

SND02-M03



The Onnwallian Envoy

A mini-scenario for D&D Living Greyhawk Adventure
RETIRED

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Onnwal has send in secret an envoy to Sunndi to discuss any official involvement of Sunndi in the liberation of Onnwal. The Scarlet Brotherhood already tried to stop the envoy from reaching Sunndi in Onnwal once before. Will they try it again in Sunndi?

This mini-module is part of several mini modules that involves the first inter-regional plotline for Sunndi. It is the sequel to The Envoy, a mini-module played within Onnwal.

A Sunndi 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
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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 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.

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.

As this scenario takes place after a full moon the first night of this scenario, Luna the Great Moon is one day past full.

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 Sunndi Team at madfox@planet.nl as soon as possible. General comments about the mini-module are also welcomed at this address.

ADVENTURE SYNOPSIS AND BACKGROUND

In 584 CY the Scarlet Brotherhood invaded and conquered Onnwal. Due to treachery there had been little resistance at first, but due to the bad treatment of the local citizens the Onnwalian rebels rebelled in 586 CY. Since that day Onnwal has been in a bitter conflict with the Scarlet Brotherhood. Before the conquest of Onnwal by the Scarlet Brotherhood though, Onnwal was an

important member of an alliance of nations set against the now disappeared Great Kingdom known as the Iron League. With the fall of several of the members of this alliance to hostile nations this alliance ceased to exist in all but name. Now desperate for help Onnwal is trying to once again form the bonds of an alliance with the old members to help Onnwal in their struggle against the Scarlet Brotherhood.

One of the more promising members of the Iron League is Sunndi. Sunndi is the largest and closest ally free of tyranny and its citizens are in debt to Onnwal for this freedom. Besides with the Sunndians hatred for tyranny they are natural allies in Onnwals struggle against the Scarlet Brotherhood. The many hostile neighbors of Sunndi pose a hindrance to any direct help. Power groups within Sunndi fear aggressive actions from these neighbors if they ever would offer significant help to Onnwal. Right now these groups have just as much influence within the Congress of Lords as those who want to help Onnwal. In an attempt to sway the Congress in their favor, the Onnwalian have sent an envoy to Sunndi.

The Scarlet Brotherhood learned of the envoy and his mission and they tried to stop the man from ever reaching Pitchfield, the capitol of Sunndi. They send an agent disguised as an aide with the envoy, who tried to assassinate the envoy when the bodyguards were being tricked into attacking a group of adventurers who had nothing but good intentions. Luckily the adventurers and the bodyguards realized the truth quickly enough and they arrived just in time to prevent the assassination.

Now the envoy is going to travel into Sunndi and the people ensured with the envoys security fear another attack. They decided to use a decoy to distract any would be assassins while the real envoy would be smuggled into Sunndi in secret. To make the decoy as convincing as possible, they decided to hire a group of reasonable trustworthy adventurers to guard the decoy. Of course, they would not inform the adventurers of the fact that they are guarding a decoy to prevent any accidental betrayal of that fact by the adventurers. The PCs are those adventures.

The adventure starts when the PCs are summoned for a meeting in The Broken Manacles, a favorite tavern among adventurers in Pitchfield that is owned by a worshiper of Trithereon. A female agent of the Veil of the Sun, the intelligence gathering agency of Sunndi, by the name of Myrana will try to recruit the PCs for the mission. If the PCs accept the task, they will

be provided with horses and send off towards Adder's Pass to wait for the arrival of the envoy.

While waiting for the envoy a messenger from the Veil arrives to warn them that the Scarlet Brotherhood learned of the route the envoy would take and that they are preparing an ambush just before the rendezvous point with the PCs. The PCs deal with these ambushers, who appear to be Scarlet Brotherhood agents, but are they? A few things hint, they might actually be agents of Ahlissan government. The truth to this might be revealed in a future scenario.

On their way back to Pitchfield the PCs will come across an abandoned caravan. Examining the scene will lead to a gruesome discovery. There is one survivor and questioning him hints at some kind of new monster that attacks from out of nowhere. There are no signs of these new monsters though and the PCs finally arrive in Pitchfield without further trouble.

Once there, Myrana who of course wants a full report about what exactly happened receives the PCs. If the PCs have shown courage and behaved properly towards the envoy they will receive their rewards, more than likely never learning they have been guarding a decoy.

DM'S INTRODUCTION

Before the DM starts running the adventure, the DM should enquire if any of the players played "The Envoy". This is a mini-module that took place in Onnwal and describes the first attempt on the envoy in that region. If they did play that scenario, their PCs more than likely met the envoy there. The real envoy would have informed the decoy on this. How to deal with the fact that the PCs might actually realize the decoy is not the real envoy is detailed in Encounter 3 Meeting the Envoy.

