

Far Away Land RPG

Adventure Module

OUTPOST KNOLL

by Dirk Stanley



Prepare for a wide-open, sandbox adventure as you and your party make the outpost of Knoll your base of operations. Then, venture forth and take on brigands, clown plant hybrids, angry goabs and their merciless ogra leader, a garl snail with a mindless horde, and traitors within the walls of the outpost. Adventure awaits!

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

copyright 2015 Simian Circle Games, LLC. All Rights Reserved.



OUTPOST KNOLL



Hook

On the edge of the Kingdom of Cheston is the border outpost of Knoll. This is a place of commerce and travel as adventurers, merchants, wanderers, vagabonds, thieves and other sorts pass through the gates of outpost and into the kingdom. This is a place of both opportunity and danger. Knoll is a place to make money, gain reputation, and create a base of operations while also providing a respite for the sore and battle-weary.

Knoll

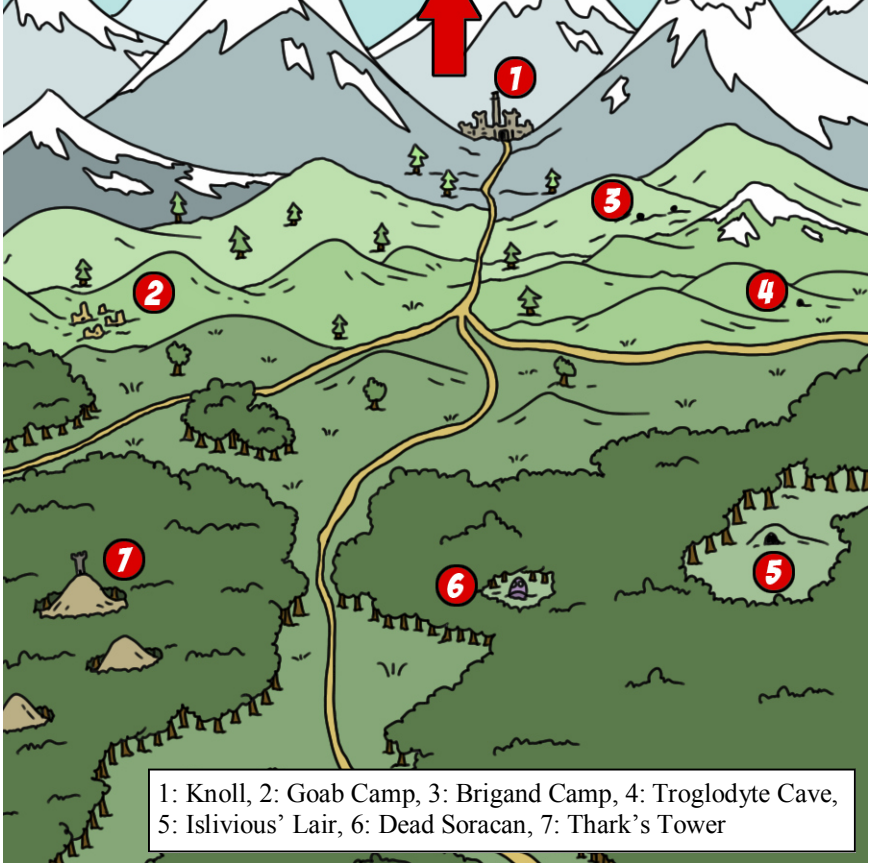
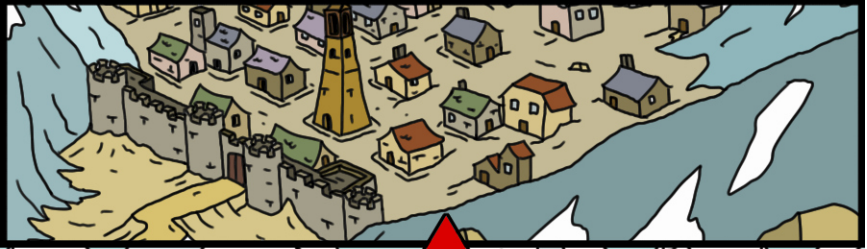
Knoll is a small human outpost built on the ruins of an ancient castle located in the Shard Pass of the Umbercrag Mountains. It's location in the pass has been a strategic point long before humans arrived in Far Away Land. Knoll is located on the very edge of the Kingdom of Cheston. The area where the outpost sits is highly sought after by those who live in the locality due to its elevation, stone walls, single entry point, and easy access to the mountain pass. The PCs can easily use Knoll as a base of operations (as long as they obey local laws) from which to conduct their adventures.

