

# BLACKBYRNE PUBLISHING

PRESENTS



## ENCOUNTER AT FAIRVALE

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### “Encounter At Fairvale”

A first level encounter compatible with 4th Edition Dungeons and Dragons™ suitable for 4-6 characters of 1st level.

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## Encounter At Fairvale

*Nestled in the midst of the vast and breathtaking Gorgrond Forest, Fairvale boasts the largest market and trading square for hundreds of miles. Called "Four Corners Market", this market place is more like a daily circus, each week bringing new vendors and wares to be had. This is also the major way point for the northern and western traders, both too and from Gull's Port.*

The history of Fairvale is a long one, dating back to the War of Lords and beyond. Originally, Fairvale's residents were scattered to the surrounding forest. All that stood in town was a trading post and small inn to house wayward travelers and trade caravans. Then the war began, hungry Lords began encroaching on each other's land, while one Lord invaded his neighbor to the north, the Lord to the south stole land from him. Villagers in the area began to be caught in the crossfire, swearing allegiance at swordpoint. They began to move closer to "town" and formed a city of their own. Once the war ended and permanent boundaries were drawn, Fairvale came under the rule of Lord Grindewald Ashtron from Gull's Port, and has remained under Ashtron family rule for almost 2000 years. Fairvale was so named after Lord G. Ashtron declared "You will always find a fair trade in this humble vale". Signs at each entrance bear these words, and the fountain in the center of Four Corners Market has them inscribed at the base.

The tent vendors rotate almost weekly, and the occasional mistrel, bard and street performer wanders in to earn some easy gold. The Lord's Militia keeps the overall peace and wards off the occasional orc/goblin/bugbear attack. There is a Constible assigned to settle any disputes and issue justice based on the Lord's Laws, but seldom is his services needed. Unlike Boarland Falls where each trader is in business for him/herself, Fairvale has formed a trading co-op called the UTG Trust. UTG (United Traders Guild) is a co-op of merchants, each having their own specialty, who share responsibility for warehouse, sales and transportation of goods to and from Fairvale. They are the most influential members of Fairvale, other than the Lord's Militia of course. The current President (they rotate responsibilities ever year) of the UTG Trust is Tallon Brigg, one of the younger and more charismatic members of the board.

This prequel encounter is designed to bring the player characters (PC's) together for a common purpose and will gateway into the full adventure, *The Hidden Current*, available either mid to late March, or early April depending on the final production schedule. It is an encounter suitable for 4-6 PC's of 1<sup>st</sup> or 2<sup>nd</sup> level compatible with 4<sup>th</sup> Edition Dungeons and Dragons™. This also introduces a recurring villainous organization called The Untombed as part of the campaign arc, **DARK VEIL**. Obsessed with undeath, The Untombed is determined to overrun the world with zombies, vampires, wrights and other undead horrors. The creature, Vessel of Death, is a more twisted and powerful version of a zombie, hard to bring down and painful to the end. The release of the creature on the unsuspecting town of Fairvale is only the beginning of the nefarious plans they have in store for the world of Braugh all in the name of Garand the Lord of Death..

## **EAF: Surprise Delivery**

Level 2

XP 625

Vessel of Death- Solo Brute

**Set up-** As the PC's are entertaining themselves in and around Four Corners Market, a small horse drawn wagon is led into the square by a lone man in a hooded robe who ties the horse to a tree near the road that leads to the north. There is a single, 8'x4'x4' crate on the back of the wagon, which is too small to hold the entire length of it. Once the PC's have placed themselves on the map, read or paraphrase the following:

*It's a sunny, yet cold, morning in Fairvale, the tent merchants have begun their busy day of peddling their wares. A street mime performs for a small crowd just to the north of the fountain. As you take in the surreal, yet brilliant surroundings, you notice a hooded man climb up upon a wagon bearing an oversized crate on its back. Raising his hands to the air he cries: "The Untombed will have VICTORY!" and shoves the crate forward into the market square causing it to crash open. As the man runs toward the north, you see a large, hulking, hair-covered humanoid standing up from the wreckage of the crate, looking around menacingly. You can visibly see parts of its skin missing, leading you to believe it is in fact undead. With a roar the likes of which you have never heard in this world, it reaches out and grabs the first person in front of it. You reach for your weapon as it raises the street mime over its head and rips him apart, terrified townsfolk run in every direction.*

Due to the crowd rushing away from the creature as the PC's are rushing toward it, treat all terrain as difficult for the first round.

