

VER5-07

Crown Fire

A Two-Round D&D® Living Greyhawk™
Verbobonc Regional Adventure

By Vernon L. Vincent
With Sean Esterline and Chad LaMontagne

Special Thanks to Michael Maenza, Cary Suter, and CIRCA

Circle Edit: Tim Sech

A surprising turn of events in Cienega Valley sparks far more than expected as the final stroke of a master plan takes shape. The fires of destiny herald the coming of the end and at long last, a pale hand stretches forth. A raging conflagration scourges the land and it's a race against time to save all from the coming storm.

This is a two-round Verbobonc regional adventure for character levels 2 to 14. (APLs 4 to 12), and lead-in to the interactive conclusion: *March of the Giants*. It is strongly recommended that characters that have played previous adventures significant to the Verbobonc story line prior to this adventure.

Metaorganizational Focus

Clan Rockhall, Council of Abbots (Rao), Mounted Borderers,
Verbobonc Town Project (Cienega Valley, Swan, Twilight Falls)

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact (POC). For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure, set in Verbobonc. PCs native to Verbobonc pay two Time Units per round, all others pay four Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and

may restock up to 20 arrows or bolts if the PC has at least four ranks in Craft (bowmaking). The PC is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Verbobonc Town Project

Portions of this adventure take place in the towns of Cienega Valley, Swan, and Twilight Falls. These towns are part of the Verbobonc Town Project. Characters with citizen certificates for these towns receive the benefits listed on those certificates for this adventure.

For more background and information on these towns, the Dungeon Master (DM) is encouraged to visit their respective Yahoo discussion groups:

Cienega Valley:

http://games.groups.yahoo.com/group/cienega_valley/

Swan:

<http://games.groups.yahoo.com/group/TownOfSwan/>

Twilight Falls:

<http://games.groups.yahoo.com/group/TwilightFalls/>

These discussion groups have additional resources that may prove helpful in detailing the portions of the towns not covered by this adventure. Additionally, the DM is encouraged to review the respective entries in the *Walker's Guide to Verbobonc*.

Areas of Influence

This adventure allows the following influence for purposes of the Verbobonc Influence document.

- All regional influence

Remind players at the start of this adventure that they may use regional influence to obtain bonuses to Charisma based skills. This will prove important in certain encounters which rely on those types of skills.

Before You Begin

Characters having any of the following should be identified before play begins.

- **Favor of Fredrique** (from VER5-05 *A Swan-Like End*)

Character's that have this favor receive the lifestyle benefits of one higher than for which they pay (high benefits for normal pay, luxury benefits for high pay, no extra benefit if the character has luxury lifestyle). This represents the accommodations covered by the town of Cienega Valley for such luminaries to attend the Brewfest celebration.

- **Frieda's Curse** (from VER5-05 *A Swan-Like End*)

The effects of this curse manifest whenever the character is in a stressful situation. The character must make a Will save (DC 11+APL) at the beginning of the first round.

Success means that the character has shrugged off the effects of the curse for the particular circumstance. Failure means the character is *shaken* (-2 penalty on attack rolls, saving throws, skill checks, and ability checks).

At the end of this adventure, the curse is lifted for any character with Frieda's Curse. Cross off that entry on the AR for VER5-05: *A Swan-Like End*.

Fire Conditions

Many situations in this adventure involve the characters either in close proximity to, or actually entering, burning structures. **Appendix Four: Fire Conditions** deals with the effects creating by these conditions.

Facing Obmi

There are several points in this adventure when the characters will encounter Obmi, and it is likely that, at some point, they will want to engage him in combat. This is not possible. Obmi is an epic-level opponent (21st+ level) and a legendary assassin that would annihilate any character at these levels. For these reasons, his stats are not included in this adventure. He is provided as an antagonist against whom the characters must struggle. If the characters actually get within striking distance of the assassin, they are intercepted by the nearest available creature (i.e. whatever creature appears in the Encounter along with the assassin).

Author's Acknowledgments

The author would like to acknowledge the vast amount of work that was done by those in previous years. Each of the individuals listed below contributed to the value

of the region with their writing. They are the ones responsible for the past five years worth of adventures that this region has produced, and it is the author's opinion that the whole of the work is far greater than the sum of its individual components. This adventure is the culmination of their dedication, perseverance, and labor and the Triad and this region owe these people a debt of gratitude.

Michael Breslin, Josh Brown, John Brudenell, Rick Bruner, Dan Cooper, Terry Doner, Gregory H. Dreher, Sean Esterline, Scott Furlong, Eric Geiger, Mark Geiger, Gregory Hanigan, Carl Hewelt, Lon Lademann, Ron Lundeen, Michael Maenza, Nancy Montano, Joshua O'Connor-Rose, Brad Ruby, Darren Spurrier, Cary Suter, and Brad Weier.

Adventure Background

"I see three wicked wolves prowling the hills of Verbobonc..." So was the notice of the three agents of Iuz delivered to the Viscount late in 594. One agent, the mysterious leader of the giant armies was known only as the Cowled Lady, he knew of. Another, the traitor, who has been impersonating Sir Simon Milinous, had only just been uncovered. And the third – the third was known only as the Hammer of Iuz. He is the deadly killer known as Obmi. One of the deadly Boneshadow, the Old One's foremost assassins and spies, Obmi has been sent by Iuz to prepare these lands for conquest by his chosen servant.

Until recently, Obmi has been able to move through the shadows and spread his deceit without detection. The actions of the dryad Elespeth coupled with the discovery of the imposter have forced him into action. The Cowled Lady is ready to begin her final assault on Verbobonc and Obmi is to prepare the way for her conquest. However, she wishes to leave nothing to chance.

Two years ago, the Cowled Lady lay siege to the southern lands of Verbobonc, including the towns of Swan (then called Fort Wilfrick) and Twilight Falls. Through the discovery of an ancient and powerful tome known only as *"The Mountain that Walks"*, the defenders of Swan were able to turn aside the Cowled Lady's most powerful weapon – a mountain giant. It is this giant, magically controlled by her, that has served as the foundation of her armies. Using powerful binding magics and vicious domination spells, she has compelled the giant to summon more and more of its

kin. Strange magical amulets have served to strengthen the summoning magic, preventing them from leaving.

During this siege, the Cowled Lady had information on the movements of Verbobonc's armies – thanks to the imposter Ryjenis. Less certain now of their movements, she chooses to not risk anything. She will sow chaos on the eve of her invasion, and remove the obstacles that stood against her in the first siege.

After the siege, “*The Mountain that Walks*” was taken to the Shrine of the Peacemaker, a church dedicated to the god Rao, in Swan and safeguarded in the secret vaults beneath the church. The resident priest of Rao, Father Cadifel, has kept a close eye on the tome. The Cowled Lady has directed Obmi to steal this book to prevent its use in the coming war.

The second obstacle is the Mounted Borderers. While the nobles can always be counted upon to fight among themselves, the Mounted Borderers have singularly proven to be a formidable enemy in the field. Their commanders' unswerving loyalty to the Viscount has served to raise them above the petty squabbling of the nobles and make them a threat she cannot ignore. As revenge for her defeat at their hands, she has directed Obmi to destroy the Mounted Borderer command posts in Swan and Twilight Falls in as powerful display as possible.

Finally, the Cowled Lady wishes to crush the spirit of Verbobonc in one telling blow – with such a powerful display of force that the citizens will flee in terror before her. She has leaked information, through Obmi, that her mountain giant has been seen in the southeastern areas of the Viscounty – south of Twilight Falls and Humming's End. This information has reached the ears of Lord Delevau, commander of the 3rd Company of the Mounted Borderers. Delevau knows the importance of the giant, and has reached out to Clan Rockhall for assistance in tracking down the giant. Having recently completed reoccupation of their homeland, the Rockhall dwarves are more than willing to repay the assistance of those who helped them reclaim their homeland.

Arriving in Swan, Obmi quickly killed one of the local residents – a dwarven sculptor by the name of Fredrique – and assumed his identity. Fortune favored him when a chance conversation with the commander of Fort Wilfrick, Jaren Rodrigo, revealed that the commander's brother, Olean Rodrigo, was the first officer of Fort Emridy in Cienega Valley, and that he was a student and collector of Clan Rockhall's arms and armor.

The final card fate dealt to the assassin was the discovery of a teleportation circle in the mine tunnels beneath Swan – left by agents of a green hag with a grudge against the town's deceased patron hero, Willow Swan.

As circumstances came together, Obmi quickly formulated his plan. He would steal the Rockhall armor from Olean Rodrigo and pose as a scout of Rockhall, enabling him to lead the 3rd Company into the ambush. He would recover the book *The Mountain That Walks* from the Shrine of the Peacemaker, preventing its use again. And, finally, he would instigate mass rioting in Twilight Falls. All of this would serve to destabilize the Viscounty on the eve of war. To sow as much destruction as possible, he would plant magical mines that would burst in fire to destroy the Mounted Borderer outposts, using the chaos for diversion. Using magic provided by the Cowled Lady, he would use the teleportation circle to get to Twilight Falls, then head south to join Delevau's forces and, posing as a scout of Rockhall, lead them into an ambush. The final stroke of the master plan is about to be unleashed.

Adventure Summary

Encounter One:

The adventure begins in Cienega Valley during the last day of Brewfest. The characters are enjoying the town's fine wine and, in some cases, their fame as local celebrities and heroes of Verbobonc. On the last day of Brewfest, as they are preparing for the end of the festivities, they encounter Obmi torturing Olean Rodrigo, the first officer of the Mounted Borderer outpost, Fort Emridy, in Cienega Valley.

Encounter Two:

During the fight with one of Obmi's trained chokers, the mines planted at Fort Emridy explode in a great ball of flame, which spills over into the nearby vineyards. The characters must work to rescue those trapped within.

Encounter Three:

In the aftermath of the explosion, the characters discover that Olean Rodrigo's house has been burglarized. Searching the house, they find evidence that Obmi is possibly posing as Fredrique, a dwarven sculptor. They also discover that the first officer was an

avid historian of Clan Rockhall and his collection of Rockhall arms and armor was stolen...

Encounter Four:

The characters head to Swan. Depending on when they arrive, they either have time to warn the Borderer outpost or are too late.

Encounter Five:

The characters speak with the Commander of Fort Wilfrick and warn him of the events occurring. They may even discover the hidden mines and provide the Borderers time to evacuate. However, once the fort is clear, the mines at the Shrine of the Peacemaker explode.

Encounter Six:

If they arrived late or decided to enter the mines, then the characters use the mines to enter Swan, eventually arriving at the Shrine of the Peacemaker.

Encounter Seven:

The mines have detonated, spreading fire everywhere – even to the house of a young mother and her child. The child is trapped in the burning house, and the characters must rescue him.

Encounter Eight:

Arriving at the Shrine of the Peacemaker, they discover the body of the priest's aid on the steps.

Encounter Nine:

Entering the shrine, the characters discover the priest of the Shrine in battle with the dwarven assassin. Collapsing one of the support columns, the assassin kills the priest under a mound of rubble, then steals the book *The Mountain That Walks*.

Encounter Eleven:

Using the letter they recovered from Sergeant Olean Rodrigo's house in Cienega Valley, the characters head to "Fredrique's" shop, where they discover several dead bodies and a secret door back into the sewers of Swan.

Encounter Twelve:

The secret door leads to a teleportation circle left by a previous inhabitant. Changing its destination, Obmi has pointed it to Twilight Falls and fled there using it.

Encounter Thirteen:

Arriving at Twilight Falls, the characters find the town in a state of riot. Obmi has released a poison gas into the air, confusing the citizens and inducing them to

mayhem, including storming the Mounted Borderer outpost of Falls Keep.

Encounter Fourteen:

Subduing the villagers, the characters encounter an old friend from years past – a good ogre. The ogre reveals to them that he saw the assassin heading southeast... He further tells them that the Mounted Borderers of Falls Keep left two days ago to join up with another group, including some dwarves, searching for the mountain giant in the Cowled Lady's service. The ogre discovered that it was a trap designed to lead the Borderers into an ambush. He begs the party to warn the Borderers while he goes to save his tribe.

Encounter Fifteen:

Just before reaching the Borderers, the characters encounter an advance party of giants.

Encounter Sixteen:

Reaching the Borderers, they find they are too late to stop the ambush. They must save Lord Deleveu and Thuldon Granitespitter of Clan Rockhall from the assassin's blade

Conclusion:

In the staggering aftermath of the battle, the characters learn the truth that the Viscounty is being invaded again by the Cowled Lady's forces.

Introduction

The adventure begins in the town of Cienega Valley, during the final days of Brewfest, CY 595. The characters are enjoying a beverage of their choice at the Cienega Valley Wine Market.

Read the following text aloud:

The summer days of Verbobonc have come and gone, and the first vestiges of winter's chill are felt on the light breeze wafting through Cienega Valley. The town has played gracious host to those traveling near and far for the weeklong Brewfest celebration. The town's vintners have been showcasing the fruits of their labors – with hearty merlots and sparkling whites competing alongside the names of Herman M and the Autumn Wind Brewery for the attention and wheatsheaf of visitors and citizens alike.

Direct the following text to any characters that have received the **Favor of Fredrique**:

The tales of your heroism have spread near and far, bolstered no doubt by the words of accomplishments earlier this year in the town of Swan. The invitation from Cienega Valley asking you to be guests of honor was unexpected, but obviously not declined, and you have received every courtesy – including having your accommodations subsidized by the town in gratitude for your attendance.

Continue from here

The citizenry has turned the town into great splendor, with Sergeant Olean Rodrigo, first officer of the Mounted Borderers from nearby Fort Emridy opening the festivities with a military procession. During the week of celebration, the opportunities to renew many friendships and create new ones have abounded – and friendship always sparkles over a mug of Herman M's Special Blend or a Cienega Valley chardonnay.

Permit the characters a chance to (re)acquaint themselves with one another. They can also take the opportunity to learn a little more about the town and area by doing some Legwork (see **Appendix Three: Legwork**) or comment on the different varieties of wine and ale available. Once they have completed introductions and whatnot, proceed to **Encounter One**.

Encounter One: Striking the Match

The long shadows trailing the ground give evidence to the lateness of the afternoon hour. The clarion call of a bugle echoes through the air, signaling the Mounted Borderers to assemble at the Fort for the start of the closing procession for Brewfest.

As you head back toward the fort, a commotion down one of the side streets catches your ear and eye.

A man in the by-now-familiar tabard of the Mounted Borderers struggles against the grip of a hideous creature with incredibly long limbs and grey mottled skin that shimmers like a mirage in the shadowy light. Standing before both of them, his back to you, a tall dwarf observes the situation.

With a start, you recognize the Borderer as Sergeant Olean Rodrigo, the first officer of Fort Emridy.

Character's that have played **VER5-05 A Swan-Like End** notice that the dwarf looks similar to Fredrique in terms of facial structure and build.

Your arrival has not gone unnoticed, for as you stand there, the dwarf turns to you. Even at this distance, you can read the malevolence in his eyes. The patchwork iron-gray beard bristles briefly as the dwarf's face creases in a mirthless grin.

Character's that have played **VER5-02 Fallen Hero** recognize this dwarf instantly as Obmi.

He flicks his left hand in a subtle gesture and the crack of shattering bone breaks the silence as the mottled horror snaps Sergeant Rodrigo's neck. The body collapses to the ground in a heap and the creature surges forward past the dwarf toward you! In a flash of light – the dwarf winks out of sight!

APL 4 (EL 4)

➤ **Half-Farspawn Choker**: Mnk1; hp 41; see Appendix One.

APL 6 (EL 6)

➤ **Half-Farspawn Choker**: Mnk2; hp 46; see Appendix One.

APL 8 (EL 8)

➤ **Half-Farspawn Choker**: Mnk2/Rog2; hp 56; see Appendix One.

APL 10 (EL 10)

➤ **Half-Farspawn Choker**: Mnk2/Rog2/Asn2; hp 89; see Appendix One.

APL 12 (EL 12)

➤ **Half-Farspawn Choker**: Mnk2/Rog2/Asn3; hp 95; see Appendix One.

Obmi's Chokers: Normally, chokers live underground and hunt alone. Any character that makes a DC 13 Knowledge [Dungeoneering] or Knowledge [Nature] check knows that this is a highly unusual attack for chokers. Characters that have played **VER4-09 Wicked Three** or **VER5-02 Fallen Hero** knows that Obmi has a seemingly never-ending supply of trained chokers for all occasions.

Tactics – APL 4 and 6: The choker has already activated his *blur* ability, so he will move forward and attack the first character he encounters.

Tactics – APL 8: The choker activates blink as a standard action, then moves forward to engage.

Tactics – APL 10 and 12: The choker activates *greater invisibility* as a standard action, then double-moves to the most advantageous position to engage characters. If the choker is able to flurry of blows a target and stun him/her, it will then make use of its Sun School Tactical Feat abilities (either Inexorable Progress of Dawn or Blinding Flash of the Sun, as circumstances warrant).

