



THE WORLD OF

FARLAND

THE TIES THAT BIND

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INTRODUCTION

This is a short 5th edition D&D adventure for 4 characters of 4th level, produced by the World of Farland (www.farlandworld.com). If you have more or fewer characters playing the adventure, adjust the encounter difficulties as necessary. 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. To get started, read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Text that appears in a white box is player information that you can read aloud or paraphrase for the players at the proper times. The scenario takes place in the World of Farland, in the town of Littlepur in Kelerak, but it can be placed in any campaign; just change the names of the places to make it work with your campaign. The only real difference is the currency of Farland. Farland is on the silver standard, and as such, a silver piece is equal to a gold piece in the standard D&D campaign. If your campaign uses the standard D&D pricing, you may wish to read "pp" where the adventure says "gp," "gp" where the adventure says "sp," "sp" where the adventure says "cp" and "cp" where the adventure says "tp."

ADVENTURE BACKGROUND

This adventure takes place in the town of Littlepur in Kelerak, but it can be placed in any campaign; just change the names of the places. Orian Ack-Keen, a noble and wise fighter, and his older brother Cecil Ack-Keen, a paladin of Reenan, fell in love with the same woman. Cecil, being a paladin, sworn to Reenan and no one else, was torn to find his brother courting the beautiful Cassandra Adalimar. Orian and Cassandra fell deeply in love, and soon they were to be wed. Cecil was overcome by jealousy and on the night before their wedding he sent a band of brigands to kidnap Orian and bring him out to a secret location. There Cecil confronted his brother and though Orian tried to reason with him, Cecil would have none of it and flew into a murderous rage. Orian was a formidable opponent and he took his brother's right eye in the fight, but with Cecil's magic he overcame Orian and killed him. Then in his rage he killed the brigands so that there would be no witnesses.

Cecil had crossed the edge and fell from the grace of Reenan. He took all the bodies to the hideout of the bandits, a formerly deserted and rather extensive dungeon complex, and entombed his brother and the slain brigands there, symbolically casting his

holy symbol of Reannan onto the body of his brother in a bitter gesture. Cecil returned and in the weeks that passed attempted to become close to the mourning Cassandra. There was a search, and they found evidence of the battle, but with Cecil manipulating the situation at every turn, the search ended. Orian's death was officially said to be caused by a group of brigands that were out to settle an old score with him; the location of his body was never discovered. Cassandra mourned for months and months, but she fell into a deep depression and one night took her own life, for Cassandra loved Orian so devoutly that if they could not be together in life she would be with him in death. When Cassandra's spirit journeyed to the other side, she did not find Orian; instead she learned the truth about what had happened, and, overwhelmed by this, her spirit traveled back and began to torment Cecil. This final act drove Cecil mad. He gave up everything and became a drunk. He drank his entire life away.

Cecil is now 78 years old and dying because of the "spirits" he came to love so much and because of the spirit that could never love him. Cecil in his old age has come to realize that his acts have doomed him for eternity. He wishes to repent for his crimes, but to do this he must retrieve his holy symbol from the tomb of his brother. Cecil unfortunately can't do this in his condition, and with no money, he cannot hire anyone either.

ADVENTURE SYNOPSIS

The heroes must invade the bandit hideout and recover Orian's holy symbol. To do so, they must fight the undead Orian.

ADVENTURE HOOKS

The PCs may choose to journey to Littlespur 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 hook to spur your imagination, modifying it as necessary to fit your campaign or the characters, or invent your own.

Old man in distress. The news that Cecil has been seen wandering around the outskirts of town, calling for help and frequently falling down in his illness, has spread throughout Littlespur. Every bard and local tavern patron knows that the insane Cecil is seeking someone to retrieve his old holy symbol, that he claims to be able to reward them well, but no one knows where the holy symbol is. They do know, however, where Cecil can be located. An intelligence (Investigation) check DC 12 will reveal the fact that Cecil used to be a paladin, and that he lost his paladinhood under suspicious circumstances shortly after his brother Orian disappeared.

Word of the abandoned bandit hideout. The heroes may have heard a legend that there is a dungeon that used to be a bandit hideout that is rife for exploration. They should stop in Littlespur to find out information of its exact location, and there they will encounter Cecil, whereupon he will ask them for their help.

