



THE ENVOY

(PART ONE OF TWO)

A D&D LIVING GREYHAWK ONNVAL MINI-
MODULE ADVENTURE

Version 1

By Paul Looby

ODT Reviewer: Robert Wills

An envoy is dispatched on a secret mission vital to the future of Onnwal, but the Brotherhood have many ways of uncovering secrets. Can the agents of the Free State find the envoy before the Scarlet Sign does?

This mini-module is part one of two mini modules that involves the first inter-regional plotline for the Free State of Onnwal.

An Onnwal regional mini-module for Levels 1-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packing, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not

influenced by their comments on your abilities. It is a good idea to have the players vote while you are determining treasure and experience awards for the scenario. After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from the convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. 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.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a

single round it flees, unless another check is successful.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

TIME UNITS AND UPKEEP

This is a mini-module adventure. All characters pay one Time unit to participate in the adventure. Adventurer's Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

CAMPAIGN CONSEQUENCES – PLEASE FILL THE SHEET.

This adventure and its sequel The Envoy part II have campaign consequences. That is the outcome of this mini-module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital. The sheet is at the back of the set of mini-modules and is essential to the inter-regional plotline we are undertaking with Sunndi.

Please send your answers to the Living Onnwal Team at woesinger@hotmail.com as soon as possible. General comments about the mini-module are also welcomed at this address.

ADVENTURE SYNOPSIS AND BACKGROUND

The PCs are summoned by messenger to the Temple of Zilchus in Killdeer. Here they meet Adrenn Farester, a senior priest of the Lord of Coin. Farester tells them of Calwyrd Velhaster, an Envoy dispatched in secret by the Szek to Sunndi on a matter of considerable importance to the Free State. Unfortunately it has been discovered that the envoy's mission

has been compromised by the Scarlet Brotherhood. Farester directs the PCs to find Velhaster before the Brotherhood does, warn him of his plight and escort him safely to the port of Northanchor in Irongate. The only problem is that in an attempt to maintain security, only the Envoy and his escort know what exact route they will take. The PCs must therefore, search the roads between Killdeer and Northanchor to find them. To this end, the temple will lend them a set of fast mounts.

Setting out down the Coast Road towards Northanchor, the PCs will arrive by early afternoon at the fishing village of Dalvonn in the early afternoon. Here they can question the locals as to whether they have seen anyone matching the description of the Envoy and his party. There are only two things of note in Dalvonn. The first is a man purporting to be a fur trader, taking his vittals at the local tavern. He is in fact a Hillstalker and part of Velhaster's escort, hanging back to ensure they are not being followed. If he sees the PCs asking questions about the Envoy, he gives the PCs false directions for the Envoy (which if followed lead into the camp of some hochebi, see below) and assumes that they are Brotherhood agents and will quietly slip off to warn Velhaster.

The other thing of note is a pair of travellers buying up the village's entire catch of freshly landed fish. If challenged, they will claim to be merchants from Killdeer. However, none of the locals has seen them before. They are in fact a pair of Brotherhood agents, buying provisions for the band of Hochebi hiding in a copse of tree three miles west of Dalvonn. If challenged with force, they will fight, attempting to escape west. If captured, they will refuse to speak on pain of death.

By letting the pair depart unmolested and following them discretely can the PCs find the hidden hochebi. If they do not do this, either by blowing their attempt to shadow them or blundering in following the Hillstalker's direction they find the hochebi lying in ambush for them. If they did shadow the two Scarlet Brotherhood operatives they can catch them and the Hochebi unawares.

The hochebi will fight until their leaders are killed before breaking and fleeing. Searching though the remains of the camp, the PCs can uncover plans for an ambush of the Envoy at a particular spot between Dwur Keep and Northanchor that lies not three leagues from the copse.

DM'S INTRODUCTION

The story opens in Killdeer, capital of Free Onnwal. The authorities have just discovered that their secret diplomatic mission to Sunndi has been compromised by Brotherhood agents. The PCs will be approached by Ern Gethrennd, a young acolyte of Zilchus, with a request that they attend his master, Adrenn Farester, at the Temple of Zilchus.

NOTE: This mini-module follows on from the conclusion of "Death, by Luna's Light", where the PCs may discover that the Brotherhood is aware of the Envoy and his mission.

PLAYER'S INTRODUCTION

Read aloud or paraphrase the following:

Killdeer bustles about you as you take your ease after many hard labours in the name of the Free State of Onnwal. Spring is in the air and the first buds are already opening on the trees, yet the calm cool of winter has yet to be broken by the first Gearnat storm of the year. As you sit, a young man of olive complexion and dark hair, tightly curled in the current fashion, approaches. He is clad in a fine white robe trimmed with copper thread.

"Good day to you!" he says in a cultured accent, bowing slightly. "I am Ern Gethrennd, acolyte of Zilchus, Lord of Coin. My master, Adrenn Farester, wishes to speak with you on a matter of some importance."

Ern does not know what Adrenn wishes to speak with them for, except that is important. If the PCs refuse to go, he will insist politely until it is clear that they have no interest aiding the Free State. He will then give up and the mini module is effectively over.

ENCOUNTER 1 – THE COINFATHER

Ern will lead the PCs down through the town and across the Duke's Causeway to Templeside – where the Temple of Zilchus is being rebuilt.

Read aloud or paraphrase the following:

Ern leads you through the winding streets of the town, through the Duke's Gate and out across the Duke's Causeway linking Killdeer proper to Templeside. To the right loom the formidable walls of Killdeer Castle, its green and gold pennants reflected in the still river waters surrounding it. To the left, a forest of masts and spars fills the harbour as fishing boats, merchantmen and naval vessels vie for space at the quays of the Boatstrand. Overhead, a multitude of white gulls float on the fresh sea breeze.

In the heart of Templeside, you find yourself before a busy building site – where priests and labourers alike toil, piling blocks of fresh-hewn golden sandstone one atop another, restoring the ruined Temple of Zilchus to something of its former glory. To one side stands a small canvas and timber construction, which serves as a makeshift shrine for the Lord of Coin. Inside you find a middle aged man with large brown eyes and short black hair, now running to grey kneeling before the wise golden face of Zilchus, enthroned as a statue behind the stone altar.

As you enter he turns and smiles, "Welcome worthy patriots. I am Adrenn Farester."

Adrenn Farester – Priest of Zilchus

A heavy set, middle aged man, Farester looks like he'd be more at home hoisting a mainsail than praying for rich profits. He speaks in a cultured accent without pretension or affectation. He is a charming charismatic man, who knows how to put people at their ease and gain their trust.

Allow the PC's to introduce themselves if they wish, (a good way of the PC's knowing each other too), after this continue below;

Adrenn speaks again "Would you like wine..." he moves to a table set aside with wine and goblets on it... "Alas not as fine as we'd have offered in happier times, but t'is a small complaint" he continues to pour, "oh, please be seated". He dismisses Ern with a wave of his hand and once he has left he turns back to you (and hands out goblet's of wine as requested). "I must and thank you all for coming, and I thank you for what each of you has done for cause of the Free State, I am in need of such patriots now. Before I continue I must ask each of you to swear an oath on whatever you hold sacred that no matter what you will not divulge anything I tell you now beyond this shrine.

At this point you should make each of the players say an oath. Once done, he will give them the explanation for the need.

"The Szek has ordered the dispatch of an Envoy to the Court of Hazendal, Olvenking of Sunndi. This envoy is drawn from the ranks of

the Clergy of Zilchus, who are well versed in the subtle arts of diplomacy. It had been intended that the mission would be secret, lest the Scarlet Brotherhood seek to waylay it. So the Envoy, Calwyr Velhaster, departed Killdeer unannounced for Irongate two days before with a picked escort. Unfortunately only the previous night, it was discovered that the Brotherhood had somehow discovered the envoy's identity and purpose and were moving against him."

NOTE: If the PCs have played the Onnwal Regional Module "Death, By Luna's Light", they themselves may have uncovered the Brotherhood plot. If so, Adrenn will commend them on their diligence.

He continues, "I would charge you with the task of catching up with the Envoy and warn him of the danger. The only problem is that, as a security precaution, only the envoy and his escort know the exact route they will take to Northanchor, where agents of Irongate will take him onwards to Sunndi."

Questions

When did the party leave?

"All that is known is that Velhaster left by land two days before today"

How many are in the party?

"He had an escort of eight others, including an aide, six men at arms and a member of the Hillstalkers."

What is a Hillstalker?

The Hillstalkers are an elite unit of skilled outdoorsmen within the Onnwal military. They are equipped for stealth and are among the best of the Army of Rebellion, alas they are too few in these dark times."

What aid can you give us?

