

# Far Away Land RPG

## Adventure Module

### Whoa! Here Come the Dead

by Dirk Stanley



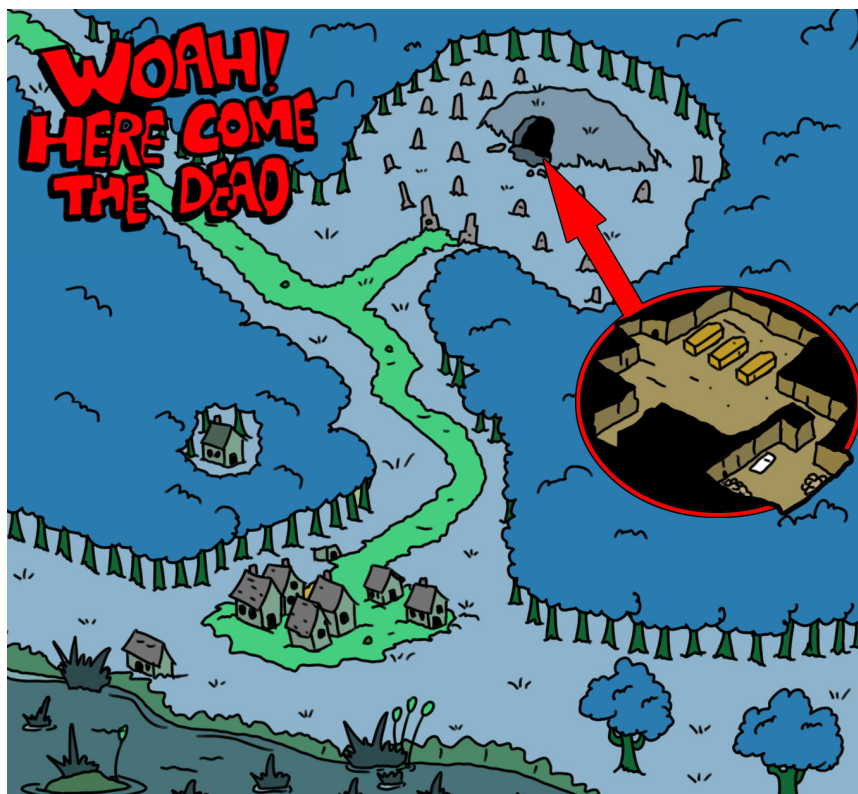
Your party finds that they are in a swamp, and on the edge of that swamp is the village of Grove. The village has recently been plagued by a skelet mage and his undead minions who have taken up residency in the old graveyard outside of town. Several residents have already fallen victim to the skelet mage. Grove needs heroes - that means you!

This is the second adventure module in an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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## WHOA! HERE COME THE DEAD



### Legend

Years ago, the human settlers of Grove fought against an undead uprising. Among their enemies was a powerful skelet mage called Siskil. For years, Siskil and his undead minions plagued the people of Grove until they eventually trapped the mage in the Tomb of Garrol, an old abandoned barrow. Decades after the mage was trapped, the barrows were forgotten, the humans moved, and the undead mage was forgotten. Displaced seamerls eventually moved into the abandoned village unaware of the undead creature that lurked within the old graveyard. Siskil eventually dug free of his confines.

### The Hook

After leaving Skull Island, the PCs are tossed about in a storm and arrive in the middle of a swamp. Far to the end of the swamp is a small village, Grove. As the PCs make their way to the village, they encounter a young girl who is stuck waist deep in the mud and terrified with fear. Only a few feet from the girl is a skelet who is also stuck waist deep in the mud. The undead creature is snapping and frantic to get at the girl. Once rescued, the girl informs the PCs of the

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undead invasion taking place in the village of Grove. When the PCs arrive in town they are greeted by the mayor who is overwhelmed with joy at having his daughter returned. He then informs the PCs that a skelet mage has broken free of his ancient burial and is resurrecting the dead in the old graveyard. The town is in desperate need of heroes.

## **The Village**

The village of Grove sits on the edge of the Grove Swamp. The town is a ramshackle old human settlement taken over by the swampmerls. It is composed mostly of fisherman, swamp trappers, and farmers. The streets of Grove are dirt on the best days and deep mud on the worst. The Laughing Frog is the local tavern and serves fairly good eats and ale. Most of the village congregates in the tavern in the evening. There is a local blacksmith who can do some fine work but he has little for sale (although he can repair items). The houses are gray and old and the people are poor and scared. The mayor, Mulok Orange, is genuinely concerned with the safety of the town. He is well-liked by the villagers. Grove is home to not only a blacksmith but a healer as well. Shrla is praised by the villagers for her way with herbs.