What's going on: Obmi has planted explosive traps in Fort Emridy and the Wine Market, timing them to detonate when the Mounted Borderers begin to form lines for the closing parade.

Olean Rodrigo, first officer of Fort Emridy, received a letter earlier in the afternoon from his brother, Commander Jaren Rodrigo of Fort Wilfrick in Swan. Jaren, in discussions with Father Cadifel (rector of the Shrine of the Peacemaker), has started to suspect that “Fredrique” may not be the person he claims to be. From Father Cadifel, Jaren learned that “Fredrique” had been visiting the shrine and asked some pointed questions regarding a magical text known as *The Mountain That Walks*. During the entire conversation, Father Cadifel had the impression that “Fredrique” was sizing him up.

The letter arrived as Olean was preparing to take “Fredrique” to examine the Borderer’s collection of Clan Rockhall arms and armor. Sensing he had been discovered, Obmi summoned one of his trained chokers, and has been torturing Olean most of the afternoon regarding details of Fort Emridy and word on the 3rd Company’s movements.

Obmi has left to ransack Olean’s house, make off with the armor, and then return to Swan for the next part of his plan.

Development: At the beginning of the second full round of combat, have everyone (including the choker) make a DC 25 Balance check (Balance +10 for the choker). Those that fail are knocked prone. Read the following:

A deafening explosion rocks the ground, shattering nearby windows. High above the buildings, a great plume of fire rises into the sky. The sounds of screaming and panic assail you from the direction of Fort Emridy, and the acrid smell of something burning assaults your senses.

The mines and traps Obmi planted have sprung, igniting Fort Emridy and the nearby vineyards.

As soon as the characters exit the alley, proceed to **Encounter Two**. Note the number of rounds it takes the characters to get here. This affects the chance of success for saving Fort Emridy, the Cienega Valley Wine Market, and the vineyards. If the characters have not defeated the choker at the time they leave to attend to the fire, it does not immediately pursue. However, it does quaff two potions (*potion of resist energy (fire)* and, if necessary, *potion of cure moderate wounds*) and will look for an opportune moment to strike again in **Encounter Two**. It will not flee.

If, at any point, the characters leave Olean’s body unattended, it is gone when they return. Obmi does not like to leave any evidence behind if he can help it.

If, however, they recover Olean’s body, then he can be restored to life. He provides the characters with the information above in the **What’s Going On** section. However, he will not accompany the characters, instead providing them with a letter for his brother, Commander Jaren Rodrigo at Fort Wilfrick, informing him that his suspicions were correct.

Encounter Two: Brushfire

A horrific sight meets you as you rush back into the street. The northern and eastern walls of Fort Emridy are engulfed in flames, the fiery tongues licking the sunset sky as if reaching for a home. Even in the smoke and heat, you can spy several horses and riders dead under the collapsed entryway into the Fort. Shouts and cries of panic reach your ears and you realize that the Mounted Borderer column never made it out! They are burning alive inside the inferno.

Terrible as this is, still more is seen as you take in the entirety of the situation. A second crown of fire erupts across the vineyard at the Wine Market – creating two flashpoints and igniting the fields in between like dry kindling.

Several of the more level-headed villagers have formed a water line leading from the nearby river, but there are not nearly enough of them to get the job done. Everyone is running about – and the panic in the air only seems to fuel the flames.

The party has a number of rounds in order to rescue the Borderers and extinguish the fire. The number of rounds depends on the APL.

APL 4-6: 10 rounds

APL 8-10: 7 rounds

APL 12: 5 rounds

This is a very fluid situation, and the characters will probably want to take actions not fully accounted for here. Here are some possible actions they can take.

All APLs (EL 6)

Remove debris

A large section of the front gate has collapsed, preventing those Borderers still within the Fort from escaping. The characters may remove the debris, but they suffer the risk of catching fire, smoke inhalation, and the other hazards of the fire.

Additionally, the entire area is considered dense rubble (see *Dungeon Master's Guide*, page 60).

☛ **Debris (Collapsed Wooden Gate):** 20 feet wide x 10 feet deep; hardness 5, hp 225.

Characters can attempt to physically remove debris out of the way. Doing so is a move action that requires a DC 12 Strength check. The debris 'takes damage' for each point by which the DC is exceeded.

Spells may likewise be used to remove debris. *Disintegrate*, in particular, is an effective spell as it can remove up to one 10-foot cube of non-living matter. This will allow the Borderers to escape.

Extinguish the fire

Characters may directly attempt to extinguish the flames. However, Obmi has laced his traps with a substance called Oleum (see *Sandstorm: Mastering the Perils of Fire and Sand*) to reduce the likelihood that the flames will be quickly snuffed out by magic. Spells used to extinguish or reduce the flames (*quench*, *cone of cold*, etc) first require a caster level check vs. APL+13 in order to affect the fire.

☛ **Fire:** hp 750; energy immunity (acid, fire, sonic)

Certain spells have effects which do not require the caster level check.

Create water: A simple 0-level spell can be very useful here. Each gallon of water created does 10 points of damage to the fire.

Control water: When used with the *raise water* version, this spell can be used to cause the banks of the nearby river to flood in the direction of the fire. For purposes of this encounter, the flood deals 150 points of damage to the fire per round.

Control winds: This spell can prevent the fires from spreading and eliminates Smoke Inhalation penalties in the round after it is cast.

Other Spells: The DM is encouraged to use his/her judgment for other spells. This is supposed to be a rescue operation hampered by the magic effects of the Oleum. In general, any spell that indirectly targets the fire (by creating water or rain) is successful, while any spell that directly targets the flames (like *quench*) requires the caster level check.

The nearby river provides a non-magical means to extinguish the fire. The characters can form a bucket brigade with the villagers to attempt to put out the flames. Each bucket of water deals 1 point of damage to the fire. However, rallying the panicked citizens requires a DC 18+APL Charisma check. Alternately, characters that have the Leadership feat may make a Leadership check (1d20 + Leadership score) against the same DC.

Regardless of the check type, the following modifiers can be applied:

A +5 circumstance bonus if the character is a member of one of the following organizations

- Mounted Borderers
- Noble House Guard (Asbury or Milinous)
- Knights of the Faithful Defender
- Resident of Cienega Valley (if a character is the Mayor of Cienega Valley, he receives an additional +2 (for a total of +7))

+2 if the character is a member of one of the following organizations:

- Noble House Guard (all others except House Avgustin)
- Verbobonc Standing Army

Members of House Avgustin's House Guard do not receive any bonus, regardless if they meet other requirements, due to tensions between that house and House Milinous-Asbury.

A bucket brigade can deal 80 points of damage per round to the fire.

The characters may extinguish the flames of a particular area by concentrating their efforts on a particular 10x10 area. Once they deal 20 points of damage to the fire, it is extinguished.

Success: If the character's successfully extinguish the fires and/or rescue the trapped Mounted Borderers, read the following:

The smoke continues to hang in the air, like a noxious fume that will not go away. Though the damage is extensive, it could have been far worse.

Rescued the Borderers:

The ragged men of Fort Emridy can only gasp for breath, but you can see the gratitude in their eyes for your daring rescue.

Extinguished the Fire:

The last flames die away as your efforts to put out the fires, combined with those brave residents who risked life and limb along side you, proves successful.

Failure: If the characters did not successfully rescue the Borderers and/or extinguish the fire, read the following:

The devastation is terrible as you survey the damage not only to Fort Emridy, but Cienega Valley as well. The vineyards have been burnt to a crisp by the rampaging fire. The Wine Market lies in ruins. Worst of all – Fort Emridy has been almost totally gutted by the conflagration. It will be some time before the town can recover from such a terrible experience.

Proceed to **Encounter Three**.

Encounter Three: Thanks for the Memories

As you survey the damage, a young cadet, his tabard torn and burnt from the fiery trial, runs up to you. "Good (Ladies and) sirs! Have you seen Sergeant Rodrigo? I have urgent news. Someone has broken into his home during the fire!"

The cadet doesn't know much beyond the fact that Sergeant Rodrigo's house shows signs of forced entry.

Once the characters follow, continue reading.

Sergeant Rodrigo's home is a rather simple dwelling not far from Fort Emridy, it lays a little ways west of Cienega Valley. No signs of habitation can be seen from the house and the front door lies open.

Inside the House:

The interior of the house has been completely trashed, with chairs and tables upended and lying in pieces. Heaps of papers lie strewn about – some bearing the seal of the 4th Company of the Borderers.

One room, however, grabs your attention. Several arming stands sit positioned opposite the door to this room, however they are empty. On the wall, a tapestry bearing the coat of arms of Clan Rockhall hangs above the empty stands. A leather journal, torn and shredded, lies in a pile near the door.

Olean Rodrigo had a great admiration for the hardworking dwarves of Clan Rockhall – even before their reclamation of Ulthak-Nor. His respect extended to collecting pieces of their regalia, eventually reassembling suits of armor from both the present day Clan and dating from the time of their exile. If the characters somehow manage to mend the journal, they find it's a record of his hobby and his research into the dwarven history.

If the characters search the house, they find several documents relating to general troop allocation for Fort Emridy and to current events with the Mounted Borderers. If they get a Search DC 25, they also learn the DC 25 information listed for the Mounted Borderers in **Appendix Three: Legwork**. Finally, regardless of the results of the Search check, they find a letter to Olean from his brother Jaren, commander of Fort Wilfrick (**Player Handout #1**).

Outside the House: The area outside the house is firm ground and has seen little rain. Character(s) with the Tracking feat may search the ground outside the house for tracks (Survival DC 15), with success indicating a set of dwarven-sized footprints leading from the house to the southwest. The footprints are very recent, but abruptly end about three-hundred feet away from Olean's house.

APL 4-8: At these APLs, Obmi has used three *potions of pass without trace* to cover his flight from the house. Characters will not be able to find any tracks within range.

APL 10-12: At these APLs, Obmi bears a one-shot *teleport* spell by means of Craft Contingent Spell (see *Complete Arcane*), which he uses to teleport to an entrance into the tunnel's running beneath Swan.

Development: At this point, the characters should have enough information to lead them in the direction of Swan. **Appendix Five: Movement and Distance**

has information for estimating travel times. Continue to **Encounter Four**.

Encounter Four: Swan's Eye View

This encounter occurs when the party reaches the town of Swan. Read the appropriate boxed text corresponding to how quickly the party reached Swan.

The plateau upon which Swan resides is riddled with many tunnels and shafts, though surprisingly the mining hasn't yet created a hazard for the citizens of the town.

Ostensibly, the vast majority of these tunnels are mine shafts, however a few of the natural tunnels run near populated sections of the town. It didn't take much work to extend them that little bit further.

The tunnels have been inhabited for a long time by a small tribe of kobolds, brought to the Viscounty by Lord Willow Swan (for whom the town is named) in the hopes of turning them from their evil ways. For the most part, it succeeded and they work in the mines, serve as clandestine scouts for the mayor, and generally help to defend this town that they now call home.

When Obmi, posing as Fredrique, moved to Swan, he quickly discovered a potential for these tunnels in allowing him to move virtually undetected throughout the town as well as bypassing the Mounted Borderer outpost of Fort Wilfrick.

The end result of his efforts is that he has created a small sub-network of passages connecting his 'sculptor shop' to many of the major landmarks in the town, including Fort Wilfrick and the Shrine of the Peacemaker.

Obmi plans to plant his devices in both places, then sneak into the Shrine, kill Father Cadifel in the confusion, and make off with the book *The Mountain That Walks*. The Cowled Lady, above anything else, wants that book retrieved. The chaos sown as diversion is icing on the cake.

Early Evening

The waters of Gillendyl's Run flow past you as make your way through the Kron Hills. Ahead, on the opposite of the river's fork, a small fortified town sits atop a great bluff. Even in the fading sunlight, you can make out the steeples of several churches,

but none catch your eye quite like the silver spire of the Minster of Heironeous. Atop the shining spire a blue pennant with a stylized bolt of lightning flaps in the twilight breeze.

The path into the town begins at the base of the bluff, where several small docks for travels along the river are positioned. The path leads about a quarter of the way up the plateau before stopping at a great fortified palisade. The pennants flanking either side of the wooden gateway bear the markings of the Mounted Borderers and it is clear that you must pass through the outpost in order to proceed into the town proper.

Not far from the docks, a few small shacks can be seen next to a railed tunnel, no doubt the entrances to the salt mines beneath the town.

As there are several ways this could occur, the DM should be prepared to improvise if necessary to keep the story on track.

Warn the Mounted Borderers:

The party could choose to warn the Mounted Borderers. Proceed to **Encounter Five**

Investigate the Mines:

Investigating the mines lets the characters track Obmi down. Proceed to **Encounter Six**

Late Evening

The moonlight shimmers off of the waters of Gillendyl's Run as you make your way through the Kron Hills. Ahead, you spy the warm firelights burning in the homes of a small town atop a great bluff. In the moonlight, the silver steeple of the Minster of Heironeous in Swan glows like a needle-thin sword against the canopy of night.

Ahead of you, several small torches mark what appear to be a series of small docks (for river travelers) and a path leading up a short distance before stopping at a great fortified palisade, through which you must pass in order to proceed to the town proper.

Members of the Mounted Borderers and Citizens of Swan know that the palisade is part of Fort Wilfrick. Others can learn this information on a successful Knowledge [Local: VTF] check (DC 10).

Not far from the docks, a feeble light spills forth from a railed tunnel, no doubt the entrances to the salt mines beneath the town.

As there are several ways this could occur, the DM should be prepared to improvise if necessary to keep the story on track.

Warn the Mounted Borderers:

The party could choose to warn the Mounted Borderers. Proceed to **Encounter Five**

Investigate the Mines:

Investigating the mines lets the characters track Obmi down. Proceed to **Encounter Six**

Dead of Night:

The moonlight shimmers off of the waters of Gillendyl's Run as you make your way through the Kron Hills. The acrid smell of burning parchment drifts on the wind, drawing your attention toward the great bluff at the river's fork ahead. The plumes of fire and smoking rising into the night confirm your fear.

The harsh glare of flame breaks the former gentleness of night as a wooden stockade near the base of the bluff stands burning. Many people can be seen running around the palisade fire, trying to haul buckets of water from the nearby river – but it doesn't seem like nearly enough. At the top of the bluff, a second prominence of fire can be seen – not far from a slender silver spire upon which flaps a blue pennant with a silver bolt of lightning. You can only imagine how those fighting the fires at the top of the bluff, in the town, are doing when their access to the water supply has been cut off!

At this point, it's too late to do anything but try to fight the fires. Obmi has come and gone. Their only hope is to find his trail to the teleportation circle and go from there. Continue with **Encounter Nine**.

Encounter Five: Fort Save

Development: This encounter only occurs if the party has arrived before the Dead of Night and tries to warn the Borderers of what has happened.

As you approach the imposing Fort, you see several armed and armored men atop the palisade.

Have each character make a Spot check (DC 30). No matter what they roll, tell them they notice the many arrow slits along the walls. (For anyone who actually makes the DC 30 check, add that there is freshly dug

dirt at the base of the gates, hidden by cleverly placed tufts of grass.)

Once you are within earshot, they ready their crossbows and call out, "Who goes there? State your business."

Assuming the party answers in a reasonable fashion, read on below.

The great doors of the Fort swing open just wide enough to allow your party passage inside. An armored Borderer approaches you, prepared to escort you to your destination within the Fort. "Well met. I am Corporal Wilhem, please, follow me. I will be happy to take you to see the Commander."

The atmosphere inside the Fort is one of strict discipline. Like a hive of ants or bees, each man and woman goes about their appointed task, individually helping to strengthen the whole body of the Borderers.

After a short walk to the center of the compound, you are led to a reinforced wooden door on the side of a large building. After a short knock and a gruff "Enter!" you are admitted to the rather sparse office of Commander Jaren Rodrigo.

"Hello. I'm Commander Rodrigo, how may I help you?"

Commander Rodrigo is disinclined to believe what has happened, so start him with a DC 30 Diplomacy check to believe the party.

If Jaren is told about the death of his brother Olean, he will grimace to hold back the tears and thank the party for their information. Telling them that they are hunting his brother's murderer is a very quick way to gain his trust here.

This encounter should be "role-played" rather than "roll-played." Feel free to add whatever modifiers are appropriate to the situation. (i.e. +2 for each favor or item related to the Borderers or the Shining Patrol, +5 if they mention the freshly turned earth by the front gates, +3 for good role-playing, etc.)

If the party tries anything silly or sneaky, the guards will spot them and detain them for further inquiry. Once their motives have been ascertained, and their actions have wasted enough time, allow them to enter the Fort but describe a large explosion in the distance and proceed directly to **Encounter Seven**.

