



THE WORLD OF
FARLAND
**WYVERN
ATTACK!**

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INTRODUCTION

This is an adventure for four to five player characters of 7th to 8th level. You (the DM) need the D&D 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. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs. Maps are in the appendix. Remember that the World of Farland is on the silver standard (see www.farlandworld.com), so if you are setting your game in a different World, you should read silver pieces as gold pieces, gold pieces as platinum pieces, etc.

ADVENTURE BACKGROUND

This episode is placed in the kingdom of Kelerak in Farland. The plot involves the heroes being asked by the crooked mayor of Titan to fend off some Wyvern attacks; he suspects a villager is masterminding the attacks. In reality, the mayor is the mastermind, in cohorts with an evil Orcish shaman, and he is trying to gain legal and actual control over an abandoned copper mine.

ADVENTURE SYNOPSIS

The PCs investigate rumors of a plot to seize the local copper mines and in doing so they suffer a wyvern attack and possibly unveil the

town's mayor as the real villain. The heroes may also end up exploring an abandoned mine and confronting two wyverns and an orcish shaman in their cliff-top lair.

ADVENTURE HOOKS

The PCs may choose to journey to the village of Titan 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.

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

The prospector. The PCs are asked by a curious old prospector to travel to Titan to investigate the rumors of a copper mine hidden beneath the village and report back on their findings.

Draconic rumors. The PCs are drawn to Titan by the rumors of savage dragons living nearby!

The Endless Well. If you are playing the Farland adventure series, the PCs may have found a note on a corpse in the lair of Tyran, a villain from the *Endless Well* adventure. The note directs them to the town of Titan.

PART I: BEGINNING THE ADVENTURE

The Town of Titan

Titan is a fairly typical town in Kelerak. It is a primarily agrarian economy, and it has a fair amount of commerce, since it is on a trade route. Trade was stifled during the dark years, and Titan has only recently seen an economic recovery. Still, Titan used to be richer in the past, because over a century ago a rich copper mine was discovered under the town. The lord of Titan grew rich from the mine, but the mine was closed during a series of civil disturbances, the old lord was slain, and the residents of the town assumed the mine was mined out.

Investigating the Town

When they get to the town of Titan, on the Daven Walk south of Dragonspur, the heroes will realize that something is amiss. The townsfolk seem to be very jumpy and skittish, and constantly watch the sky. They throw themselves flat or run for cover at the smallest noise. At this point you should do your best to make the PCs curious about what is going on in the town. They can possibly discover the town secret by visiting the locations marked on the map of the town and talking to the locals. This is an opportunity for the PCs to use their skills, especially charisma-based and intelligence (investigation) skills, although allow the PCs to be creative and do not be afraid to “go off

the script” in terms of skill use and what information various skills can reveal. The DM should take this as a rich roleplaying opportunity and use his or her best judgment about how information can be gathered.

If you cannot get your PCs to investigate, have the Wyverns attack the village early or have Mayor Owaine seek them out and ask them to help. In any case, at some point as they visit the locations in the town and investigate, Wyverns will attack the village. See the **Wyvern Attack** section below.

If the PCs fail an Intelligence (Investigation) check by 5, they will attract unwanted attention by their inquiries. Four to twelve hours later, they will be confronted by a group of 8 thugs, who are actually in the employ of Owaine, although Owaine employed an agent named Corfin from Dragonspur City to hire them (see the next adventure in the World of Farland adventure series, “**Into the Thieves’ Guild**” for more information about Corfin). The thugs will flee if being badly beaten. They have been relatively well-paid and have been promised more in the future. Thus only a DC 20 Charisma (Intimidate) check will get them to reveal their employer, unless the PCs employ torture or other inhumane means, or unless they use magic or some other creative method. In this case the DM must determine what information they will reveal. In any case, they only know that they have been hired by a shady, cloaked

figure named Corfin of Dragonspur. Corfin does not live in Titan.

8 thugs (see MM p. 350).

If they critically fail any Intelligence (Investigation) checks, Owaine will leave the village for a day and one day after he returns, there will be a wyvern attack—directly against the heroes. The wyverns will try to slay as many of the PCs as possible before fleeing.

