



ADVENTURES FROM THE **EMERALD** **SERPENT CAMPAIGN**

A Wall Beyond Fury

Mini-Adventure AT2.5

by Scott Taylor

A Wall Beyond Fury is a companion adventure made to go along with the events unfolding in the Folio #13. It is designed for 1E & 5E mechanics and is for characters level 5-7. It contains the information needed to run a side adventure that will help characters in their fight against House Vash.

With rage-infected Lowl causing a xenophobic outbreak of paranoia in the city just days before the opening of the shadow dueling tournament known as the Chikin K'ik Tun or Circles of Blood Stones. The heroes must help discover if House Vash has a hand in the contagion. If they can prove it, perhaps they will have the leverage they need to finally be rid of their blood duel with the powerful family.

A Wall Beyond Fury

Dungeon Master Notes

This adventure is meant to wrap up events in the Taux trilogy with one final encounter concerning House Vash. With Timmer Vash having been discredited and stripped of his position, he has fled into the headlands of the Black Swamp with a last vestige of his hate, Ylissa Rummel, whom he abducted days after her crowning during the Festival of a Thousand Blossoms. His intent is to use Rummel's daughter, and friend to the heroes, in a ritual that will forever taint his own family while also ending the Rummel House once and for all. In an odd turn of events, Tlacolotl Vash will promote the assassination of his kin as a way for the heroes to once and for all have a clean slate with the House Vash.

1. Primary Purpose: The bulk of this adventure will be to wrap up the final loose ends with House Vash and end the feud.

2. Secondary Purpose: If the relic, The Fists of the Onyx God, is still in play, then there is also a built-in opportunity for the heroes to be rid of it once and for all.

3. Time for running: This mini-adventure is meant to be run AFTER the events that take place in Folio #13. It will set up the final conflict and resolution that should ensure the heroes no longer have a 'hot feud' brewing with House Vash and can therefore go about their lives without looking over their shoulders.

All 'grey blocks' are for 5E conversions in this section.

The Ebon Swamp

Also called the Black Swamp, this is the massive corrupted delta that surrounds the city of Taux and eventually gives way to uncharted rainforest to the east and the lowl plains to the north. It is an unforgiving habitat, and home to great darkness. Unbeknownst to most, the swamp actually has border-plane crossover to the Elemental Plane of Shadow. In these crossover points, the swamp becomes dark and deeply corrupted. It is from these pockets that some of the greatest legends of the swamp come, including the dreaded death's kiss flowering vine and the ebon tendrils. A ranger with some skill (4th level) is needed to navigate the swamp without incident, otherwise a random encounter with one of the below can occur (1 in 6).

Candon Lizard Men

Information on the candon can be found in Folio #6, otherwise, they can be considered standard lizardmen for the purposes of this adventure.

Winged Serpents

The black scales of the winged serpents in the swamp are highly prized among merchants worldwide, but they can be a deadly enemy. Although hit dice vary depending on the size, I've provided a standard medium-sized winged serpent below, which would be near 10 feet in length.

Winged Serpent [AC 4, HD 10+7, HP 67, #AT 3, 1-10+5 (Bite)/2-20+10 (Constrict), 2-12+5 (Wings), Poison (Save or die)]

TREASURE

10 GOLD JAGUARS PER FOOT OF SCALES

Winged Serpent [AC 16, HD 10d12+30, HP 90, Initiative +4, #AT 3, Hit +9, Dam Bite 16 (3d8+4) Constrict 20 (3d10+5) Wing 10 (2-8+2), Poison (DC 16 Constitution 20 (2d20) + Acid 15 (3d8+1))]

Death's Kiss

This deadly black flower grows on a strangling vine and draws nourishment by passing the souls of its victims into the Elemental Plane of Shadow. It has no direct attack, hit dice, or defense, but when a living

soul comes within five feet of the flowers, they will send forth a poisonous gas. The poison is a deadly neurotoxin, and a saving throw versus poison at -2 is required or death will occur in 1d4 rounds [DC 18 Constitution saving throw].

Ebon Tendrils

Little more than wispy ropes of hateful dark energy, these slithering vapors twine through the swamp drawing power away from the living world and funneling it back to the Elemental Plane of Shadow. Some say that ebon tendrils can sense dark thoughts and are drawn to such things, making people with evil alignments a beacon to the plants.

Ebon Tendril [AC 4, HD 7+7, HP 49, #AT 3, D 2-12 (Necrotic/Slash), +1 or better weapon to hit]

TREASURE

NONE

Ebon Tendril [AC 16, HD 7d12+14, HP 56, Initiative +3, #AT 3, Hit +6, Dam Slashing Appendage 9 (2d6+2) + 6 (1d8+2) Necrotic, Multiattack, Damage Resistance (non-magical weapons), Vulnerability (radiant)]

Running Combat

This is perhaps the most straightforward combat adventure in the Taux series, and should be run as such. Random encounters in the swamp and room to room combat within the ruined outpost will flow as needed, the player by this point ready to take some revenge on House Vash without hiding or tricks.