Borderer Information: Jaren is more forthcoming with characters that are members of the Mounted

Borderers. If asked about Mounted Borderer activities, he will convey the DC 30 result information listed for Mounted Borderers under **Appendix Three: Legwork**

Development: If the party is able to persuade Jaren Rodrigo, or perhaps find the explosives (they are buried beneath both sets of gates), Commander Rodrigo orders the immediate evacuation of the Fort. Once he does that, read the following:

Commander Rodrigo's face hardens in grim resolve, the truth of your words convincing him of the necessity for action. Rising, he calls out to the aide that escorted you here, giving the command to evacuate.

Within moments, the Fort blazes with activity as the Borderers move to secure the critical supplies and horses, and evacuate their home.

Breathing a sigh of relief, you allow yourselves to believe that Fort Wilfrick has avoided the fate of Fort Emridy when an explosion erupts from the small town at the top of the hill. A tongue of fire sears the evening sky and shouts of horror reach you ears almost immediately.

The Shrine of the Peacemaker has exploded, proceed to **Encounter Seven** once the party moves to enter Swan.

Encounter Six: Swan's Underbelly

Encounter Six is the areas inside the mines of Swan. It occurs if the party proceeds through the mines (either by choice or because of no other option)

NOTE: At this time please get two "marching orders" from the party, a "five foot wide" and a "ten foot wide" marching order. Then continue below.

Area 1 (Entrance): *The entrance to the mines under Swan is a ten foot wide hole in the side of the hill. The mines are sparsely lit by fluttering torches, and the workers give you a slightly odd look as you enter. They are smart enough to know not to fool with armed warriors however, so they give you no trouble whatsoever. Eventually you draw the attention of one of the overseers, less of a "slave master" than a liaison between the workers and the owners of the mines. "Help you?" the burly man asks.*

Assume that the party has a good reason for being here. The overseer has no means of forcing the party to do anything, and will most likely tell them not to steal anything and to enter at their own risk, "**Mines 'r dangerous y'know.**"

If asked about any "special" areas, the overseer will tell them about: "**A cave in a few months back. Nobody hurt. Ceiling dropped on an unused shaft. Nothin' much else. We don't use it, so it's no skin of n our noses. Never no need to go down there anyways.**"

Eventually the overseer will want to get back to work, and most likely to go up and report the presence of the party in the mines. Either way, he won't stop them from going on if they choose.

It is assumed that they will go towards the "cave in" area. If they don't, then they spend as much time as they want wandering around the mines until one of two things happens:

A.) They decide to return topside and enter Swan through the main gates, in which case it's too late to do anything but try to fight the fires. Obmi has come and gone. Their only hope is to find his trail to the teleportation circle and go from there. Describe the devastation and destruction that they missed while wandering around down in the mines and then continue with **Encounter Ten**.

B.) They decide to go to the "cave in" area, in which case please proceed to "**Area 2**" below.

Area 2 (Main Tunnel): *The main tunnel has several branches, some of which circle back upon themselves, explaining why the town of Swan has not been crushed down and destroyed the mines beneath it. With careful thought and planning, the miners have created natural columns and support walls beneath the city, allowing these otherwise unreachable resources to be drawn out of the earth.*

Servants of nature might find this clever planning somewhat devious and another "encroachment" of civilization upon the natural wonders of the world.

One of the branching passages has been hastily boarded up, three long pieces of wood forming a crude "z" over the shaft. This is obviously the "unused shaft" the overseer mentioned previously.

This shaft is 10 feet wide and 10 feet high. It is also very curvy. No part of it is more than 10 feet high.

Area 3 (Side Tunnel): *Making your way past the crude obstruction, you descend into utter darkness. No torches are set into the walls. The cobwebs that litter the passage seem to cling to every part of your*

body, tickling your nose and your ears, sticking in your hair and on your arms and legs.

Now that you are deep into the bluff, you realize that there are impressive caves underneath Swan. Occasionally one wall of your path falls open, like the massive opening to your right. This view reveals a large cavern, hundreds of feet deep to your right, while the wall to your left stretches far out of sight. Still, you think that these are natural caverns and not the result of any kind of mining operation.

Since there is a difficult crevasse that leads to the surface on the side of the bluff below Swan, several rather large spiders have made their lair in this area of the mines. Normally they feed at night, but since it fed outside yesterday evening, they are home right now.

Give the lead characters a Spot DC 20 to notice the web strung across their 10 foot wide path.

The path curves like a large “c” and has no “roof” at this time. One spider will attack from above, and the other will attack from below, both on the walls near the party.

APL 4 (EL 4)

☞ **Monstrous Spider, Large** (2): hp 22 each; see *Monster Manual* page 289.

APL 6 (EL 6)

☞ **Monstrous Spider, Large** (4): hp 22 each; see *Monster Manual* page 289.

APL 8 (EL 8)

☞ **Monstrous Spider, Large** (4): hp 22 each; see *Monster Manual* page 289.

☞ **Monstrous Spider, Huge**: hp 52; see *Monster Manual* page 289.

APL 10 (EL 10)

☞ **Monstrous Spider, Gargantuan** (2): hp 104 each; see *Monster Manual* page 289.

APL 12 (EL 12)

☞ **Monstrous Spider, Colossal** (2): hp 208 each; see *Monster Manual* page 289.

***Area 4 (The Cave In):** This tunnel is unlit, as it is unused by the miners. The dust here is undisturbed and the tunnel is barely 5 feet wide. After several twists and turns which give you the impression of a snake-like path cut through the*

rock, the tunnel comes to a sudden end at a wooden ladder leading up.

Obmi discovered that this branch was directly under the Shrine of the Peacemaker. Carefully navigating himself, he created this secret entrance which leads up to a small closet off of the main area.

Proceed to **Encounter Nine** once they climb up the ladder.

Encounter Seven: Suffer the Little Children

The now familiar screams are heard everywhere as townfolk of Swan run for help. Nearby, several of the White Guard, members of House Avgustin's household troops assigned to protect the town, are shouting orders, and trying in vain to keep the peace while fighting the fires that threaten to rage out of control.

The cries of children suddenly pierce the confusion surrounding like an arrow through your heart. Turning, you see a small cottage billow in flames. A young woman, surely not more than twenty, shouts for help – her baby is trapped!

Obmi cannot afford any interference with his mission, so he has sown as much confusion in the town as possible.

This encounter, like others, is very free-form. The child is in the backroom of the four-room cottage, but cannot escape. Refer to **Appendix Four: Fire Conditions** for rules on smoke inhalation and catching fire.

Permit the party a reasonable chance to save the child from the fire, but don't spend too much time on this encounter.

All APLs (EL 4)

☞ **Human Child**: Com I; hp 2; Fort +1.

Each round, determine if the child has succumbed to the smoke. Starting on round 5, the child begins to suffer heat damage.

When this encounter is finished, please continue to **Encounter Eight**.

Encounter Eight: Blood on the Steps

The fires storm across the town, leaping from rooftop to rooftop, ahead of the valiant souls seeking to quench the flames.

The greatest blaze is coming from a stone shrine near the Minster of Heironeous – the Shrine of the Peacemaker. As the wind picks up, you again catch the whiff of burning parchment – as if someone had set fire to a great pile of scrolls or books.

The wooden double-doors of the shrine lie open. On the steps, crumpled in a pool of blood, lies a young man in once-white robes. The sounds of battle echo within the burning shrine.

The young man is Father Savariel, a priest of Rao. Formerly the aid to a previous mayor, Father Savariel was reassigned to assist Father Cadifel, rector of the Shrine of the Peacemaker, when the mayor resigned in order to assist Veluna in their wars against the evil Canon Herion. Characters that are residents of Swan automatically know this information.

Once the characters decide to enter, continue to **Encounter Nine**.

Encounter Nine: Blood on the Altar

Note: All rules for Fire Conditions apply in this encounter.

The waves of heat that rush over you only reinforce the belief that you have entered one of the great antechambers of hell. The once serene library and shrine to Rao has given way to a raging inferno with great gouts of fire licking the tapestries and eating the precious scrolls and parchments as fuel.

Further ahead, near the simple altar, a tall priest stands in confrontation against a dwarf girded by Clan Rockhall's armor.

The priest's voice rings out clear, echoing over the din of the conflagration.

"Go back to your cowed mistress, you foul, loathsome, miserable minion of hell. Your

unreasoning hatred only serves to be your undoing."

Citizens of Swan and characters that played **VER4-07 Reunification** recognize this priest as Father Cadifel, rector of the Shrine of the Peacemaker. Others making a successful DC 10 Knowledge [Religion or Local (VTF)] gain the same information.

A vicious snarl escapes the dwarf's cracked face as he tries, but somehow, cannot bring his hammer to bear against the priest. Suddenly a malicious smile plays at his lips and, turning abruptly, he hurls the hammer at one of the weakened columns supporting the shrine, shattering it. Almost immediately, the ceiling above the altar collapses. With a wicked gleam, the dwarf manages to leap out of the way as the priest is buried under the rubble. As the dust clears, his torn and broken body can be seen buried in rock and seeped in blood.

"Hmm – can't be leaving this behind, now can I? He steps forward to retrieve the book from the priest's bloody hand."

"I'll just be taking my book before I leave." Another explosion rocks the Shrine as he seems to notice you for the first time, acknowledging your presence with that same mirthless smile and a harsh grunt.

"So you tracked ol' Obmi this far? Good – I like the game to be sporting. Heh – mores the pity for you. But I suppose that's all lapdogs like you are good for. Have fun." With that, he vanishes again, only to be replaced by another mottled horror that leaps from the shadows toward you!

Obmi has planted his explosive devices in both the Shrine of the Peacemaker and the Mounted Borderer outpost. His plan is to steal into the Shrine, kill Father Cadifel in the confusion, and make off with the magical book *The Mountain That Walks*. The Cowed Lady, above anything else, wants that book retrieved. The chaos sown as diversion is icing on the cake.

APL 4 (EL 4)

➤ **Half-Farspawn Choker:** Mnk1; hp 41; see Appendix One.

APL 6 (EL 6)

➤ **Half-Farspawn Choker:** Mnk2; hp 46; see Appendix One.

APL 8 (EL 8)

➤ **Half-Farspawn Choker:** Mnk2/Rog2; hp 56; see Appendix One.

APL 10 (EL 10)

➤ **Half-Farspawn Choker:** Mnk2/Rog2/Asn2; hp 89; see Appendix One.

APL 12 (EL 12)

➤ **Half-Farspawn Choker:** Mnk2/Rog2/Asn3; hp 95; see Appendix One.

Tactics: The choker will first use any special spell-like abilities they have, and then attack the spellcasters with grappling attacks. Fighters will be fought if necessary or no spellcasters are left standing.

Development: Father Cadifel is not dead, however it is unconscious. He has the following hit points based on the APL.

APL 4-6	-1 hp
APL 8-10:	-5 hp
APL 12:	-7 hp

Obmi has fled to “Fredrique’s” shop, which has a secret entrance leading into the tunnels beneath Swan. From there, he proceeds to the teleportation circle left by Frieda (see **VER5-05 A Swan-like Ending**). However, the circle’s destination has been changed from the Iron Wood to the Gnarley Forest, inside a cave behind Twilight Falls.

Development: If the party manages to save Father Cadifel (or restore him to life), the priest informs them of Fredrique/Obmi’s interest in the book *The Mountain That Walks* and provides them with the history surrounding that book if they are not already familiar with it. Furthermore, he is very concerned that agents of the Cowled Lady are now making a move to reclaim it after it has been housed at the Shrine for close to two years. It suggests that the Cowled Lady wants the book before a major operation takes place.

Father Cadifel provides directions to “Fredrique’s” shop in town if the party seems uncertain on how to proceed. Continue on to **Encounter Ten**.

Encounter Ten: Fredrique’s Shop

Away from the center of town, Fredrique’s shop is somewhat removed from the turmoil. As you approach, you see that the doorway into the shop has already been opened for you – the door kept

from closing by the dead body of a Mounted Borderer on the ground.

Entering the shop, it appears to be nothing more than a small sculptor’s studio; however the stench of death hangs in the air like a noxious fume. It seems to be coming from a back room, and down a set of stairs.

The Mounted Borderer is one of the guards set by Jaren Rodrigo to secure “Fredrique’s” business. Of course, Jaren had no idea who they were really facing.

Once the party proceeds downstairs, read the following:

The odor of decay is far more pronounced here, emanating from the decomposed body of a dwarf. Nearby, another soldier in the tabard of the Mounted Borderers lies slumped in a pool of his own blood, which seemed to have flowed from a great wound in his chest.

Both the Borderer and the dwarf are dead; and their spirits cannot be contacted by any means or restored to life.

By looking at his features the party can determine that the dwarf is the real Fredrique, whom Obmi killed when he came to town and assumed his identity. A Heal check (DC 20) verifies that he has been dead for several months and that he was killed by a single blow to his skull.

In the southwest corner of the room is a secret door, created by Obmi once he took ownership of the business so he could move more freely through the tunnels beneath the town. The door is trapped to prevent any from following him.

APL 4 (EL 2)

➤ **Bricks from the Ceiling:** CR 2; mechanical; touch trigger, repair reset; Atk +12 melee (2d6 damage from bricks); multiple targets (all target in two adjacent 5-foot squares; Search DC 20; Disable Device DC 20.

APL 6 (EL 4)

➤ **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk+20 melee (2d4+4, scythe/x4); Search DC 21; Disable Device DC 18.

APL 8 (EL 6)

➤ **Spiked Blocks From Ceiling:** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10 ft. by 10 ft. area); Search DC 24; Disable Device DC 20.

APL 10 (EL 8)

↗ **Disintegrate Trap**; CR 8; magic device; touch trigger; automatic reset; spell effect (*disintegrate*, 13th level wizard, DC 20 Fortitude partial (26d6 failure/5d6 success); Search DC 32; Disable Device DC 32.

APL 12 (EL 10)

↗ **Wail of the Banshee Trap**; CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34

Development: The passageway beyond the secret door leads to a manmade (dwarf-made actually) tunnel beneath Swan. One end of the tunnel is in this “sculptor’s shop” and the other joins the known tunnels under the city. Halfway down this tunnel is the teleportation chamber Obmi will use to reach Twilight Falls for the next part of the operation. Obmi is in a hurry and not particularly trying to hide his tracks. A character with the Tracking feat can make a DC 20 Survival check to find his trail, otherwise a Search DC 25 will allow the party to follow at a slightly slower rate of speed.

Continue to **Encounter Eleven**.

Encounter Eleven: To the Teleporter

The walls of this tunnel show signs of workmanship – evidence that the assassin you track has been at work down here for several months at the very least.

Ahead of you, a short side corridor opens into a square room, the opposite side of which has been collapsed with rubble. In the center of the room lies a large stone circle engraved with glittering runes. The debris about the room seems fresh, testifying to the power of the explosions above that rocked the town of Swan. The tunnel ends 50 feet further on, the stone work revealing the back side of a hidden trapdoor.

Characters that have played **VER5-05 A Swan-Like Ending** recognize this room as the teleportation circle they used to eventually locate the missing statue. However, its destination has been warped by the Cowled Lady’s powerful magic. Whereas before it led

to the Iron Wood, it now leads to a cave behind the waterfall above Twilight Falls.

To ensure that no others rediscovered the device, Obmi collapsed the only known tunnel to this room. A DC 25 Knowledge [Architecture and Engineering] check can verify that the debris was not caused by the explosions, but was deliberate.

Obmi has an alternate route that he created that leads into the actual mining tunnels beneath Swan. He collapsed the tunnel to the teleportation chamber, but also created a secret side tunnel entrance to give him access to the rest of the city. It is this side tunnel that the party will use to gain access to the teleportation chamber if they arrived from **Encounter Six**.

Anyone entering this area from **Encounter Six** will be unable to open the trapdoor into the “sculptor’s shop” since the shop has been leveled by the explosions from above.

Development: The teleportation circle, as previously mentioned, leads to Twilight Falls. Obmi is relying on his traps and the chaos to dissuade people from following him, so he has not trapped the teleportation circle.

Once they step on to the teleportation circle proceed to **Encounter Twelve**.

Encounter Twelve: Rioting in the Streets

Your stomach lurches as the rubble-strewn tunnel disappears around you and is replaced by another rocky chamber. The sound of running water fills the air and, toward the opposite end of the room, a small mist can be seen. The familiar sounds of screaming can be heard beyond, but not screams of fear – these are screams of anger!

Continue once the party decides to proceed.

Passing through the mist, you find yourselves on a small ledge near a great waterfall. The vast sheet plunges down to the base of a river that flows past a small town that seems to almost completely blend with the forest.

The sounds of anger continue to grow, and from your vantage point, you spy a large group of people congregated in what appears to be a woodland park.

As you watch, pinpricks of light suddenly flare from the mass of people – torches being struck!

The ledge is about 50 feet up from the ground, and a small rough path can be found for the party to make their way to the ground.