"To aid you, the Church of Zilchus will lend you our fast mounts, on the strict understanding that they will be returned on completion of the mission. We only have riding horses, so shorter folk will have to double up with larger companions."

DM's note:

Each of the mounts is branded and if stolen, they are treated as items sacred to the church, so will automatically be discovered and caught.

Which way should we go to find him?

"I suspect the best bet is to strike south towards Northanchor, in the hope of crossing there path."

Whats in it for us?

If the PCs ask about a reward, Farester will look stern and ask "Can a price be set upon securing the future of the Free State?" If the PCs persist, he will reluctantly offer a reward of 200gp out of his own purse, to divide between them should they be successful.

Ardrenn will also give them a letter explaining the situation and bearing his signet to be presented to the Envoy only.

If there is nothing else, Adrenn will rise and shake the hand of each PC to seal the deal, before summoning Ern to show them to their mounts.

(The PC's may purchase any items from the PHB or DMG as per the current rules, whilst in Killdeer. Killdeer has a GP limit of 3000gp)

ENCOUNTER 2 – DALVENN

Read aloud or paraphrase the following:

You set out from Killdeer just as the noon-bells are sounding in the temples. The road south runs close to the shores of Dunhead Bay and you are rarely out of sight of the sea. Grass and meadow weeds push up between the broad flagstones of the road – laid down during the noontide of the Great Kingdom, long centuries ago. As you gallop south, you meet few travellers – bar some farmers driving cattle to the market in Killdeer.

If questioned, the farmers have not seen any group matching the description of the Envoy and his retinue.

Read aloud or paraphrase the following:

As the sun begins to dip towards the Headlands, the road arcs over a fast running river via an ancient stone bridge. To your left, the stream runs noisily out over a shingle strand into the sea. Ahead a group of humble houses huddle by the shore about the feet of a square stone tower keep. The Green and Gold flutters in the breeze from the keep's highest point, and a few soldiers regard you curiously from the parapets. On the strand, a group of

fishermen appear to be haggling with a man and woman in travel stained clothes – apparently over the fresh catch of fish lying glistening on the stones beside them. Ahead the road forks, with a small unpaved trail veering off west along the river towards the Headlands. In the centre of the fork stands a stone-built coaching inn. A rusty anchor hangs from the dilapidated façade and a small group of men sit outside in the evening sun, chatting over leather jacks of ale.

This is a fairly free-flowing encounter. Allow the PCs to explore the village as they will.

1: The Keep

The Tower Keep is garrisoned by a Sertad (10 warriors) of the Army of Rebellion, led by their Sertern (sergeant) Alistenn. If the PCs linger longer than a few minutes, Alistenn and two warriors will approach and ask them their business. They are suspicious but not unfriendly. As long as the PCs do not come across as a threat to the Keep or the village, Alistenn will be satisfied to let them be.

If asked – neither Alistenn nor his men have seen any groups matching the Envoy's description.

The soldiers will intervene in any combat after 10 rounds (a minute).

Sertern Alistenn (Male human, Ftr2) Sergeant of the guard, Killdeer. A well-built Oeridian man in his early thirties. Quietly spoken, professional soldier, whose loyalty is to his country and the duty bestowed upon him – a typical Marcher.

2: The Anchor

This is an old coaching inn dating back to Imperial times. It shows its age.

Outside the inn a few locals are supping ale under a chestnut tree with the innkeeper - a man by the name of Caldred. Caldred hasn't noticed anything of note passing up or down the road in the past few days.

Caldred (male human, Com 1) Innkeeper of the Anchor. A painfully thin man in his fifties, he keeps his steel grey hair tightly cropped, a reminder of his young days in the Marines. He is a sarcastic chap, who rarely misses a chance to point out other's stupidity or failings. The Anchor has been in his family for nigh two hundred years.

The Hillstalker

Among the fishermen outside the inn sits a tall man dressed in rough travel-stained clothes, listening to the local's gossip. A sack of furs lies at the foot of his stool. His name is Alwyrd and if asked he will claim to be a hunter and fur trader and will even offer some of his wares (fox, rabbit and ferret pelts) to the PCs. In fact he is Delras Ulquand, a member of the Hillstalkers – the one escorting the Envoy to Irongate. He has doubled back to make sure that they are not being followed.

Alwyrd will say he saw a group of men matching the PC's description this morning passing through a grove a few miles west of the village. They were moving just out of sight to all but an eagle-eyed hunter like himself of course. This is of course a false set of directions but sends the PCs into the grove (Encounter 3) if they follow it. He then downs his ale and excuses himself, sneaking off to report the PCs presence to his master, Calwyrd Verharster the Envoy.

Alwyrd [AKA; Delras Ulquand] (see statistics in the Envoy Part 2) Hillstalker of Onnwal.

A tall, well-built fellow with a thick, wild black beard that runs nearly up to his eyes, and black unkempt hair. Dressed in well-worn leathers with crossbow propped beside him. Comes across as a somewhat boastful backwoodsman, scornful of any obvious city folk or those with affectations above their station. "Alwyrd" speaks in a country accent.

Something Fishy

If the PCs have not paid any attention to the fishermen on the strand (see below) – about this time one of them will come across to the Anchor and, with a broad grin offer to buy the entire group an ale. He will boast at how he sold his entire catch to the two gullible strangers for 5 gold gulls over the odds. As the PCs look on, they will be able to see the two Scarlet Brotherhood operatives loading the fish into sacks, slinging them over the back of their pack horse and set off in the direction of Dwur Keep. (If the PCs still do not find this suspicious – one of the locals will comment that they won't get far before the fish will begin to stink to high heaven – seeing as they forgot to salt or smoke them.)

3: The Strand

If the PCs approach the two people haggling with the fishermen, they will hear them conclude the deal for 10 gold gulls – which the fishermen seem very pleased about.

The travellers are one male and one female, dressed in well-made but mud-stained clothes. The woman stands over six feet and says very little. There is the chink of mail when she moves and a large blade is slung on the harness of the pack horse she holds the reins of. The man is about a half foot shorter and is doing all of the talking. Both have tanned complexions, sandy brown hair and appear to be in their mid to late twenties.

The deal concluded, the larger of the two will begin to load the fish into hempen sacks and load them onto their packhorse. If the PCs do not think this is strange, then have one of the fishermen ask the pair if they want to have the fish salted first. The PCs should realise that the fish will go off in a very short time indeed unless they are salted. This should make the PCs suspicious. And well it should - the pair are Scarlet Brotherhood agents, buying provisions for the band of hochebi hiding three miles west of the village. They have been sent to waylay the envoy and his escort.

The shorter man is called Sedas, a thief and the leader of the group. His tall friend is called Jaro, a fighter in command of the hochebi. If challenged however, they will claim their names are **Dirdey** and **Sperwick** respectively – merchants from Killdeer – buying some fish to take to market there. They are keen to be on their way so that they can reach Killdeer as soon as they can.

If the PCs threaten them with open violence, they will defend themselves, attempting to escape west along the Dwur Keep road. If captured alive they will refuse to say a word – instead protesting their innocence. There is no way that the PCs can now discover the location of the hochebi, but if Dirdey and Sperick do not return within a day the hochebi decide to give up pursuit of the Envoy and head to the west and the Headlands, where their kind are ravaging the land.

Clever PCs will allow the pair to leave and then discretely trail them back to the hochebi. If they do so go to Encounter 3.

Leaving the Village

If the PCs follow “Alwyrd’s” directions they eventually walk into the hochebi camp in

Encounter 3. This was not intentional of “Alwyrd” though.

Dirdey [AKA Jaro] (see statistics for Jaro below), Scarlet Brotherhood agent.

Jaro is both exceptionally tall and broad shouldered for a woman. She is also a fine swordswoman. At the moment she is playing the role of “Sperwick”’s bodyguard – not in fact too far from the truth. Jaro is a steadfast believer in the Brotherhood cause and is prepared to die for it if matters come to that extreme. She will not sacrifice herself foolishly. She says little, but not because of a lack of wits.

Sperwick [AKA Sedas] (see statistics for Sedas below) Scarlet Brotherhood agent

“Sperwick” is a thin, wiry chap with a profoundly honest expression and likable manner. He comes across as a man trying to make an honest crust. In fact he is a highly trained agent of the Office of Diplomacy. Like Jaro, he believes in the cause of the Scarlet Sign. Sedas is highly protective of Jaro, despite the fact she is a head and shoulders taller than him. Since their assignment together, he has grown enamoured of her.