The quick and the dead. If your players completed the previous adventure in the World of Farland adventure series, *The Quick and the Dead*, Abbot Gilden may have sent them to investigate word of a former paladin who seems to be seeking to recover a lost holy symbol.

PART 1: BEGINNING THE ADVENTURE

The adventure begins after the players have arrived in Littlespur, located in the Kingdom of Kelerak. They will want to explore the town to find lodging and supplies.

Littlespur

The small town of Littlespur lies some 20 miles south of the metropolis of Dragonspur and indeed is named after that great city. The Lord of Littlespur is Sir Roger Ack-Harbert, a nobleman knighted by the throne for providing a nice loan. Sir Roger does not dwell in Littlespur. The local mayor is John Ack-Turpin, called John Bottoms. Littlespur is primarily a farming and trading community. Because it lies on the Daven Walk, many merchants and travelers pass through, providing money, goods, and news. The population is 200 humans and a few half-orcs, who are second class citizens.

The DM should read the following to the players:

Littlespur is surprisingly busy for a small village, and you quickly see why: it is a natural trading post on the Daven walk. Merchants from the south and from Dragonspur City keep the town bustling. These merchants deal with the traders guild, located in the center of town, and stay in the “Great House,” a large tavern and inn next to the traders guildhall. Outside of the center of town, though, the pace quickly slows to that of the typical farming community. Local farmers amble about, moving to and fro in the fields that surround littlespur.

Places of Interest in Littlespur

Mayor’s Manor

The manor houses of Mayor John Bottoms is not much of a mansion. It is really a glorified farming house. Mayor John is a friendly man and often entertains townsfolk at his home. He will be happy to receive the PCs and hear why they are in town. He will quickly tell them about Cecil.

Traders Guildhall

The most important place in town, the guildhall serves as a trading outpost and local general store. PCs may purchase goods there. The guildmaster is an older townsman by the

name of Peter Ack-Thurstin, called Canny Peter.

The Great House

The Great House sits next to the traders guildhall in the town square. It is a large inn and tavern. The building has a large hall where guests drink and eat, and where townsfolk gather with them to hear of their travels and news. People can sleep in the large hall after 1 am for the cost of 1 TP a night. Twenty private rooms are also available, and they are more expensive. The Great House is run by Bertha, called Mother Bertie and her large, muscular son Oliver, who serves as peace keeper in the inn. If the PCs spend any time in the inn, they will hear multiple patrons discussing Cecil.

Temple Street

One of the streets adjacent to the town square is temple street. There the heroes will find a church of Heshtail, Bestra, Kantor, Neltak, Dekk, and Bel.

PART 2: THE BANDIT HIDEOUT

Cecil's Abode

The adventure begins in earnest when the PCs make their way to the home of the hapless Cecil. They may have been directed to find him by either Abbot Gilden or by townsfolk. Otherwise, have the PCs run across the former paladin, and have him invite them home to talk. Cecil lives in a small rundown shack outside of town. He sits in front of an unlit fireplace wrapped up in a blanket and rocking softly in his chair. He has long, thinning white hair and a black eye patch over his right eye. He is pale and thin and seems to be sick. He is very sporadic in his speech and often will yell at the wall. All these long years the ghost of Cassandra has cried at his side; she is non-combative in any way, more of a lost spirit than a ghost. At night a Wisdom (Perception) check DC 15 will allow the heroes to hear the disembodied voice of a woman, crying softly. In his strange, halting way, Cecil will convey that he feels he is doomed because of his previous acts. He says that he wishes to be redeemed for his crimes, but to do this he must recover his old holy symbol from the tomb of his brother. Cecil will ask the PCs to retrieve his holy symbol and will give them careful directions to the Bandit Hideout. He will not offer a reward unless they ask for one, in which case he will offer his life saving

of 300 SP, which he has hidden. He will tell the heroes where it is hidden when they return the symbol.

Cecil (Use Guard stats, MM p. 347; he fights with a rusty longsword instead of a spear, however, but only if forced to do so).

BANDIT HIDEOUT

ENTRANCE

The old bandit hideout is located five miles south through high grass plains, and 50 yards east once one arrives at an old burnt-out husk of a tree. The grass is about four feet high, making the entrance very hard to find. The entrance used to be within a small farm house, but only the slightest hint of that remains: only the wooden trap door that leads to the underground area. It is covered by earth and grass. (Wisdom [Perception] DC 20 to find the door, DC 12 with careful directions.)