Obmi has released the third part of his plan – a poisonous gas that instills rioting and hysteria (treat it like the *confusion* spell) in those that inhale it. By this point, it has traveled away from the cave and dispersed enough to not affect the characters, but those that have already been subjected to it are in the process of rioting.

As you watch, the mob begins to storm in several directions. Some are throwing rocks through windows, others are assaulting other people that do not appear to be rioting. A large mass, however, appears to be heading for a wooden keep out on the opposite side of the town. Even from this distance, you can spy the familiar pennant of the Mounted Borderers flying about the wooden palisades.

The citizens of Twilight Falls are looting and pillaging, throwing rocks, and causing mayhem. The characters must stop or subdue them before they lay siege to Falls Keep.

Continue to **Encounter Thirteen**.

Encounter Thirteen: The Fall of Twilight

Not all of Twilight Falls citizens have succumbed to the gas that Obmi released (that would be too boring anyway right?). Many have locked their doors out of fear or are otherwise in hiding. Unfortunately several unaffected citizens are in danger from the crazies. It is these endangered islands of sanity that Obmi needs the PC's to deal with so that he has the time he needs to blow Fall's Keep to pieces.

As you make your way into the throng of people, you are amazed at the amount of death and chaos that one lone dwarf can create. Most of the populace is far too busy dealing with their insanity to take notice of you, but, as you knew it would, eventually your luck runs out.

A crowd gathers in front of you, townsfolk in the grip of madness wielding daggers and clubs:

Roll 1d6. 1-3 = A; 4-6 = B

All APLs (EL 6)

A) Burn baby burn: a group of crazies is attempting to burn the Minster of Fharlanghn (or other large church that survived conversion/audits). They can be convinced to burn something else or subdued. There are 12 1st level commoners (*Dungeon Master's Guide* page 109). This should be "role-played" out rather than "roll-played" as no amount of stratospheric diplomacy skill helps to negotiate with a poisoned, crazed lunatic.

🗡️ **Townsfolk (12)**: Men and Women Com1; hp 3 each.

1B) Wall of Flesh: The characters are surrounded by townsfolk who are intent on severing some small amount of clothing or hair from them. This amounts to the party seeing a group of 20 or so citizens armed with knives surrounding them with dull looks on their faces. They cannot be reasoned with or "cured" at this point, but they won't let the characters pass until they are dealt with. Surround the player's miniatures with a vast quantity of dice and let them work their way through the situation, preferably without killing any of the poor, poisoned, townsfolk.

Once the townsfolk have been dealt with, continue to **Encounter Fourteen**.

Encounter Fourteen: An Unexpected Friend

You finally make your way through Twilight Falls, in the direction you last saw the evil dwarf going. Clearing the last building, a strange sight comes into view as you round the corner. You see a tall ogre, standing at the edge of the forest, looking around as if searching for something, or someone.

Noticing you, he raises his greatclub over his head and lets out a mighty roar and charges in your direction!

This is not a combat, Rex Wuff, the ogre from **Ver1-02 Giants on the Move**, **Ver1-05 Games a Foot**, and **Ver2-05 Silver Moon**, is merely anxious and glad to see the party as he has come to Twilight Falls seeking help for his tribe. (If anyone at the table has played any of these modules, Rex will remember them and focus his attention on them.) Rex has been befriended by the Borderers in the past, so he sought them out.

Rex has been working with the Mounted Borderers of Falls Keep as a scout and aid. Two days ago, they departed on a special mission that, for reasons he did

not understand, they could not include him in. Yesterday, he learned that great numbers of giants and others were massing to ambush a Mounted Borderer expedition that sought to destroy the mountain giant in the Cowled Lady's service. Hurrying back, he sought to warn someone in Twilight falls, but upon his arrival this evening, he saw Obmi spreading his poison and then heading south west, into the Gnarley Forest.

Rex tells the characters of the trap, and is anxious to return to his tribe and see to their safety. He is also relieved to see the party, because he was wondering how to follow the dwarf and still remain to help the town.

Rex will stay and aid the citizens before hurrying to his own tribe. Continue on to **Encounter Fifteen**.

Encounter Fifteen: The Kron Hills Massacre

Moving as fast as possible through the dense undergrowth, you can easily follow the swath cut by the fleeing dwarf. Ahead, you can't quite see anything yet, but there are occasional flashes of bright light that give you shivers of dread and doom. Suddenly, the trees begin to thin and the sound of battle quickly reaches your ears.

Emerging from the trees, you find yourselves on a rocky outcropping overlooking a deep, narrow cleft in the Kron Hills. Below you is arrayed a force of cavalry, flying the standards of the 3rd Company of the Mounted Borderers. Near the front of the column, a second set of banners are flying, bearing the symbol of an axe-and-anvil.

A DC 15 Knowledge [Local: VTF] check identifies the axe-and-anvil standard as that of Clan Rockhall; making the DC by more than 5 (DC 20) reveals that the standard is differenced in the style of the Thane of Rockhall, Thuldon.

Members of the Dwarven Church, Clan Rockhall, characters with influence with Clan Rockhall, or those that have played the Verbobonc Dwarven series of adventures (**VER1-07** *Knocking on the Keep*, **VER2-02** *Granite Keep*, **VER4-05** *Dwarven Dawn*, **VER5-01** *Deep in the Lortmils*, or **VER5-03** *Minions of Shadow and Fire*) automatically receive this information.

The sound of crack timber, followed by a chilling war cry, galvanizes your attention as the trees on

the opposite side of the ridge are thrown aside and a large force of ogres and orcs surges through the opening. All across the length of the ridge, the action is repeated until they fill your field of vision.

As you watch, the rumble of thunder shakes the ground and a towering figure, flanked by a group of ogres the likes of which you have never seen, enters the ravine rear of the Borderer column. Tall enough to reach the top of the ledge, the giant grabs a towering oak tree as it were a twig and hurls it into the column and cutting a bloody swath as chunks of and horse and rider go flying.

The horror catches in your gut as the realization hits you: it's an ambush!

This encounter occurs in three phases, each reflecting the progress of the battle. Read the box text between each wave as the party finishes fighting.

The party remains in initiative throughout this encounter, with the monsters of each phase entering combat. The party has one (1) round between the conclusion of one phase and the start of the next.

About the Giants: The monsters faced in Phases One and Two have been summoned by the mountain giant in the Cowled Lady's service, and then bound here by the use of powerful magic. They are treated as summoned creatures for spell effects (*protection from evil*, etc).

Additionally, each one of the creatures wears an amulet around its neck made of an unknown greenish metal. This amulet preserves the binding magic and prevents the summoning from ending. At higher APLs, this material has been laced with adamantine to increase its resistance to being destroyed.

During combat, characters can make a DC 15 Spot check to notice the amulet, followed by a DC 25 Spellcraft check to recognize its nature. Characters that have played **VER5-06** *On the Viscount's Secret Service* automatically notice the amulets.

The amulet may be sundered by characters (*Sundering a Carried or Worn Object*). If the amulet is destroyed, the magic binding the monster is dispelled and it vanishes.

APLs 4-8

◆ **Amulet of Binding;** hardness 5, hp 10; AC 18+Dex of creature.

APLs 10-12

☛ **Amulet of Binding**; hardness 20, hp 10; AC 18+Dex of creature.

The Ravine: The ravine is approximately 40 feet wide and 20 feet below the level at which the characters arrive. There are no paths into the ravine, but the rock is very rough, with plenty of handholds (Climb DC 15). A character with a land mount may goad the mount to jump down (Handle Animal check DC 20).

Due to the presence of so many combatants and bodies littering the ground, the entire area is considered difficult terrain.

The Fog of War: This combat situation is very fluid, since it takes place in the midst of a grand melee – a fight between two great armies. The characters are participants in the fight, and it is their abilities that determine the outcome of things.

Unlike ‘regular’ encounters, however, each of the phases in these combats cannot be bypassed. The sheer number of creatures in the opposing army means that if the characters move to avoid or bypass the group, another group of the same type of creatures appears in their path. Summarizing – they cannot avoid their destiny: they must face each phase of this encounter, regardless of what they do to avoid it.

The DM is encouraged to convey a ‘cinematic’ experience in the fight (ala *Saving Private Ryan* or the Battle of Pelennor Fields from *Lord of the Rings: Return of the King*, with the ‘fog of war’ lifting briefly during the boxed text before settling back down again.

Facing Obmi: If any character(s) manage to get within striking distance of Obmi, he does not engage them. Having bigger fish to fry, he teleports away as a free action. Consider Obmi to have an initiative of 15+ the highest character initiative.

Phase One

APL 4 (EL 5)

☛ **Ogre (2):** hp 29 each; see *Monster Manual* page 199.

APL 6 (EL 7)

☛ **Ogre (4):** hp 29 each; see *Monster Manual* page 199.

APL 8 (EL 9)

☛ **Ogre Barbarians (2):** hp 79 each; see *Monster Manual* page 199.

APL 10 (EL 11)

☛ **Ogre Barbarians (4):** hp 79 each; see *Monster Manual* page 199.

APL 12 (EL 13)

☛ **Ogre Barbarians (8):** hp 79 each; see *Monster Manual* page 199.

Development: Continue to Phase Two.

Phase Two:

The carnage around you is devastating as the giants tear into the Mounted Borderers from both ends of the column. Boulders and spell fire alike are hurled with equal force and with each barrage; a volley of thunder shakes ground.

The 3rd Company is badly outnumbered and outmaneuvered, slowly being pushed back against the Kron foothills. Further back, on the other side of the human forces, a contingent of dwarves is fighting valiantly against similarly overwhelming odds.

Through the fog of battle and the cries of the dying, you somehow catch sight of a regal figure atop a pure white stallion – Lord Deleveu. Arrayed around him appear to be an elite battalion of Borderers attempting to rally and regroup the demoralized company. Suddenly, Deleveu's body flies from his horse, blood spraying the surrounding Borderers, as a warhammer flies from somewhere within his own guard. A dwarf in the arms of Clan Rockhall moves purposefully toward the fallen lord as he struggles to rise after the devastating blow and you realize it's the dwarf you've been tracking all day – the assassin Obmi. As his guards form a defensive ring around Deleveu, one of them already succumbs to the assassin's stroke as his hammer crushes the chest of the faithful defender like paper. In a flash, he winks out only to suddenly appear behind another guard. The bile in your throat threatens to overwhelm you as you realize that there is precious little time before the dwarf finishes his murderous task.

A shadow eclipses the light for a moment, jarring you back to the immediate reality as the carcass of a dead horse hurls to the ground beside you. Surging ahead, the misshapen form of several giants move to engage a battalion of Borderers – only to realize that you stand in their path!

Deleveu is ringed by a phalanx of Knights of the Faithful Defender assigned to him by Viscount Langard. However, even their prodigious skills will not stand for long against Obmi's might. The amount of time the party has to rescue Deleveu depends on their APL.

APLs 4-6 - 5 rounds

APLs 6-8 - 4 rounds

APLs 10-12 - 3 rounds.

At higher APLs, Obmi has more options at his disposal for bypassing Deleveu's guards, thus it is easier for him to reach the Lord.

APL 4 (EL 7)

➤Troll (2): hp 63 each; see Monster Manual page 247.

APL 6 (EL 9)

➤Troll (4): hp 63 each; see Monster Manual page 247.

APL 8 (EL 11)

➤Troll (8): hp 63 each; see Monster Manual page 247.

APL 10 (EL 13)

➤Troll Hunter (2): hp 130 each; see Monster Manual page 247.

APL 12 (EL 15)

➤Troll Hunter (4): hp 130 each; see Monster Manual page 247.

Success: Read the following if the characters defeat the trolls within their timeframe.

Obmi's face contorts in a mask of rage as the last of the troll's falls to your defense. That momentary lapse of judgment costs him dearly as the blade of one of Deleveu's defenders find its home near one of the assassin's ribs.

The dwarf staggers back a step, and the defenders take advantage of it to further encircle Deleveu in their ring of steel.

A roar at the front of the Borderer column snaps everyone's attention as Rockhall's standard flutters briefly, before falling to the ground. Smiling viciously, Obmi raises his hammer in salute toward you, "Perhaps I can get at least one trophy before the day is done!" He disappears in a flash of light, and a second flash flares on the opposite side of the battle – near Rockhall's battalion.

Deleveu staggers forward, his hand out in support for your shoulder. The noble elven features of his

ancentry are all but impossible to see in the grime and gore of battle that lines his countenance. His voice gurgles as a thin stream of blood trickles from his mouth.

"My god – he's going after Thuldon!"

It's entirely possible that this is the first time the characters realize Thuldon is here. Deleveu confirms this if they ask, but does not have time to answer questions. Remounting his horse, he attempts to rally the struggling war band.

Assuming the characters don't question things, proceed to Phase Three.

Failure: Read the following if the characters do not reach Deleveu within time.

A horrifying scream arrests your attention from the desperate fight for life in which you find yourself. Sparing what attention you can, you glimpse Lord Deleveu's broken body impaled upon a lance bearing the torn and bloody standard of the 3rd Company. Littering the battlefield around him are the wretched forms of those that fell defending him.

A second roar tears your attention as Rockhall's standard flutters briefly, and then collapses to the ground. Smiling viciously, Obmi raises his hammer in salute toward you, "Hmm. Perhaps I can get me a matched set of trophies today!" He disappears in a flash of light and a second flash flare on the opposite side of the battle – near Rockhall's battalion.

Deleveu cannot be raised or restored to life by any means the characters possess. If the characters are still in combat, continue their combat from here and then proceed to Phase Three.

Phase Three:

The massacre rages around you, spitting death and butchery at every opportunity. A sickening crunch rings in your ears as you see a hill giant crumple the prostrate form of a dwarf into a mangled pulp before discarding the corpse over his huge shoulder. An inhuman wail of rage and grief washes out over the field as a dwarf, ringed with defenders, fights against the forces closing in around him. His armor is in the style of Clan Rockhall, but more elaborate.

A successful DC 10 Knowledge [Nobility and Royalty] or Knowledge [Local: VTF] check identifies the dwarf

as Thuldon Rockspitter, Thane of Clan Rockhall. Members of the Dwarven Church, Clan Rockhall, characters with influence with Clan Rockhall, or those that have played the Verbobonc Dwarven series of adventures (**VER1-07** *Knocking on the Keep*, **VER2-02** *Granite Keep*, **VER4-05** *Dwarven Dawn*, **VER5-01** *Deep in the Lortmils*, or **VER5-03** *Minions of Shadow and Fire*) automatically receive this information.

So focused are they on the onslaught that they are caught off guard as one of their number suddenly turns on them! The assassin strikes again, felling one of Thuldon's guards like a ragdoll.

A bloodthirsty roar is your only warning as the way before you is suddenly blocked by a group of vicious ogres. Their black armor and gleaming equipment serve notice that they are unlike the ones you faced before, and a gleam of wicked intelligence only reinforces this fact. They stand there briefly, and then one gestures with his axe – inviting you to attack!

APL 4 (EL 6)

➤ **Ogre, Skullcrusher:** Large Giant Ftr1; hp 94; see Appendix One.

APL 6 (EL 8)

➤ **Ogre, Skullcrusher (2):** Large Giant Ftr1; hp 94 each; see Appendix One.

APL 8 (EL 10)

➤ **Ogre, Skullcrusher:** Large Giant Ftr5; hp 132; see Appendix One.

APL 10 (EL 12)

➤ **Ogre, Skullcrusher (2):** Large Giant Ftr5; hp 132 each; see Appendix One.

APL 12 (EL 14)

➤ **Ogre, Skullcrusher (4):** Large Giant Ftr5; hp 132 each; see Appendix One.

Tactics: These ogres are brutal opponents, intent on crushing what opposition is left.

Success: Read the following if the characters are successful in rescuing Thuldon.

The assassin, his puckered face contorted in anger and disbelief, stumbles backward as Thuldon parries the gleaming warhammer with a stroke from his own glittering war axe, Worm Slayer.

“I see I have underestimated the Viscount's lap dogs. Apparently, even mongrels can still surprise

you. Rest assured it won't happen again.” With the now-familiar flash of light, he vanishes.

Failure: Read the following if the characters do not rescue Thuldon in time.

The assassin's triumph is evident as Thuldon's bloody corpse collapses to the ground – mangled and beaten beyond belief.

“Heh – the Viscount's lap dogs came to watch ole Obmi, did they? Hope you enjoyed the show. The best is yet to come.” With that, he vanishes in a wink of light.

Thuldon cannot be restored to life by any means the characters possess. Proceed to the **Conclusion** once combat is finished.

Conclusion: Rolling Thunder

Portions of this conclusion are dependant on whether the characters rescued Lord Delevu and/or Thuldon.

