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FOR THE FAR AWAY LAND  
ROLE-PLAYING GAME

# Far Away Land RPG Adventure Module **Four Dungeons**

by Dirk Stanley



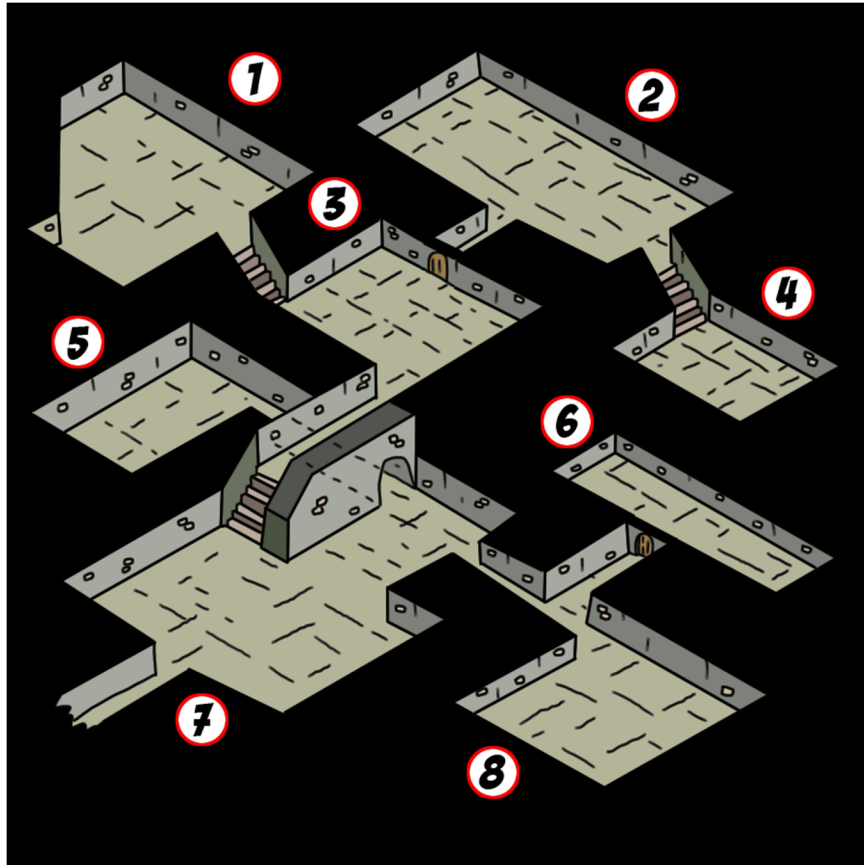
Four open-ended dungeons await your adventurers. Each dungeon location is numbered. Dungeons have various descriptions and stories for GMs to get ideas. Use your imagination and send sorry PCs to their doom!

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

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## DUNGEON ONE

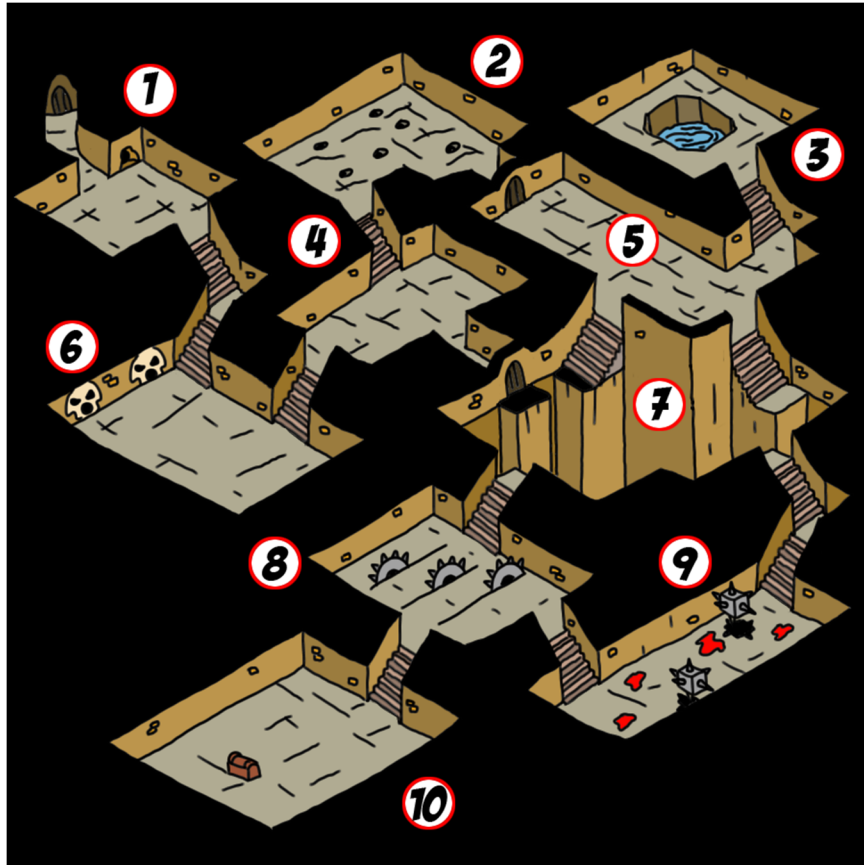


1. Long ago the Earl of Bro and his Lighting Arms constructed a vast system of subterranean tunnels. Originally, the tunnels were used to smuggle weapons and goods across enemy lines during one of the Undead Apocalypses.