Knoll is a popular passage through the mountains as it saves a great deal of time from having to circumvent the rugged Umbercrag. Because of this, Knoll is a place of trade and commerce that sees a great many travelers daily (at least in warmer months). Orka, poomkin, elves, dwarves, humans, and others come and go. There are smiths, taverns, inns, healers, and other services within the walls of the outpost. A large tower called The Spire stands in the middle of the outpost overlooking the walls beyond.

OUTPOST KNOLL

Knoll's Defenses

Knoll's primary defense are the old walls. The walls are intact but have weakened with age and lack of upkeep. The walls are twenty-five feet tall. The gate to the city is made of thick wood and reinforced with steel. The gate is guarded and maintained and in good working order. Several giant crossbows (4d6 damage) sit atop the wall, all of which are constantly manned. The Spire is constantly manned and keeps watch for approaching danger.



1: Knoll, 2: Goab Camp, 3: Brigand Camp, 4: Troglodyte Cave, 5: Islivious' Lair, 6: Dead Soracan, 7: Thark's Tower

OUTPOST KNOLL

1. Goab Kidnapping: A local merchant's daughter has recently been kidnapped while she was on her way to Knoll, and the party accompanying her was killed. Her father, Draven Mar, is filled with emotions over the loss of his daughter and is seeking vengeance.

Notes

Maybe Mar seeks out help from the PCs. If they decide to help him and are successful, will they have made a friend? What if something goes wrong and Mar blames the PCs? Mar is a member of the Knoll Council and has some sway in the outpost. If the PCs do help, Mar may have more work or spread news of their deeds. If things go foul, Mar may seek retribution and use his power to do so. The GM can use this scenario to position the PCs in the community and allow them to make allies/enemies. The goabs are setup in a small ruin southwest of Knoll. The GM can use this scenario as a rescue attempt and allow the PCs a look at the goab operation that plans to attack Knoll. This knowledge can come in handy when the Dead Messenger scenario comes into play.

2. Spy Guy: Word is that a human spy has been feeding information to an ogra named Leech. The authorities in Knoll want the spy caught and taken care of.

Notes

Maybe the PCs are asked to find the spy. This may take some sleuthing around and some investigative work. This could be a good opportunity to engage in some non-combat encounters. The GM can use this scenario if the PCs have some down-time. This scenario can also be used to further the reputation of the PCs in Knoll.

3. Troglodyte Highway: A troglodyte is robbing folks on the road that leads from Knoll. The authorities are tired of complaints and missing people/goods.

Notes

Troglodyte lives in an old cave south of Knoll. He has been stocking his cave with the valuables from those he has been robbing over the last few months. The cave is littered with the remains of those whom he has eaten. There are ramshackle cages in the cave where prisoners are kept. There may be prisoners still alive.

4. Dead Messenger: An exhausted human reports that he recently escaped from a camp of goabs. He says they are planning to attack Knoll.

OUTPOST KNOLL

Notes

While not a full on scenario, the appearance of the messenger can act as an integral way to move the overall adventure forward. The messenger's appearance signals that a threat is looming in the wilderness and that precautions might have to be taken. Perhaps the messenger can draw a map or tell the PCs/authorities where the goabs are located. The PCs may already know the location of the goabs due to their having rescued Draven Mar's daughter.