The howl of the dead and dying seeps into your bones, sapping your resolve and the red haze of rage gives way to the cold logic of war: you cannot win this battle. The hordes of giants that continue to pour in from all sides testify to this fact – you are hopelessly outnumbered. Already have the Borderers and the dwarves suffered great losses, decimated by the raw savagery arrayed against them.

A ragged cheer goes up and your eyes turn toward the sun! The Rockhall dwarves have managed to punch a hole in the giant's wedge. It's the break needed to give the Borderers a chance to escape.

Saved Delevu:

Across the ruined land, you somehow spy Lord Delevu astride his great horse. Meeting your gaze, he nods once before the aid beside him raises a horn to his lips and gives three short bursts.

Did not save Delevu:

Across the ruined land, you somehow spy a Mounted Borderer sergeant astride a great horse. Across the saddle lies the broken form of Lord Corbin Delevu. A tear runs down his blood soaked face as he raises a horn to his lips and gives three short bursts.

Continue from here:

Almost as one, the remaining forces respond to the sound and surge forward into the hole created by the Rockhall dwarves.

Saved Thuldon:

Clan Rockhall has seen its losses – but their faces are resolute and Thuldon's grim resolve only serves to galvanize them as he guards their advance.

Did not Save Thuldon:

Clan Rockhall has seen its loss – as evidenced by the weary looks on their faces. The death of Thuldon so soon after the reclamation of Ulthak-Nor has hurt them badly. The loss of Worm Slayer doubly so.

Continue from here:

As the Borderer scouts begin to gather together the remnants of their fighting forces, you see the cost of the battle on the faces of all those assembled around you. The silence is almost deafening as grown men and women, hardened warriors, weep openly, quietly, mourning the loss of life and giving a portent of the tribulations that lie ahead.

Time passes, the numbness of exhaustion only broken by the thundering behind you. The fear gnaws at your gut and you know the giants are coming. As the aftermath of the slaughter washes you, you survey the people around you and realize just how devastating the loss of life truly was for the Viscounty. Barely a third of the army you saw a few hours ago is gathered around you now. And those that are here are not fit to fight the chill of the night, much less a horde of angry giant-kin.

Whispers flutter filter through the ranks, reaching your ears softly with a report that you never dreamed you would hear in your lifetime. The report poisons your dreams and chills your very soul. The report is one word:

Invasion.

Treasure

APL 4: L: 0 gp; C: 1,300 gp; M: 0 gp.

APL 6: L: 0 gp; C: 1,800 gp; M: 0 gp.

APL 8: L: 0 gp; C: 2,600gp; M: 0 gp.

APL 10: L: 0 gp; C: 4,600gp; M: 0 gp.

APL 12: L: 0 gp; C: 6,600gp; M: 0 gp.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character. Note players may NOT receive more experience than what is noted on the AR.

Encounter One: Striking the Match

Defeat the choker.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Two: Brush Fire

Attempt to extinguish the fire and/or rescue people.

APL 4	180 XP
APL 6	180 XP
APL 8	180 XP
APL 10	180 XP
APL 12	180 XP

Encounter Six – Swan's Underbelly

If the party gets this XP then they may **not** receive any XP from **Encounter 7**.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Seven: Suffer the Little Children

Save the child.

APL 4	120 XP	APL 8	1020 XP
APL 6	120 XP	APL 10	1,260 XP
APL 8	120 XP	APL 12	1,500 XP
APL 10	120 XP		
APL 12	120 XP		

Encounter Nine: Blood on the Altar

Defeat the choker.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Ten: Fredrique's Shop

Bypass or disarm the trap.

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP
APL 10	240 XP
APL 12	300 XP

Encounter Thirteen: The Fall of Twilight

Calm the masses through diplomacy.

APL 4	180 XP
APL 6	180 XP
APL 8	180 XP
APL 10	180 XP
APL 12	180 XP

Encounter Sixteen: The Kron Hills Massacre

Defeat the giants attacking the 3rd Company, and rescue Lord Deleveu and Thuldon. (xp here is higher than actual ELs because of difficulty of encounter)

APL 4	540 XP
APL 6	780 XP

Award for Good Roleplaying

APL 4	60 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP
APL 12	150 XP

Total Possible Experience:

APL 4	1,350 XP
APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Note: In this adventure, all treasure comes in the form of rewards from the metaorganizations involved with this adventure. Their gratitude is the recompense for the adventures.

Total Possible Treasure:

APL 4	1,300 gp
APL 6:	1,800 gp
APL 8:	2,600 gp
APL 10:	4,600 gp
APL 12:	6,600 gp

Reward Notes:

Gold Shield with Ipp Leaf Cluster: This reward is given if the characters prevent Obmi from assassinating Lord Deleveu in *Encounter Fifteen: Kron Hills Massacre*.

Hammersbane Ring: This reward is given to characters that possess beard hairs from VER5-

02: Fallen Hero and that managed to save Father Cadifel in *Encounter Nine: Blood on the Altar*.

Friend of the Towns: This reward is given out to characters that attempt to rescue citizens (*Encounter Seven: Suffer the Little Children* and *Encounter Thirteen: The Fall of Twilight*)

Friend of the Mounted Borderers: This reward is given to characters that actively work to save the Mounted Borderer outposts (Fort Emridy, Fort Wilfrick, and Falls Keep).

Friend of the Church of Rao: This reward is given to characters that work to rescue Father Cadifel.

Friend of Clan Rockhall: This reward is given to all characters if the party prevents Obmi from assassinating Thuldon in *Encounter Fifteen: Kron Hills Massacre*.

Special Mount: This reward is given out if both Fort Emridy and Fort Wilfrick have not been destroyed.

Appendix One: NPCs

APL 4

Encounter One

Half-Farspawn* Choker: MnkI; CR 4; small aberration (native outsider); HD 3d8+1d8+16; hp 41; Init +7; Spd 20 ft, Climb 10 ft.; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +3; Grp +11; Atk +8 melee (1d3+4, tentacle) or +7 melee (1d3+4, dagger); Full Atk +7\+7 melee (1d3+3, 2 tentacles) and +3\+3 melee (1d3+2, 2 tentacles) or +8 melee (1d3+4, dagger) and +3\+3 melee (1d3+2, 2 tentacles); SA constrict, flurry of blows, improved grab, unarmed strike, spell-like abilities, stunning fist, *true strike*; SQ blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to poison, quickness, resistance 10 (acid, electricity), SR 14; AL CE; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +14, Jump +8, Move Silently +14, Tumble +18; Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist.

Spell-Like Abilities: *blur* 3/day; *touch of idiocy* 1/day. Caster level 4; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Nine

Half-Farspawn* Choker: MnkI; CR 4; small aberration (native outsider); HD 3d8+1d8+16; hp 41; Init +7; Spd 20, Climb 10 ft.; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +3; Grp +11; Atk +8 melee (1d3+4, tentacle) or +7 melee (1d3+4, dagger); Full Atk +7\+7 melee (1d3+3, 2 tentacles) and +3\+3 melee (1d3+2, 2 tentacles) or +8 melee (1d3+4, dagger) and +3\+3 melee (1d3+2, 2 tentacles); SA constrict, flurry of blows, improved grab, unarmed strike, spell-like abilities, stunning fist, *true strike*; SQ blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to poison, quickness, resistance 10 (acid, electricity), SR 14; AL CE; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +14, Jump +8, Move Silently +14, Tumble +18; Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist.

Spell-Like Abilities: *blur* 3/day; *touch of idiocy* 1/day. Caster level 4; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Seventeen

Skullcrusher Ogre*: FtrI; CR 6; Large Giant; HD 8d8+40+1d10+5; hp 94; Init +1; Spd 45 ft. (+10 enhancement); AC 18 (-1 size, +1 Dex, +2 natural, +6 armor), flatfooted 17, touch 11; Base Atk +7; Grp +24; Atk +18 melee (3d6+14, +1 *paralytic burst* greataxe*); +18/13 melee (3d6+14, +1 *paralytic burst* greataxe*) or +8 ranged (2d6, rock); Space/Reach 10ft./10ft.; SA Rock Throwing (Ex); SQ Darkvision (Ex) 60 ft., Low-light Vision (Ex); AL NE; SV Fort +13, Ref +3, Will +3; Str 29, Dex 13, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +8, Intimidate +8, Jump +13, Knowledge (Geography) +2, Ride +11, Swim +5; Distracting Attack*, Improved Grapple, Large And In Charge*, Power Attack, Two-Weapon Fighting, Weapon Focus (greataxe)

Possessions: +1 *paralytic burst* greataxe*, +1 *spearblock* breastplate*, *boots of striding and springing*.

* see Appendix Two: New Rules Items

APL 6

Encounter One

Half-Farspawn* Choker: Mnk2; CR 6; Small Aberration (native outsider); HD 3d8+2d8+20; hp 46; Init +7; Spd 20, Climb 10; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +3; Grp +11; Atk +9 melee (1d3+4, tentacle) or +9 melee (1d3+4, dagger); Full Atk +9\+9 melee (1d3+3, 2 tentacles) and +4\+4 melee (1d3+2, 2 tentacles) or +9 melee (1d3+4, dagger) and +4\+4 melee (1d3+2, 2 tentacles); SA constrict, evasion, flurry of blows, improved grab, unarmed strike, spell-like abilities, stunning fist, *true strike*, SQ blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to poison, quickness, resistance 10 (acid, electricity), SR 15; AL CE; SV Fort +8, Ref +9, Will +9; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +15, Jump +8, Move Silently +15, Tumble +18; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist.

Spell-Like Abilities: *blur* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; Caster level 5; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Nine

Half-Farspawn* Choker: Mnk2; CR 6; Small Aberration (native outsider); HD 3d8+2d8+20; hp 46; Init +7; Spd 20, Climb 10; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +3; Grp +11; Atk +9 melee (1d3+4, tentacle) or +9 melee (1d3+4, dagger); Full Atk +9\+9 melee (1d3+3, 2 tentacles) and +4\+4 melee (1d3+2, 2 tentacles) or +9 melee (1d3+4, dagger) and +4\+4 melee (1d3+2, 2 tentacles); SA constrict, evasion, flurry of blows, improved grab, unarmed strike, spell-like abilities, stunning fist, *true strike*, SQ blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., immunity to poison, quickness, resistance 10 (acid, electricity), SR 15; AL CE; SV Fort +8, Ref +9, Will +9; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +15, Jump +8, Move Silently +15, Tumble +18; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist.

Spell-Like Abilities: *blur* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; Caster level 5; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Seventeen

Skullcrusher Ogre*: Ftr1; CR 6; Large Giant; HD 8d8+40+1d10+5; hp 94; Init +1; Spd 45 ft. (+10 enhancement); AC 18 (-1 size, +1 Dex, +2 natural, +6 armor), flatfooted 17, touch 11; Base Atk +7; Grp +24; Atk +18 melee (3d6+14, +1 *paralytic burst* greataxe*); +18/13 melee (3d6+14, +1 *paralytic burst* greataxe*) or +8 ranged (2d6, rock); Space/Reach 10ft./10ft.; SA Rock Throwing (Ex); SQ Darkvision (Ex) 60 ft., Low-light Vision (Ex); AL NE; SV Fort +13, Ref +3, Will +3; Str 29, Dex 13, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +8, Intimidate +8, Jump +13, Knowledge (Geography) +2, Ride +11, Swim +5; Distracting Attack*, Improved Grapple, Large And In Charge*, Power Attack, Two-Weapon Fighting, Weapon Focus (greataxe)

Possessions: +1 *paralytic burst* greataxe*, +1 *spearblock* breastplate*, *boots of striding and springing*.

* see Appendix Two: New Rules Items

APL 8

Encounter One

Half-Farspawn* Choker: Mnk2/Rog2; CR 8; small aberration (native outsider); HD 3d8+2d8+2d6+28; hp 56; Init +7; Spd 20, Climb 10 ft; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +5; Grp +13; Atk +11 melee (1d3+4, tentacle) or +11 melee (1d3+4, dagger); Full Atk +11/+11 melee (1d3+3, 2 tentacles) and +6/+6 melee (1d3+2, 2 tentacles) or +11 melee (1d3+4, dagger) and +6/+6 melee (1d3+2, 2 tentacles); SA constrict, flurry of blows, improved grab, spell-like abilities, sneak attack +1d6, stunning fist, trapfinding, *true strike*, unarmed strike; SQ blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., evasion, immunity to poison, quickness, resistance 10 (acid, electricity), SR 17; AL CE; SV Fort +8, Ref +14, Will +10; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +15, Jump +8, Move Silently +15, Tumble +18; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist.

Spell-Like Abilities: *blur* and *blink* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; Caster level 7; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Nine

Half-Farspawn* Choker: Mnk2/Rog2; CR 8; small aberration (native outsider); HD 3d8+2d8+2d6+28; hp 56; Init +7; Spd 20, Climb 10 ft; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +5; Grp +13; Atk +11 melee (1d3+4, tentacle) or +11 melee (1d3+4, dagger); Full Atk +11/+11 melee (1d3+3, 2 tentacles) and +6/+6 melee (1d3+2, 2 tentacles) or +11 melee (1d3+4, dagger) and +6/+6 melee (1d3+2, 2 tentacles); SA constrict, flurry of blows, improved grab, spell-like abilities, sneak attack +1d6, stunning fist, trapfinding, *true strike*, unarmed strike; SQ blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., evasion, immunity to poison, quickness, resistance 10 (acid, electricity), SR 17; AL CE; SV Fort +8, Ref +14, Will +10; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +15, Jump +8, Move Silently +15, Tumble +18; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist.

Spell-Like Abilities: *blur* and *blink* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; Caster level 7; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Seventeen

Ogre, Skullcrusher: Ftr5; CR 10; Large Giant; HD 8d8+40+5d10+25; hp 132; Init +5; Spd 35 ft; AC 18 (-1 size, +1 Dex, +2 natural, +6 armor), flatfooted 17, touch 11; Base Atk +11; Grp +31; Atk +25 melee (3d6+19, +1 *keen paralytic burst* greataxe*/19-20) or +12 ranged (2d6, rock); Full Atk +25/+20/+15 melee (3d6+19/19-20, +1 *keen paralytic burst* greataxe*/19-20); +12/+7/+2 ranged (2d6, rock); Space/Reach 10ft/10ft; SA Rock Throwing (Ex); SQ Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL NE; SV Fort +15, Ref +4, Will +4; Str 34, Dex 13, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +13, Handle Animal +2, Intimidate +14, Jump +18, Ride +14, Swim +10; Cleave, Distracting Attack*, Improved Grapple, Improved Initiative, Large And In Charge*, Power Attack, Powerful Charge*, Two-Weapon Fighting, Weapon Focus (greataxe).

Possessions: +1 *keen, paralytic burst greataxe*, +1 *spearblock**, *axeblock* breastplate*, *boots of striding and springing*, *belt of giant strength* +4

* see Appendix Two: New Rules Items

APL 10

Encounter One

Half-Farspaw* Choker: Mnk2/Rog2/Asn2; CR 10; small aberration (native outsider); HD 3d8+2d8+2d6+2d6+27; hp 89; Init +7; Spd 20 ft, Climb 10; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +6; Grp +14; Atk +12 melee (1d3+4, tentacle) or +12 melee (1d3+4, dagger); Full Atk +12\+12 melee (1d3+3, 2 tentacles) and +7\+7 melee (1d3+2, 2 tentacles) or +12 melee (1d3+4, dagger) and +7\+7 melee (1d3+2, 2 tentacles); SA constrict, death attack (DC 8.), flurry of blows, improved grab, poison use, spell-like abilities, sneak attack +2d6, stunning fist, trapfinding, *true strike*, unarmed strike; SQ +1 save vs. poison, blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., evasion, immunity to poison, quickness, resistance 10 (acid, electricity), SR 19, uncanny dodge; AL CE; SV Fort +8, Ref +14, Will +10; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +20, Jump +8, Move Silently +20, Tumble +20; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist, Sun School*

Spell-Like Abilities: *blur* and *blink* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; *greater invisibility* 1/day; Caster level 9; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Nine

Half-Farspaw* Choker: Mnk2/Rog2/Asn2; CR 10; small aberration (native outsider); HD 3d8+2d8+2d6+2d6+27; hp 89; Init +7; Spd 20 ft, Climb 10; AC 23 (+1 size, +3 Dex, +7 natural, +2 Monk), flatfooted 20, touch 16; Base Atk +6; Grp +14; Atk +12 melee (1d3+4, tentacle) or +12 melee (1d3+4, dagger); Full Atk +12\+12 melee (1d3+3, 2 tentacles) and +7\+7 melee (1d3+2, 2 tentacles) or +12 melee (1d3+4, dagger) and +7\+7 melee (1d3+2, 2 tentacles); SA constrict, death attack (DC 8.), flurry of blows, improved grab, poison use, spell-like abilities, sneak attack +2d6, stunning fist, trapfinding, *true strike*, unarmed strike; SQ +1 save vs. poison, blindsight 60 ft., change shape, DR 5/magic, darkvision 60 ft., evasion, immunity to poison, quickness, resistance 10 (acid, electricity), SR 19, uncanny dodge; AL CE; SV Fort +8, Ref +14, Will +10; Str 18, Dex 16, Con 19, Int 4, Wis 17, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +20, Jump +8, Move Silently +20, Tumble +20; Combat

Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist, Sun School*

Spell-Like Abilities: *blur* and *blink* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; *greater invisibility* 1/day; Caster level 9; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Seventeen

Ogre, Skullcrusher* (2): Ftr5; CR 10; Large Giant; HD 8d8+40+5d10+25; hp 132; Init +5; Spd 35 ft; AC 18 (-1 size, +1 Dex, +2 natural, +6 armor), flatfooted 17, touch 11; Base Atk +11; Grp +31; Atk +25 melee (3d6+19, +1 *keen paralytic burst* greataxe/19-20*) or +12 ranged (2d6, rock); Full Atk +25/+20/+15 melee (3d6+19/19-20, +1 *keen paralytic burst* greataxe/19-20*); +12/+7/+2 ranged (2d6, rock); Space/Reach 10ft/10ft; SA Rock Throwing (Ex); SQ Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL NE; SV Fort +15, Ref +4, Will +4; Str 34, Dex 13, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +13, Handle Animal +2, Intimidate +14, Jump +18, Ride +14, Swim +10; Cleave, Distracting Attack*, Improved Grapple, Improved Initiative, Large And In Charge*, Power Attack, Powerful Charge*, Two-Weapon Fighting, Weapon Focus (greataxe).