**Tactics-** The Vessel of Death will attack anything in front of it, especially a PC who deals a large amount of damage to it, and fight until destroyed. Being a brute, he will not worry about provoking Opportunity Attacks and will simply attack the biggest threat closest to it and pursue that threat through enemy squares if necessary. The member of The Untombed is nowhere to be found, using the ensuing chaos to escape. The Lord's Militia will respond in 4 rounds, but are frightened at the horrific sight of the creature and leave the dirty work to the PC's. (they will later use the excuse their job is to defend the walls from creatures, but not ones like that which were smuggled inside)

### **Vessel of Death, Bugbear**

**Level 2 Solo Brute**

Medium natural humanoid XP 625

**Initiative** +4     **Senses** Perception +3; low-light vision

**HP** 152; **Bloodied** 76

**AC** 15; **Fortitude** 13; **Reflex** 12; **Will** 11

**Saving Throws** +5

**Speed** 6

**Action Points** 2

⊕ **Deadly Slam** (standard; at-will)

+3 vs Fortitude; 1d10 + 3 necrotic damage, and the target is stunned (save ends)

**Alignment** Evil   **Languages** Common, Goblin

**Skills** Intimidate +5, Stealth +9

**Dex** 17 (+4)

**Int** 8 (+0)

**Equipment** Hide Armor

### **Area Features-**

**Illumination-** This encounter occurs in the early morning, the sun is out and there is no cloud cover, vision is normal.

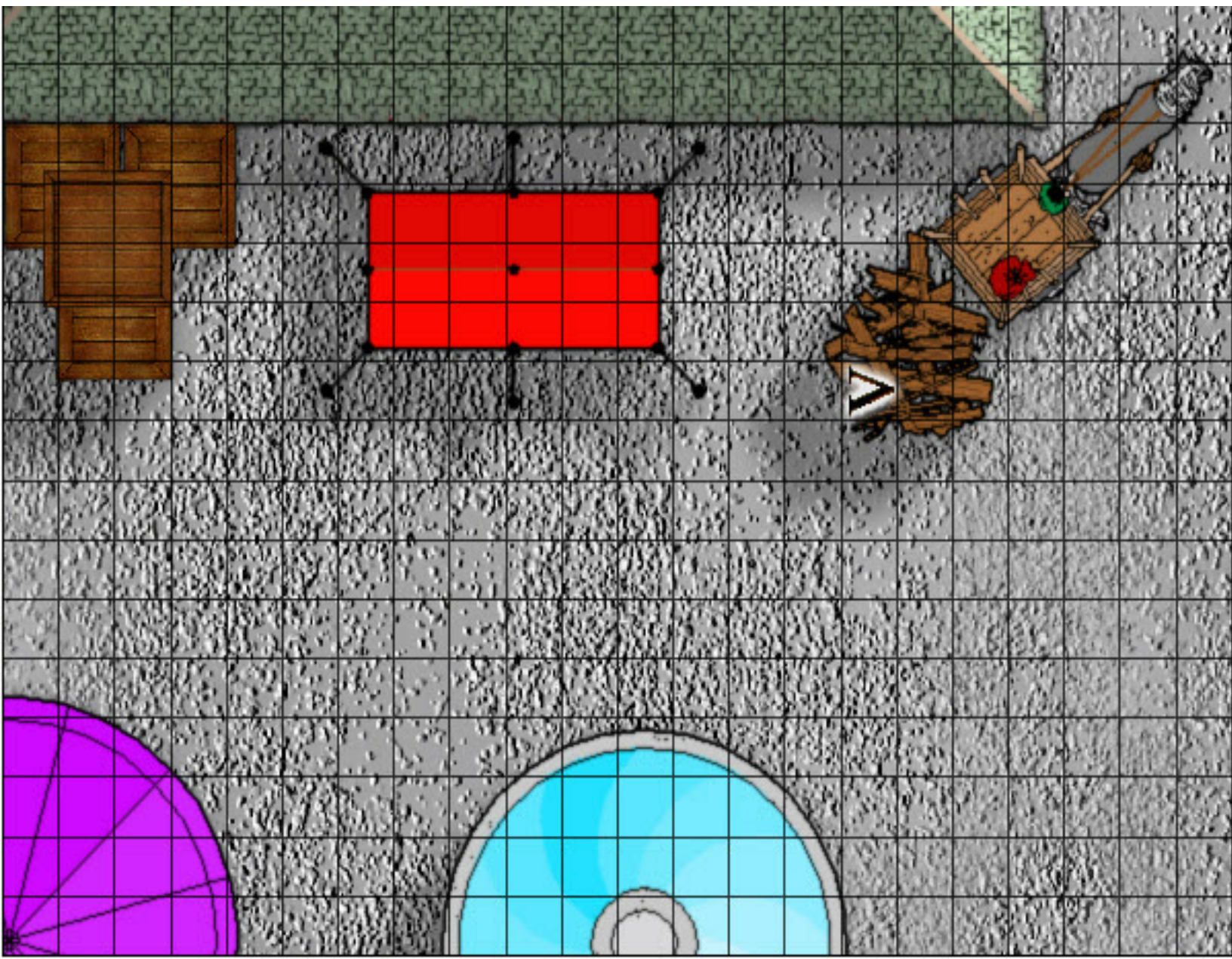
**Terrain-** Other than the rushing crowd in the first round, and the fountain, the street is normal, level and paved with cobblestones.