Places of Interest in Titan

As the party explores Titan, several places will be of interest to them. These places are marked on the map found in the appendix.

Church of Kantor

Marked 1 on the map of Titan in the appendix, this large but ramshackle edifice is the most prominent temple in the village. The priest is one Nigel Ack-Jonathan, a weathered, prematurely-aged man. Father Nigel is soft-spoken and slow to anger. Nigel will always be friendly, but the PCs, by engaging him in conversation, can prompt him to sell them holy water and healing potions with a DC 12 Charisma (Persuasion) check. A DC 15 Intelligence (Investigation) check will prompt him to reveal why the villagers seem so jumpy—about once a week, some foul, flying, draconic-like creatures have been attacking the village. Their attacks don't seem to be accomplishing much besides frightening the villagers, though. They have slain a few villagers, but compared to the number of attacks, the death toll is small.

Merchant's Manor

This is the second largest and most well-appointed building in town. It is marked 2 on the map. Harold Nightbinder is a successful merchant who arranges for trade between Dragonspur City, Titan, and points south. Nightbinder belies the stereotype of the fat merchant, as he is thin as a rail, bald, and not at all jovial. Suspicious in temperament, if they approach him, Nightbinder will direct the PCs to make any inquires in writing to him at his business address. Should they press the issue, a DC 15 Charisma (persuasion) or Charisma (Intimidate) check will get him to speak with them, although using intimidate will give them disadvantage on any investigation checks they make while speaking with him. A DC 15 Intelligence (Investigation) check will get him to reveal that he knows what beast has been attacking the village: a wyvern. Furthermore, he has a suspicion that someone in the village is connected to the attacks, because several people have been behaving strangely. Notably, these people are the town mayor, Owaine Ack-Powle, and a local villager, Bernard Ack-Peter.

Lord's Manor

Johan Michelton, the current feudal lord of Titan, appointed by the powers in Dragonspur City, summers in the town and winters at his mansion in the capital. His manor is marked 3 on the map. During the summers, he is often out on hunts, which is his main pastime. Should the PCs find him in, he won't see them without a compelling reason. Lord Michelton is a man of medium build, thinning hair, and a bit of a paunch. Lord Michelton has little information that could aid the PCs; he knows of the attacks but has no clue who or what is behind them.

Home of Bernard Ack-Peter

This ramshackle home, marked 4 on the map, is the dwelling of Bernard Ack-Peter (“Ack” is Kelevan for “son of”), a former priest of Kantor, the good god of storms and battle. A former soldier and chaplain during the dark times, Bernard saw things during his war experiences that left him a broken man. Suffering from “combat fatigue,” he has medicated himself with drink and is now a full-blown alcoholic. Still a large burly man, he is now running to fat. He has not attended any religious services in a decade but still wears a tarnished holy symbol of Kantor around his neck. He won't be inclined to help the PCs, and they must succeed at a DC 15 Charisma (persuasion) check before he will be inclined to talk to them seriously. In fact, if they roll a natural 1 on this check, he will be downright hostile, and if they insult him, he will indeed be prepared to make the confrontation physical, although it is unlikely that he will be inclined to fight to the death unless the PCs force him to. If they do manage to talk to him, he will say that he knows nothing about the attacks, but that he has been being harassed lately by thugs after discovering a secret about the town. If the PCs succeed at another DC 15 charisma (persuasion) check, or use another skill to achieve the same goal, he will reveal the secret-- the town rests on an abandoned copper mine and it is not mined out but represents wealth to the town. Bernard recently entered the mine and saw what he thinks was several unmined veins of copper, but he had to leave the mine because of attacks by bats and stirges. As one who “rediscovered” the mine, Bernard possesses legal rights to the mine, but he thinks someone is trying to get him to leave town or to kill him. He will offer the PCs a 10% share in the mine, if they will explore it, map it, determine how much ore remains, and if they

will help him secure his claim. If the PCs choose to explore the mine, go to **The Abandoned Mine** section in part 2 below. A 10% share in the mine will produce about 250 silver pieces per year for the group, although they will want to consult a barrister to make sure their claim is secure and legal.