APL2:

Sedas, male human Rog1: CR1; medium-size humanoid; HD 1d6+1; hp 7; Init +6; Spd 30ft; AC 15 (Flat-footed 13; Touch 12); Atks +1 melee (1d6+1, Rapier), +2 ranged (1d6+1, Composite shortbow (mighty)); AL LE; SV Fort +1; Ref +4; Will +0;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills: Hide + 6, Move Silently +6, Tumble + 6, Open Locks + 6, Search +6, Appraise +6, Disable Device +6, Listen +6, Spot +6, Use Magic Device +3. *Feats:* Improved Initiative; Alertness

SA: Sneak Attack + 1d6

Equipment: Studded leather armour; Rapier, Mighty [Str 12] Composite Shortbow + 20 arrows; 25 gp.

Jaro, female human Ftr1: CR1; medium-size humanoid; HD 1d10+2; hp 12; Init +1; Spd 30ft; AC 16 (Flat-footed 15; Touch 11); Atks +5 melee (1d10+2, Bastard Sword), +2 ranged (1d8, Composite longbow); AL LE; SV Fort +4; Ref +1; Will +3;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Spot +3; Listen +3 *Feats:* Exotic Weapon Proficiency (Bastard Sword); Weapon Focus (Bastard Sword); Iron Will

Equipment: Chain shirt; Masterwork Bastard Sword, Composite Longbow + 20 arrows; 10 gp.

APL4:

Sedas, male human Rog2: CR2; medium-size humanoid; HD 2d6+2; hp 12; Init +6; Spd 30ft; AC 15 (Flat-footed 13; Touch 12); Atks +2 melee (1d6+1, Rapier), +3 ranged (1d6+1, Composite shortbow (mighty)); AL LE; SV Fort +1; Ref +5; Will +0;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.
Skills: Hide + 7, Move Silently +7, Tumble + 7, Open Locks + 9, Search +7, Appraise +7, Disable Device +9, Listen +7, Spot +7, Use Magic Device +4. *Feats:* Improved Initiative; Alertness

SA: Sneak Attack + 1d6

SQ: Evasion

Equipment: Studded leather armour; Masterwork Rapier, Mighty [Str 12] Composite Shortbow + 20 arrows; 1 Potion Cure Light Wounds; 1 Potion of Hiding, 1 Potion of Sneaking; 25 gp.

Jaro, female human Ftr2: CR2; medium-size humanoid; HD 2d10+4; hp 20; Init +5; Spd 30ft; AC 16 (Flat-footed 15; Touch 11); Atks +6 melee (1d10+2, Bastard Sword), +3 ranged (1d8, Composite longbow); AL LE; SV Fort +5; Ref +1; Will +3;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.
Skills: Spot +4; Listen +3.5; *Feats:* Exotic Weapon Proficiency (Bastard Sword); Weapon Focus (Bastard Sword); Iron Will; Improved Initiative

Equipment: Chain shirt; Masterwork Bastard Sword, Mighty [Str14] Composite Longbow + 20 arrows; 1 Potion Cure Moderate Wounds; 10 gp.

APL6:

Sedas, male human Rog3: CR3; medium-size humanoid; HD 3d6+3; hp 16; Init +6; Spd 30ft; AC 16 (Flat-footed 14; Touch 12); Atks +3 melee (1d6+1, Rapier), +4 ranged (1d6+1, Composite shortbow (mighty)); AL LE; SV Fort +2; Ref +5; Will +1;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.
Skills: Hide + 8, Move Silently +8, Tumble + 8, Open Locks + 10, Search +8, Appraise +8, Disable Device +10, Listen +8, Spot +8, Use Magic Device +5. *Feats:* Improved Initiative; Alertness; Shield Proficiency

SA: Sneak Attack + 2d6

SQ: Evasion; Uncanny Dodge

Equipment: Studded leather armour; Buckler, Masterwork Rapier, Mighty [Str 12] Composite Shortbow + 20 arrows; 2 Potion

Cure Light Wounds; 1 Potion of Hiding, 1 Potion of Sneaking; 25 gp.

Jaro, female human Ftr3: CR3; medium-size humanoid; HD 3d10+6; hp 28; Init +5; Spd 30ft; AC 16 (Flat-footed 15; Touch 11); Atks +7 melee (1d10+2, Bastard Sword), +4 ranged (1d8+2, Composite longbow); AL LE; SV Fort +5; Ref +2; Will +4;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.
Skills: Spot +5, Listen +4; *Feats:* Exotic Weapon Proficiency (Bastard Sword); Weapon Focus (Bastard Sword); Improved Initiative, Iron Will; Power attack

Equipment: Chain shirt; Masterwork Bastard Sword, Mighty [Str14] Masterwork Composite Longbow + 20 arrows; 1 Potion Cure Moderate Wounds; 10 gp.

APL8:

Sedas, male human Rog5: CR5; medium-size humanoid; HD 5d6+5; hp 26; Init +7; Spd 30ft; AC 17 (Flat-footed 14; Touch 13); Atks +4 melee (1d6+1, Rapier), +6 ranged (1d6+1, Composite shortbow (mighty)); AL LE; SV Fort +3; Ref +8; Will +2;

Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.
Skills: Hide + 11, Move Silently +11, Tumble + 11, Open Locks + 13, Search +10, Appraise +10, Disable Device +12, Listen +10, Spot +10, Use Magic Device +7; *Feats:* Improved Initiative; Alertness; Shield Proficiency

SA: Sneak Attack + 3d6

SQ: Evasion; Uncanny Dodge

Equipment: Studded leather armour; Buckler, Masterwork Rapier, Mighty [Str 12] Composite Shortbow + 20 arrows; 4 Potion Cure Light Wounds; 1 Potion of Hiding, 1 Potion of Sneaking; Cloak of Resistance +1; 25 gp.

Jaro, female human Ftr5: CR5; medium-size humanoid; HD 5d10+10; hp 44; Init +5; Spd 30ft; AC 16 (Flat-footed 15; Touch 11); Atks +10 melee (1d10+5, Bastard Sword), +6 ranged (1d8+2, Composite longbow); AL LE; SV Fort +7; Ref +3; Will +4;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.
Skills: Spot +6, Listen +6; *Feats:* Exotic Weapon Proficiency (Bastard Sword); Weapon Focus (Bastard Sword); Improved Initiative, Power attack; Weapon Specialisation (Bastard Sword); Iron Will;

Equipment: Chain shirt; Masterwork Bastard Sword, Mighty [Str14] Masterwork Composite Longbow + 20 arrows; 1 Potion Cure Moderate Wounds; Cloak of Resistance +1, 10 gp.

Treasure (Per PC)

APL2: Loot: 90gp; Coin: 7gp; Magic: 0gp;
APL4 Loot: 120gp; Coin: 7gp; Magic: 67.5gp;
APL6: Loot: 133gp; Coin: 7gp; Magic: 75gp;
APL8: Loot: 133gp; Coin: 7gp; Magic: 390gp;

ENCOUNTER 3: THE GROVE

The PCs find their way here, if they carefully tail “Sperwick” and “Dirdey”, or if they leave Dalvenn searching for the Envoy. If they are not following Sperwick and Dirdey, but following “Alwyrd’s” advice then the two and their hochebi shall spot them with ease, and figuring they may be looking for the Envoy too shall attack with extreme prejudice!

To tail them without being noticed – have each PC make an opposed Hide check against Sperwick and Dirdey’s Spot roll.

If the PCs have questioned them – the pair will be wary: +2 to their Spot check

If the PCs have not questioned them – they will be careless: -2 to their Spot Check.

Regardless of whether the PCs have been spotted or not, “Sperwick” and “Dirdey” will make for the wooded hill where their hochebi cohorts are hiding. However, if they have spotted the PCs tailing them, as they approach the hochebi camp, they will give a prearranged signal, warning the hochebi to be ready to fight.

Read aloud or paraphrase the following:

The road west runs along the bank of the fast flowing stream, passing pastures and wild almond and olive groves. About three miles west of Dalvenn, the path loops around the base of a wooded hill. The pair you are following veer off the road and pass beneath the trees and out of sight.

What happens now depends on whether the PCs have been spotted or not.

1: If the PCs have not been spotted

All of the hochebi will be clustered around the pack-horse where Sedas and Jaro are busy doling out the raw fish. The humanoids are wolfing down the food uncooked – though they appear to be less than pleased about it. Some of the fish is being saved for some of the hochebi who have gone out foraging, against the orders of the two overseers. The PCs will

have a round of surprise due their foes being engrossed with the food.

Tactics

If surprised by the PCs, Jaro and the hochebi will try to form a wedge and charge the main group of PCs. Sedas will try to duck into cover and move to use his Sneak Attacks to disable or disrupt spell casters. If the tide is definitely turning against them, Jaro and Sedas will attempt to flee, with one covering the retreat of the other if needs be. If both Sedas and Jaro flee or are killed, the hochebi will break and run. Otherwise they’ll fight to the death.