## **The Wilderness**

To the southwest of the town is the Grove Swamp. The swamp is filled with ugh flies, gnats, and all kinds of other insects that make life uncomfortable. Surrounding the village is a dense forest that stretches miles inland. A road runs north of the village. A day's walk to the north from Grove is the settlement of Lester. A few miles outside of Grove is the old graveyard where the skeletal mage has been hard at work raising his minions.

## **The Old Graveyard**

The old graveyard was an ancient series of barrows that time has long since covered. At some point in history, someone named Garrol was buried in one of the barrows which is how it became known as the Tomb of Garrol. During the undead uprising, the people of Grove managed to use the tomb to trap the skelet mage Siskil. They covered the tomb in rock and dirt and abandoned the place. Over the years, as the legend of the undead uprising turned to myth, the people of Grove began to use the area around the tomb as burial places for others. In time, the graveyard formed, stones were erected to mark the places where the dead lay. As the years passed, the tomb and the stories were eventually forgotten. The graveyard is overgrown and weeded. The stones that mark the old graves are unreadable as they have become weathered with time and the harsh elements. Today, the people of Grove bury their dead in the swamp.

## **The Tomb of Garrol**

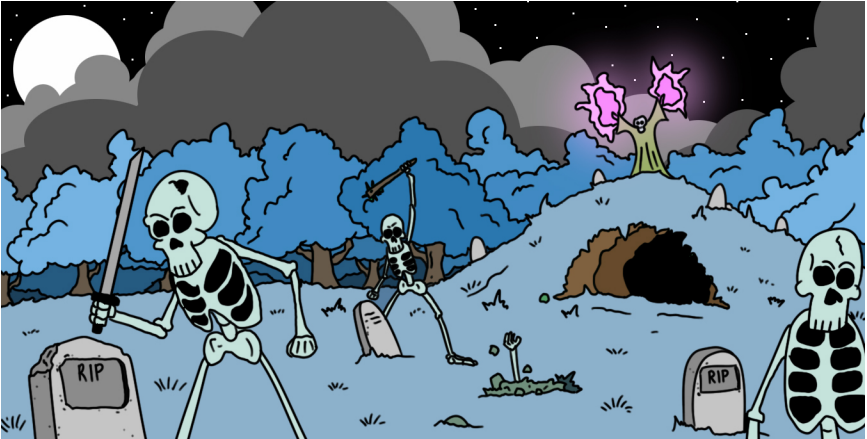
The Tomb of Garrol was used to trap and contain the skelet mage Siskil. Over the centuries, the skelet mage managed to dig through the rock and dirt until

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he emerged. The tomb consists of two rooms, the main burial chamber which contains the stone caskets of Garrol and his two wives, and the smaller, back-room, which was an addition where others could be buried but was never used. The walls of the tomb are smoothed stone and dirt. Garrol and his two wives were the first of Siskil's undead minions. He used these three undead to help him dig free of the tomb. Over the years, the constant digging broke apart the bones of the minions until they could no longer dig. At this point Siskil destroyed them and began to dig himself free.

**Weather Chart (d6)**

1	2	3	4	5	6
Rainy	Rainy	Stormy	Stormy	Humid	Clear



**Wandering Undead**

1-2	1d3 Old Skelets
3-4	1d6 Old Skelets
5	1d2 New Skelets
6	1d3 New Skelets

**Wandering Creatures**

1-3	1d2 Frollors
4	1 Gepeto
5	1d3 Meer
6	1d2 Skorels

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## **NPCs**

### **New Skeletons**

HP: 10, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

Light Weapon (0): 1d6

Night Sight, Bony Defense

New skeletons are those skeletons who are recently deceased and have been brought back to life by Siskil (some of these may still have skin on - although they are not zombies). These skeletons are less decomposed and thus have more HP. In combat, they will use light melee weapons to attack. They are mindless for the most part, obeying only their master's commands.

### **Old Skeletons**

HP: 5, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 1

Light Weapon (0): 1d6

Night Sight, Bony Defense

Old skeletons are skeletons of the long since dead. These skeletons are more fragile and decomposed than the more recently deceased versions. In combat they will attack with light weapons.

### **Siskil (7)**

HP: 16, AC: 1, ACT: 5

BRT: 1, DEX: 1, WIT: 3

Sword of Garrol (1): 1d6

Magic (3): Siskil can cast any spell from LVL 1-4. Siskil can also cast Create Undead (skeletons) - up to 3 at a time.