Once the door is open an old wooden ladder leads down into the darkness. The smell of mold and damp earth seep from the entrance. The ladder is very old: any PC over 180 pounds will have to make a DC 12 Dexterity (Acrobatics) check or fall 15 feet down, taking 2d6 damage (the damage is reduced by 2 because of the damp ground), after which the ladder is useless.

UNDERGROUND AREA LAYOUT

The entire place is pitch black. There are lanterns mounted on the walls every 15 feet, but all are empty of oil. It is very damp and musty. There are support beams every 20 feet in hallways and around the sides of rooms. Most of the support beams are in good condition, but combat in close quarters could cause a cave-in if the supports take any damage (supports have 20 hit points, but 10 hit points of damage to any support has a 50% chance of causing a cave-in in a 10 foot radius around that support. Anyone caught in a cave-in needs to succeed at a DC 12 reflex saving throw or take 6d6 bludgeoning damage and be restrained until dug free; on a success, the creature takes half damage and is not restrained.) Massive cobwebs cover most of the archways.

Map Key

The map of the bandit hideout is in the appendix.

Trap List

Traps are marked on the map in white.

T1: False door trap- There seems to be a trap door here, but when the lid opens, poison darts come shooting out. (5 darts; each makes an attack against a random creature within 10 feet of the trapdoor. +8 to hit. A target that is hit takes 2 (1d4) piercing damage and must make a DC 15 constitution saving throw or take 11 (2d10) poison damage, or half as much on a successful one.) The trap can be discovered with a DC 15 Wisdom (Perception)

check and deactivated with a DC 15 Dexterity check.

T2: A wooden board with a thin layer of dirt is loaded atop a powerful spring. The Spring throws any PC stepping onto it into the roof. (A PC on the board must make a DC 15 Dexterity saving throw or suffer 20 (4d10) bludgeoning damage. The trap can be detected with a DC 15 Wisdom (Perception) check and deactivated with a DC 12 Dexterity check.

T3: Hidden Pit (A DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the area and a DC 15 Intelligence (Investigation) check confirms it is a pit. When a creature steps on the covered pit, it falls 20 feet onto spikes. It takes 10 (2d10) bludgeoning damage plus 10 (2d10) piercing damage). The pit can be wedged closed with a spike or similar object once it is detected.

Random encounters

Roll for random encounters every hour, if the PCs rest in the bandit hideout, or when called for. Roll a d8. On a 1, there is an encounter.

Roll a D6 on the table below to determine what the PCs encounter.

Random Encounters

D6	Encounter
1	3 Zombies (MM p. 316)
2	3 Skeletons (MM p.272)
3	5 Giant Rats (MM p. 327)
4	2 Ghouls (MM p. 148)
5	4 Giant Bats (MM p. 323)
6	1 ogre zombie, 1 zombie (MM p. 316)

ROOMS IN THE BANDIT HIDEOUT

Room 1

The entrance room seems to have once been fortified in some way, maybe as a guard post or something of that nature. There are many old rotten planks strewn about the floor.

The northern part of the room was at one point a false floor, but this trap has since been tripped and now it is a large, dark hole, 20 feet deep. The very edge of this area is solid floor.

Room 2

This room appears to be empty, except for the snow-like remnants of dusty years.

The room is in fact empty, but roll for a random encounter.

Room 3

As the PCs walk down the hall towards room three, have them make a Wisdom (Perception) check DC 15. If they succeed, tell them that they see a slouching, dark figure at the edge

of their vision. If they fail the spot check, they will be surprised by the encounter.

As you enter this room you get a full glimpse of five cadaverous figures, the flesh falling away from their bones. One is very large. With vacant stares they lurch toward you, obviously bent on destruction.

This room contains four zombies and an ogre zombie, the remains of the bandits under the control of Orian.

4 zombies (See MM p. 315)

1 ogre zombie (See MM p. 315)

Room 4

This might have once been a chapel of some kind. Not much remains now, only some broken, rotten wooden benches.

A Wisdom (Perception) check DC 20 will discover a switch that opens a small compartment in the floor. There are 100 silvers and 50 golds plus a small bronze idol of Vornoth, God of the Night, in the compartment.

Room 5

The silence in this apparently empty room chills you to your soul.

The room is in fact empty, but roll for a random encounter.