2: If the PCs have been spotted.

At Sedas’ signal, the hochebi will quickly have deployed themselves on the slope of the hill, waiting for the PCs to approach. Sedas will also duck into cover, leaving Jaro and the pack-horse to draw the PC’s attention. Give the PCs an opposed Spot check (vs. the hochebi’s Hide) to detect the ambush.

Tactics:

If the PCs are ambushed by the hochebi, the hochebi will use their Surprise round to fling a volley of javelins at any obvious looking spell casters. Led by Jaro they will then charge down to hill to engage hand to hand. Sedas will try to move to use his Sneak Attacks to disable or disrupt spell casters. If the tide is definitely turning against them, Jaro and Sedas will attempt to flee. If both Sedas and Jaro flee or are killed, the hochebi will break and run. Otherwise they’ll fight to the death.

DM NOTE: Use the stat blocks from encounter 2 for Sedas and Jaro but add the additional Hochebi from the appropriate APL below. Please read the additional notes for APL’s 4-8.

APL2–EL5

Hochebi, male, Ftr1 (3): CR1; medium-size humanoid; HD 1d10+3; hp 13; Init +6; Spd 30ft; AC 18 (Flat-footed 16; Touch 12); Atks +3 melee (1d8+2, [19-20/x2] Longsword), +3 ranged (1d6+2, Javelin); SQ Darkvision 60'; AL LE; SV Fort +8; Ref +3; Will +1; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8. *Skills:* Spot +3; Listen +3; Move Silently +1. *Feats:* Improved initiative; Power Attack
SQ: Darkvision Can see in total darkness to a distance of 60ft. This vision is only in black and white.
Equipment: Chain mail; Longsword; 2 Javelins, 5sp.

APL4– EL7 increasing to 9

Additional notes; If the PCs have not tailed Sperwick and Didey, then all of these hochebi are present, otherwise 2 of the fighters are out foraging and will join the fight in 1d4 rounds after the start of combat

Hochebi Ftr2 (4): CR2; medium-size humanoid; HD 2d10+3; hp 20; Init +6; Spd 30ft; AC 18 (Flat-footed 16; Touch 12); Atks +4 melee (1d8+2, [19-20/x2] Longsword), +4 ranged (1d6+2, Javelin); SQ Darkvision 60'; AL LE; SV Fort +9; Ref +3; Will +1; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8. *Skills:* Spot +3; Listen +4; Move Silently +1. *Feats:* Improved initiative; Power Attack; Cleave.
SQ: Darkvision Can see in total darkness to a distance of 60ft. This vision is only in black and white.
Equipment: Chain mail; Longsword; 2 Javelins, 5sp.

APL6– EL9 increasing to EL11

Additional notes; If the PCs have not tailed Sperwick and Didey, then all of these hochebi are present, otherwise 4 of the fighters are out foraging and will join the fight in 1d4+1 rounds after the start of combat

Hochebi Ftr3 (9): CR3; medium-size humanoid; HD 3d10+9; hp 31; Init +6; Spd 30ft; AC 18 (Flat-footed 16; Touch 12); Atks +5 melee (1d8+2, [19-20/x2] Longsword), +5 ranged (1d6, Javelin); Darkvision 60'; AL LE; SV Fort +9; Ref +4; Will +2; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8. *Skills:* Spot +4; Listen +4; Move Silently +1; *Feats:* Improved initiative; Power Attack; Cleave, Dodge.

Equipment: Chain mail; Longsword; 2 Javelins, 5sp.

APL8–EL12

Additional notes; 5 of the fighters are out foraging and will join the fight in 1d4+2 rounds after the start

Hochebi Ftr5 (12): CR5; medium-size humanoid; HD 5d10+3; hp 46; Init +6; Spd 30ft; AC 18 (Flat-footed 16; Touch 12); Atks +8 melee (1d8+3, [19-20/x2] Longsword), +7 ranged (1d6, Javelin); Darkvision 60'; AL LE; SV Fort +10; Ref +4; Will +2; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8. *Skills:* Spot +5; Listen +5; Move Silently +1 *Feats:* Improved initiative; Power Attack; Cleave, Dodge; Great Cleave.
Equipment: Chain mail; Longsword; 2 Javelins, 5sp.

Treasure (Per PC)

APL2: Loot: 156.4gp; Coin: 9gp; Magic: 0 gp;
APL4: Loot: 186.4gp; Coin: 9gp; Magic: 67.5 gp;
APL6: Loot: 238.5gp; Coin: 10.5gp; Magic: 75 gp;
APL8: Loot: 238.5gp; Coin: 10.5gp; Magic: 390gp;

Development

If any of the hochebi are captured, they will be unable to provide any useful information beyond saying they were on a quiet hunt. If either Sedas or Jaro are captured, they will refuse to speak, even on pain of death. They are both fanatically devoted to their cause and do not fear death at the hands of "barbarians".

Amongst the other booty, among Sedas' travelling gear (which he had left with the hochebi), the PCs will discover orders written in Ancient Sueloise directing Sedas and Jaro to intercept the envoy at an exact point between Dwur Keep and the Coast Road later that night. Unless a PC can read Ancient Sueloise, this message will be illegible.

Here ends part I of The Envoy.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

Encounter Two

Defeat Sedas and Jaro

APL2:	60 XP
APL4:	120 XP
APL6:	150 XP
APL8:	210 XP

Discretionary Role-playing Award

APL2:	0 XP
APL4:	30 XP
APL6:	45 XP
APL8:	50 XP

OR

Encounter Three

Defeat Sedas and Jaro and Hochebi

APL2:	150 XP
APL4:	210 XP
APL6:	270 XP
APL8:	333 XP

Discover location of the Envoy:

APL2:	0 XP
APL4:	50 XP
APL6:	50 XP
APL8:	50 XP

Discretionary Role-playing Award

APL2:	0 XP
APL4:	30 XP
APL6:	45 XP
APL8:	50 XP

Total possible experience

APL2:	60 XP or 150 XP
APL4:	150 XP or 270 XP
APL6:	195 XP or 320 XP
APL8:	260 XP or 383 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 bodies, 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 the characters can go back to loot the bodies, and those bodies are there (that is not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve the loot. If 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*, *analyse 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 treasures from each encounter, add it up and that it’s the number of gold pieces a character’s total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

TREASURE KEY:

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

Encounter Two

L: Defeat Sedas and Jaro and retrieve equipment

C: Defeat Sedas and Jaro and retrieve coins

M: Defeat Sedas and Jaro and retrieve items
APL2: Loot: 90gp; Coin: 7gp; Magic: 0gp;
APL4 Loot: 120gp; Coin: 7gp; Magic: *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds*: 67.5gp;
APL6: Loot: 133gp; Coin: 7gp; Magic: 2 x *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds* 75gp;
APL8: Loot: 133gp; Coin: 7gp; Magic: 4 x *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds*; 2 x *Cloak of Resistance +1*: 390gp;

OR

Encounter Three

L: Defeat Sedas and Jaro and Hochebi and retrieve equipment
C: Defeat Sedas and Jaro and Hochebi and retrieve coins
M: Defeat Sedas and Jaro and Hochebi and retrieve items
APL2: Loot: 156.4gp; Coin: 9gp; Magic: 0 gp;

APL4 Loot: 186.4gp; Coin: 9gp; Magic: *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds*: 67.5gp;
APL6: Loot: 238.5gp; Coin: 10.5gp; Magic: 2 x *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds* 75gp;
APL8: Loot: 238.5gp; Coin: 10.5gp Magic: 4 x *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds*; 2 x *Cloak of Resistance +1*: 390gp;

Total Possible Treasure:

APL2: Loot: 156.4gp; Coin: 9gp; Magic: 0 gp;
APL4 Loot: 186.4gp; Coin: 9gp; Magic: *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds*: 67.5gp;
APL6: Loot: 238.5gp; Coin: 10.5gp; Magic: 2 x *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds* 75gp;
APL8: Loot: 238.5gp; Coin: 10.5gp Magic: 4 x *Potion of Cure Light Wounds*; *Potion of Cure Moderate Wounds*; 2 x *Cloak of Resistance +1*: 390gp;

Map of the Envoy's Route



ONI2-02b



THE ENVOY

(PART TWO OF TWO)

A D&D LIVING GREYHAWK ONNVAL MINI-
MODULE ADVENTURE

Version 1

By Paul Looby

ODT Reviewer: Stuart Kerrigan

An envoy is dispatched on a secret mission vital to the future of Onnwal, but the Brotherhood have many ways of uncovering secrets. Can the agents of the Free State find the envoy before the Scarlet Sign does?