5. Treasure in the Hills: The PCs overhear two drunks speaking of treasure located in the hills outside of Knoll. The drunks leave a map behind. If the PCs follow the map, they meet bloodthirsty brigands who are waiting to rob and kill them (the drunks were members of the brigand gang who lure noobs out of town).

Notes

The brigands are mean and violent. They have been storing up valuables for some time. Their leader is named Axe Wilhelder (he is a bit stronger than the average brigand). Perhaps there is a gold reward for the capture of the leader? The brigands are on bad terms with the troglodyte who lives over the hills.

6. Garl Snail for the Win!: A garl snail has created a mindless horde of automatons. The authorities think they know where the garl snail is building the army but they have yet to act.

Notes

If the PCs are in good standing in Knoll, they may be asked by the Council to lead a party to find the garl snail and report back. The garl snail is named Islivious. The PCs may encounter the mindless horde or at least see the dozens of mindless victims encased in snail goo within the Islivious's dungeon. This sight should be very troubling and creepy. If the PCs encounter the garl snail while in his dungeon, they risk having to fight their way free. If a PC is captured or defeated, perhaps they will show up later as a member of Islivious's horde.

7. Rumors of War: Knoll is on edge. Outsiders are not trusted. Tempers are high. There is talk of war. A brawl in a tavern or the streets could easily erupt. The authorities are restricting access to the outpost from the south. Some people are leaving.

Notes

A spy has either been caught or is known to be working within Knoll. People are upset. Everyone is on edge. If the PCs have good standing in Knoll, they may be asked to help out with the looming chaos. A small incident in the outpost could lead to mayhem within the walls. The authorities are not trusted.

OUTPOST KNOLL

8. Heavy Metal: A dead soracan lays lifeless in the woods outside of Knoll. Inside the soracan is a half-broken Harold 35 that could be fixed in the right hands.

Notes

The PCs may stumble onto this discovery while on another adventure. This is the chance for them to gain a loyal NPC (Harold 35) into their party. If the PCs cannot repair Harold 35, perhaps someone in Knoll has knowledge that can fix the damaged construct. The Harold unit will tell the PCs that it destroyed the soracan after having turned on its makers. Harold 35 claims to be incapable of harming living beings.

9. Poomkin + Clown Plants = Oh My!: A crazed poomkin wizard named Thark is experimenting with mixing humanoids and plants. His creations are abominations. If he catches the PCs, he will experiment on them.

Notes

Thark the Mad Poomkin Wizard has taken up residence in an abandoned watchtower. Thark has found a way to fuse the bodies of clown plants and humanoids using dark magic. He has amassed a small group of loyal subjects who view the wizard as their creator.

10. Attack on Knoll: The rumors have all been true and now Knoll is under attack. The goabs, led by their merciless Overseer Leech strike first. As Knoll's defenses grow weaker, the mindless horde enters the fight led by Islivious. Even Thark the mad poomkin wizard might make an appearance with his experimental clown plants.

Notes

The GM should keep the final battle in mind as the earlier scenarios are played out. Each of the armies converges on Knoll and the other armies already in the thick of battle. The FAL: Mass Combat rules can be used for specific/random battle outcomes. People begin to flee the outpost into the mountain pass to the north. The goab army will use armored troglodyte slaves to try to smash the gate and walls of Knoll. The battle should be chaotic and violent. Scores should perish. Eventually, the gate and walls to the outpost should be breached with pandemonium taking hold. This is especially true if there has been no talk of reinforcing the main gate. Carnage reigns as the PCs battle it out against abominations of the world. The GM should pit PCs and NPC allies against the NPC bosses (Islivious, Leech, Thark). The enemy armies are not allies and will fight one another as they attempt to bring down the gates of Knoll.

OUTPOST KNOLL

NPCs

Clown Plant Experiments (7)

Size: Giant (+2)

Archetype: Plant Hybrid

HP: 20, AC: 0, ACT: 6

BRT: 2, DEX: 2, WIT: 1

Light Weapon (2): 1d6 damage. **Tentacle Stab** (2): 2d6 damage. **Terrible Jokes** (1): Anyone hearing the jokes must make a WIT check to avoid being stunned. **Regeneration**.

