

**S1**

FOR THE FAR AWAY LAND  
ROLE-PLAYING GAME

# Far Away Land RPG Adventure Module **THE EYE of MALAS**

by Dirk Stanley



A strange, underground island. Acolytes of blind faith. A mad wizard determined to open a portal into the Abyssmalsphere. The mysterious Eye of Malas. Prepare for a Far Away Land mini-adventure as your PCs attempt to defeat the wizard and his followers in order to prevent all heck from breaking loose!

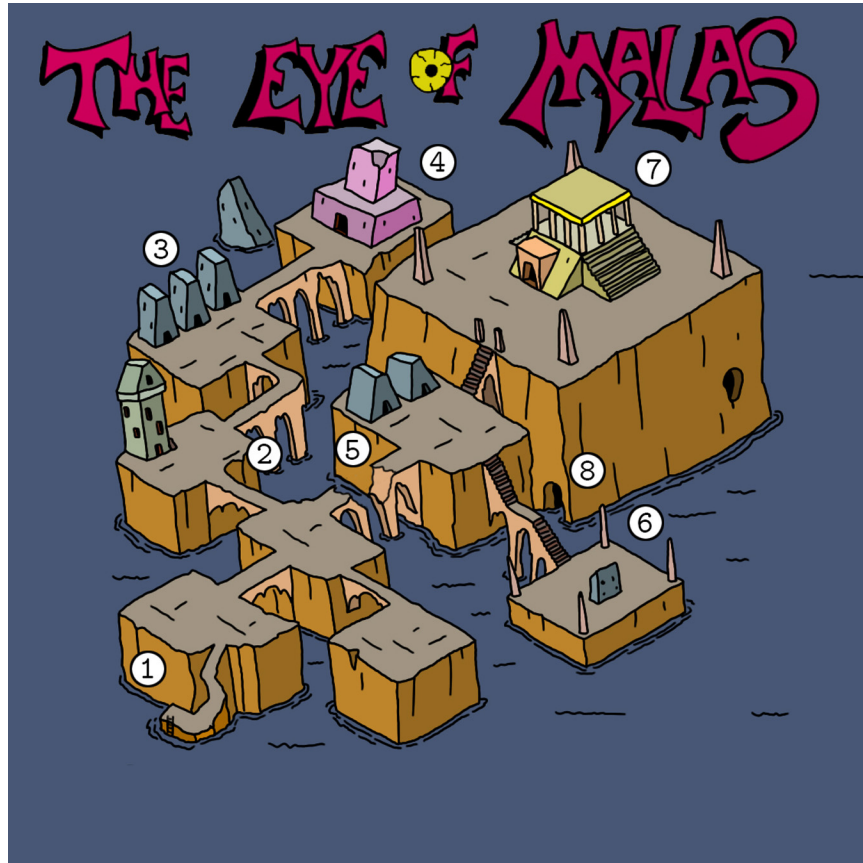
This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

copyright 2016 Simian Circle Games, LLC. All Rights Reserved.



SCG

## THE EYE of MALAS



### History

The Mad Wizard Vomax calls this ancient, underground island home. Here the wizard studies and teaches his followers the ways of dark magic. Once the home of gloom elves, their city flooded leaving only the highest portions untouched. Now, the old city sits in the middle of a great underground lake.

### Setup

The acolytes of the Mad Wizard Vomax have stolen the Eye of Malas from the poomkin monks of the Quiet Keep. The eye is a sacred relic known for its ability to open a portal into the Abyssmalsphere. And that's exactly why the Mad Wizard is so keen on the Eye. Now he has it and it's only a matter of time before he opens that gate and calls forth a bunch of demons. The poomkin monks are sworn to passivity and as such cannot harm another living creature. They need the Eye back and they are willing to pay to get it. The adventurers will need to infiltrate the island, find the Eye of Malas, and return it to the monks.

## THE EYE of MALAS

### Locations

**1. The Landing:** An old, rickety ladder leads from the water to the stone outcrop. A narrow path leads upward to the top of the island. Bones and refuse lay strewn about. Rusted weapons and armor (all of which are useless) remain with the dead. Nothing is fresh.

**2. The Tower:** This tower has three floors. Stairs lead to each floor. The walls are cracked and brittle and in danger of collapse. Bedrolls and refuse, some of which is recent, lays about.

**3. Acolyte Housing:** Acolytes of the Mad Wizard call these buildings home. Each house has two floors. There are several beds, chairs, and a table in each of the houses. The walls are crumbling and brittle. Spiders and insects live in the place.