Trading Post

Marked 5 on the map, this large, utilitarian building is the town trading post and general store of the town. Under normal conditions, it is busy, and players can purchase any equipment found in the Players Handbook here, except weapons, armor, healing potions, and herbs. The proprietor is William Ack-Randall, a well-to-do merchant. William is a jovial, straightforward fellow who is happy to talk to all his customers and who perhaps has something of a loose tongue. It does not require a Charisma check to get him to speak to the PCs. A DC 12 Intelligence (Investigation) check will get him to reveal the same information that the priest of Kantor knows (see above), but he also knows that the Wyverns fly off to the south, and a traveling merchant saw them alight on a 100' high cliff about 15 miles south east of the village, the only cliff like that in the area (this area contains the **Wyvern Lair**; see that section in the next part). A separate DC 12 Intelligence (Investigation) check will get him to reveal that he is suspicious of Bernard Ack-Peter, based on his mysterious persona, but that he is also lukewarm to the mayor and doesn't much care for him. He won't say more on this point.

Mayor's house

This lesser manor, marked 6 on the map, is the home of the town mayor, Owaine Ack-Powle. Owaine is a former soldier, slim but still

somewhat muscular, with a graying beard. He will indicate to the PCs that he was about to go seek them out. He will explain (no check necessary) that some foul beasts have been attacking the village every so often-- about once a week. The beasts seem to be directed by some dark intelligence, and their attack seems to be calculated to inflict the greatest amount of terror on the populace. The beasts then fly off to the north (this is a lie). The town will reward the heroes with 50 sps each (50 gps if playing in a non-Farland campaign--see the **Introduction** section) if they can put a stop to the threat. Owaine will claim that he suspects that someone in the village is connected to the attacks, because several of the villagers have been behaving strangely lately. Owaine recommends the heroes investigate a villager, one Bernard Ack-Peter (see above).

If the heroes somehow manage to search Owaine's home, besides normal personal effects, they will find his personal treasure of 80 silver pieces. They will also find correspondence with one "Gungar" (an orcish name). The correspondence is ambiguous but it mentions "the plan" as well as "the threats from above."

Owaine Ack-Powle (Use Thug stats; see MM p. 350)

Smithy

Number 7 on the map is the home and smithy of Local Blacksmith Jordan Ack-Keler. A short, bald man with a paunch but muscular arms, Jordan can repair the arms and armor of the PCs, as well as craft for them any weapon or armor besides plate. He currently also has a limited stock of arms and armor (DM's discretion as to what he currently has in stock). Jordan is somewhat given to gossip, and he will be more than happy to discuss the

town with the PCs. A DC 15 Intelligence (Investigation) check will get Jordan to reveal that he dislikes the mayor, because he has accepted bribes in the past and has thrown his weight around. He doesn't feel one way or another about Bernard, besides finding him odd. He will mention that the town used to be richer years ago until they mined out the old copper mine under the town.

Home of the Town Apothecary

This ramshackle building, number 8 on the map, is the home of the town apothecary, Emily the Cunning. Emily is a surprisingly young and attractive woman, though she is cool to strangers. She will sell healing potions, herbs, and healer's kits for the list price in the PHB. A DC 15 Intelligence (Investigation) check will get her to reveal that she recently saw the town mayor talking to some barristers from Dragonspur City, and she overheard him say "copper mine."

Giant and Titan Inn

This large inn, number 9 on the map, is marked by a rather well-done sign depicting a storm-giant battling a titan. This inn is usually busy with locals drinking and eating, as well as traders and travelers being boarded. The proprietor of the inn is a large-framed, red haired woman named Isabelle. She is particularly canny, and it will take a DC 15 Charisma (persuasion) check to get her to reveal anything of interest, although she will make small talk all day. Once this check is made, a DC 15 Intelligence (Investigation) check will get her to reveal that Owaine was gone until about five years ago on a trip abroad and rumors have it that he made some strange friends while gone. A separate DC 20 Intelligence (Investigation) check will get a



local farmer to reveal that Owaine is always gone about one to two days before each attack, and that he heads to the south, towards the hills. Plus, the wyverns never seem to attack him. If asked about Bernard, the patrons will express that he is generally “shady” and suspicious but that they have no specific reasons to distrust him... just a gut-feeling based on his appearance.