These freaks of nature are nothing to laugh at. Half clown plant, half poomkin, these abominations are the results of the mad poomkin wizard Thark's experiments in horticulture. These monstrosities obey their master's every command. They utilize both weapons and their tentacle stabs to tear their victims limb from limb.

Commander Crav Stalkill (5)

Size: Average (0)

Archetype: Humanoid

HP: 16, AC: 4, ACT: 5

BRT: 3, DEX: 2, WIT: 2

Light Weapon (2): 1d6 damage.

Shield. Rally Cry. Once per battle, Crav can perform a rally cry. Any allied troops within earshot of the commander instantly receive a +1 bonus to all dice rolls for the next 10 minutes of battle. **Self-Sacrifice.** If Crav is killed in battle and his death is seen by his allies, they immediately get a +2 bonus to all dice rolls for 10 minutes (because even in death, Crav is inspiring).

Commander Crav Stalkill is the commander of the soldiers in Knoll. He is both respected and feared by those

under his leadership. His reputation is that of a fighting man and a cunning strategist. He feels that Knoll is of vital importance to his Lord Cheston's realm.

Draven Mar (2)

Size: Average (0)

Archetype: Humanoid

HP: 14, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light Weapon (1): 1d6 damage.

Draven Mar is a human and member of the Knoll Council. His only daughter was taken captive by some ruffians in the wilderness. Mar is determined to get her back. He is hot-headed and fueled with rage.



OUTPOST KNOLL

Goabs (3)

Size: Small (0), Archetype: Humanoid
HP: 10, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1): 1d6 damage. **Bite (1):** 1d6 damage. Chance of infection. **Better Smell. Resistance to Poison/Toxin.**

These goabs are under the leadership of Overseer Leech, their master ogra. Like all goabs, these guys are blood-thirsty and full of hatred.

Harold 35 (4)

Size: Average (0)
Archetype: Construct
HP: 20, AC: 3, ACT: 5
BRT: 2, DEX: 2, WIT: 2

Light Weapon (2): 1d6 damage. **Eye Beams (2):** 2d6 damage. Harold 35 can fire laser beams from his eyes 3 times per day.

Harold 35 was a rejected Harold unit hunted down to be destroyed by his soracan makers. During their pursuit, Harold 35 managed to destroy one of his pursuers while injuring himself in the fight. For a long while, Harold 35 used the remaining power inside the dead soracan to continue functioning. Harold 35 was rejected due to his inability to kill humans (he only wants to help). If found and repaired, he will make a loyal ally.

Hill Brigands (1)

Size: Average (0)
Archetype: Humanoid
HP: 10, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Light/Heavy Weapon (1): 1d6/1d6+1 damage.

These dastardly pieces of garbage lure unsuspecting outsiders from Knoll to their shanty town base in the woods. The brigands are greedy and blood-thirsty criminals who are interested only in wealth. They are willing to kill without a thought.

Knoll Soldiers (2)

Size: Average (0)
Archetype: Humanoid
HP: 12, AC: 3, ACT: 5
BRT: 2, DEX: 1, WIT: 1
Light/Heavy Weapon (2): 1d6/1d6+1 damage.

The Knoll Militia is composed of able-bodied men and women who are part of King Cheston's army. They are trained fighters and carry light and heavy weapons. They wear heavy armor, usually plate. Militia Knights are mounted on cow steeds.

Islivious the Garl Snail (X)

Size: Giant (+2), Archetype: Monster
HP: 30, AC: 1, ACT: 7
BRT: 1, DEX: 1, WIT: 4

Acidic Slime: 1d6 acid damage.

Magic (3): LVL 4. **Psionic Abilities (3):** Bend Will, Charm Animal, Charm Beast, Detect Life, Detect Magic, Directional Awareness, Forget, Illusory Form, Mind Stunt, Sadness, Sixth Sense, Sleep, and Trace.