Telling the Story

This is the final page in the tapestry novella you should have created over the course of the Taux trilogy. Be sure not to lose focus here, find the threads that have bound the party to this point, and especially use any relationship fostered between players and Ylissa during their time together in Folio #12.

Set up from Folio #13

An agent of the Vash will approach the heroes after the events of Folio #13 unfold and will make them an offer they likely ‘can’t refuse’. The abduction of Ylissa Rummel can be confirmed through agents such as Tohil, Savino, or Dethocrates, but without the knowledge of the Vash agent, the current location of Timmer Vash will be near impossible to find.

‘I know what you must be thinking, and perhaps you are correct that it is insane for an agent of the very power you’ve struggled so mightily against to be here before you making an offer, but this is Taux, and

that means infinite possibility. You see, even among the Vash, there are laws that cannot be broken, and dear Timmer has crossed those boundaries for the last time. So, I offer each of you this, a pardon among all factions of the family if you see to it that Timmer is no longer a problem for us, and what you choose to do with the Rummel girl is your own affair, although I hear there is a good market for such virgin flesh in Zimbolay...’

The Swamp

‘There are things in the world known as swamps, but this tangle of darkness is beyond anything that could hold such a definition. Sucking ‘quick water’, thorns the size of a duelist’s dagger, biting insects beyond numbers, and a dark canopy of dusky leaves holds a heat that bakes the water from a man like an oven. This is the Ebon Swamp, and only the foolhardy would choose to come here willingly.’

1.

The Hard Entry

Twin metal doors rise up twelve feet before you, precluding entry into the ancient temple. The facings having been clawed and scarred over the years but the odd dark metal remains sturdy and imposing.

The doors are locked **[DC 18]** and barred from the inside. (Players will have to come up with a way to dislodge the heavy bar on the inside which is not covered under the Lock Picking skill.)

Once inside

A large entry, twenty feet deep and forty feet wide, is dimly lit with a single guttering torch that has filled the chamber with oily smoke. Small bits of debris and light growth cover the floor. To the north, a twenty-foot hall stretches thirty feet to another set of double doors (wooden and rotting). Two openings, one on each side of the hall, are each marked with a single torch.

A Search check 2 in 6 [DC 15 Perception] will reveal caltrops have been laid on the floor amid the debris. If undiscovered, the leading two characters must make saving throws versus petrification [DC 15 Dexterity] or be at -2 to all physical activity until magical healing is procured. Note: A detect traps will also work to discover the caltrops.

2.

The Collapsed Room

The heavy stone walls of the structure have collapsed in on themselves at the back of this chamber, and it is filled with dark earth and tangling roots. Water has pooled near the north wall, and a steady drip from above disturbs the surface.

The mercenaries from room 3 have stashed several bottles of wine in the cold water of the pool that can be discovered easily while searching the room.

3.

The Disgruntled Mercenaries

The large opening to this chamber is covered with a heavy canvas and the smell of old earth wafts from it to your nostrils.

Beyond the canvas, and certainly aware of the party due to the floundering while undoing the bar on the door, awaits a group of 4 jai-ruk mercenaries (if you are not using Taux races, use orcs). They aren't particularly happy about being in the swamp, but will nonetheless attack anyone who comes through the canvas with a pike rush before going to blades in round two. Once two of them have been killed or incapacitated, they will surrender, hoping to negotiate a withdrawal from the old temple to never be seen again. They will tell the players that Timmer has 'gone mad' and is preparing for some dark ritual that is supposed to align with the heavens two days from now. He is within the great chamber at the back of the structure (north), and has a tome-mage with him who is overseeing the ritual.

4 Jai-Ruk Mercenaries [AC 4, HD 6, HP 36, #AT 2/1, D 1-8+2 (Longswords), Earth Magic (can add up to 5d6 to attacks over the course of a battle, or subtract 3 from their AC), Pike Rush (2d10+2 for initial rush attack with their pikes)]



TREASURE

109 COPPER COINS, 63 SILVER COATLS BETWEEN THE FOUR OF THEM

4 Jai-Ruk Mercenaries [AC 16, HD 6d8+6, HP 30, Initiative +3, #AT 2, Hit +4, Dam Longsword 6 (1d8+2), Pack Tactics (Mercenaries are at advantage if attacking with allies within 5 feet.), Earth Magic (can add up to 5d6 to attacks over the course of a battle, or add 3 from their AC), Pike Rush (12 (2d10+2) for initial rush attack with their pikes)]

4.

The Secret Hall

Beyond the sliding stone, a half-collapsed chamber, much similar to the vestibule in the opening chamber hall, is painted with grotesque demonic figures. A single door rests within the north wall.