Room 6

As you enter this room you see a strange sight: a large metal cage has been built into this room, probably once a holding cell of some kind.

A Wisdom (Perception) check DC 15 will reveal a small key ring with 2 keys on it. One is to the cell, one to the vault in room II. However, as the PCs approach the keys, give them another Wisdom (Perception) check DC 20 to notice the giant bats and stirges hanging on the ceiling. The jangle of the keys being picked up will irritate the bats and stirges and they will attack.

2 Giant Bats (See MM p. 323)

10 Stirges (See MM p. 284)

Room 7

This room had a door, although the door has long since been torn down. The remains of many boxes and chests cover the room, and there are 20 to 30 brackets on the wall. It was perhaps an old storage room.

A Wisdom (Perception) check DC 18 will reveal a potion of hill giant strength, a potion

of healing, a potion of climbing, and a sapphire gem worth 50 SPs in a small black box. The box is trapped with a needle trap, however.

Needle trap (See DMG p. 123)

Room 8

Call for a Wisdom (Perception) check DC 20. If successful, read the following:

You hear something from the adjacent room, a strange dragging sound.

If they fail, or after you have read the above if they succeed, read this:

The room appears empty, save for cobwebs and grime.

Indeed the room is empty.

Room 9

Three sickly gray figures are crouched around a small object. Disgusting crunching sounds and slobbering comes from the creatures.

This room has 3 ghouls munching down on some large mice. They discard their meal when

the PCs enter. A fourth ghoul is attempting to hide in the shadows (make a stealth check for him). They will attack the PCs, although they are not above talking their way out of the fight if they feel the PCs are too much for them. They do not wish to die (again).

4 Ghouls (See MM p. 148)

One of the ghouls has 19 CPs secreted in his tattered rags.

Room 10

This large room has a huge amount of debris. This may have been a meeting room or a dining hall at one time. Now it simply represents chaos.

Skulking in the corner, attempting to hide behind some debris is a ghoul (roll a stealth check and compare it against the PCs' passive perception scores). Read this if they see it; if they do not spot him, Hector will not reveal himself unless he deems the heroes friendly.

You spot an evil looking, gray skinned and sharp-toothed humanoid figure. Clad in rags, the creature's tongue lolls from its mouth. Strangely, it holds up a hand in a gesture of friendship and seems as if it is about to speak.

This is no regular ghoul; he is a neutral ghoul who deeply resents Orian and the fate he has brought upon him. The ghoul's name is Hector. Hector was a bandit at the time of

Orian's death, but he had just resolved to quite the gang and change his ways. He came to the "meeting" to try to tell the bandit chief of this, but before he could, he was slain by Cecil. Now he resents his fate. He will speak to the heroes, and if they make a successful Charisma (Persuasion) check DC 10 he will tell them his story. A Charisma (Persuasion) check DC 20 will cause him to be very friendly towards the PCs; he will tell them all about the complex. A Charisma (Persuasion) DC 25 will cause Hector to accompany the heroes and aid them in slaying Orian. If the heroes make any successful Charisma checks, give them XPs as if they had defeated Hector in combat; he will in fact beg them to come back and slay him after Orian is defeated so that he can have the satisfaction of the old warrior put to rest and having his own torment ended. There is nothing of value in the debris.

Hector the Ghoul (See MM p. 148)

Room 11

This room has a thick wooden door with a keyhole that seals it. The door seems to have resisted the ravages of time, although it is presently open. This room appears to be a small vault. There are several chests in this room; some are closed and some are open, although from your vantage point you cannot see into them.

This was a small vault, the treasure room of the ancient dungeon. It was cleaned out long



ago, but its guardian magic still operates. If someone touches one of the chests, the door slams shut, and a disembodied voice is heard that says, "*Answer the following riddle to continue to live: Born at the same time as the world, destined to live as long as the world, and yet never five weeks old. What is it? You have one minute to answer, and you must clearly shout out the answer.*" The answer is "The Moon."

If the characters say the answer, the door will open. If not, a cloud of noxious poison gas will shoot out. PCs must make Constitution saving throws DC 13 or suffer 20 (4d10) poison damage. They will take half that damage on a successful save. This trap can be discovered before the chests are open with a DC 20 Wisdom (Perception) check and disarmed with a DC 15 dexterity check. Using thieves tools to disarm the trap grants perception on the check. It takes one minute to disarm the trap; thus it must be started before the trap is triggered.