Necklace of Mind Slash (1): Add the WIT score to the necklace's attack when it is activated. The necklace can temporarily disable the mind of the target, making the target a slave to the wishes of the necklace wearer.

OUTPOST KNOLL

Islivious is a brain fish and garl snail intent on building a mindless army of slaves. An old dungeon is the lair of this devious monster. Inside are his victims, brainless automatons which Islivious controls via the Necklace of Mind Slash. Islivious wants to retake Knoll as it believes that the old ruins once belonged to his kind.

Mindless Horde (1)

Size: Average (0)

Archetype: Humanoid

HP: 6, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 0

Scuffle (1): 1d3 damage. **Immune to any form of mind control or telepathy.**

Imagine a bunch of brainless fools staggering around trying to hurt people. That's what the mindless horde are for the most part. These poor souls are under the control of the garl snail Islivious and the Necklace of Mind Slash. Whatever Islivious commands, these mindless automatons carry out. While not fast or strong, their numbers and complete devotion to their master make them formidable. In combat they will pummel and attempt to pull apart their victims.

Overseer Leech the Ogra (13)

Size: Giant (+2)

Archetype: Humanoid

HP: 26, AC: 3, ACT: 7

BRT: 3, DEX: 2, WIT: 2

Blade of Starwin (2): 2d6 damage. See Blade of Starwin. **Bite (1):** 1d6 damage. Chance of infection. **Claws (1):** 1d6 damage. **Better Endurance.** Leech will not tire in battle. **Resistance to Poison/Toxin.**

Overseer Leech is a giant ogra with a hatred for most everything. He is the commander of the goab army in the wilderness around Knoll. He is both cunning and intelligent (as far as ogra are concerned). In battle he is bloodthirsty and relentless. He carries the Blade of Starwin, a powerful blade he took from an orka fighter he murdered in a previous battle. Leech takes his commands via the Amulet of Linking. The orders he receives come from a noknil. If Leech is defeated, he will drop the amulet. The amulet will eventually activate as the noknil wish for an update on the battle.

Road Troglodyte (7)

Size: Giant (+2)

Archetype: Humanoid

HP: 24, AC: 1, ACT: 6

BRT: 4, DEX: 1, WIT: 1

Giant Weapon (1): 2d6 damage.

Gore (1): 2d6 damage. **Immunity to Poison/Toxin.**

This nameless brute likes to murder travelers and take their stuff. He feels that the territory the road passes through is his and that all who travel upon it are trespassers. Troglodyte will use ambush tactics in battle. He may begin battle by surprising his foes (by hurling something heavy and deadly). He will not attack if he feels overpowered or outnumbered.

OUTPOST KNOLL

Thark the Mad

Poomkin Wizard (8)

Size: Average (0), Archetype: Plant

HP: 14, AC: 0, ACT: 6

BRT: 1, DEX: 2, WIT: 3

Ring of Oms (1): 1d6 damage. The Ring of Oms increases the amount of spells the wielder can cast by +5 per day. **Magic** (2): LVL 7.

Thark is a poomkin wizard driven to madness by the ring he wears. In his madness he has experimented with clown plants and humanoids and has created a fusion of the two. He is intent on mayhem and destruction and longs to see his creations at play. In battle, he rides in a living chariot made of a clown plant and a dismantled poomkin. His only goals are to perfect his "children" and bring about chaos.

Armored Troglodyte Slaves (7)

Size: Giant (+2)

Archetype: Humanoid

HP: 24, AC: 3, ACT: 6

BRT: 4, DEX: 1, WIT: 1

Gore (1): 2d6 damage. **Immunity to Poison/Toxin**.

These brutes have been taken as slaves and used by Overseer Leech as enforcers within his goab army. These troglodytes are heavily armored and are primarily used as siege weapons in the final battle for Knoll. Their primary form of attack is to hurl boulders and use battering rams to smash apart the gates and walls of Knoll. They are protected by goabs during their primary assault. Once they have breached the walls, they will use whatever they can to smash anyone in their path (including goabs).