A cleric will recognize the paintings on the wall as the lowl demon goddess Vitcoska. There is nothing of value in the chamber, and the door to room 6 is locked [DC 16].

5.

The Waiting Darkness

The doors to the east stand ajar and a slip of wispy darkness plays around your boots as you pass it by.

Within the chamber are 4 ebon tendrils that will spring out in ropy bands of dark ether to attack the players. The moment combat happens, Timmer and his tome-mage will be aware of the heroes' presence, and the tome-mage's dwellers will be loosed from the dais in location 8 to assist in the attack. They will arrive in round two. Also, the tome-mage will leave his position in location 8 and move to location 7 to hurl spells at the party in round three.

4 Ebon Tendril [AC 4, HD 7+7, HP 49, #AT 3, D 2–12 (Necrotic/Slash), +1 or better weapon to hit]

TREASURE

NONE

4 Ebon Tendrils [AC 16, HD 7d12+14, HP 56, Initiative +3, #AT 3, Hit +6, Dam Slashing Appendage 9 (2d6+2) + 6 (1d8+2) Necrotic, Multiattack, Damage Resistance (non-magical weapons), Vulnerability (radiant)]

2 Dwellers [AC 2, HD 8+8, HP 56, #AT 3, D 1–6 (Claw x2)/1–8 (Bite), +1 or better weapon to hit]

TREASURE

NONE

2 Dwellers [AC 18, HD 10d10+10, HP 60, Initiative +5, #AT 3, Hit +8, Dam Claw 9 (2d6+3), Bite 12 (2d10+2), Magic Resistance, Multiattack (2 Claws/1 Bite), Aversion to Flame (at disadvantage on rolls if hit by fire), Damage Immunity (non-magical weapons)]

6.

The Chamber of Ancient Secrets

Upon entry, a flame bursts from a shallow iron bowl held by a dog-headed statue on the west wall. The light of the flames depict more images of Vitcoska and her lowl priests, one of which wears the artifact The Fists of the Onyx God...

Here is the place where the cursed artifact can be successfully dropped without a saving throw or remove curse. Any character wearing the artifact will feel compelled to drop it in the burning bowl, and once done will feel a surge of power and strength rush through his/her body. The character completing this task will receive permanent ability increases of +2 points to Strength, Constitution, and Dexterity. Afterward, however, the character will grow an unusual amount of body hair (nothing crazy, but notable and will require daily shaving to avoid growing a large beard) as well as a taste for rare meat.

7.

The Worshippers Salon

This massive gallery has seen better days with a half-collapsed western wall that has filled in with earth and vines bearing dark flowers. Three large pillars still support the roof twenty feet above, and to the eastern side another chamber is accessed by a ten-foot rise of well-worn stone steps.

If anyone moves past the pillars in the west of this chamber, they will be subject to the poison of the death's kiss (see Ebon Swamp section) which grows abundantly in the collapsed wall section of the chamber. Otherwise, this chamber is empty, but movement through it will draw the attention of whatever NPCs still remain in location 8.

8.

The Raised Sacrificial Dais

Upon a large raised dais of dark stone, the mad-eyed Timmer Vash stands with blades drawn. At his feet the unconscious form of Ylissa Rummel rests, a trickle of blood coming from her forehead. With a fractured laugh, Timmer calls out to you.

'So my dear patriarch has betrayed even his own blood, eh? Well, so be it, but know that I will take this miserable girl with me in death as both our souls will be consumed by the darkness of the swamp, and there is nothing you can do to stop me!'

Timmer is serious, and during this first action will kneel to slit Ylissa's throat unless somehow stopped. Any offensive action against him (spell, missile, etc.) will throw him into a bloodthirsty rage that will turn him from his assassination and cause him to rush the party, screaming insults as he has hit the limits his mind can take.

Once he is defeated, the party needs only to collect his signet ring and then navigate the swamp back to Taux to settle the feud once and for all.

Timmer Vash [AC 5, HD 10+10, HP 70, #AT 3 (+4 to hit), D 1-6+5/1-4+2 (2 rapier/1 dagger)]

TREASURE

RAPIER +2, DAGGER +2, 140 SILVER COATLS, 30 GOLD JAGUARS, SIGNET RING OF HOUSE VASH

Timmer Vash [AC 15, HD 10d8+20, HP 65, Initiative +5, #AT 3, Hit +7, Dam Rapier 8 (1d6+4), Dagger 7 (1d4+5), Multiattack (2 scimitars/1 dagger), Parry (+2 AC against one attack)]

1 Tome-Mage [AC 7, HD 9, HP 18, #AT 1, D 1-6+3, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+3 STAFF, SPELL SCROLLS (INCLUDES ALL KNOWN SPELLS), RING OF PROTECTION +1, 20 COPPER COINS, 54 SILVER COATLS, 8 GOLD JAGUARS

1 Tome-Mage [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +8, Dam Staff 8 (1d6+5), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Fireball, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

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THE FOLIO