Town Signboard

Marked I0 on the map, this signboard is used by the villagers for “help-wanted” notices among other things. Three notices are of interest on this signboard. One says that Mayor Owaine is seeking the services of a good barrister, another says mayor Owaine is seeking someone to investigate the mystery of the wyvern attacks, and the third states that Bernard Ack-Peter is looking for someone with prospecting and dungeoneering experience.

Wyvern Attack

The wyverns will eventually attack the town while the PCs are in it. Two wyverns swoop down from the sky, with a mysterious rider on the back of the largest, and attack lethally. Unless the Wyverns have been directed to do so by Owaine, they will target random villagers, swooping and creating havoc, and will flee after injuring or slaying one villager. If the wyverns have the opportunity, they will strafe the house of Bernard, screeching terribly, and if possible, leave the corpse of the villager they have killed in his yard. If Owaine has been prompted to visit the hills to the south because of the meddling of the PCs, the wyverns and their rider will target them directly and attempt to slay as many of them as possible.

Riding the largest wyvern is Gungar, an orc shaman. Gungar is in cahoots with Owaine and hopes to drive off Bernard Ack-Peter so that the mayor can develop the mine and split the profits with the orc. Gungar has no intention of dying or of letting any of his pets die, because it was very difficult for him to raise and train the wyverns. If he or any of his wyverns take serious damage, they will flee back to their lair in the hills to the south; see the **Wyvern Lair** section in the next part.

Gungar, orc shaman (use Orc Eye of Gruumsh statistics on MM p. 247; Gungar also possesses a heavy crossbow and 30 bolts: *Heavy crossbow*: Ranged weapon attack; +3 to hit; range 100/400 ft. Hit: 6 [IdI0+1]).

2 wyverns (see MM p. 303)

PART 2: DEPTHS AND HEIGHTS

The Abandoned Mine

If the party explores the abandoned mine, this section details what they find (the map is in the appendix). The entrance to the mine is hidden in an old gulley choked with vegetation, debris, and rubble, although the PCs might find evidence that the rubble has been recently removed and replaced if they examine the area closely. Unless the PCs know where to look, it takes a DC 20 Wisdom (perception) check to discover the entrance to the mine. The mine is closed with an old wooden door that is not locked and which can be opened with a DC 18 Strength check. The tunnels of the mine are narrow, only 5 feet wide, and unless otherwise noted, the ceilings are 6 feet high. Old wooden beams shore up the walls and ceilings, and there is no light inside the mine unless otherwise noted. Every hour that they are in the mine, the PCs must succeed at a DC 13 Constitution saving throw or gain a level of exhaustion from the stale, foul air of the mine. This exhaustion cannot be removed while they remain in the mine unless they somehow are able to obtain a supply of fresh air.

Area 1

Once inside the mine, a ramp-like shaft descends at a fairly steep angle for some 60 feet before opening into a larger chamber littered with broken mining tools, like old picks and shovels. The ceiling of this area rises to 15 feet. In the darkness of the ceiling lurk stirges. They leave through an old ventilation shaft in the ceiling of this chamber to hunt at night. The PCs can rest in this chamber without needing to make constitution saving throws, because the air here is comparatively fresh. The PCs can rest here to lose levels of exhaustion they have gained from foul air in other areas of the mine. Buried in the trash of this room and discoverable with a DC 15 Wisdom (perception) check is an old purse with 29 silver pieces and 3 copper pieces.

8 stirges (See MM p. 284)

Area 2

This chamber is something of a natural cavern that was enlarged by the miners. The floor of the cavern is damp, making sudden movement difficult. Dexterity checks related to movement are made at disadvantage in this cavern, and any PC struck during combat in this chamber must succeed at a DC 10 Dexterity saving throw or fall prone. Several

hungry ochre jellies also make this cavern home.

4 ochre jellies (see MM p. 243)

Area 2a

A 30 foot shaft drops straight down to area 3. The remnants of a rope and pulley system hang from the ceiling. Using the remnants to climb down is dangerous. There is a 50% chance it will give way if more than 40 pounds is suspended from it.