OUTPOST KNOLL

Items

Amulet of Linking

This magic amulet is a communication device. The amulet is linked via a magic spell to another amulet. This allows those who hold the amulets to communicate with one another. The owner(s) of the other amulet are a group of noknil who are commanding Overseer Leech from far away. The amulet by itself has little value. Both amulets however are worth around 5,000 gp.

Blade of Starwin

This orka sword of giant size (2d6 damage) is said to be unbreakable. It is a magnificent weapon crafted by the renowned orka blacksmith Drood Hammerhorn. Starwin can cleave through stone, steel, and bone without a scratch. Any weapon attempting to block the full force of Starwin will be destroyed in 1d2 hits. Because of its strength, Starwin bypasses up to 2 AC (this means that AC of 2 or less will do nothing to prevent damage from the blade).

Necklace of Mind Slash

This powerful necklace was created long ago during the age of the titans when those great giants were forming the world. These necklaces were once used to control the powerful warbull pets of the titans (which they used for labor). The Necklace of Mind Slash allows the wearer to disable the mind of a victim. Once the mind is destroyed, the victim will be forever under the control of the necklace (unless released by the wearer of the item). To avoid the effects of the necklace, make a WIT + Arcane check.

Rings of Oms

This ancient ring was once used by Gyrax the Sorcerer. The ring allows the wielder to cast up to five extra spells per day. In order to utilize this power, the ring must be worn. The ring is silver with a green stone. In the center of the stone is an archaic symbol for arcane energy. The side-effect of the ring's power is that it causes madness over a period of time.



OUTPOST KNOLL



Ideas and Opportunities

A Bigger Picture

The eventual climactic battle at the end of this adventure is part of a larger picture shaping this area of Far Away Land. The noknil that commands Overseer Leech is part of a noknil group intent on taking over part of the human territories. The PCs will not know about this (unless the GM sees fit that they do). The GM should keep this in mind as it can be used in future adventures.

Base of Operations

The PCs have a base of operations in Knoll, especially if they become liked and trusted in the town. This base allows the PCs to operate in the surrounding countryside, taking on adventures and missions over a period of time. The outpost also serves as a place of safety and respite where the PCs can heal-up in-between adventures.

Weaving a Tale

The GM can easily weave the mini-adventures contained in these pages together so that they work with and leap-up to the final, climactic battle. While not all of the mini-adventures will fit into the final battle, they all work to establish the PCs and their place in Knoll and how the authorities and the locals see them.

Some of the mini-adventures will provide background and lead-in information as well as premise for the battle that is to take place at the end of the adventure. The PCs taking part in these mini-scenarios may even help to shape the outcome of the final battle or develop it while it happens. (For example, the PCs are caught spying on the ogra Leech. Leech now knows that the humans are onto him and so he has little time left to get things in order. This could easily bring about his attack on Knoll. Or, if the PCs refuse to tell the authorities of Knoll what they know, the town will be unprepared for the battle, etc..)

OUTPOST KNOLL



Lair of Islivious

In the distant past the Lair of the garl snail and brain fish Islivious was once a stronghold. Forgotten over the centuries, the stronghold fell into ruin and passed from memory. Then Islivious moved in and brought its mindless followers. There in the ancient place the garl snail gathered more followers from the surrounding lands, warping their minds with his Necklace of Mind Slash.

- 1. Entrance:** Dark and wet. The smell of fish and slime is potent and thick.
- 2. Vestibule:** This room is empty except for the discarded remains of creatures, broken bones, and pools of slime splattered across the floor and walls.
- 3. Main Chamber:** This is where Islivious does most of his work. The room has several cocoons of snail with captives alongside the wall.
- 4. Islivious' Chamber:** These are the garl snail's private quarters. The room is filthy and covered in snail goo and the remains of Islivious' victims.
- 5. Store Room:** This room has been crudely hewn from the surrounding dirt and stone. There are several corpses and plenty of snail goo in here.
- 6. The Holding Chamber:** Here is where Islivious keeps his mindless horde encased in snail goo. The victims remain alive within their goo capsules, perpetually in a trance like state.