Possessions: +1 *keen, paralytic burst greataxe, +1 spearblock*, axeblock* breastplate, boots of striding and springing, belt of giant strength +4*

* see Appendix Two: New Rules Items

APL 12

Encounter One

Half-Farspawn* Choker: Mnk2/Rog2/Asn3; CR 12; small aberration (native outsider); HD 3d8+2d8+2d6+3d6+30; hp 95; Init +7; Spd 20 ft, Climb 10 ft; AC 24 (+1 size, +3 Dex, +7 natural, +3 Monk), flatfooted 21, touch 17; Base Atk +7; Grp +15; Atk +13 melee (1d3+4, tentacle) or +13 melee (1d3+4, dagger); Full Atk +13\+13 melee (1d3+3, 2 tentacles) and +8\+8 melee (1d3+2, 2 tentacles) or +13\+8 melee (1d3+4, dagger) and +8\+8 melee (1d3+2, 2 tentacles); SA constrict, death attack (DC 13 + Int. Mod.), flurry of blows, improved grab, poison use, spell-like abilities, sneak attack +3d6, stunning Fist, trapfinding, *true strike*, unarmed strike; SQ +1 save vs. poison, blindsight 60 ft., change shape, DR 5/magic, Darkvision 60 ft., evasion, immunity to poison, quickness, resistance 10 (acid, electricity), SR 20, uncanny dodge; AL CE; SV Fort +9, Ref +15, Will +12; Str 18, Dex 16, Con 19, Int 4, Wis 18, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +20, Jump +8, Move Silently +21, Tumble +20; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist, Sun School*

Spell-Like Abilities: *blur* and *blink* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; *greater invisibility* 1/day; Caster level 10; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Nine

Half-Farspawn* Choker: Mnk2/Rog2/Asn3; CR 12; small aberration (native outsider); HD 3d8+2d8+2d6+3d6+30; hp 95; Init +7; Spd 20 ft, Climb 10 ft; AC 24 (+1 size, +3 Dex, +7 natural, +3 Monk), flatfooted 21, touch 17; Base Atk +7; Grp +15; Atk +13 melee (1d3+4, tentacle) or +13 melee (1d3+4, dagger); Full Atk +13\+13 melee (1d3+3, 2 tentacles) and +8\+8 melee (1d3+2, 2 tentacles) or +13\+8 melee (1d3+4, dagger) and +8\+8 melee (1d3+2, 2 tentacles); SA constrict, death attack (DC 13 + Int. Mod.), flurry of blows, improved grab, poison use, spell-like abilities, sneak attack +3d6, stunning Fist, trapfinding, *true strike*, unarmed strike; SQ +1 save vs. poison, blindsight 60 ft., change shape, DR 5/magic, Darkvision 60 ft., evasion, immunity to poison, quickness, resistance 10 (acid, electricity), SR 20, uncanny dodge; AL CE; SV Fort +9, Ref +15, Will +12; Str 18, Dex 16, Con 19, Int 4, Wis 18, Cha 9.

Skills and Feats: Balance +10, Climb +11, Hide +20, Jump +8, Move Silently +21, Tumble +20; Combat Reflexes, Death Blow*, Improved Initiative, Stealthy, Lightning Reflexes, Stunning Fist, Sun School*

Spell-Like Abilities: *blur* and *blink* 3/day; *touch of idiocy* 1/day, *stinking cloud* 1/day; *greater invisibility* 1/day; Caster level 10; DC = 9 + Spell Level.

* see Appendix Two: New Rules Items

Encounter Seventeen

Ogre, Skullcrusher* (4): Ftr5; CR 10; Large Giant; HD 8d8+40+5d10+25; hp 132; Init +5; Spd 35 ft; AC 18 (-1 size, +1 Dex, +2 natural, +6 armor), flatfooted 17, touch 11; Base Atk +11; Grp +31; Atk +25 melee (3d6+19, +1 *keen paralytic burst* greataxe/19-20*) or +12 ranged (2d6, rock); Full Atk +25/+20/+15 melee (3d6+19/19-20, +1 *keen paralytic burst* greataxe/19-20*); +12/+7/+2 ranged (2d6, rock); Space/Reach 10ft/10ft; SA Rock Throwing (Ex); SQ Darkvision (Ex): 60 ft., Low-light Vision (Ex); AL NE; SV Fort +15, Ref +4, Will +4; Str 34, Dex 13, Con 20, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +13, Handle Animal +2, Intimidate +14, Jump +18, Ride +14, Swim +10; Cleave, Distracting Attack*, Improved Grapple, Improved Initiative, Large And In Charge*, Power Attack, Powerful Charge*, Two-Weapon Fighting, Weapon Focus (greataxe).

Possessions: +1 *keen, paralytic burst greataxe*, +1 *spearblock**, *axeblock* breastplate*, *boots of striding and springing*, *belt of giant strength +4*

* see Appendix Two: New Rules Items

Appendix Two: New Rules

Palytic Burst [New Weapon Enhancement] as presented in *Miniatures Handbook*

A wave of green energy washes over the victim of this weapon when the wielder strikes true. On a successful critical hit, the weapon afflicts the target with *hold monster* (Will DC 17 negates). This effect activates even if the creature is not subject to critical hits (roll to see if a critical strike occurs, then apply the *hold monster* effect if appropriate).

Moderate enchantment; CL 9th; Craft Magic Arms and Armor, *hold monster*; Price +2 bonus.

Axeblock [New Armor Enhancement] as presented in *Complete Warrior*

This armor is magically enhanced to turn away slashing weapons such as axes and most swords. The wearer gains damage reduction 5/bludgeoning or piercing.

If a single shield or suit of armor has two of the three blocking armor qualities (axeblock, hammerblock, and spearblock), it grants its owner just 5 points of damage reduction by whatever type appears twice. For example, a +1 chain shirt with the axeblock (DR5/bludgeoning or piercing) and hammerblock (piercing or slashing) special abilities only provides DR5/piercing.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus

Spearblock [New Armor Enhancement] as presented in *Complete Warrior*

Armor with this quality function the same as axeblock armor, except that it provides damage reduction of 5/bludgeoning or slashing.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price +2 bonus

Distracting Attack [New Feat] as presented in *Miniatures Handbook*

You are skilled at interfering with opponents in melee.

Prerequisite: Base attack bonus +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as one of his fighter bonus feats.

Death Blow [New Feat] as presented in *Complete Adventurer*

You waste no time in dealing with downed foes.

Prerequisites: Improved Initiative, base attack bonus +2

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action. Doing so still provokes attacks of opportunity as normal.

Normal: Performing a coup de grace attack is a full-round action.

Large and In Charge [New Feat] as presented in *Draconomicon*

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push back cannot move any farther in this round.

Powerful Charge [New Feat] as presented in *Miniatures Handbook*

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1.

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Sun School [New Feat] as presented in Complete Warrior

You have learned a number of esoteric martial arts techniques inspired by the sun.

Prerequisites: Flurry of blows ability, base attack bonus +4

Benefit: The Sun School feat enables the use of three tactical maneuvers:

Inexorable Progress of Dawn: To use this maneuver, you must hit the same foe with the first two unarmed attacks from a flurry of blows. If you do, your foe must move back 5 feet and you may move 5 feet forward if you wish. This movement does not provoke an attack of opportunity for either character.

Blinding Flash of the Sun: To use this maneuver, you must successfully stun the same foe with an unarmed attack two rounds in a row. In addition to being stunned, that enemy is confused for 1d4 rounds thereafter.

Flash of Sunset: To use this maneuver, you must move adjacent to a foe instantaneously, as with a *dimension door* spell or the monk's abundant step class feature. If you do so, you can immediately make a single attack at your highest attack bonus against that foe.

NEW CREATURES

Half-Farspawn [New Template] as presented in Lords of Madness

Half-Farspawn is an inherited template that can be added to any corporeal creature of the aberration, animal, dragon, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin type (hereafter referred to as the base creature).

A half-farspawn uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged Half farspawn are normally native outsiders base creature can use weapons, the half-Farspawn can still do so. A half-farspawn fighting without weapons uses a tentacle when making an attack action (unless it has another natural attack it prefers). When it has a weapon, it uses the weapon instead.

Full Attack: A Half-Farspawn fighting without weapons uses both its tentacles when making a full attack (plus any other natural attacks of the base creature). If armed with a weapon, it uses the weapon as its primary attack and its tentacles as secondary natural attacks (-5 on the attack roll, half Strength bonus on damage rolls).

Damage: A half-farspawns tentacle attacks deal bludgeoning damage as shown below.

Size	Tentacle Damage	Reach
Fine	1	0 ft.
Diminutive	1	0 ft.
Tiny	1d2	0 ft.
Small	1d3	5 ft.
Medium	1d4	5 ft.
Large	1d6	10 ft.
Huge	1d8	15 ft.
Gargantuan	2d6	20 ft.
Colossal	3d6	30 ft.

Special Attacks: A half-Farspawn retains all the special attacks of the base creature, and gains the following special attack

True Strike (Su): Once per day the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-Farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Spell Like Abilities: A half-Farspawn with an Intelligence score of 3 or higher has spell-like abilities depending on its Hit Dice, as indicated below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day Caster level equals the creature's Hit Dice, and the save DC is Charisma-based.

HD	Abilities
1-2	<i>blur</i> 3/day
3-4	<i>touch of idiocy</i>
5-6	<i>stinking cloud</i>
7-8	<i>blink</i> 3/day
9-10	<i>greater invisibility</i>
11-12	<i>telekinesis</i>
13-14	<i>ethereal jaunt</i> 3/day
15-16	<i>scintillating pattern</i>
17-18	<i>summon monster IX</i> *
19+	<i>implosion</i>

*A half-Farspawn can summon only pseudonatural animals or vermin with this ability. It can select from any celestial or fiendish animal or vermin that could be

summoned by summon monster IX, but applies the pseudonatural template (see page 161) to the creature rather than the celestial or fiendish template.

Special Qualities: A half-Farspawn has all the special qualities of the base creature, plus the following special qualities:

- Blindsight out to 60 feet.
- Immunity to poison.
- Resistance to acid 10 and electricity 10.
- Damage reduction 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-farspawn's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to Hit Dice + 10 (up to a maximum of 20 SR).

Change Shape (su): As a standard action, a half-Farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change shape ability (see page 306 of the *Monster Manual*), except as follows:

- The creature's movement modes do not change.
- The creature retains the tentacle attacks granted by this template (see *Attack*, above) and gains two additional tentacle attacks when making a full attack.
- The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.
- Creatures native to the Material Plane take a -1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Abilities: Increase from the base creature as follows: Str +2, Dex+2, Con +6, Wis+4, Cha+2.

Skills: A half-farspawn gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation—the half-farspawn gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's entry as class skills, and other skills as cross-class skills.

Challenge Rating: HD 4 less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature+3.

Alignment: Always chaotic evil.

Level Adjustment: +4.

Ogre, Skullcrusher (New Monster) as presented in *Monster Manual III*

This 8-foot-tall brute resembles an ogre but looks to be more intelligent, and it stands more erect. Its armor and shield are covered in spikes, and it carries a vicious-looking morning star. Skullcrusher ogres are an offshoot of the ogre stock bred for war. Shorter and less brutish than typical ogres, skullcrusher ogres are nevertheless stronger and more dangerous.

Thuggish and sadistic, bellicose and rowdy, skullcrusher ogres enjoy bullying weaker creatures. Tribes often keep slaves, which in many cases are normal ogres.

Created long ago to serve as sol diets, skullcrusher ogres have naturally centered their culture on warfare, and their villages are arrayed like military encampments. Skullcrusher ogres build siege walls and other structures, to defend their homes, and they train elephants for mounted combat.

An adult skullcrusher ogre stands 8 to 9 feet tall and weigh, 550 to 600 pounds. The creatures' skin color ranges from pale yellow to pale brown, and their hair tends to be black. Skullcrusher ogres wear armor during their waking hours and little clothing when sleeping.

Skullcrusher ogres speak Giant and Common.

COMBAT

Skullcrusher ogres are born fighters. They love the clangor and calamity of battle.

A skullcrusher ogre gleefully charges into combat and strikes at foes with both its morningstar and spiked shield. A skullcrusher ogre especially enjoys grappling foes and crushing them on his spiked armor. (A successful grapple check to deal damage causes 1d4+7 points of nonlethal damage plus 1d8 points of piercing damage.)

Rock Throwing (Ex): Like giants, skullcrusher ogres are accomplished rock throwers and gain a +1 racial bonus on attack rolls when throwing rocks. A skullcrusher ogre can hurl rocks of 40 to 50 pounds (Small objects) up to five range increments. The range increment is 100 feet for a skullcrusher ogre's rocks.

SKULLCRUSHER SERGEANT

Skullcrusher warbands typically include one or more sergeants armed with bastard swords.

The skullcrusher sergeant presented here had the following ability scores before racial adjustments: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Combat: Skullcrusher sergeants are canny fighters. Even when confronted by a well-armored foe, a sergeant will often use its Power Attack feat, taking a -4 penalty on attack rolls to gain a +4 bonus on damage. However, it usually commands nearby allies to aid its attacks, hoping to counter the attack penalty from the Power Attack feat.

Society: Although they are as ill-tempered as their ogre brethren, skullcrusher ogres understand the importance of discipline within their fighting squads. The warband becomes their family, of sorts. Their swords and shields become their trusted companions. While lesser ogres allow fatigue, hunger, and petty greed to get the better of them, skullcrushers tirelessly rehearse battle tactics, sharpen their blades, and survey the terrain of the lands they intend to conquer, looking for tactically advantageous ground on which to fight.

A strict hierarchy governs each skullcrusher warband. The smartest and mightiest skullcrusher leads the warband until the day he falls in battle, at which point his chosen successor takes command, often claiming the weapons and trophies of her fallen predecessor. A skullcrusher must fight for her place in the chain of command, and all challenges among members of the warband are resolved through nonlethal combat. Although incapable of feeling deep love for a comrade-in-arms, a skullcrusher knows better than to take the life of an ally and wouldn't think to deprive another skullcrusher of the chance to die a glorious death on the battlefield.

Skullcrusher Ogres As Characters: Most exceptional skullcrusher ogres are fighters or rangers. Skullcrusher ogre characters possess the following traits.

- +14 Strength, +6 Constitution, -2 Charisma.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10-ft./10 ft.
- A skullcrusher ogre's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Low-light vision.

- **Racial Hit Dice:** A skullcrusher ogre begins with eight levels of giant, which provide 8d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +6, Ref+2, and Will +2.
- **Racial Skills:** A skullcrusher ogre's giant levels give it skill points equal to 11 x (2 - Int modifier, minimum 1). Its class skills are Craft, Handle Animal, Intimidate, Knowledge (architecture), and Ride.
- **Racial Feats:** A skullcrusher ogre's giant levels give it three feats.
- **Bonus Feats:** A skullcrusher ogre has improved Grapple and Two-Weapon Fighting as bonus feats.
- **Weapon and Armor Proficiency:** A skullcrusher ogre is automatically proficient with simple weapons, martial weapons, all armor, and shields.
- +2 natural armor bonus.
- **Special Attacks:** Rock throwing.
- **Automatic Languages:** Common, Giant. **Bonus Languages:** Dwarven, Orc, Goblin, Terran. **-Favored Class:** Fighter.
- **Level Adjustment** +3.