At the same time as asking about any previous run in with the envoy it is also a good idea to ask what kind of other adventures the PCs have had. Hand over Hand Out 1 to those PCs that clearly have proven themselves in the cause of freedom. Favors with important groups within Sunndi, like the Federation of Free Trade and the Veil of the Sun are a good indication as well as any favors and influence with Onnwalian freedom fighters are a good indicator of such. Else the PCs will be sitting in the Broken Manacles enjoying a drink. In that case Myrana will send one of the serving wenches to get the

PC to her table with the promise of a rewarding task.

The adventure starts with the PCs being in the Broken Manacles looking for the lady in green. More information on the Broken Manacles can be found in Appendix A at the end of this scenario.

PLAYER'S INTRODUCTION

Allow the players to prepare themselves for the meeting with the Green Lady or tell them something about the Broken Manacles if they are spending the late morning there. Once the players are ready for the adventure, read aloud or paraphrase the following text. The text assumes the PCs received the message. Modify it for the PCs who are just enjoying a drink in the tavern.

It is quite busy in the Broken Manacles and as usually a mix of locals and adventurers can be found within the walls of this sturdy tavern. With trained eyes you quickly note who might pose a threat in the unlikely case of a tavern brawl before you proceed to the second floor where it takes a few seconds to find the Lady in Green.

She is sitting in a quiet corner at a table well stocked with food. When she notices your approach, she rises, giving you the opportunity for a good look. The Lady is of average height for a human, with sharp facial features, long brown hair and a pale complexion. A dimple in her chin gives her a rather cute appearance. She wears a simple green dress with one golden chain around her neck and a silver brooch in the form of a rose on her right breast. When you get closer, she curtsseys and motions you to sit down, saying softly with a soft pleasant voice and a rolling r: "Welcome friends, my name is Myrana Rinak. Sit down and enjoy your food while we discuss the task Sunndi has got for you."

ENCOUNTER 1 – THE LADY IN GREEN

Allow the players to introduce themselves to Myrana and each other. When the PCs sit down at the table a serving wench will immediately arrive at the table to ask what the PCs would like to drink. Once the PCs have settled down,

Myrana begins telling why she called the PCs to this meeting.

Read aloud or paraphrase the following:

“Once again, welcome. I prefer a direct approach, so I hope you don’t mind that I start while you are eating? As I said, my name is Myrana and I am a minor government official currently working as an aide to Lord Kestor of Corul. He has asked me to hire a small group of adventurers for an important task that might be dangerous but which is vital for Sunndi.

After having done some research, I have decided you were the perfect persons for the task. Since the success of the job is more than likely dependent on secrecy, you will have to promise me not to tell anybody what we are going to discuss. If you take the job such secrecy is also in your benefit, since if the wrong persons find out about it, the task might become a lot more dangerous for you. Breaking that promise will also threaten the security of Sunndi, which means that you might be prosecuted for high treason if you do so.

So once again, do you promise to keep quiet about what we are going to discuss until I or other government officials tell you otherwise?”

Myrana Rinak— Agent of the Veil, human female.

As stated in the Players Introduction, Myrana is a pleasant looking woman wearing simple clothes, except for two rather expensive looking pieces of jewelry. She has a soft voice and speaks with a rolling r, which is actually part of her role as an aide to Count Kestor. Her appearance is of one who is more often inside than outside.

Once the PCs have given their promise for secrecy she will proceed. The PCs might have some questions before they give their promise. The answers are detailed under the header “Questions” below.

After each of you has given their promise of secrecy, Myrana speaks again.

“In the past, Sunndi has been part of alliance between several different countries against the tyranny of the Great Kingdom called the Iron League. With the fall of several members to hostile forces during the Greyhawk Wars, a decade ago, the alliances more or less ceased to exist. Recently though, several members expressed their wishes to once again strengthen the ties of this old alliance. One of its members was Onnwal and as you are probably fully aware that troubled nation could use any help it can get

against the Scarlet Brotherhood after the invasion in 584 CY.

Count Kestor and several other members of the Congress of Lords have expressed a desire to help the Freedom Fighters of Onnwal, but other nobles fear repercussions from both the Scarlet Brotherhood and Ahlissa. Personally, I really think Sunndi should help Onnwal, if only to repay the old debt for the lives they gave for our freedom 150 years ago. To garner more support for this noble cause, Count Kestor asked the Szek of Onnwal to dispatch an envoy. The Szek fulfilled this request and he sent Calwyrd Velhaste in secret.

The Scarlet Brotherhood though somehow learned about it. They had infiltrated the entourage of the Envoy and if not for the actions of valiant adventures the man would have been assassinated. Due to the actions of those heroes though, he arrived safely in Irongate to resume his journey towards Sunndi.