Night Sight, Bony Defense, Sense Living

Siskil is an ancient skeleton mage who was buried in an old tomb. During his incarceration, his hatred of the living swelled and he vowed to bring all breathing creatures to their knees. Once free of his confinement, Siskil

began preying on the local village of Grove. He resurrects the undead and kidnaps the living to turn into undead. In combat, Siskil will use a variety of spells. Siskil dislikes close combat and will command his minions to protect him.

### **Swampmerls**

HP: 13, AC: 1, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Light Weapon (1): 1d6

Water Breathing

Swampmerls are seamerls who have taken to living in the swamp. They are welcoming to outsiders, especially those who are friendly or willing to help. Most of the swampmerls in Grove are farmers, swamp trappers, or fisherman. They lead quiet lives that have been upended by the undead breakout.

### **Swampmerl Warriors**

HP: 13, AC: 2, ACT: 5

BRT: 2, DEX: 2, WIT: 1

Light Weapon (1): 1d6

Water Breathing

Swampmerl Warriors are the guards of Grove. There used to be four (one was killed by Siskil) and now three remain. These swampmerls have been trained in combat and wear a type of scale armor that provides them with some protection. These fighters are ready to take on the undead and will willingly ally themselves with the PCs. Their names are Gurlok, Sworl, and Drolko.

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## **NPCs/Items/Treasure**

### **The People of Grove**

The people of Grove are swampmerls. Most are either farmers, fisherman, or swamp trappers. The people are kind and friendly and open to outsiders. They speak Tyro and Aguanix. They have little material wealth. Most of their equipment consists of basic small weapons, fishing, trapping and hunting paraphernalia.

### **Wildlife**

The forest around Grove and the Old Graveyard is full of animals like gepetos, skorels, and meer. The people of Grove rarely hunt, instead taking their sustenance from farms or sea/swamp life.

**Frollors:** Frollors are frog-like creatures with tiny teeth. This is the main food source for many swampmerls.

**Gepetos:** Gepetos are small furry creatures - like a mix between a fox and a cat.

**Meer:** Meer are six-legged creatures covered in thick fur. The face of a meer is flat and has a single eye. They have huge ears. They are about the size of a small deer.

**Skorels:** Skorels are small vermin with blue skin and big eyes. They have tails and generally live in trees.

### **The Sword of Garrol**

The Sword of Garrol was the sword of the famed Garrol for whom the tomb was named. While inside the tomb, Siskil opened Garrol's coffin and took his sword. The sword is a regular short sword but is quite nice as the pommel is a golden ball with a single ruby set in the center. The blade is of good steel. The sword has a value of 50gp.

### **The Gem of Siskil**

A magic gem of Raise the Dead is located in the skull of Siskil (why his eyes glow pink?). The gem, when placed inside a once living creature, will bring them back to life as an undead creature wholly bent on destroying the living. The newly undead creature will retain whatever abilities it had in life. Yes, the gem is cursed. The gem is a sapphire and has a value of 150-200gp.

### **Town Reward**

If the PCs are successful in the slaying of Siskil and getting rid of the skeletons, the villagers will be forever grateful. As a reward, they will have a huge celebration in which the PCs are the guests of honor. They will also give the PCs 50gp as well as a small house (in very bad shape) on the outskirts of town.

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## **Adventure Opportunities and Ideas**

### **Smash 'Em All**

The GM can alter the HP of skeletons, especially the older, more broken down skeletons (maybe some are missing arms, legs, or even heads). This will allow the PCs to destroy them faster and easier while allowing the GM to send more into battle. The PCs should feel as if they are in danger but at the same time that they are capable of slaying boatloads of skeletons. The GM can reserve the more powerful skeletons as guardians of Siskil.

### **Warrior Down**

Maybe kill one of the swampmerl warriors in a particularly gruesome way (like skeletons converging on him/her and ripping them to shreds). The idea is that skeletons hate the living because flesh is a prison and they are trying to free their skeleton siblings - so, they tear the skin from their victims. This doesn't create a new skeleton of course, just a dead body terribly maimed.

### **Up From the Ground!**

As the PCs make their way to the tomb in the graveyard, maybe have Siskil stand atop the mound and cast a spell to raise several skeletons from the dirt. This can be a sort of cinematic thing with hands busting up from the ground, skeletons climbing out of the dirt etc.. Maybe even have a skeleton grab a PC as it comes alive.

### **Coming Back to Life**

If a PC or a swampmerl is killed in battle, it is highly likely that Siskil (being the nasty sort it is) will attempt to animate the recently deceased. If this occurs, play into the psychological effects of having someone familiar return as an enemy. Maybe one of the swampmerl warriors freak-out.