Room 12

As you walk down this passage a voice calls out to you. The voice is low and eerie.

"Who has entered my crypt? Come forth and show thyself." When you walk over the remains of a destroyed door into the largest room in the hideout, the light shines upon 7 figures. Six are the same type of zombies you have encountered before, two on either side of the seventh figure as if guarding it.

This is Orian. Read the following.

An undead figure sits upon a pile of old bones. An old longsword sits upon his lap. He wears platemail, gauntlets and a helmet; all are worn and blood-stained, and his flesh appears insubstantial; his skeleton shows through. Around his neck is a holy symbol of Reannan, old and tarnished. As he looks up when you approach, you can see his eyes glow dimly and then disappear as the light gets closer. "In life I was called Orian Keen. Many years have passed since the living have entered this place. In the past they came for gold and gems, and my miners feasted on their flesh, but you have made it beyond them. This intrigues me; I have not faced true warriors in many ages. Tell me thy names and why thou art here. [He pauses here for the PCs to speak, then continues.] I have been waiting a lifetime for you. I wish so to see my Cassandra, but I cannot let you have this symbol, for my brother must burn for all eternity for what he has done. Come face me now; if you can defeat me and my minions than the symbol is yours. If not, then you will stay here with me forever, and when my brother passes into darkness, I will be waiting for him to have my revenge." He slowly stands up and the pile of bones begins to crack and fall. He raises his sword and grips it with two hands; then suddenly Orian and his minions rush into battle.

Orian will give his minions orders during the combat as a free action on his turn. Though the zombies are unintelligent, they somehow obey him implicitly. He is intelligent and

fighters with tactics. He will do all he can to
kill the heroes.

Orian, Skeletal Knight (See Appendix)

6 Zombies (See MM p. 315)

CONCLUDING THE ADVENTURE

journey to Arden to investigate the markings on the map.

Paraphrase this when the PCs return to Cecil's house. Cecil is found on the floor; his condition is grim. He asks to be helped to bed (if he promised the heroes his money, he will tell them its location-- buried under his bed in his hut). When the PCs give him the holy symbol, he clutches it to his chest and whispers fervent prayers over it. He also asks that the heroes pray with him and bless his soul so that he might rest in peace. After he passes, he wishes to be burned on a pyre. If the PCs return the holy symbol, they each get 100 XPs as a story reward.

FURTHER ADVENTURES

There is not much else to do in the town of Littlepur once Orian is dead and Cecil has been put to rest. The heroes may wish to clear out and occupy the bandit hideout, but before too long the lord of Littlepur and even the crown of Kelerak will assert eminent domain to claim the hideout. They want to build a fort over it and use it for storage. The heroes can resist, but eventually they will be obliged to clear out.

If they found the map of Daven on Orian's body (see the Appendix), they may wish to

THE APPENDICES

NPCs

Orian, Skeletal Knight

Medium undead, lawful evil

Armor Class 18 (plate)

Hit Points 60 (8d8 + 16)

Speed 30ft.

STR 18 (+4) DEX 11 (+0) CON 14 (+2) INT 11 (+0) WIS 11 (+0) CHA 15 (+2)

Damage Vulnerabilities: Bludgeoning

Damage Resistances: Piercing

Condition Immunities: Exhaustion, poisoned

Saving Throws: Con +4, Wis +2

Senses: Darkvision 60 ft., passive Perception 10

Languages: Kelevan (Common)

Challenge 3 (700 XP)

Brave. The Skeletal knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The Skeletal knight makes two melee attacks.

Magical Longsword (wielded with two hands).

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100 ft./400 ft., one target. *Hit:* 5 (1d10) piercing damage.

