gets a Wisdom (Perception) check DC 12 to notice the fight. If he becomes aware of it, he will join the fray, attempting to attack the PCs from behind and flank them. The ghoul in this room has a pouch with 30 silver pieces secreted in a corner of the room behind a thin layer of dirt (Intelligence [Investigation] DC 18 to find it).

- 1 Ghoul (See MM pg. 148)

Room 17 - Guard post

Read the following to the PCs:

This room contains one ramshackle table set low to the ground. A hideous ghoul leans against the back wall, mindlessly twiddling his clawed thumbs. He looks quite surprised to see you.

The PCs and the ghoul should make Wisdom (Perception) checks DC 15 to see if either side is surprised, unless they are previously aware of the other party for some reason. If any battle occurs in this room, the ghoul in room 16 gets a Wisdom (Perception) check DC 12 to notice the fight. If he becomes aware of it, he will join the fray, attempting to attack the PCs from behind and flank them.

- 1 Ghoul (See MM pg. 148)

Room 18 - The final fight

This whole room is desecrated ground (see DMG pg. 110); Undead in the room have advantage on all saving throws. The room has a very ominous, foreboding feel. The DM should determine whether or not the Master Ghast is aware of the presence of the PCs by this point. It is likely he is if any ghouls have escaped or if the PCs have encamped in the dungeon over night. Also, any ghouls that fled from the players will be in this room. If there was a fight in the guard rooms, the ghast and ghouls here have a chance to make a Wisdom (Perception) check DC 20 (DC 15 if it spilled into the hallway) to hear it. If he is aware of the characters, the DM should read the following to the players:

You see before you a set of double doors, sturdily constructed out of old planks, perhaps scavenged from old coffins.

The door is unlocked.

Upon opening the doors, you find yourself in a large chamber. The twelve-foot high ceiling is shored up with makeshift columns - really planks -- which run down the sides of the room. A pile of dirt shaped to look like a throne is set a little ways out from the back wall. Disgusting pieces of flesh and bones lie strewn about the base of the seat. A horrible, nauseating stench assails your nostrils. Standing beside the seat is are old yet obviously animated skeletons, leaning on a broken spear.

If the ghost was aware of the PCs, he will have tried to hide. His guardian ghouls (as well as any other ghouls who fled) will also make stealth checks and attempt to savagely ambush the PCs from behind the pillars as they walk into the room. If this is the case, describe the seat and the room as empty except for the skeletons, then begin the battle when they enter the room. Allow them to make spot checks, but if they fail to notice any of the ghouls or the ghost, they will be surprised by them.

If the ghost is unaware of their presence, read this:

Seated on the dirt seat is what looks like another ghoul, but you immediately detect that the stench is emanating from this figure. The figure appears to be eating some horrible meat. Another ghoulish figure squats at the base of the throne, almost seeming to beg for the "table scraps" of the creature occupying the seat.

The DM should allow the ghost to make a Wisdom (Perception) check DC 12 to see if he is surprised. If he is not, or if he is not immediately attacked, the ghost (whose name is Mordron), will attempt to speak with the PCs, offering them a ransom if they will leave his warren. He will do all he can to convince them to leave and will even give them the 75 SPs he has in a bag behind his throne. If they do leave, he will gather all his minions and run after them to attack them on his terms. If the PCs begin to win the battle, the ghost will tell them he knows a secret and will tell it to them if they spare his life. He will tell them about the culpability of Sheriff Timothy and will try to prove it by telling them about the sack of coins that is hidden in the graveyard. The coins are in a distinctive sack, which the ghost will describe. He even has another sack like it. He informs the heroes that another sack very similar to his and the one in the graveyard can be found in the home of the Sheriff. The ghost will flee at the first opportunity if he is losing the fight and if this is possible. If he gets away, the PCs may have made themselves a long-term enemy. If the PCs slay the ghost and wish to confront the Sheriff for his role in the attacks, go to *The Confrontation*.

- Mordron the Ghast (See MM pg. 148)
- 2 Ghouls (See MM pg. 148)
- 2 Skeletons (See MM pg. 272)
- Sheriff Timothy (Use Veteran stats on MM pg. 350).

The Confrontation

If the players wish to confront Sheriff Timothy with the knowledge that they gained from the ghast (or possibly from some unforeseen source), he will of course deny it. There are several ways the PCs may choose to resolve this issue. If they attack the Sheriff, he will defend himself and call upon others in the community to help him. If the PCs kill the Sheriff, it is likely that they will be tried for murder. If they attempt to report the Sheriff to a higher authority, Mayor James Walter (this is an excellent role-playing opportunity), the PCs will need to present strong proof to the Mayor, and they will need to win opposed Charisma (Persuasion) checks with the Sheriff to convince the mayor of his deceit. If he beats them by more than 5 points, they will be banished from the town. If they fail critically, they will be locked in the jailhouse under the control of the Sheriff! It is likely the Sheriff will try to see that the PCs meet with an unfortunate accident in this case. If the PCs do manage to convince the mayor, the Sheriff will be locked up and the mayor will see that the PCs get the reward that Sheriff Timothy promised them. (The PCs should get the experience they would have gotten for defeating Sherriff Timothy in battle if they successfully resolve the encounter in their favor without combat).