Appendix Three: Legwork

At various points throughout this adventure, the characters will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion. The DC is increased by +5 for Bardic Knowledge checks.

The DM is reminded that each Gather Information check takes $1d4+1$ hours.

Cienega Valley (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). Residents of Cienega Valley and members of the Noble House Guard (Asbury, Milinous) receive a +5 circumstance bonus on this check.

DC 10: Cienega Valley first gained some prominence a few years ago when travelers discovered the soil was perfect for growing wine grapes. Lorien Vinter is credited with the founding of the Cienega Valley Wine-Cooperative, a place for the wine-growers to showcase the efforts of their labor.

DC 12: The town, until recently, was located in Lady Asbury's lands. Her lands, however, passed to Sir Simon Milinous when they were married late last year. It has a number of establishments, including two inns (the Star of Asbury and the Black Griffon Inn), a modest harbor for the infrequent travelers along the river, and the Mounted Borderer outpost of Fort Emridy – named for Emridy Meadows, who's southern boundaries lies some ten miles north and east of the town.

DC 13: Tensions have been high lately between House Avgustin, on whose land Swan resides, and House Milinous-Asbury. Rumors have been circulating that the new regents for House Avgustin are worshippers of Trithereon. These rumors are likewise said to have been spread by members of Asbury's noble guard in an attempt to discredit the new regents. Perhaps this "new" Lord Milinous is yet another of Old Wicked's agents!

DC 15: Many of the grapes used by the vintners of the Wine Cooperative are grown on the parcel of land between Fort Emridy and the town's wine market – providing customers with a view of both the grapes used in their wine and the impressive Borderer fort.

DC 17: This year is the first time the town has hosted a Brewfest celebration, with invitations being sent out to many wineries and breweries in the Viscounty. Sergeant Olean Rodrigo, first officer of Fort Emridy personally led the military parade that opened the Brewfest celebration at the request of the mayor and prominent citizens.

DC 20: Some of the wine merchants at the Brewfest celebration have mentioned that Lord Valorek Greymante, former Lord Mayor of Twilight Falls, has returned. He was last seen in Rhynehurst traveling along the Volverdyva River toward Verbobonc City.

Clan Rockhall (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). Members of the Clan Rockhall metaorganization or the Dwarven Faith metaorganization receive a +5 circumstance bonus on this check.

DC 10: Five-hundred years ago, the dwarves of Clan Rockhall were driven out of their ancestral home in the Lortmil Mountains, Ulthak-Nor, by an ancient evil. Only recently have they returned to their homeland and reclaimed it.

DC 12: The thane of Clan Rockhall, Thuldon Rockspitter, was the smith for Baroness Elinor Asbury during the time of the clan's search for their home. Thuldon has promised to return the aid Lady Elinor and the good folk of Verbobonc when he and his clan have restored order to their ancestral home and driven the last vestiges of evil from the nearby caves and lands.

DC 17: Giants were spied in the valley where the entrance to Granite Keep, a surface city of Clan Rockhall, was discovered. It's also said that the evil that drove the dwarves from their home has allied itself with the giants that plague the southern lands. Thuldon has sworn to assist in the fight to drive the giants from the Viscounty and couriers have been seen going between Granite Keep and Ostverk, implying some contact between the dwarven clan and Lord Deleveu.

Cowled Lady (Bardic Knowledge, Gather Information, Knowledge [Local: VTF])

DC 20: A mysterious figure, the Cowled Lady is reputed to be the head of the giant armies that have been plaguing Verbobonc for the past several years. It is also believed that she is one of the three “Wicked Wolves” prowling Verbobonc, as prophesied by the sylph Elspeth late last year.

DC 25: The Cowled Lady commands great magic. She has been able to enslave a great mountain giant, command dragons, and muster a force that has attacked Verbobonc three times over the past two years. The first time was during the fall of 593, when she invaded Sheernobb and simultaneously attacked Swan and Twilight Falls. The second time was late in 594, when she brought forces to lay siege to Fortress Hagthar. The third and most recent time was early this year, when she mustered an army south of Swan.

Mounted Borderers (Bardic Knowledge, Gather Information, Knowledge [History, Local: VTF]). Members of the Mounted Borderer’s receive a +5 circumstance bonus on this check.

DC 10: The Mounted Borderers have existed for about 150 years, but gained especial prominence during the historic “Battle of Emridy Meadows” and the first rising of the Temple of Elemental Evil almost 26 years ago. Historical few in number, they are known for their skills at both arms and horsemanship and their unwavering devotion to the man that bears the title of Viscount. In the early days of their formation, the Borderers were often called upon to deal with threats both external and internal, and were empowered to administer justice if necessary.

DC 13: Since the siege of 593, when the giants attacked the southern towns and gnomelands, the Viscount has increased the number of Mounted Borderer outposts in the Viscounty. The most prominent of them include Fort Wilfrick in the town of Swan, Fort Emridy in Cienega Valley, and Falls Keep – nestled in Gnarley Forest near the town of Twilight Falls.

DC 15: The commander of Fort Wilfrick, Jaren Rodrigo, has been stationed in the town for several years. His brother, Olean Rodrigo is the first officer of Fort Emridy – which has resulted in a friendly rivalry between the two brothers during the annual military maneuvers the Borderers conduct each year.

DC 20: Sergeant Olean Rodrigo is a collector of dwarven artifacts and is known to have a fully assembled collection of arms and armor from Clan Rockhall – both current and dating from the time of the clan’s flight from Ulthak-Nor. The dwarven artificer Fredrique, from Swan, has come to Cienega Valley during Brewfest to examine the armor as part of his research for a new memorial involving Rockhall he has been commissioned to build.

DC 30: Scuttlebutt among the upper echelons of the Borderers has it they will be called into more active duty soon. Lord Deleveu, commander of the 3rd Company of the Mounted Borderers, has been assembling supplies and troops for an extended campaign. The word is that he obtained information regarding the mountain giant that has been seen with the Cowled Lady’s armies.

Obmi (The Hammer of Iuz): Bardic Knowledge, Knowledge [History, Local: VTF]

DC 15: The dwarven assassin, Obmi, was first encountered more than 15 years ago in the Hall of the Fire Giant King, Snurre, by a group of adventurers. Since then, his has been linked with the evil that festers north of Highfolk known as the Wicked One – Iuz.

DC 25: Obmi is reputed to have been the one that stole the Revnash Splinter several years ago, and it is likely he is the assassin that felled several of Lady Asbury’s guardians while attempting to slay Thuldon, then first son of Clan Rockhall. What is absolutely known, however, is that he is directly responsible for the death of Lord Avgustin’s son. No one that he has ever killed with his deadly warhammer has ever be restored to life.

Swan (Bardic Knowledge, Gather Information, Knowledge [History, Local: VTF]). Citizens of Swan and members of the Noble House Guard (Avgustin) receive a +5 circumstance bonus to this check.

DC 10: The town of Swan sits a top a high plateau at the convergence of two rivers known collectively as Gillendyl’s Run. Built around the Mounted Borderer outpost of Fort Wilfrick, the town was renamed by Viscount Langard in mid 593 in honor of the hero, Willow Swan, who died fighting in far-off Highfolk defending the land.

DC 12: The town boasts a number of religious temples, including the great Minster to Heironeous and the Shrine of the Peacemaker, dedicated to Rao and site of the recent reunification accords between the Viscounty and the

Free Assembly of the Kron Hills. Additionally, there are a number of salt and gemstone mines that are tended by a group of good kobolds liberated by Lord Swan prior to his death.

DC 13: Swan was one of the towns besieged in late 593 by the Cowled Lady's forces. Those forces included an enormous mountain giant which destroyed several town buildings, and damaged many more. Only the quick thinking of several local heroes and the recovery of a magical text which was used against the mountain giant saved the town from complete destruction.

DC 15: Tensions are high between House Avgustin, upon whose lands Swan resides, and House Milinous-Asbury. Rumors are flying that the new regents for House Avgustin are worshippers of Trithereon, and it's said that these are being spread by members of Asbury's noble guard in an effort to discredit the new regents.

DC 17: The dwarven sculptor Fredrique is a resident of Swan. Fredrique was recently commissioned to create a memorial to Lord Willow Swan. The dedication of that memorial figured significantly in local events. Fredrique has since been working on a new project – a commemoration of the recovery of Ulthak-Nor.

The Mountain That Walks (Knowledge [Arcana, History, Religion]). Members of the Church of Rao receive a +5 bonus to this check.

DC 15: *"The Mountain That Walks"* is an ancient magical text created in the mid second-century common time. It was used during the giant wars to repel the giants and their humanoid armies that regularly swept down out of the Lortmil Mountains.

DC 20: It was lost for many years, but recovered by Moschatel the Sage – an arcane researcher and bibliophile of note. During the siege of 593, the book was used by local heroes to repel the mountain giant that was used by the Cowled Lady to assault Swan.

DC 25: After the siege, the book was quietly delivered to Father Cadifel, rector of the Shrine of the Peacemaker. In addition to a library of some note, the shrine is rumored to have a vault beneath its foundation for the storage of magical texts and artifacts.

Twilight Falls (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). Citizens of the Twilight Falls receive a +5 bonus to this check.

DC 10: Twilight Falls was founded on the site on an ancient elven city. It was resettled around three hundred years ago by a few families, but saw an increase in population after a cleric of Olidammara, Valorek Greymantle moved to the area and made it his home. Since that time, the population has exploded and now boasts several temples and churches, a thriving economy, and the Falls Keep – the easternmost outpost of the Mounted Borderers in the Gnarley Forest.

DC 13: Lord Greymantle has been absent for several years now, but some of the wine merchants at the Brewfest celebration in Cienega Valley have mentioned seeing him seen in Rhynehurst traveling along the Volverdyva River toward Verbobonc City.

DC 15: There has recently been some unrest in the town as talk of the mad god Zagyg becoming the official faith of the town has created a stir among both the Gnarley Druids and Rangers, and those members of the elven clans residing in town.

Appendix Four: Fire Conditions

Heat Damage: Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of non-lethal damage. A character who holds his breath can avoid the lethal damage, but not the non-lethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (see page 239 of the *Player's Handbook*.)

Catching on Fire: Characters engulfed in a fire are at risk of catching on fire when they enter the fire and then at risk once per minute thereafter. Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If the character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex save throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

The character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is close at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their cloths or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail their saves take the same amount of damage as the character.

Smoke Inhalation: Fires of the size encountered in this adventure produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check), or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of non-lethal damage. Also, smoke obscures vision, providing concealment (20% miss chance) to characters within it.

Appendix Five: Movement and Distance

Substantial portions of this adventure require characters to cross large distances geographically. **Table 9-3: Movement and Distance** (page 162) and **Table 9-5: Terrain and Overland Movement** (page 164) in the *Player's Handbook* provide basic information on how far character's can move in an hour's time and any modifiers affecting such movement. **Table 9-6: Mounts and Vehicles** (page 164) provides the same information for mounts. For ease of reference, the relevant information is summarized and reprinted here. The movement rate assumes light encumbrance or less.

To determine the movement rate over the course of an hour, do the following:

- 1) Find the movement rate of the slowest character in the party. Factor in the use of mounts when determining this.
- 2) Divide this number by 10.
- 3) The result is the number of miles the party can move over the course of an hour.

For example, if the slowest movement rate in the party is 15 ft., then the party can move 1.5 miles in an hour's time ($15 / 10 = 1.5$).

To simplify things, reference the table below for the movement rate of common character races and mounts.

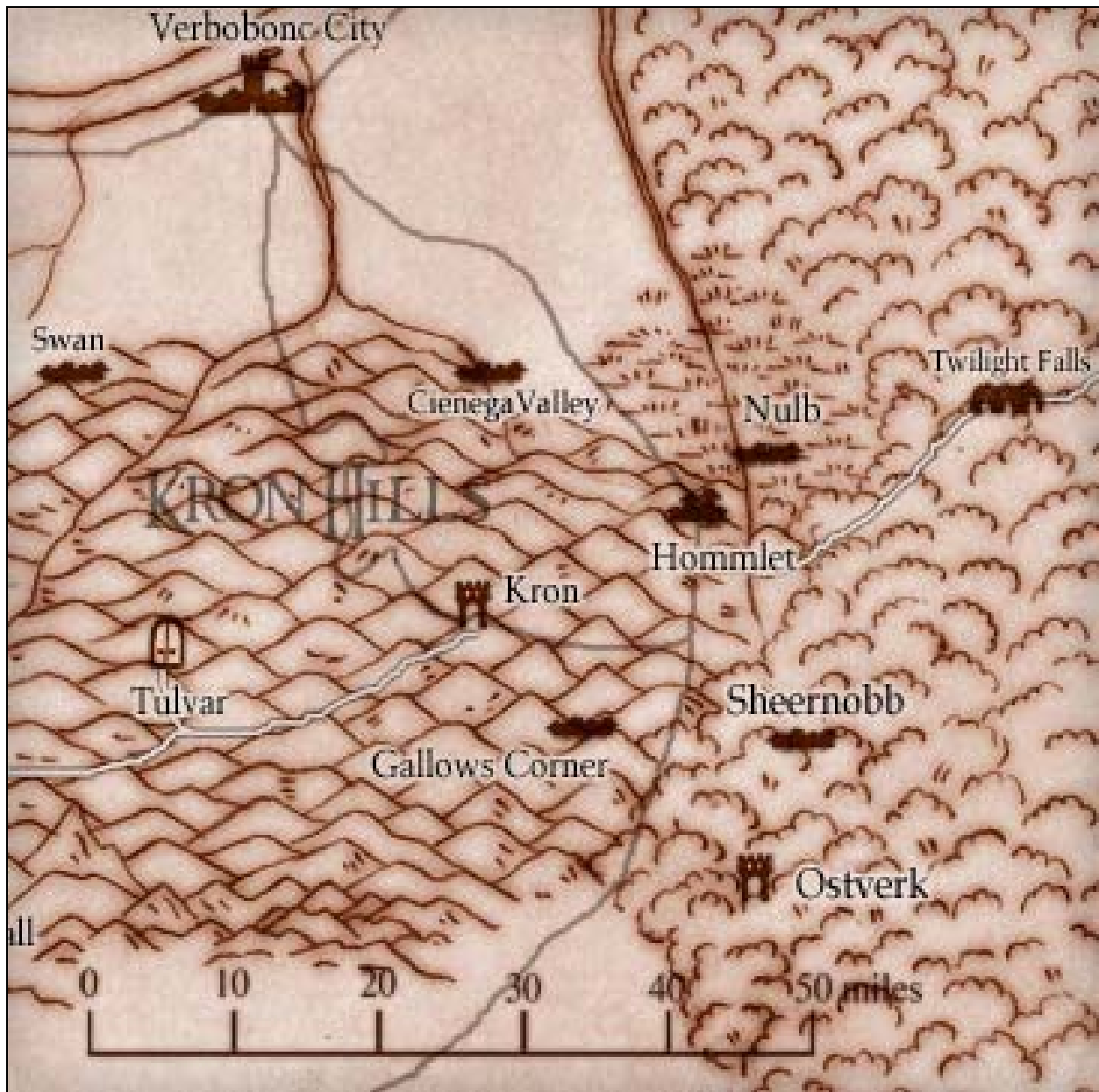
Movement Rates for common character races and mounts

	Base Move	One Hour (Standard)	One Hour (Hustle)
Dire Lion	40 ft.	4 miles	8 miles
Dwarf/Halfling/Gnome (walk)	20 ft.	2 miles	4 miles
Elf/Half-Elf/Half-Orc/Human (walk)	30 ft.	3 miles	6 miles
Giant Eagle (fly)	80 ft.	8 miles	16 miles
Giant Owl (fly)	70 ft.	7 miles	14 miles
Griffon (fly)	80 ft.	8 miles	16 miles
Hippogriff (fly)	100 ft.	10 miles	20 miles
Pegasus (fly)	120 ft.	12 miles	24 miles
Rhinoceros (walk)	30 ft.	3 miles	6 miles
Riding Dog (walk)	40 ft.	4 miles	8 miles
Warhorse, Heavy (walk)	50 ft.	5 miles	10 miles
Warhorse, Light (walk)	60 ft.	6 miles	12 miles
Warpony (walk)	40 ft.	4 miles	8 miles