Now he is on his way to Naerie by boat and from there will travel through Adders Pass to New Keep and on to Pitchfield. His current escort cannot travel with him once inside Sunndi, so we need a group of brave and skilled people to become his bodyguards. Will you take that task upon you? You should realize it might be very dangerous, because while we have done our utmost best to keep the presence of the Envoy a secret, we already know the Scarlet Brotherhood is aware of him.

NOTE: If the PCs have played the Onnwal Regional Mini-Module “The Envoy”, they themselves may have saved the life of Calwyrd Velhaster. In that case, Myrana will congratulate them on a job very well done.

Questions

If it is so secret, why are we meeting in a tavern?

“Because a meeting in such a place is much less conspicuous. Besides the background noise makes it a lot more difficult for people to eavesdrop. The owner of the tavern is a personal friend and she and her employees can be trusted.”

Do we have to accept the task before you will tell us anything?

“No. If you refuse though, you will of course still be bound your promise of secrecy.”

Where will we meet the Envoy?

"You will travel to Adder's Pass where you will wait for the Envoy to arrive. In the Pass there are some ruins of an old keep that once guarded the area. There is not much more left than a wall or two, but it is a good place to wait with fresh water nearby and a good view on the road. It is too open for an ambush and soldiers patrol it regularly, so we do not expect you to have any trouble there."

How do we recognize the Envoy?

"Calwyr Velhaste is a young man with large brown eyes and brown curly hair. He has a soft voice and is an expert on things Olven. He speaks Olven fluently. Of course, he also carries a seal from the Szek of Onnwal and as a priest of Zilchus he is also carrying a symbol of that deity."

He is disguised as a troubadour who is travelling through the world together with 4 companions. His four companions are guards from Irongate and they probably want to return home immediately after meeting you."

How do we get to Adder's Pass?

"I will provide you with horses and provisions. Of course, once you have finished the task you will need to return the horses to me."

How much time do we have to get there?

"It is about 175 miles by road. With horses you will ride it in about 6 days <7 days with small characters in the group>. We expect the Envoy to arrive at the pass at the 10th day from now, so you do have some extra time."

DM's note:

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

How do we travel from the Adder's Pass back to Pitchfield?

"I have the fullest confidence you will determine a good route to travel. The less people know about the route you are going to take the better. I don't even want to know, because perhaps agents of the Scarlet Brotherhood might be able to extract that information from me by magic."

Whats in it for us?

If the PCs ask about a reward, Myrana will look stern and ask "Can a price can be set upon

securing the future of the free state of Onnwal?" If the PCs persist though, she will smile and say that the Count had counted on that happening. So she can offer them 200 gp to be divided among themselves. Of course, in case of an attack the PCs are free to keep any loot.

Myrana will also give them a letter explaining the situation and bearing the Count's signet to be presented to the Envoy only.

If there is nothing else, Myrana will rise and shake the hand of each PC to seal the deal, before leaving the tavern. She will tell that Vella Ironbeard, the owner of the tavern, has got the horses.

ENCOUNTER 2 – THE MESSENGER

The trip to Adders Pass from Pitchfield is 175 miles mostly over a good road through gentle rolling hills. For more information on traveling speed look in the PHB at page 143. On average the trip will take between 6 or 7 days. It will be an uneventful trip with relative good weather. Which means that the sun will shine though it will be hazy, hot and humid.

Once the PCs arrive at the ruins in Adders Pass make a quick sketch of the place and ask where the PCs will camp and who will be on watch when. There is no map included with the scenario. Just use your imagination. The ruins are on a relatively flat area and consist of the remains of two walls and one small round tower with no floors in it. There is a small stream with fresh water right next to ruins. The details do not matter for the scenario since nothing will happen here. Asking for details from the players is just to get them on their toes.

9 days after they accepted the mission from Myrana a traveler will arrive at the ruins looking for the PCs. It is a young man, clearly of Oeridian descent with curly brown hair, a sun tanned skin and brown eyes. The young man rides on a small sturdy horse that looks like it did not get much rest lately. He wears leather armor, a long sword and a long bow. The man's name is Nasran and he has got an urgent message for the PCs. He will be really glad he found the PCs. He is very tired, but he will tell the PCs Myrana has send him to warn them of Scarlet Assassins in the neighborhood and their plans to ambush the Envoy. Myrana had not learned where exactly the ambush would take place, but she was sure the attack would be between Naerie and the meeting point with the PCs. The Scarlet

Assassins are tracking the envoy through a special coin they planted on the envoy. The coin can be found by casting a detect magic.

If the PCs are not at the expected location or do not show themselves to the messenger, he will desperately try to find them. If he has not succeeded by the 10th day he will travel to the envoy to warn the man.

Once the PCs learn about the presence of the ambushers there are various options open for them. They might try to dispatch of the ambushers immediately (see Encounter 3) or they might journey ahead to meet the envoy (see Encounter 4). Go to the correct encounter depending on the choice they make.