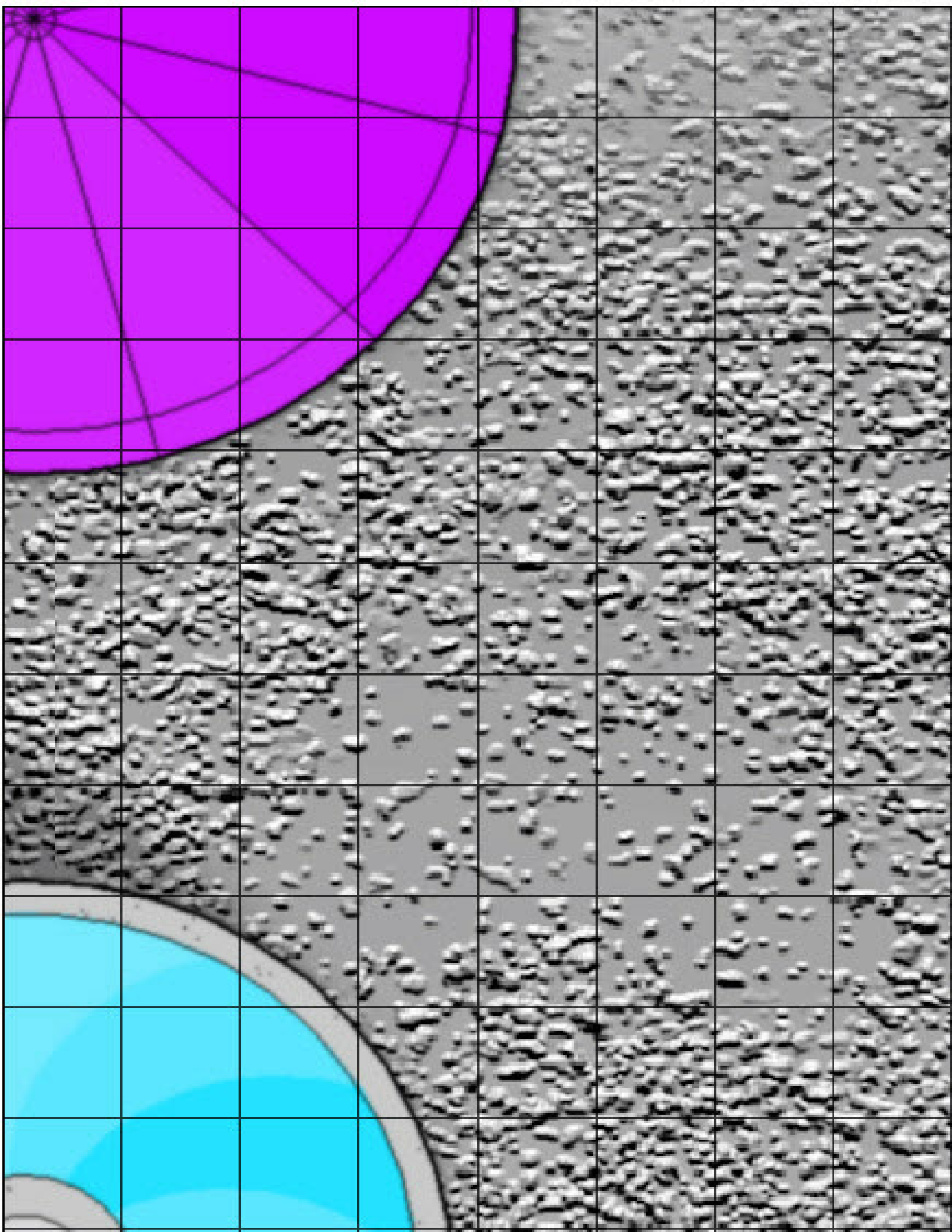
**Treasure-** The Vessel of Death carries no treasure, however the PC's are approached by Tallon Brigg who offers them a reward, and a job. (see AFTERMATH)