Area 3

Piles of dirt and rocks fill this room, making its floor difficult terrain. The floor is also covered with strange mushroom-looking objects (gasp spores). Buried in the rocks of this room and discoverable with a DC 15 Wisdom (perception) check is a chunk of pure copper worth 23 sps.

12 gas spores (see MM p. 138)

Area 4

This large chamber shows the remnants of a collapse. A sizeable chunk of the roof is missing, and a large mound of dirt and rock lays on the floor under the gap in the roof. The roof here is still unstable. Any loud sounds, such as combat, or impacts on the roof or walls, have a 25% chance per event of causing a cave-in. Anyone in the room during a cave-in must succeed at a Dexterity saving throw DC 14 or take 6d8 bludgeoning damage and be buried under rubble. Those who succeed take 3d8 bludgeoning damage and are not buried. Characters buried under the

rubble take 1d8 bludgeoning damage per round and risk suffocation (see DMG for suffocation rules).

When PCs enter the room, 6 zombies (the remains of miners who died in the initial cave-in) will rise from the pile of rocks and dirt and attack the heroes.

6 zombies (see MM p. 316)

Area 5

This small side chamber houses an ancient work table and bench. On the table are two hard hats, two hooded lanterns, a healing potion, and three flasks of oil. The oil is worthless because it is too old and stale.

Area 5a

The floor slopes steeply upward here to area 6. The floor is difficult terrain.

Area 6

This room was once an active mining area. Several overturned wagons are here, along with broken pick-axes and shovels. What are apparently two large stalagmites sit in the eastern and western corners of the area. The stalagmites are actually ropers that attempt to look like rocks and sit motionless until prey comes near. If they give it any thought, it should appear odd to the PCs that a mined chamber contains two apparently large and natural stalagmites. PCs possessing Stonemasonry or some other knowledge about geology will realize this. Under one of the ropers is a purse containing 125 silver pieces worth of rubies.

2 ropers (See MM p. 261)

Area 7

This cavern room is bare of anything noteworthy, save for debris littering the floor. The air here is particularly foul. When the PCs enter this room, they must succeed at a DC 13 Constitution saving throw or gain a level of exhaustion. This exhaustion cannot be removed while they remain in the mine unless they somehow are able to obtain a supply of fresh air (such as found in area 1). The PCs will have to repeat this saving throw every minute that they are in this room.

Area 8

This chamber was once the deepest part of the mines. PCs who succeed at a DC 15 Intelligence check (possessing Stonecunning or some other knowledge about geology will provide advantage to this check) will notice that a rich copper vein still exists in this room, indicating that the mine could still be profitable and productive. Four carrion crawlers also make this room their home, and they are quite hungry.

4 carrion crawlers (see MM p. 37)

Area 8a

A 40 foot shaft drops straight down to area 8. There is no apparent way to get down, so if the PCs want to descend, they will have to figure out how to do so. The walls of the shaft are fairly smooth and are wet with damp, making the climb difficult (DC 20).

Area 9

This area was once a mining chamber, but it is now flooded. Hidden in the bottom of the ten-foot deep water is a skeleton and a bag with 1800 copper pieces, 10 silver pieces, and a

blue quartz worth 10 gold pieces. Discovering these things will take entering the water and succeeding at a DC 15 Wisdom (perception) check.

Area 9a

The passage that leads to area 9 slopes downward and is slick and treacherous. PCs can treat it as difficult terrain, but if they try to move at their normal speed, they need to succeed at a Dexterity saving throw DC 12 or slip and slide some way down the passage, taking 1d6 bludgeoning damage.

Area 10

This chamber has multiple suits of armor littering the floor. This was once the area of the mine that provided security. The security function is still in operation, and anyone entering without saying a long-forgotten password activates its guardians: 7 suits of animated armor, that once activated will attack any PC that remains in the mine. One of the suits of animated armor wears a belt pouch with 35 silvers.