CONCLUDING THE ADVENTURE

If the players have managed to clear out the warren, the town is in their debt, and they will be welcomed there and treated like heroes for the near future. The Church of Heshtail will prefer to have the warren filled in/collapsed and may ask the heroes' advice/help on how to do so. If they rescued Herbert Ack-Johan, he will swear his undying loyalty and will prove a valuable contact in the future.

FURTHER ADVENTURES

If you wish to expand on this adventure, the PCs may encounter any number of political intrigues stemming from their confrontation with Sheriff Timothy. If he was arrested or killed, his friends and family will not be happy with the heroes, to put it mildly. If the ghost escaped, he will begin to patiently arrange to meet the heroes again so that he can have his revenge. If the heroes agree to help the Church fill in the warren, you could

choose to place a hook for further adventures with the undead inside the warren—for example, when they collapse one part of the warren, a buried note is uncovered that reveals that the ghost was sent to Kenby by a vampire from a distant kingdom. The PCs could then begin a quest to bring down this ancient vampire. If you plan on playing the next adventure in the World of Farland adventure series, “The Ties that Bind,” have Abbot Gilden mention that he is considering sending a party to investigate word of a former paladin who seems to be seeking to recover a lost holy symbol. Would they be interested?

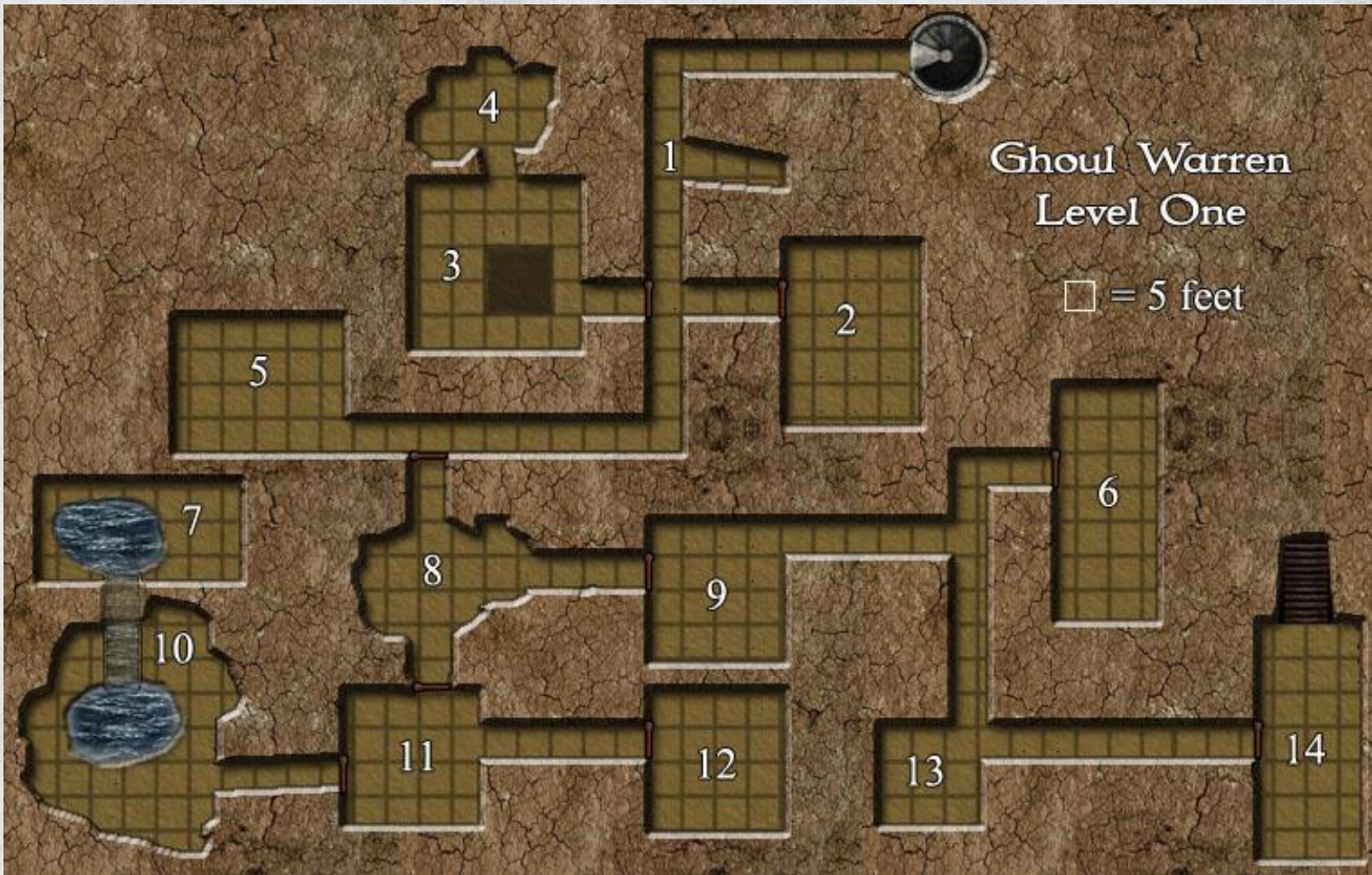
APPENDIX

MAPS

Kenby



Ghoul Warren Level I



Ghoul Warren Level 2

Ghoul Warren Level Two

□ = 5 feet



CREDITS

Author, Cartography, Editing, and Production: S. Baker

Designed for the Farland Campaign setting. From the World of Farland (www.farlandworld.com),

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