**4. Henchman Tower:** Henchman of the Mad Wizard call this dilapidated building home. Bedrolls are spread about the place. Garbage is everywhere.

**5. The Broken Bridge:** The land leading to the main island has long since collapsed. The span is 40'. The edges are crumbling and weak.

**6. Sacrificial Platform:** A stone block sits near the edge of this island. Four manacles are attached to the block by heavy chains. An obelisk sits on each corner. Bloodstains have darkened the ground as well as the sacrificial block.

**7. Temple of the Mad Wizard:** The home of the Mad Wizard. This ancient temple is covered in relief carvings depicting an ancient pantheon of gloom elf deities. The upper level of the temple is a ceremonial location open only to the Mad Wizard and his highest ranking acolytes. The bottom level is where the Mad Wizard lives and studies (and keeps the Eye of Malas).

**8. Secret Cave:** Accessible only by boat, this secret entrance leads to a series of corridors which eventually make their way to the Mad Wizard's Chamber. A secret door in the floor of the chamber allows access from the surface. The cave has not been used in years. It stinks of fish.

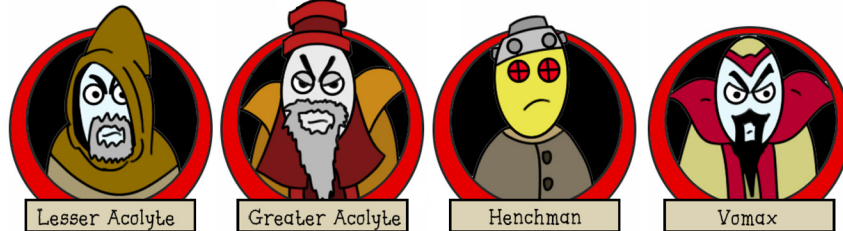
### Random Encounters (1d6)

Roll	Encounter
1	Henchman
2	1d2 Henchmen
3	Acolyte, Lesser
4	1d2 Acolyte, Lesser
5	Acolyte, Greater
6	1d2 Acolyte, Greater

### Random Treasure (2d6)

Roll	Treasure
2-3	Object (value: 1d6x5gp)
4-6	2d6gp
7-9	Common Item
10	3d6gp
11-12	Object (value: 1d6x10gp)

## THE EYE of MALAS



### Acolyte, Lesser (1)

Average (0), Humanoid  
 HP: 5, AC: 0, ACT: 5  
 BRT: 1, DEX: 1, WIT: 1  
**Light Weapon (0).**  
**Magic (1):** LVL 1.

Lesser Acolytes are new trainees who are interested in learning evil magic. They are under the authority of their Greater Acolyte brethren as well as Vomax.

### Acolyte, Greater (2)

Average (0), Humanoid  
 HP: 7, AC: 0, ACT: 5  
 BRT: 1, DEX: 1, WIT: 1  
**Light Weapon (1).**  
**Magic (1):** LVL 2.

These mages in training answer only to their master Vomax. They are intent on learning evil magic and helping their dark master open a portal into the Abyssmalsphere.

### Demon, Snarlings (1)

Tiny (-1), Demon  
 HP: 3, AC: 0, ACT: 4  
 BRT: 1, DEX: 1, WIT: 0  
**Bite (0):** 1d2 dmg.  
**Claws (1):** 1d3 dmg.

These small demons are the pets of Vomax. They obey his every command.

### Henchman (1)

Average (0), Humanoid  
 HP: 6, AC: 0, ACT: 5  
 BRT: 1, DEX: 1, WIT: 1  
**Light Weapon (1).**

Vomax has employed mindless henchman. These sad creatures have had their brains replaced with magic moosh. They obey the acolytes and Vomax. If Vomax is destroyed, the spell on the henchman will be broken and they will return to their normal selves.

### Vomax(5)

Average (0), Humanoid  
 HP: 16, AC: 0, ACT: 5  
 BRT: 1, DEX: 2, WIT: 2  
**Magic (2):** LVL 5. **Staff of Vomax (2):** The Staff of Vomax can shoot powerful bolts of lightning (1d6+1 damage).

The Mad Wizard Vomax is obsessed with opening a portal into the Abyssmalsphere so that he might command demons to help him take over the world. He believes it is his destiny to start a war on Far Away Land and that by doing so, he will be greatly rewarded once the demon lords of the Abyssmalsphere take control.

In combat Vomax will use direct damage spells as well as his staff. He is without mercy and may sacrifice acolytes and henchmen as needed.