This mini-module is part two of two mini modules that involves the first inter-regional plotline for the Free State of Onnwal.

An Onnwal regional mini-module for Levels 1-8.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a

trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

4. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
6. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not influenced by their comments on your abilities. It is a good idea to have the players vote while you are determining treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from the convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

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

5. Determine the character level for each of the PCs participating in the adventure.
6. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. 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.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

7. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.

8. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

3. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
4. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll

1d3 to determine where in the sequence of three nights it falls).

TIME UNITS AND UPKEEP

This is a mini-module adventure. All characters pay one Time unit to participate in the adventure. Adventurer's Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

CAMPAIGN CONSEQUENCES

This adventure and its prequel *The Envoy* part I have campaign consequences. That is the outcome of this mini-module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital

These are appended on the backpage of the module – please fill them in!

Please send your answers to the Living Onnwal Team at woesinger@hotmail.com as soon as possible. General comments about the mini-module are also welcomed at this address.

ADVENTURE SYNOPSIS

Ideally this mini-module should be played as a follow on to *The Envoy* Part I. In that mini-module, the PCs were asked by the Church of Zilchus to track down Calwyr Velhaster, a secret Envoy dispatched to Sunndi and warn him the Scarlet Brotherhood is aware of his mission. In the course of their search, the PCs should have come across a pair of apparent merchants acting very strangely in the fishing village of Dalvonn. The PCs should have ideally have tailed the pair back to a nearby grove where group of hochebi were awaiting their return. The couple were Scarlet Brotherhood agents and upon defeating the band, the PCs will discover they have been tipped off by someone in the Envoy's escort as to where the Envoy is staying that night.

Unfortunately for the PCs, someone else who was not what he seemed noticed them in Dalvonn. A Hillstalker named Delras Ulquand, one of the Envoy's escorts, had doubled back to Dalvonn disguised as a fur trader to check that suspicious parties weren't following the Envoy. Delras, thinking that the PCs must be Brotherhood agents out to assassinate Velhaster, has returned to the escort and

is setting an ambush for the PCs near the Envoy's camp.

This mini-module begins with the PCs making for the site of the Envoy's campsite marked on the Brotherhood agent's map. This path takes them straight into Delras' ambush. The escort will use stones that *Silence* a 15' radius around them to suppress the PCs spell casting abilities. This will also unfortunately cover the escort's battle cries of "Remember the Farmers!" from any caught in the area of effect. At some stage in the fight, the PCs may discover what is going on and they may surrender to the surviving escort and explain themselves. If the PCs are able to convince the escort of their trustworthiness, the survivors will lead the PCs back to the Envoy.

What they find when they get there depends on how long the previous encounter took to resolve, because Velhaster's aide, Larrin, is none other than a Brotherhood agent bent on killing and replacing the Envoy by means of foul sorcery.

If the ambush was resolved quickly the agent will not have had time to make his move on Velhaster and will await another occasion in the future to strike.

If the ambush took some time to be resolved, the PCs will arrive to find Velhaster and Larrin locked in combat. Larrin will claim that the Envoy attacked and tried to kill him, while Velhaster will protest his innocence. It would seem that the Aide's goose is cooked, except for the fact he has infected the Envoy with a Tongue of Syrul, a tiny worm-like creature that has the effect of reversing the results of all divination magic or spell-like effects cast upon the victim. Therefore, if the PCs try to cast *Discern Lies* to resolve the problem, anything the Envoy says will appear to be untrue.

If the ambush took a long time to resolve, then the PCs will arrive to find Velhaster apparently wounded and Larrin apparently dead. In fact, it is the other way around – but the Brotherhood agent has used a foul spell devised by the clergies of Pyremius and Syrul to swap his physical appearance with that of his victim.

Depending on the outcome of this encounter, the PCs will either return to Killdeer to make their report or escort Velhaster as far as Northanchor, where he will be met by a group of Dwur in the service of Irongate's Lord Mayor, Cobb Darg. They can then return to Killdeer to report.

DM'S INTRODUCTION

If the players have played the *Envoy* part I, they can enter this mini-module from one of two directions:

1: The PCs tracked down the hochebi in the grove west of Dalvenn.

If the PCs defeated the hochebi and the Brotherhood agents from the previous mini-module, they will then have found orders to the agents to ambush Velhaster and his escort at a precise location, three leagues from the grove. The PCs will therefore be making for this point.

2: If the PCs failed to track down the hochebi in the grove or failed to discover or decipher the orders.

If the PCs did not either find or understand the orders, they will then still be in search of the Envoy and his escort.

In either case – they are about to walk into an ambush set by the Hillstalker Delras Ulquand and the rest of Calwyrd Velhaster’s escort.

PLAYER’S INTRODUCTION

Read aloud or paraphrase the following:

The sun slips behind the sharp dark peaks of the Headlands like a great orange ball of fire. As the air cools, the crickets begin their nocturnal chorus. You make steady progress through pastures interspersed with stands of trees and olive groves, beneath which the night is now gathering. The rough track passes by the old blackened ruins of a farmhouse and on under the fragrant boughs of an olive grove.

ENCOUNTER 1 – DEATH IN THE OLIVE GROVE

At this point – establish the PCs’ marching order and have them roll opposed Spot checks versus the escorts’ Hide checks. Those PCs that fail to notice the figures lying in wait for them are Surprised and do not get to act in the Surprise round.

Delras Ulquand - Hillstalker:

Delras is a tall, well built fellow with a thick, wild black beard that runs nearly up to his eyes, and black unkempt hair. He is dressed in well-worn leathers and carries a very fine longbow with obvious care and pride. Delras is a sharp-witted and resourceful servant of the Free State. Though, he is not averse to a joke in peacetime, when he is on business he is deadly serious. He speaks with a slight rural accent. Delras wears under his furs the symbol of the deity Jascar. Any PC who attacks Delras may make one

Spot roll (DC 18) to note this, and it may give them food for thought about attacking the escort. If they have all been victim of the *Silence* spell this may be their only clue.



The Symbol of Jascar

APL2 – EL 7

Delras Ulquand, male human Rng4: CR4; medium-size humanoid; HD 4d10+1; hp 30; Init +3; Spd 30ft; AC 17 (Flat-footed 14; Touch 13); Atks +6 melee (1d8+2, Longsword; 1d6+2, shortsword), +7 ranged (1d8+2, Masterwork Composite Longbow (mighty)); AL LN; SV Fort +5; Ref +4; Will +2; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills: Hide +10, Move Silently +10, Spot +13, Wilderness Lore +8.

Feats: Point Blank Shot; Precise Shot; Track

SQ: Favoured Enemy (Goblinoid)

Equipment: +1 studded leather armour; Masterwork Longsword, Mighty [Str 14] Masterwork Composite Longbow + 20 arrows; 3 Potion Cure Light Wounds; 1 Potion of Hiding; 30 gp, holy symbol of Jascar.

Spells: 1st: Pass without trace.

6 male human Ftr1: CR1; medium-size humanoid; HD 1d10+2; hp 12; Init +1; Spd 30ft; AC 13 (Flat-footed 12; Touch 11); Atks +5 melee (1d8+2, Shortspear), +2 ranged (1d8, Light Crossbow); AL LN; SV Fort +4; Ref +1; Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Spot +2; Hide +2

Feats: Improved Initiative; Weapon Focus (Spear)

Equipment: Studded Leather; Shortspear, Light Crossbow + 20 quarrels, 1 gp.

APL4 – EL 9

Delras Ulquand, male human Rng6: CR6; medium-size humanoid; HD 6d10+1; hp 43; Init +7; Spd 30ft; AC 17 (Flat-footed 14; Touch 13); Atks +8/+3 melee (1d8+2, Longsword; 1d6+2, Short sword), +10/+5 ranged (1d8+2, Masterwork Composite Longbow (mighty)); AL LN; SV Fort +6; Ref +5; Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills: Hide +22, Move Silently +12, Spot +15, Wilderness Lore +10.

Feats: Point Blank Shot; Precise Shot; Track; Weapon Focus (Composite Longbow)

SQ: Favoured Enemy (Goblinoid + Undead).

Equipment: +1 studded leather armour; Masterwork Longsword, Mighty [Str 14] Masterwork Composite Longbow + 20 arrows; 3 Potion Cure Light Wounds; 1 Potion of Hiding. Cloak of Elvenkind; 30 gp, holy symbol of Jascar.

Spells: 1st: Pass without Trace; Entangle

6 male human Ftr2: CR2; medium-size humanoid; HD 2d10+2; hp 20; Init +5; Spd 30ft; AC 13 (Flat-footed 12; Touch 11); Atks +5 melee (1d8+2, shortspear), +2 ranged (1d8, Light Crossbow); AL LN; SV Fort +5; Ref +1; Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Spot +3; Hide +3

Feats: Improved Initiative; Weapon Focus (Spear), Point Blank Shot.