7 suits of animated armor (See MM p. 19)

The Wyvern Lair

The lair (map in appendix) is situated atop a 100 foot tall rocky bluff. The sides of the bluff are fairly steep cliffs. PCs might come to the Wyvern Lair for any number of reasons. The most likely reason is that their investigations in Titan have pointed them to it, although they could observe the Wyverns departing from or returning to their home, or if they are skilled trackers, they might be able to find Owaine's tracks leaving Titan and heading to the Wyvern lair. If the PCs have learned of Owaine's guilt and confronted him, he will attempt to flee directly to the

Wyvern's lair, and the PCs could follow him to it. If Owaine makes it to the lair, he will be present for any confrontations; he will be encountered in Gungar's quarters if present. The Wyverns keep a fairly sharp watch on the land around their lair, looking for game to catch and eat as well as any potential intruders.

The Cliff

The lair is only accessible by somehow getting to the top of the steep cliff. Climbing the cliff is a DC 18 Strength (athletics) check, although PCs are free to use Climbers Kits or any other resources they have available to get to the top of the cliff. If the PCs attempt to ascend the cliff in a stealthy fashion, have them make Dexterity (stealth) checks opposed by the Wyverns' Wisdom (perception) checks. Otherwise, the wyverns will notice the PCs trying to get to their lair if they succeed at a DC 12 Wisdom (perception) check. The wyverns will attack characters as they ascend the cliff, trying to make them fall to their deaths.

Wyvern Quarters

This large chamber is the lair proper of the wyverns. It is littered with the bones and non-edible bits of deer (as well as hapless travelers) the wyverns have consumed. The wyverns will viciously attack anyone besides Owaine or Gungar who enters the lair. There is no treasure in the lair, as Gungar picks it clean.

2 wyverns (see MM p. 303), although any wyverns slain in earlier confrontations remain dead

Gungar's Quarters

The entrance to this smaller side chamber is covered by a curtain made from half-cured deer skin. This room is where Gungar the orc shaman resides. Gungar raised both Wyverns from eggs, taking great pains to train them, and he is very attached to them. If a battle ensues and Gungar is losing, he will attempt to flee on the largest Wyvern, directing the other to follow. Gungar met Owaine during the latter's travels abroad, and they quickly realized that they shared a common desire to acquire wealth regardless of the harm it caused. This chamber holds a pile of stinky furs on which the orc sleeps, as well as a small shrine to his evil god. Three bags hold Gungar's possessions as well as the treasure he has stolen from the wyverns' victims. The bags contain 230 copper pieces, 170 silver pieces, and a wand of magic missiles (which Gungar does not know how to use). The bags also contain legal documents declaring that Gungar has a 40% share of the copper mine under Titan. The documents are signed by Owaine and implicate him in the scheme.

There is also an unsent letter from Gungar to one Lalsthor Longcloak of Dragonspur City. The letter thanks him for his assistance in helping Owaine formulate the scheme to acquire the mine as well as thanking him for sending barristers "with little concern for ethics or law" to draft the legal documents. This letter is a hook to get the PCs involved in the next adventure in the World of Farland adventure path, "**Into the Thieves' Guild.**"

Gungar, orc shaman (use Orc Eye of Gruumsh statistics on MM p. 247; Gungar also possesses a heavy crossbow and 30 bolts: *Heavy crossbow*: Ranged weapon attack; +3 to hit; range 100/400 ft. Hit: 6 [1d10+1]). Of course if Gungar has been slain earlier, he will not be present.

CONCLUDING THE ADVENTURE

If they can bring the letters back to the lord of the town, Johan Michelton, they will get the reward that Owaine promised them, as well as a healing potion each. If Gungar or Owaine managed to escape, the PCs will have made some particularly unscrupulous enemies. Legal control of the mine passes to Bernard, if he is still alive. Bernard will thank the heroes and tell them he is in their debt. He is then named town mayor by the lord of the town. If the heroes explored the mine for Bernard and discovered ore in it, they will be entitled to their 10% annual share of its profits (detailed in **Home of Bernard Ack-Peter** section above).