OUTPOST KNOLL



Goab Camp

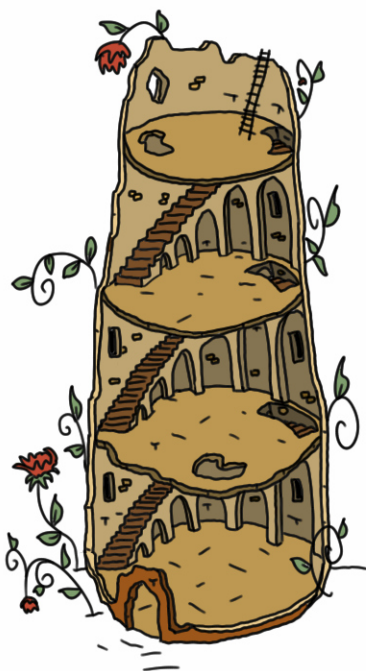
The goab and their ogra leader Leech have taken up residence in the old ruins of an ancient cult. The cult is long gone, wiped out by their own prophecies. The buildings have fallen into disrepair over the ages. The walls are crumbly and worn, eroded by time and the elements. Large chunks of the stone and plaster have come apart. The roofs are weathered and holed and collapsing as well.

The goabs have made their camp among the ruins. They have tents and fire pits setup all over the place. Goabs stand guard both day and night. Leech stays under constant guard in the largest, central most building of the ruins. During the day the goabs train and hunt and terrorize the local area. At night they chant, eat meat, fight, and worship their leader as they make ready for war.

OUTPOST KNOLL

Thark's Tower

Long ago, the wizard Melshius used his followers to build a tower in which he could practice his arcane arts. Here the wizard lived until his death at the hand of a roving goab horde. After the wizard's death, the tower sat vacant for some time. Orka eventually moved into the lands and repaired the tower. For many years the orka kept a vigil over the countryside, the tower a sentinel in the forest. Then the orka moved south and once again the tower was abandoned. Over the years it fell victim to nature. Great vines overtook the stone and pulled them apart. Years later, the poomkin wizard Thark found the tower and made it his home.

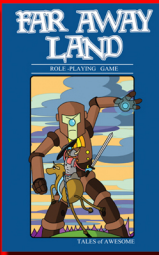
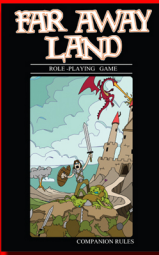


Thark's Tower has four levels. The first level is accessible by the tower's door which is made of heavy wood. The second, third, and fourth levels of the tower are accessed by semi-circular staircases. A ladder sits on the uppermost level allowing one to climb above the ruined walls and peer out from a high vantage point. The outside of the tower is overgrown with vegetation such as thick vines and giant roses.

Thark uses the tower as a place to build his monstrosities. These creations roam the wilderness around the tower in search of food and violence. Thark makes the tower his primary home, only leaving at night when he walks the woods with his loyal minions nearby.

If needed, the GM can create a back story as to how Thark creates his hybrid followers. This can include kidnapping, magic, ruined poomkin lives, etc..

Welcome adventurer! You have just entered into the fantasy world of Far Away Land. Each month we bring you a new adventure packed with ideas to add to your FAL campaigns. Check out our core rulebooks for Far Away Land using the links below!



Want to become part of the Far Away Land Universe? Visit us by clicking any of links below. Far Away Land is a rapidly growing community of fantasy gamers looking for a new spin on role-playing. Come join us!



Far Away Land is on Facebook. Our illustrated stories are on YouTube. Check out our Far and Away Podcast. We have a great Google+ group with all kinds of house rules and community made content. You can get our books and extras from DriveThruRPG. We also have a website, blog and forums at www.faruniverse.com!