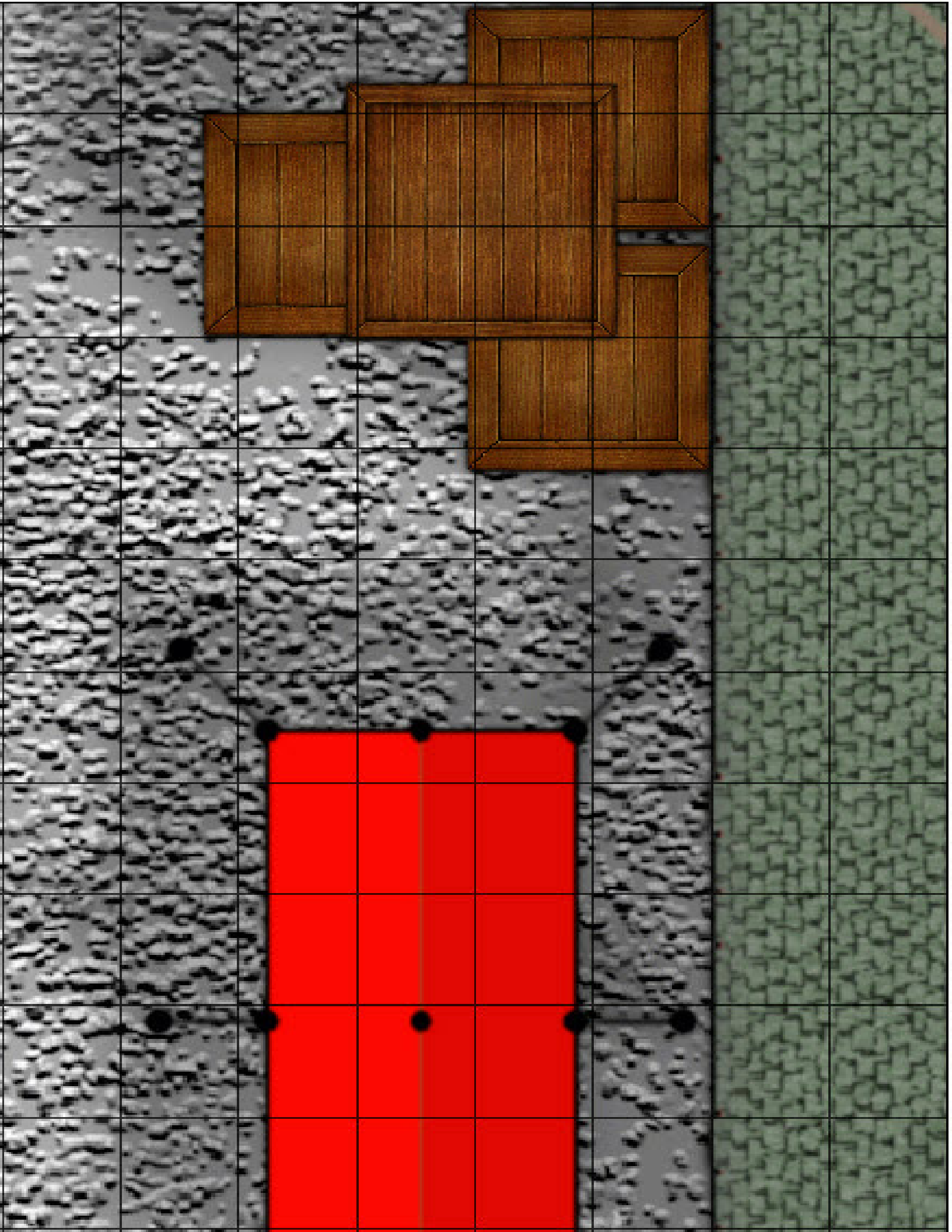
## AFTERMATH

Once the PC's have banded together and defeated the creature, they are approached by Tallon Brigg, President of the UTG Trust. Tallon humbly thanks them for their heroics, making a snide comment about the lack of courage from the Lord's Militia. The PC's are offered 20 gold each in exchange for their bravery and quick thinking. After the PC's are paid, Tallon informs the PC's that there has been an increased threat on the road to Boarland Falls, the waypoint for most of the trades coming to and from Gull's Port. He offers them an additional 50 gold each to ensure the next caravan makes it safely to Boarland Falls. If the PC's wish to negotiate with Tallon, have one member make a Diplomacy check (DC 17), success raises the price to 