FURTHER ADVENTURES

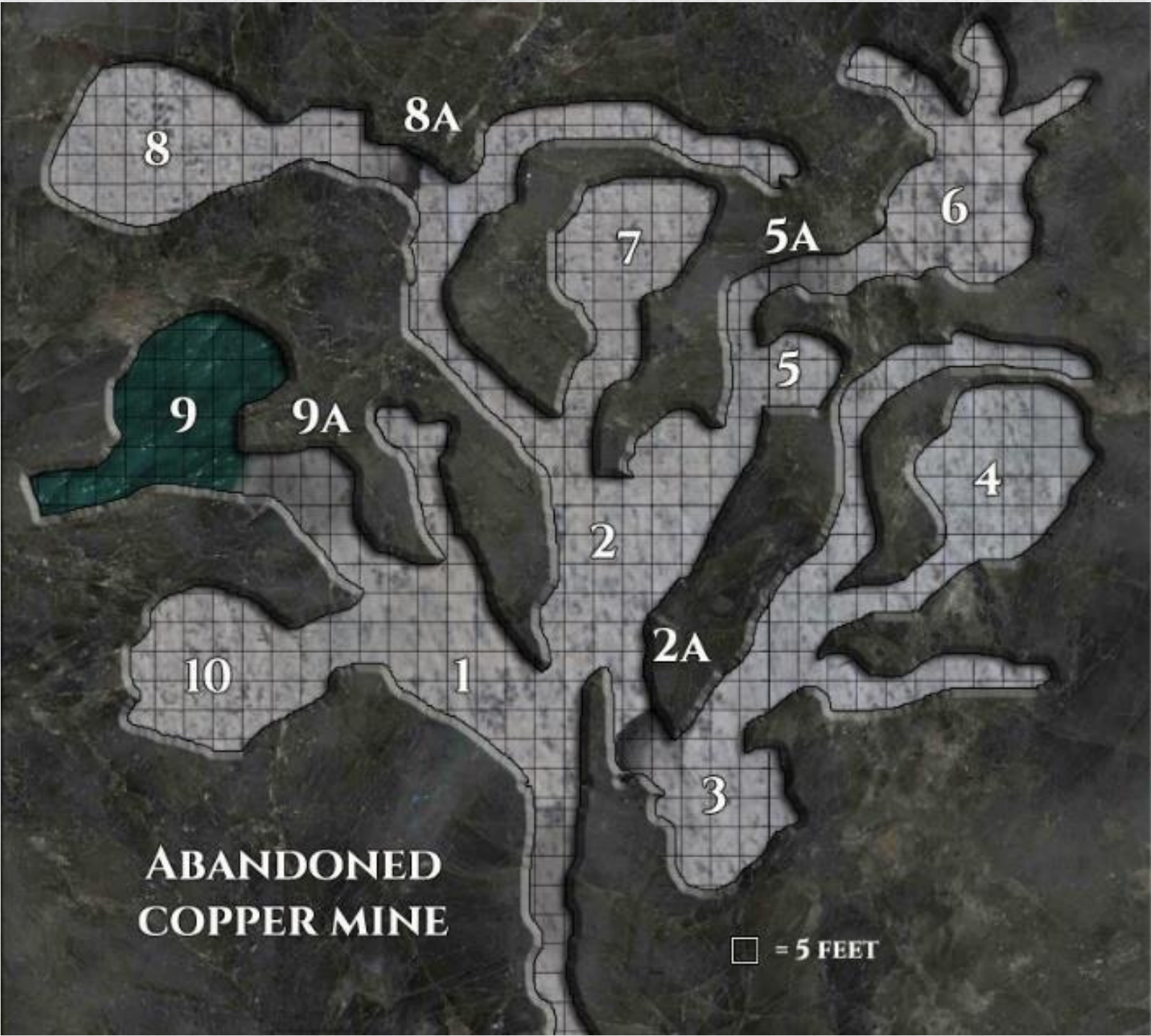
Owaine had employed the Thieves' Guild of Dragonspur City to help him construct his legal case for possession of the mine. This guild is obviously up to no good, and the heroes may wish to put an end to their unlawful doings. This will get the heroes involved in the next adventure in the World of Farland series, "**Into the Thieves' Guild**" (see www.farlandworld.com). If the PCs choose to stay in the area for a while, they could become involved with a local tribe of orcs (Gungar's tribe), and in retaliation for their dead shaman, the orcs could wage war on the inhabitants of Titan.

THE APPENDICES

MAPS



Map of Titan



Abandoned Copper Mine



Wyvern Lair

CREDITS

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Designed for the World of Farland Campaign setting.

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