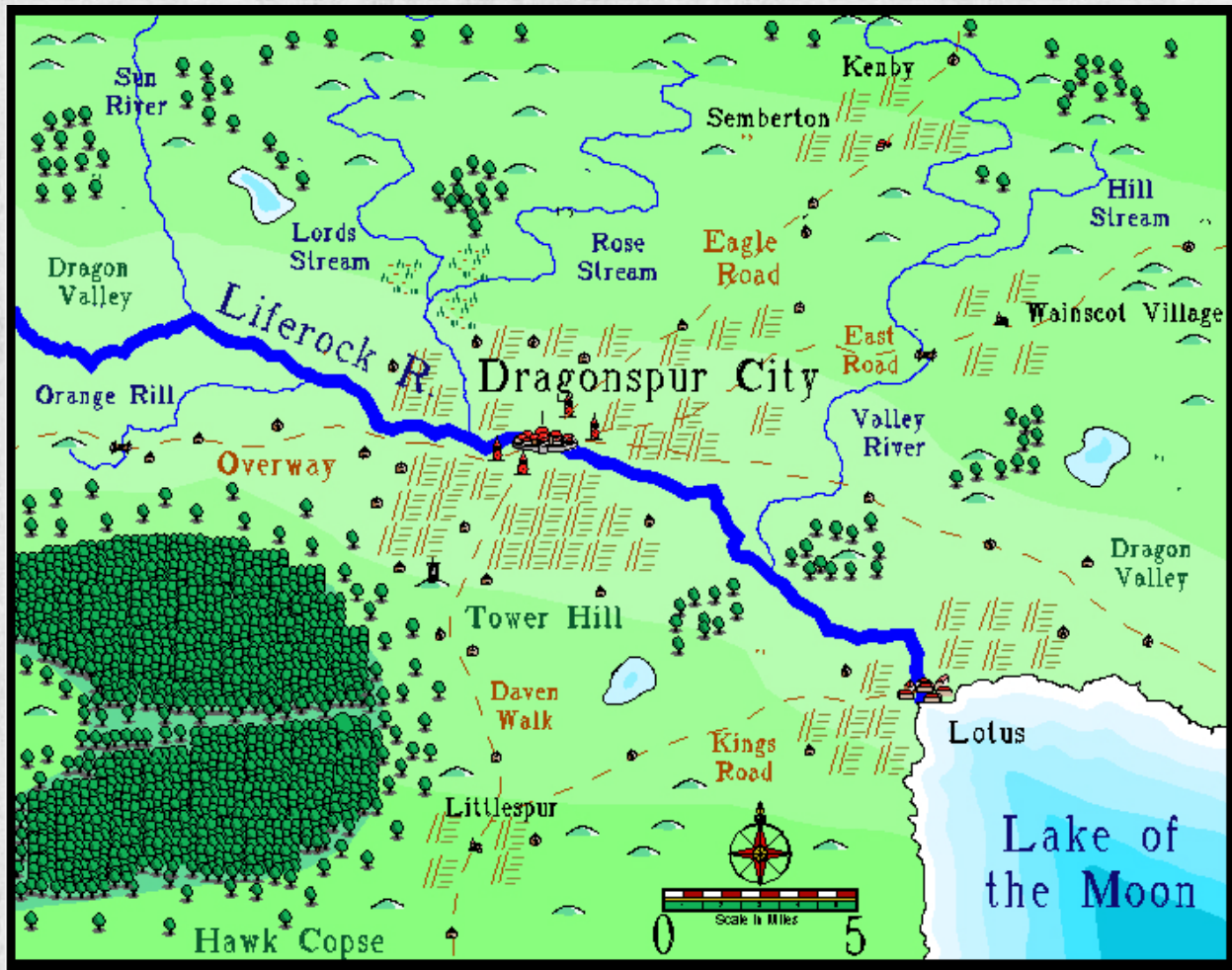
Undead Leadership (Recharges after a Short or Long Rest). For 1 minute, the skeletal knight can utter a special command or warning whenever an undead creature that it can see within 30 feet of it makes an attack roll or a saving throw. The undead creature can add a d4 to its roll provided it can hear or perceive the skeletal knight. An undead creature can benefit from only one Undead Leadership die at a time. This effect ends if the undead knight is incapacitated or killed.

REACTIONS

Parry. The Skeletal knight adds 2 to its AC against one melee attack that would hit it. To do so, the skeletal knight must see the attacker and be wielding a melee weapon.

Orian possesses a magical +1 longsword called “Vengeance.” He has 30 bolts for his crossbow. Around his neck is a tarnished old holy symbol of Reenan. He possesses a purse with 50 SPs. In the same pouch is also a crumbled old map of the kingdom of Daven. The town of Arden, next to a mysterious place called “The Endless Well” is marked on the old map with an exclamation point and a question mark.

MAPS



THE DRAGON VALLEY

□ = 5 feet



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