70 gold for the trip. Tallon also believes that the PC's could be successful in negotiating an addition job seeing the goods downriver to Gull's Port, but says that they will have to make contact with the merchants there first. If the PC's ask about any of the merchants in Boarland Falls, Tallon mentions the name Norbon Kinsk Jr., but does so with an obvious amount of distain. Also mentioned is a gnome merchant named Teedle Fleetfoot who has been slowly earning an honest reputation among both the merchants of Fairvale and of Gull's Port.

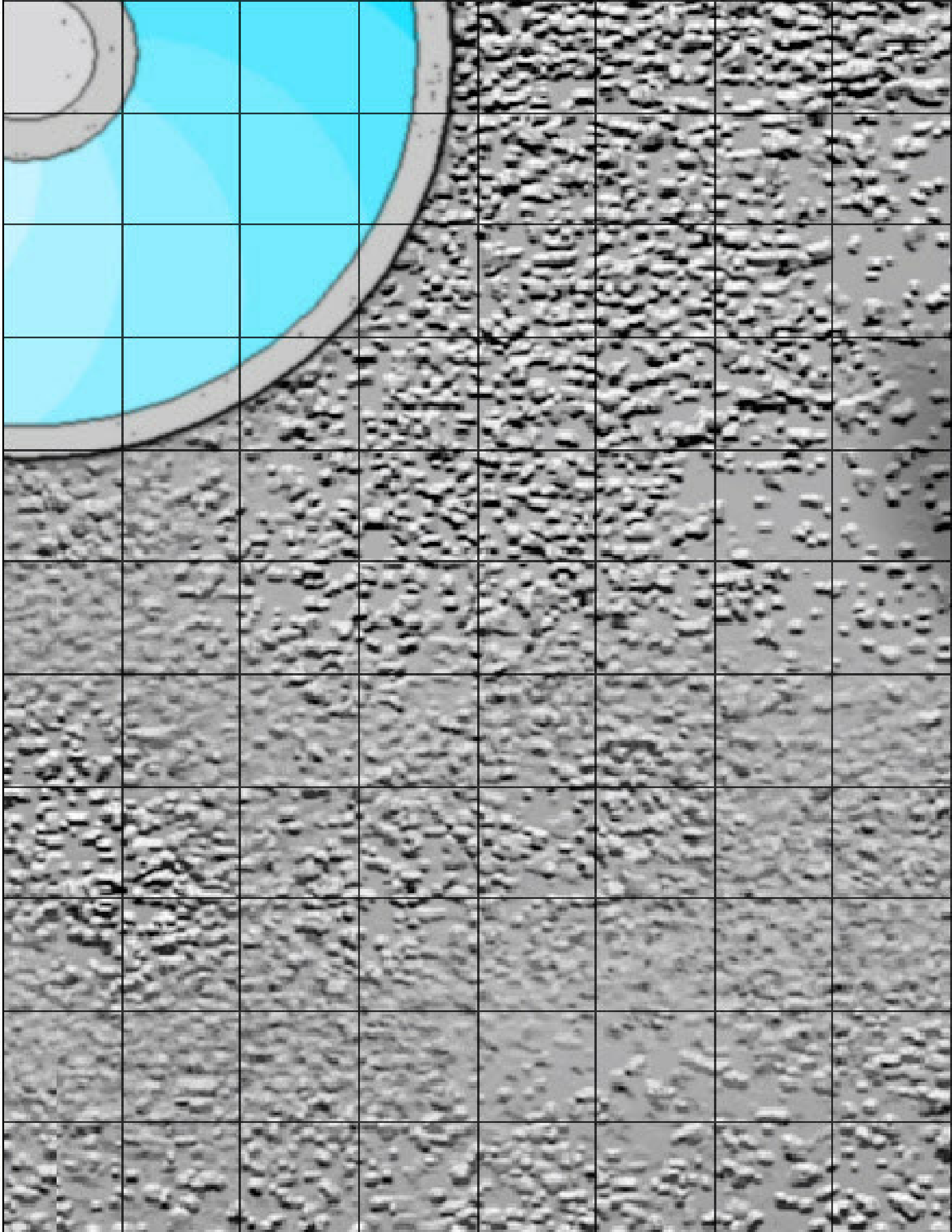
This concludes the *Encounter at Fairvale* and will lead you directly into the events of *The Hidden Current*. I hope you enjoyed this preview/prequel and don't forget to pick up a copy of *The Hidden Current*!