Equipment: Studded Leather; Shortspear, Light Crossbow + 20 quarrels; 1 gp.

APL6 – EL 10

Delras Ulquand, male human Rng8: CR8; medium-size humanoid; HD 8d10+1; hp 56; Init +8; Spd 30ft; AC 18 (Flat-footed 14; Touch 14); Atks +10/+5 melee (1d8+3, +1 Longsword; 1d6+3, Short sword), +12/+7 ranged (1d8+3,) +1 Composite Longbow (mighty)); AL LN; SV Fort +7; Ref +5; Will +3; Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8.

Skills: Hide +24, Move Silently +14, Spot +17, Wilderness Lore +12.

Feats: Point Blank Shot; Precise Shot; Track; Weapon Focus (Composite Longbow)

SQ: Favoured Enemy (Goblinoid + Undead).

Equipment: +1 studded leather armour; +1 Masterwork Longsword, Mighty [Str 14] Masterwork Composite Longbow + 20 arrows; 3 Potion Cure Light Wounds; 1 Potion of Hiding. Cloak of Elvenkind; 30 gp, holy symbol of Jascar.

Spells: 1st: Pass without Trace; Entangle

6 male human Ftr3: CR3; medium-size humanoid; HD 3d10+2; hp 27; Init +5; Spd 30ft; AC 13 (Flat-footed 12; Touch 11); Atks +6 melee (1d8+2, Shortspear), +3 ranged (1d8, Light Crossbow); AL LN; SV Fort +5; Ref +2; Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Spot +4; Hide +4

Feats: Improved Initiative; Weapon Focus (Spear), Point Blank Shot; Power Attack.

Equipment: Studded Leather; Shortspear, Light Crossbow + 20 quarrels; 1gp.

APL8 – EL 12

Delras Ulquand, male human Rng10: CR10; medium-size humanoid; HD 10d10+1; hp 69; Init +8; Spd 30ft; AC 19 (20) (Flat-footed 14; Touch 14 (15)); Atks +12/+7 melee (1d8+3, +1 Longsword; 1d6+3, Short sword), +15 (+16)/+10(+11) ranged (1d8+3,) +1 Composite Longbow (mighty)); AL LN; SV Fort +8; Ref +7 (+8); Will +4; Str 14, Dex 17(19), Con 13, Int 10, Wis 12, Cha 8.

Skills: Hide +27, Move Silently +17, Spot +19, Wilderness Lore +14.

Feats: Point Blank Shot; Precise Shot; Track; Weapon Focus (Composite Longbow); Rapid Shot.

SQ: Favoured Enemy (Goblinoid + Undead + Trolls).

Equipment: +1 studded leather armour; +1 Masterwork Longsword, Mighty [Str 14] Masterwork Composite Longbow + 20 arrows; 3 Potion Cure Light Wounds; 1 Potion of Hiding; 1 Potion of Endurance; Cloak of Elvenkind; Gloves of Dexterity +2; 30 gp, holy symbol of Jascar.

Spells: 1st: Pass without Trace; Entangle

6 male human Ftr5: CR5; medium-size humanoid; HD 5d10+2; hp 42; Init +5; Spd 30ft; AC 13 (Flat-footed 12; Touch 11); Atks +9 melee (1d8+3, Shortspear), +6 ranged (1d8, Light Crossbow); AL LN; SV Fort +7; Ref +7; Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Spot +6; Hide +6

Feats: Improved Initiative; Weapon Focus (Spear), Point Blank Shot; Power Attack; Far Shot.

Equipment: Studded Leather; Shortspear, Light Crossbow + 20 quarrels; 1gp.

Treasure (Per PC)

NOTE: Only if the entire escort are killed or driven off do the PCs get this treasure. The soldiers will not allow the looting of their comrade's corpses and will intervene violently if needs be. If the PCs deliberately kill soldiers trying to prevent their comrades' corpses being looted, this can be considered murder and an evil act.

APL2: Loot: 121.6gp; Coin: 7.2gp; Magic: 210gp;

APL4: Loot: 121.6gp; Coin: 7.2gp; Magic: 510gp;

APL6: Loot: 91.6gp; Coin: 7.2gp; Magic: 660gp;

APL8: Loot: 61.6gp; Coin: 7.2gp; Magic: 1425gp;

Tactics

The escort will fling a pair of stones which each have the effect of a *Silence* spell (DC 17) around a 15 feet

radius cast upon them into the heart of the party. The duration is 12 rounds. This is to suppress all spellcasting relying on verbal components.

They simultaneously launch a volley of arrows and quarrels at the group, targeting the obvious fighters of the group and shouting. Delras will hold shoot on the first round and then hold his actions, looking for any spellcasters trying to cast spells or activate magical items to shoot. He will also fire at any PC charging towards him. The escort are content to pepper the PCs from a distance but, will engage hand-to-hand if the PCs close on them, shouting their battle cry of "Remember the Farmers!" This should be a hint to any PC not affected by the spell that the attackers are Onnwalon and not Scarlet Brotherhood. The escort will fight until half their number is either dead or injured before withdrawing to the east, trying to lead the PCs away from the Envoy. The escort will only cease fighting if they are killed or the PCs throw down their weapons and surrender.

Development

If the PCs kill the entire escort

Upon searching the bodies, they will find on Delras's body orders bearing the seal of Szek Jian himself entrusting the Envoy to his care. The PCs will now have to try to track the path that the escort took to find the Envoy. This requires a Track roll (DC25). They will arrive after the envoy has been assassinated and replaced.

If the PCs surrender

The escort will ignore what the PCs have to say until they are bound and secured. Delras will order them to be searched and if the signet and letter from Farester is found – he will question them closely about their involvement. A Diplomacy check (DC25) is required to convince Delras of their tale (DC 15 if they have signet). Note GMs can apply modifiers to this roll depending on how good or bad the PCs explanation to Delras is. Delras will apologise for the ambush and offer the render what aid he can to any wounded. He will agree to lead the PCs to the Envoy.

ENCOUNTER 2: THE ENVOY

What happens in this encounter depends on how the last encounter went. Though they should not be necessary, statistics are provided below for the Envoy and his aide.

1: If the PCs surrendered within 1-2 rounds and had little trouble in convincing Delras:

The escort will lead the PCs to a gully cut by a stream flowing out of the Headlands. Here Calwyrd Velhaster and Larrin his aide are hiding in a stand of wild raspberry bushes. Larrin is in fact a Scarlet Brotherhood agent. He has not had the chance to strike at his master and will sit tight and await another opportunity to strike.

If the PCs use divination magic on Velhaster or Larrin: Larrin is protected from alignment divinations by his symbol of Syrul (which gives a permanent *misdirection* which only works for worshipers of Syrul). If the PCs use Detect Lies on Velhaster - they will find that everything he says appears to be a lie. This is because he has been infected with a Tongue of Syrul (also called the Wyrms of Syrul), a small wormlike creature has the effect of reversing the results of all divination magic or spell-like effects cast upon the victim. Therefore, if the PCs try to cast *Discern Lies* to resolve the problem, anything Velhaster says will appear to be untrue.

2: If the PCs surrendered in 3-4 rounds and had little trouble convincing Delras OR If the PCs surrendered within 1-2 rounds and had trouble in convincing Delras:

The escort will lead the PCs to a gully cut by a stream flowing out of the Headlands. Here they will find both Velhaster and the aide, Larrin, bloodied and wounded and engaged in a dagger fight. The PCs have interrupted Larrin in the process of slaying Velhaster. Larrin will immediately put his hands in the air and toss away his dagger. Velhaster will remain wary – claiming that Larrin tried to kill him. Larrin denies this – saying that the envoy tied to stab him first. Larrin will not attempt to resist arrest – except to claim loudly that the Envoy is in fact the traitor to the Free State and not him.

If the PCs use divination magic on Velhaster or Larrin: Larrin is protected from alignment divinations by his symbol of Syrul (this only works for worshipers of Syrul). If the PCs use Detect Lies on the Envoy - they will find that everything he says appears to be a lie. This is because he has been infected with a Tongue of Syrul (also called the Wyrms of Syrul), a small wormlike creature has the effect of reversing the results of all divination magic or spell-like effects cast upon the victim. Therefore, if the PCs try to cast *Discern Lies* to resolve the problem, anything Velhaster says will appear to be untrue. Larrin's knife however, ensorcelled as it is, radiates evil to any spell able to detect such.