2. This underground refuge was most recently used by the notorious Madkap of Den. Madkap and his fellow pirates came upon these long lost subterranean chambers as they sought a place to bury the precious loot they had taken from the sailing vessel known as the Sea Cral. Madkap and his men called this place home until they were eventually killed by the soracan known as Wubwub-wuboooochawubwubwub. It is unknown if the pirate's loot was lost at sea or still remains within their old hideout.

3. This dungeon exists as a pocket dimension that moves between Far Away Land in the Materiosphere and Far Away Land in the Antiverse. It was constructed through the use of powerful magic many centuries ago. The dungeon shifts every 1d6 days. It was once used by the Mustache Zealots.

## DUNGEON TWO

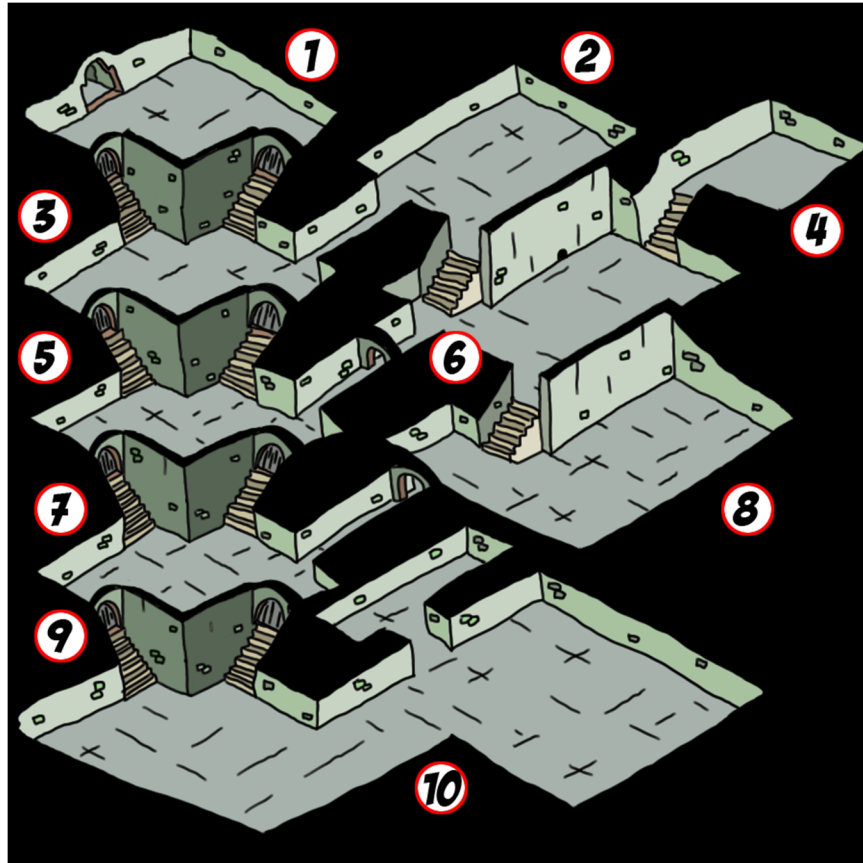


1. Kearny of the Silver Hall constructed this terrible place as a means to provide entertainment for himself and his multi-headed wife, Mistress Shola (who was half-dragon). Kearny of the Silver Hall would watch as slaves, prisoners, or general nobodies would wander through the dungeon attempting to survive the awful traps he had crafted for his own amusement.

2. Ancient spirits from the Gray Planes were trapped within the walls of this terrible place when an Intrinsic Sphere of Holding cut off their ability to return home. The spirits soon grew miserable in their non-corporeal form and began to argue with each other. Over time the spirits took on tangible forms such as saw blades, spikes, floating spiked cubes, and fire breathing wall holes. Now the spirits are forever physically tied to the dungeon.

3. The Jerk King Oger Ayeburn built a series of traps in order to test his men and their resolve. After Ayeburn's army was defeated at the Battle of the Morning Plateau, the dungeon fell into legend.

## DUNGEON THREE



1. This underground structure was once home to an order of misfis known as the Super Hate Gang. The gang acquired the hideout after murdering the previous occupants. From this hideout the gang was able to terrorize the countryside for many years.

2. The lich known as Xeraxa built this underground chamber to house one of her life shards. Xeraxa encased the shard in a brick which was placed somewhere within the dungeon. She then opened a gate to the Gray Planes so that spirits could enter and guard her dungeon. Some spirits made the dungeon their home and remain within.

3. This dungeon was part of the orka stronghold known as Boonhook. The stronghold was eventually destroyed by goabs and ogra during the Blood Moon Skirmish. Several orka survived within the stronghold and escaped to Terezot to tell of what had happened in the battle.

## DUNGEON FOUR



1. On the Island of Ore, home to Ironhelm, there exists a sea cave that is accessible only twice per day when the tide goes out to sea. Pirates once used this place to hide ships, loot, and prisoners for ransom.

2. A water elemental called this dark cave home until the triksel adventurer named Goldor happened upon the lair and killed the elemental in order to pick some sail lillies.

3. Ratlings have called this place home for many generations. Their current leader, Hizeeth is a dastardly fellow who believes he is to become one with a demon from the Abyssmalsphere.

4. This is but a tiny portion of a much larger dwarven excavation within the Ironwall Mountains.