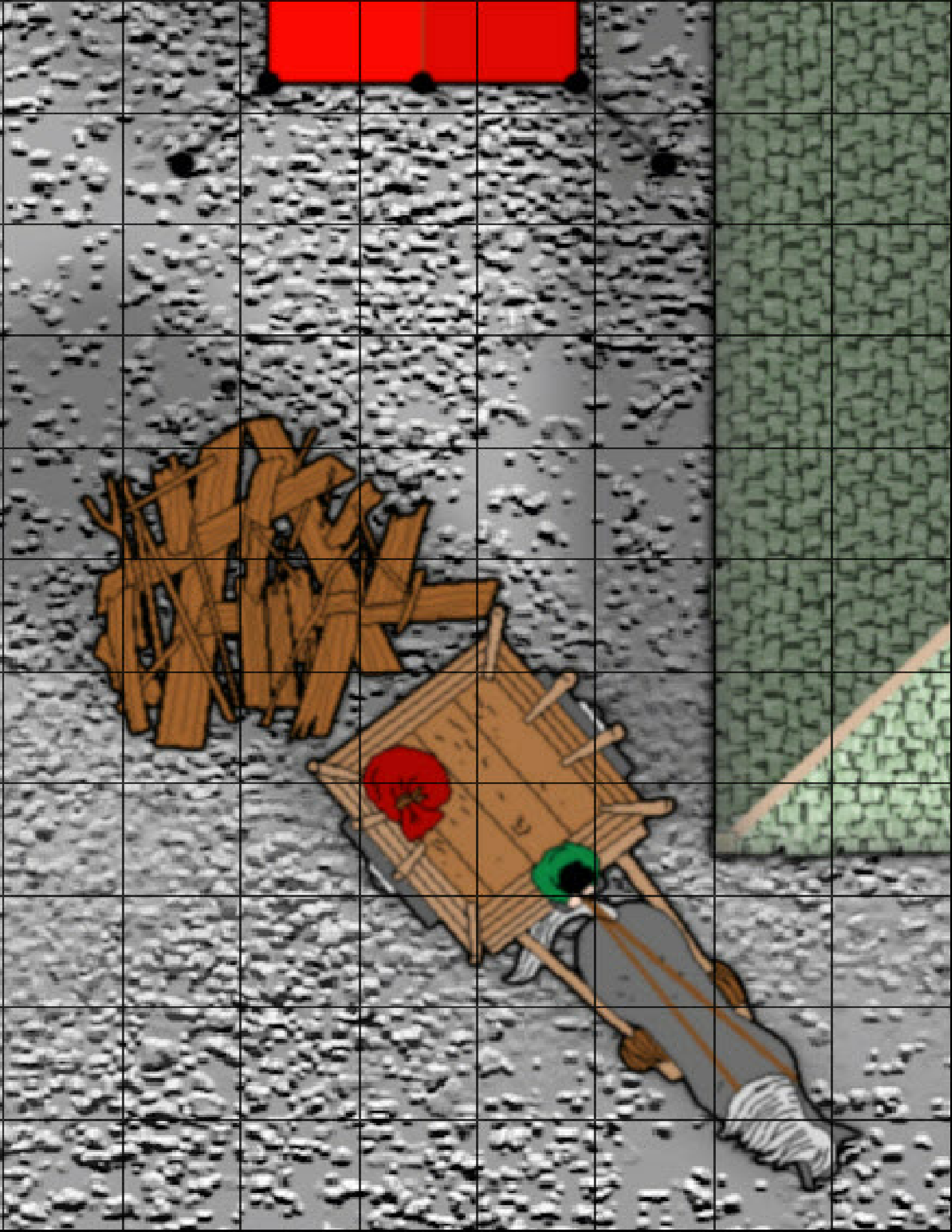












Darkness rises in Boarland Falls...

# THE HIDDEN CURRENT



The first adventure in a new campaign arc by

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