3: If the PCs surrendered in 5-7 rounds and had little trouble convincing Delras OR If the PCs surrendered within 3-4 rounds and had trouble in convincing

Delras OR the PCs defeated Delras and the escort (this includes driving them off):

The PCs will either be lead by Delras or track their way to the hiding place of Velhaster and Larrin, his aide. They will find Larrin apparently dead from a stab wound to the neck. He also has some other cuts on his arms (Heal check DC 15 to determine these



were done by someone warding off an attack from Larrin). “Velhaster” is also injured - a deep, bloody cut at the base of the ribs. “The Envoy” will claim that Larrin attacked but that he himself had been victorious (this precise form of words is the truth).

In fact, Larrin has used foul sorcery devised by the Churches of Pyremius and Syrul, which simultaneously casts an *Alter Self* on both himself and the Envoy. This effectively exchanges the physical appearance of a murder victim with his killer. Unlike the conventional spell duration is a month and one day – long enough for Larrin to cause mayhem within Sunndi if necessary.

If the PCs use divination magic on “Larrin’s” body (actually Velhaster) or “Velhaster”, (actually Larrin): Larrin is protected from alignment divinations by his symbol of Syrul (this only works for worshipers of Syrul). Larrin has thrown his knife (still faintly radiating evil) at the feet of the Envoy and take up Velhaster’s dagger. Velhaster having been infected with a Tongue of Syrul (also called the Wyrms of Syrul), a small wormlike creature has the effect of reversing the results of all divination magic or spell-like effects cast upon the victim. Therefore, if the PCs try to cast *Detect Evil* to resolve the problem, “Larrin’s” body will appear to radiate evil.

Even if revealed, the real Larrin will not try to fight his way out. He will come quietly, resigned to his fate and dignified in the face of death at the hands of “savages”.

Delras or the ranking member of the escort will take any items belonging to Larrin into custody as evidence.

Statistics for the Encounter

Calwyrd Velhaster, male human Clr2 (Zilchus): CR 2; Size: Medium Humanoid; HD (2d8)+6; hp 19; Init -1 (-1 Dex); Spd 30; AC 9 (flatfooted 9, touch 9), Dagger +1 (1d4 19-20/x2) or Dagger (Thrown) +0 (1d4 19-20/x2); SA: Spontaneous casting, Turn Undead 11/day; Vision: Normal AL: LN; Sv: Fort +6, Ref -1, Will +6; Str 10, Dex 9, Con 16, Int 16, Wis 17, Cha 18.

Skills: Bluff +9, Concentration +8, Diplomacy +11, Disguise +9, Heal +8, Knowledge (Religion) +7;

Feats: Extra Turning, Run.

Equipment: Dagger, holy symbol of Zilchus.

Domains: Trickery (Bluff, Disguise and Hide are class skills). Knowledge (All knowledge skills are class skills. You cast divinations at +1 caster level).

Spells: Cleric: (4 /3+1) 0- *Ghost Sound, Guidance, Know Direction, Ray of Frost.* 1- *Charm Person, Nystul's Undetectable Aura, Obscuring Mist, Pass without Trace.*

Calwyrd is a surprisingly young man – no more than this late twenties. He has large brown eyes and brown curly hair. He has a soft voice and a relatively mild manner. Though he appears to be a retiring type, Calwyrd has a keen intellect and is well versed on Olven matters. He speaks Olven fluently.

APL 2 – EL 1

Larrin Nasrend, female human Clr1 (Syrul): CR 1; Medium-size humanoid; HD 1d8+2; hp 9; Init +6; Spd 20 ft.; AC 16 (Dex, small metal shield, studded leather armour); Atks +2 melee (1d4+2 [x2/19-20], dagger); AL LE (detects as LN due to *misdirection*); SV Fort +5, Ref +3, Will +7; Str 13, Dex 15, Con 16, Int 14, Wis 18, Cha 16.

Skills: Bluff +8, Concentration +5, Diplomacy +5, Disguise +9 Heal +5, Hide +6, Knowledge (Religion) +3, Spellcraft +3, Spot +5;

Feats: Combat Casting, Improved Initiative.

Equipment: dagger, holy symbol of Syrul (forked tongue).

Domains: Evil and Trickery.

Spells Memorized:

Cleric Spells (4/4/3): 0—*cure minor wounds, guidance, resistance, virtue; 1st—command, cure light wounds, protection from good*, random action; 2nd—hold person, invisibility*, spiritual weapon;*

APL 4 – EL 3

Larrin Nasrend, female human Clr3 (Syrul): CR 3; Medium-size humanoid; HD 3d8+6; hp 25; Init +6; Spd 20 ft.; AC 12 (Dex); Atks +3 melee (1d4+1x2/19-20], dagger); AL LE (detects as LN due to *misdirection*); SV Fort +5, Ref +3, Will +7; Str 13, Dex 15, Con 16, Int 14, Wis 18, Cha 16.

Skills: Bluff +8, Concentration +5, Diplomacy +5, Disguise +9, Heal +5, Hide +6, Knowledge (Religion) +3, Spellcraft +3, Spot +5;

Feats: Combat Casting, Improved Initiative, Toughness.

Equipment: dagger, holy symbol of Syrul (forked tongue).

Domains: Evil and Trickery.

Spells Memorized:

Cleric Spells (4/4/3): 0—*cure minor wounds, guidance, resistance, virtue*; 1st—*command, cure light wounds, protection from good*, random action*; 2nd—*hold person, invisibility*, spiritual weapon*;

APL 6 – EL 5

Larrin Nasrend, female human Clr5 (Syrul): CR 5; Medium-size humanoid; HD 5d8+10; hp 35; Init +6; Spd 20 ft.; AC 12 (Dex); Atks +4 melee (1d4+1 [x2/19-20], *dagger +1*); AL LE (detects as LN due to *misdirection*); SV Fort +6, Ref +3, Will +8; Str 14, Dex 15, Con 16, Int 14, Wis 18, Cha 16.

Skills: Bluff +10, Concentration +6, Diplomacy +6, Disguise +11, Heal +5, Hide +6, Knowledge (Religion) +4, Spellcraft +4, Spot +5;

Feats: Combat Casting, Improved Initiative, Toughness.

Equipment: dagger, holy symbol of Syrul (forked tongue).

Domains: Evil and Trickery.

Spells Memorized:

Cleric Spells (5/5/4/3): 0—*cure minor wounds* x2, *guidance, resistance, virtue*; 1st—*command* x2, *cure light wounds, change self*, random action*; 2nd—*aid, hold person, invisibility*, spiritual weapon*; 3rd—*blindness/deafness, contagion, magic circle against good**;

APL 8 – EL 7

Larrin Nasrend, female human Clr7 (Syrul): CR 7; Medium-size humanoid; HD 7d8+14; hp 45; Init +6; Spd 20 ft.; AC 12 (Dex); Atks +6 melee (1d4+1 [x2/19-20], dagger); AL LE (detects as LN due to

misdirection); SV Fort +6, Ref +3, Will +8; Str 14, Dex 15, Con 16, Int 14, Wis 18, Cha 16.

Skills: Bluff +12, Concentration +6, Diplomacy +8, Disguise +13, Heal +5, Hide +6, Knowledge (Religion) +5, Spellcraft +5, Spot +5;

Feats: Combat Casting, Improved Initiative, Run, Toughness.

Equipment: dagger, holy symbol of Syrul (forked tongue).

Domains: Evil and Trickery.

Spells Memorized:

Cleric Spells (6/6/5/4/3): 0—*cure minor wounds* x2, *guidance, resistance, virtue* x2; 1st—*command* x2, *cure light wounds* x2, *change self*, random action*; 2nd—*aid, hold person* x2, *invisibility*, spiritual weapon*; 3rd—*bestow curse, blindness/deafness, contagion, magic circle against good**; 4th—*confusion*, divine power, unholy blight*;

Larrin/Illis is a young man of middling height and slender build. Looking barely twenty, he lugs a large pack around bulging with papers and inkpots – documents and material for his master. As Larrin, he acts the young inexperienced go-for. In fact Illis Gand is a member of the Brotherhood's Office of Diplomacy and worshiper of Syrul. This is his first major assignment and he is eager to do well.

ENCOUNTER 3: AGENTS OF IRONGATE

If the envoy is still alive or has been replaced by Larrin unbeknownst to the PCs, the escort will resume travelling towards Northanchor the following day. The PCs may accompany Velhaster if they wish, especially if the escort's numbers have been thinned in the ambush. The escort will angle south and east towards the edge of the Headlands.