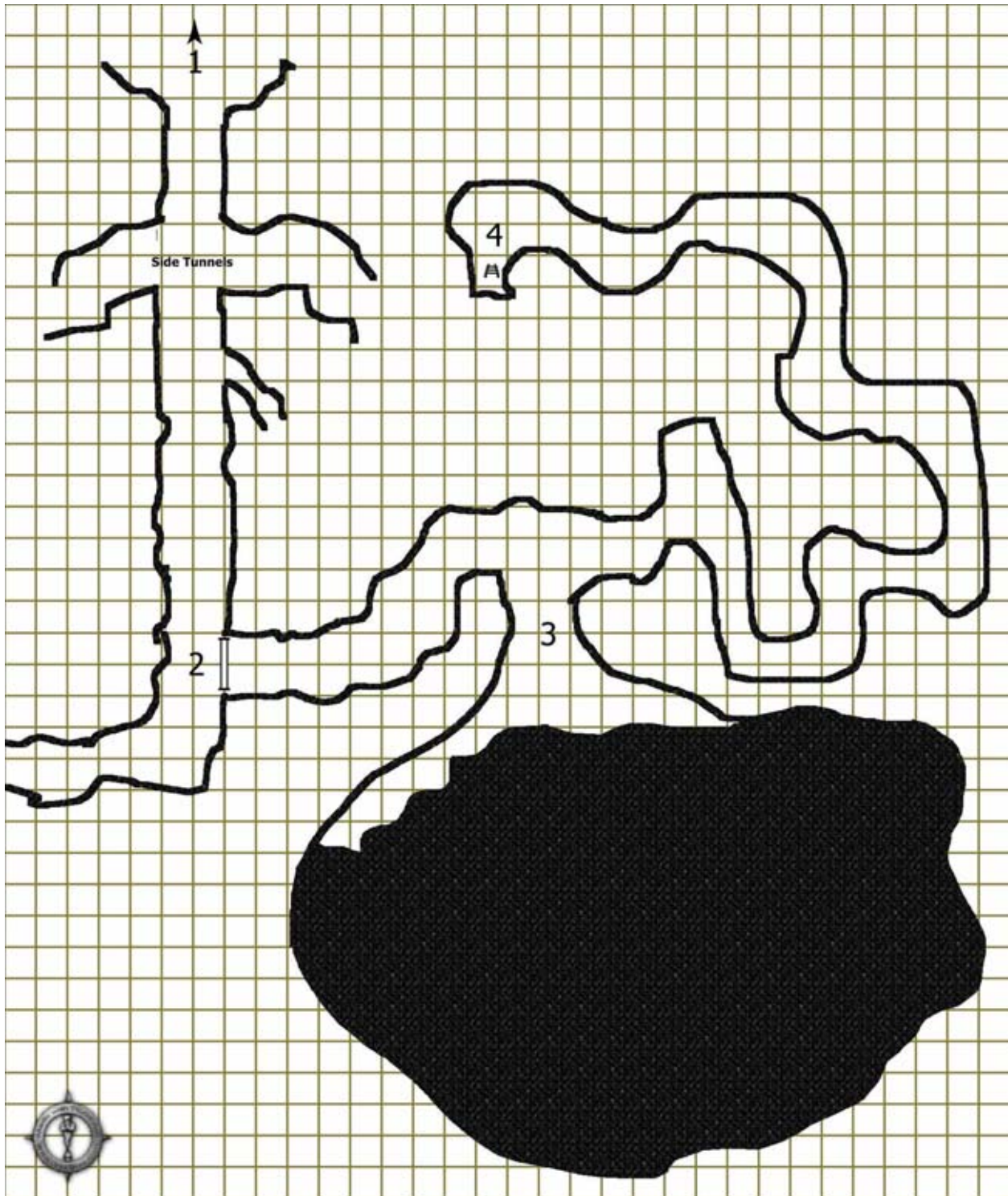
All land-based movement is at $\frac{3}{4}$ speed due to the terrain and the fact there are only trails connect Cienega Valley and Swan.

Hustling: Reprint info from PH page 164 (Overland Movement – Hustle)

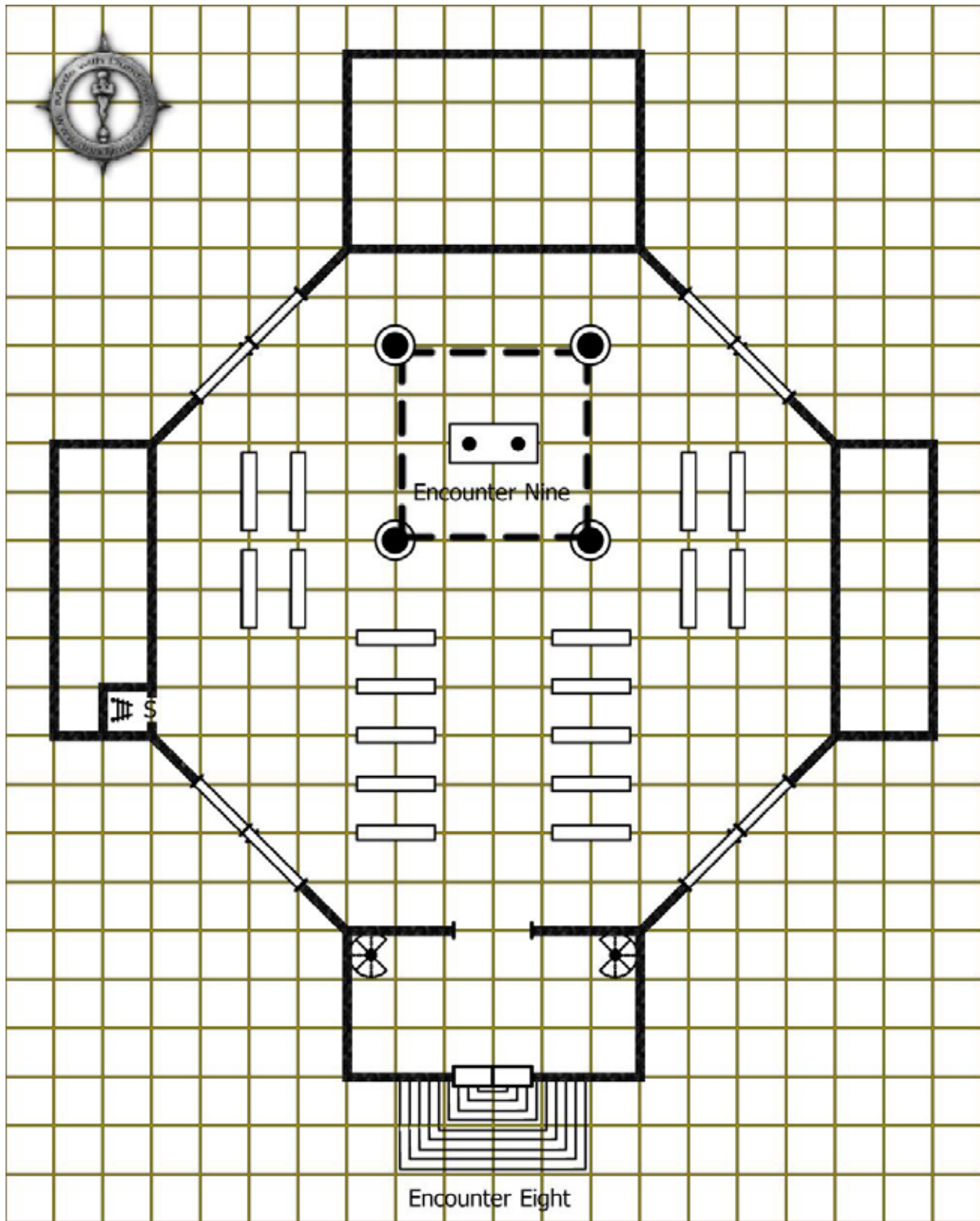
Appendix Six: DM's Maps
Viscounty of Verbobonc - Area Map



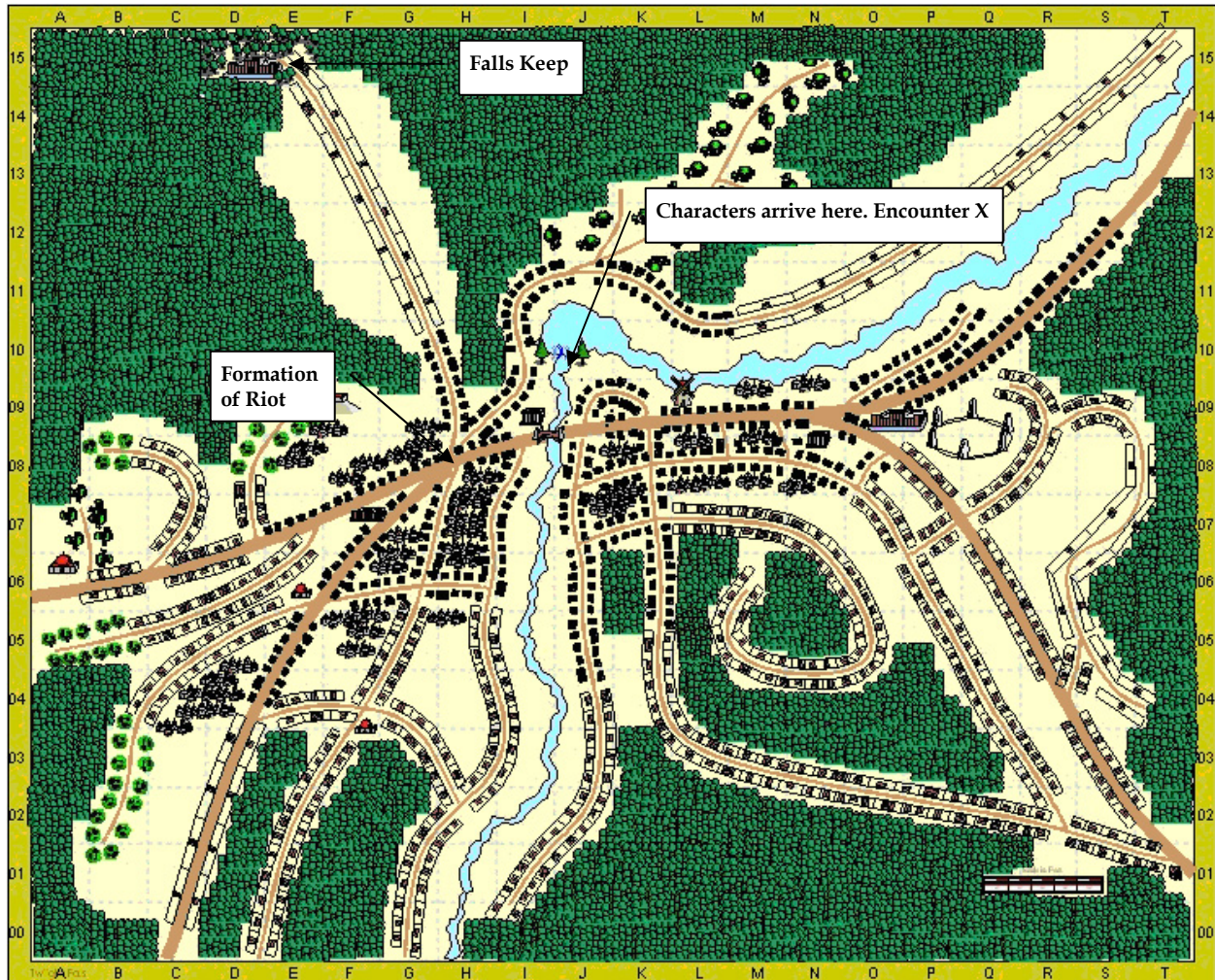
Encounter Seven - Areas 1-4



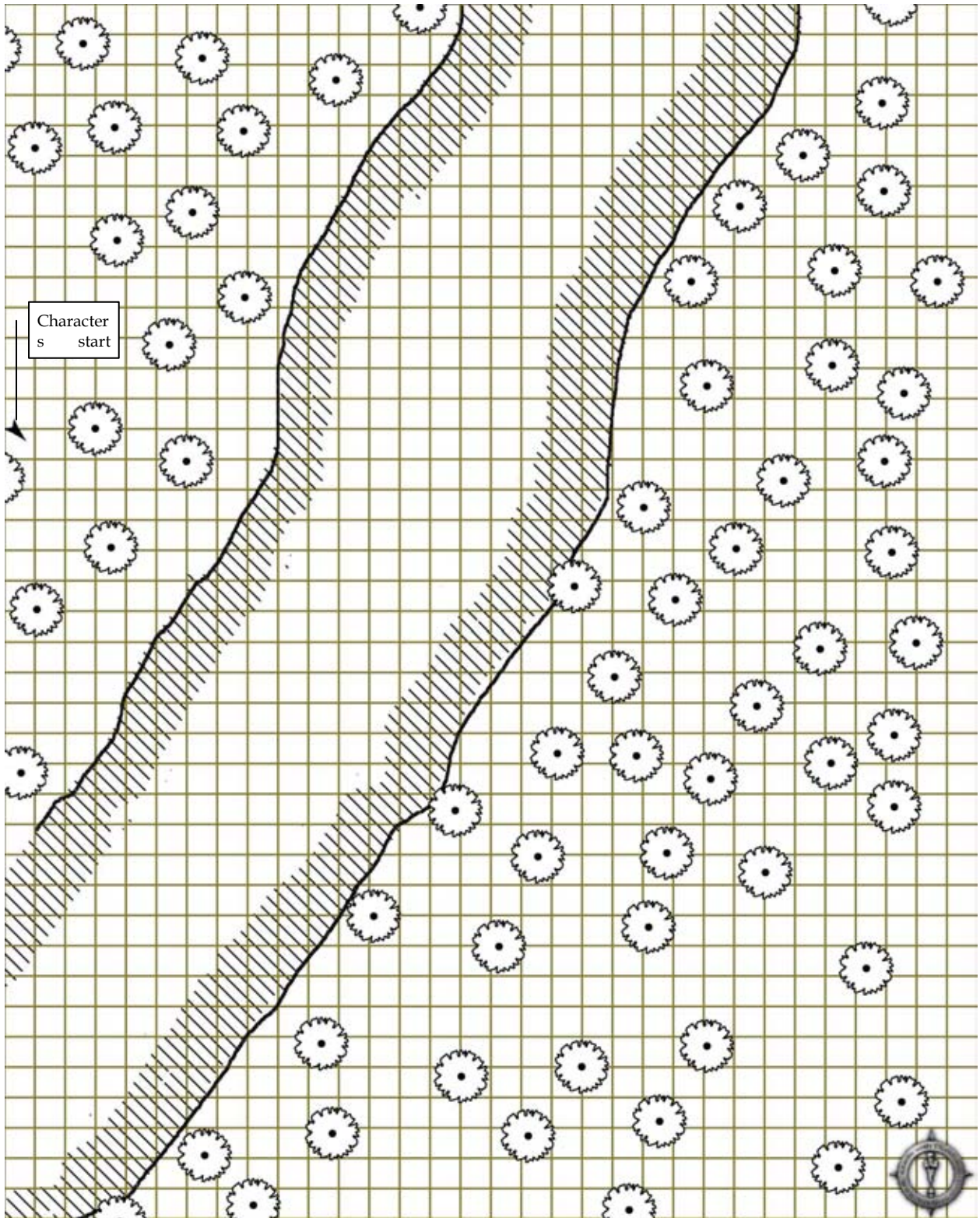
Encounter Eight and Encounter Nine



Map of Twilight Falls



Encounter Fifteen



Player Handout #1

Letter from Jaren to Olean

Olean,

I hope this letter finds you well and reaches you in time. I have heard that our local sculptor, Fredrique, is in Cienega valley for Brewfest and 'researching' a new project. After a conversation today with one of our local priests, I am no longer certain Fredrique is the person he claims to be.

The priest, Father Cadifel, relayed a conversation from earlier this week with Fredrique. The dwarf was inquiring about a magical book housed in the Shrine's library. I know of this book as well and know that its disposition is not common knowledge, so Cadifel was surprised that the dwarf knew of it. Throughout the conversation, the priest felt he was being sized up.

When the Father brought this to my attention, I ordered an immediate investigation. In the cellar, we discovered the body of a dwarf, recently killed by what appears to be a single blow to the head. However, all attempts at identifying who it might be have failed.

Whatever his purpose in Cienega valley, Fredrique should be detained for questioning. Attached is a warrant for his arrest. Do not underestimate him, however. He has managed to fool many of our residents into thinking he is harmless. Do not make the same mistake!

Jaren Rodrigo, Commander - Fort Wilfrick

4th Company, Mounted Borderers

Critical Event Summary

(please submit to the Verbobonc Triad before January 1, 2006)

- 1) Was Fort Emridy in Cienega Valley saved?
- 2) Were the Mounted Borderers in Fort Emridy saved?
- 3) Did the characters save the vineyards and agricultural crop of Cienega Valley before the fire destroyed them?
- 4) Did Sergeant Olean Rodrigo's body get recovered?
- 5) Did Fort Wilfrick get evacuated?
- 6) Did the characters rescue the small child in Swan?
- 7) Did the characters save Father Cadifel?
- 8) Did the characters successfully subdue the citizens of Twilight Falls without resorting to violent measures?
- 9) Did the characters save Lord Deleveu?
- 10) Did the characters save Thuldon Granitespitter?