Read aloud or paraphrase the following:

As the sun begins to stoop low over the now looming peaks of the Headlands, you pass up a narrow gully between two steep tors. The path you are crosses the stream you have been following at rocky shallows, over which the water spills with a deep-throated noise that seems to fill the entire defile. Two standing stones stand at either side of the stream. Looking closer – one is carved with the arms of Onnwal; the other with the three towered fortress of Irongate. It is only as you begin to ascend the far side of the gully that you become aware of the dozen Dwur standing half way up the slope above, training crossbows on you all. Looking about, a dozen more

Dwur seem to almost materialise from the wall of the gully behind you.

One of their number with a fine black beard and deep set eyes steps forward and bowing says, "Welcome to Irongate."

The Dwur's name is Foljuur Kharran – and he is an agent of the Lord Mayor of Irongate, Cobb Darg, sent to meet and escort the Envoy to the Fortress City. He will introduce himself as such and order his men to lower their weapons. If any of the PCs are foolish enough to try to attack the Dwur, they will have to deal with two dozen doughty Dwur warriors armed with crossbows and the advantage of terrain and cover. Use stats for Hill Dwarves from the Monster Manual, altering them only to arm them with light crossbows.

Foljuur will come down to slope to speak with Calwyrd Velhaster privately in Dwur-vocca (Dwarvish). He will acknowledge any PCs trying to speak to him out of turn or interfere in the conversation with the envoy with a cold, steady stare of his deep-set black eyes, until they go away and stop bothering him. He is a Highborn Dwur and does not take kindly to being addressed directly by anyone he regards as a subordinate. Velhaster and the Dwur will exchange items and then the Envoy (and Larrin, if not revealed or "dead") will bid the PCs and the escort farewell and set off up the slope with the Dwur.

CONCLUSION: RETURN TO KILLDEER

The PCs return here to report to Adrenn Farester on the outcome of their mission.

If the Envoy has been killed:

Farester will be greatly saddened and troubled by this grim news. He will nonetheless thank the PCs for their efforts, before retiring for solemn contemplation.

If the Envoy survived but Larrin was not uncovered:

Farester will be delighted with the news of the PCs apparent success. He will thank them profusely, saying that they have played a part in ensuring the victory of the Free State over the machinations of the Scarlet Brotherhood. He will pay any monies agreed and with a hearty handshake, bid the PCs good day.

The PCs will each receive 2 Regional Influence Points with the Church of Zilchus.

If in either of the above cases, Larrin is uncovered and returned to Killdeer or killed:

If Larrin is alive, Farester will immediately call for a Sertern of soldiers to escort Larrin to Killdeer Castle for questioning. There is something in the priest's tone that suggests that this will be a less than pleasant experience for Larrin. Nonetheless, Larrin merely smirks disdainfully as he's led away.

The PCs will each receive 1 additional Regional Influence Points with the Church of Zilchus. Farester will add an extra 100gp to each of the PCs' rewards for the capture or execution of the Brotherhood agent.

Treasure (per PC)

If the Envoy has been killed:

APL2: Loot: 0gp; Coin: 0gp; Magic: 0gp;
APL4: Loot: 0gp; Coin: 0gp; Magic: 0gp;
APL6: Loot: 0gp; Coin: 0gp; Magic: 0gp;
APL8: Loot: 0gp; Coin: 0gp; Magic: 0gp;

If the Envoy survived but Larrin was not uncovered:

APL2: Loot: 0gp; Coin: 40gp; Magic: 0gp;
APL4: Loot: 0gp; Coin: 40gp; Magic: 0gp;
APL6: Loot: 0gp; Coin: 40gp; Magic: 0gp;
APL8: Loot: 0gp; Coin: 40gp; Magic: 0gp;

All APLs: 2 RIPs with the Church of Zilchus

If in either of the above cases, Larrin is uncovered and returned to Killdeer or killed:

APL2: Loot: 0gp; Coin: 100gp; Magic: 0gp;
APL4: Loot: 0gp; Coin: 100gp; Magic: 0gp;
APL6: Loot: 0gp; Coin: 100gp; Magic: 0gp;
APL8: Loot: 0gp; Coin: 100gp; Magic: 0gp;

This figure is additional to any other reward the PCs get from Farester.

Here ends The Envoy Part II.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished and assign the experience award accordingly. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters. Award the total value (objectives + roleplaying) to each character

Encounter One

Gain the trust of the escort:

APL2:	30 XP
APL4:	70 XP
APL6:	150 XP
APL8:	200 XP

Encounter Two

Save the real Calwyrd Velhaster:

APL2:	75 XP
APL4:	150 XP
APL6:	205 XP
APL8:	300 XP

Uncover Larrin:

APL2:	30 XP
APL4:	50 XP
APL6:	50 XP
APL8:	50 XP

Total experience for objectives:

APL2:	135 XP
APL4:	270 XP
APL6:	405 XP
APL8:	550 XP

Discretionary role-playing award:

APL2:	15 XP
APL4:	30 XP
APL6:	45 XP
APL8:	50 XP

Total possible experience

APL2:	150 XP
APL4:	300 XP
APL6:	450 XP
APL8:	600 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 bodies, 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 the characters can go back to loot the bodies, and those bodies are there (that is not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve the loot. If 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*, *analyse 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 treasures from each encounter, add it up and that it's the number of gold pieces a character's total and coin values increase by at the end of the adventure. Write the total in the GP Gained field of the Adventure Certificate.

TREASURE KEY:

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

Encounter One

L: Defeat the escort and retrieve equipment

C: Defeat the escort and retrieve coins

M: Defeat the escort and retrieve items

APL2: Loot: 121.6 gp; Coin: 7.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding: 210gp;

APL4 Loot: 121.6gp; Coin: 7.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding; Cloak of Elvenkind: 510gp;

APL6 Loot: 91.6gp; Coin: 7.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding; Cloak of Elvenkind, + 1 Longsword: 660gp;

APL8: Loot: 61.6gp; Coin: 7.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding; Cloak of Elvenkind, + 1 Mighty Composite Longbow; + 1 Longsword; Potion of Endurance; Gloves of Dexterity +2: 1425gp;

Wounds; 1 x Potion of Hiding; Cloak of Elvenkind, + 1 Mighty Composite Longbow; + 1 Longsword; Potion of Endurance; Gloves of Dexterity +2: 1425gp;

Conclusion

C: If the Envoy survived but Larrin was not uncovered OR of the Envoy was killed and Larrin was uncovered and returned to Killdeer or killed OR If the Envoy survived and Larrin was uncovered and returned to Killdeer or killed

If the Envoy survived but Larrin was not uncovered

APL2: Loot: 0gp; Coin: 40gp; Magic: 0gp;

APL4: Loot: 0gp; Coin: 40gp; Magic: 0gp;

APL6: Loot: 0gp; Coin: 40gp; Magic: 0gp;

APL8: Loot: 0gp; Coin: 40gp; Magic: 0gp;

If Larrin is uncovered and returned to Killdeer or killed:

APL2: Loot: 0gp; Coin: 100gp; Magic: 0gp;

APL4: Loot: 0gp; Coin: 100gp; Magic: 0gp;

APL6: Loot: 0gp; Coin: 100gp; Magic: 0gp;

APL8: Loot: 0gp; Coin: 100gp; Magic: 0gp;

This figure is additional to any other reward the PCs get from Farester

Total Possible Treasure:

APL2: Loot: 121.6 gp; Coin: 147.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding: 210gp;

APL4 Loot: 121.6gp; Coin: 147.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding; Cloak of Elvenkind: 510gp;

APL6 Loot: 91.6gp; Coin: 147.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light Wounds; 1 x Potion of Hiding; Cloak of Elvenkind, + 1 Longsword: 660gp;

APL8: Loot: 61.6gp; Coin: 147.2gp; Magic: +1 Studded Leather Armour; 3 x Potions of Cure Light

CAMPAIGN CONSEQUENCES

As this is an inter-regional plotline with Sunndi we **absolutely require** that you fill in answers to the following questions and send the answers to Woesinger@hotmail.com so we can tell the Sunndi triad what to expect in their sister mini-missions.

1: Did Jaro Survive?

Yes No

2: Did Sedas Survive?

Yes No

3: Did the PCs discover the hochebi?

Yes No

4: Did Calwyrd Velhaster survive?

Yes No

5: Was his infection by the Tongue of Syrul detected?

Yes No

6: Was he replaced by Larrin?

Yes No

7: Did Larrin survive?

Yes No

8: Was he unmasked?

Yes No

9: Did Delras Survive?

Yes No

10: Did the PCs kill any of the escort?

Yes No

11: If so how many?

12: Have you any other comments on the PCs performance?

We really appreciate you taking the time to fill this out and email your response to Woesinger@hotmail.com - thank you very much for your efforts.

Thank you for DMing this mini-module. As the first of its kind we would also value your comments on the structure of the module.