ENCOUNTER 3: SCARLET ASSASSINS

The messenger in Encounter 2 will have warned the PCs about the presence of the Scarlet Assassins in the Pass. The messenger cannot tell the exact location of the camp. A PC might make a knowledge [local - Hollow Highlands] DC 15 or Wilderness Lore DC 20 to determine where a good spot for an ambush would be and what would be a good campsite for the ambushers. If the PCs make these rolls, they can opt to go to the campsite (see Map 1) or to travel ahead as quickly as possible to meet the Envoy before the ambush site. If the PCs opt for the last option, proceed to Encounter 4 and then proceed with this encounter.

The ambushers consist of Eshdeern, an arrogant pyromaniac wizard with the bad habit to cackle with glee when casting spells, Leshinn, a silent assassin and a small group of veteran orcs. The orcs fought in the Ahlissan army and are mercenaries. They are very afraid of Eshdeern and Leshinn.

Tactics:

Eshdeern is the nominal leader of the team. Since he is an expert when it comes to arcane magic, he will be smart enough to position his men during the ambush in such a way that a fireball or web spell will not dispatch the whole group in one strike. He himself will be positioned well hidden and quite a distance away from the battle (especially at higher levels). The orcs are much better suited for close combat than for ranged battle, so they will try to close the gap between them and the PCs as quickly as possible. Leshinn will try to sneak to the back of the group to dispatch any wizards and possible the envoy.

When the PCs ambush the Scarlet Assassins at their campsite there is a reasonable chance Leshinn will be patrolling the area. Use the average level of the party to determine this. If the PCs are of relative high level compared to the APL, Leshinn might notice the PCs approaching in time to organize a defense (unless the PCs take precautions). If the average party level is low compared to the APL at which they are playing the scenario Leshinn will be at the campsite and it will be easier to surprise the orcs and their human leaders. Anyway, in case of an ambush both Leshinn and Eshdeern will try to go for cover as quickly as possible to buy some time and to determine where the real threat is coming from. If the battle is particularly easy due to the surprise it might be an idea to either raise the hit points of the orcs or to let 2 orcs return from a patrol.

APL2-EL5

Eshdeern, human male, Wiz (Envok) 1: CR 1; medium-size humanoid (human); HD 1d4+1+3; hp 8; Init +1 (Dex); Spd 30 ft.; AC 11 (Flat-Footed 10, Touch 11); Atk -1 melee (1d4-1, [19-20/x2] Dagger), +1 missile (1d8, [19-20/x2] Light Crossbow); AL LE; SV Fort +1, Ref +1, Will +2. Str 8, Dex 13, Con 13, Int 16, Wis 11, Cha 12.

Skills and Feats: Alchemy +7, Concentration +5, Intimidate +3, Knowledge [Arcane] +7, Knowledge [Planes] +5, Knowledge [Religion] +5, Spellcraft +7; Toughness, Combat Casting.

Spells Prepared (4/3; base DC = 13 + spell level): 0- *detect magic, detect poison, flare* (2); 1st - *Magic Missile* (2), *Shield*.

Possessions: Dagger, light crossbow, quiver +20 bolts, spell component pouch, spell book, 2 *vials of alchemist fire* (which he might use to kill himself) and 5 gp.

Leshinn, human male Ran1: CR 1; medium-size humanoid (human); HD 1d10+2; hp 12; Init +3 (Dex); Spd 30 ft.; AC 19 (Flat-Footed 16, Touch 13); Atk +3 melee (1d10+2, [19-20/x2] Bastard Sword), +4 missile (1d8, [20/x3] Longbow); SQ Favored Enemy [human] +1; AL LE; SV Fort +4, Ref +3, Will +0. Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Spot +5, Wilderness Lore +5; Exotic Weapon Proficiency [Bastard Sword], Track.

Possessions: Bastard sword, chain shirt, large wooden shield, dagger, longbow, quiver +20 arrows, wooden holy symbol Hextor, *potion of cure light wounds* and 5 gp.

Orcs, male, Ftr1 (4): CR1; medium-size humanoid (orc); HD 1d10+3; hp 13; Init +6; Spd 20ft; AC 14 (Flat-footed 14; Touch 10); Atks +5 melee (1d12+4, [20/x3] Great Axe), +1 ranged (1d6+3, Javelin); SQ Darkvision 60'; AL LE; SV Fort +5, Ref +0, Will +0.

Str 17, Dex 10, Con 16, Int 9, Wis 10, Cha 8.

Skills: Climb +5, Jump +5; *Feats:* Power Attack, Daylight Adoption [removes light sensitivity].

SQ: *Darkvision* Can see in total darkness to a distance of 60ft. This vision is only in black and white.

Equipment: Scale mail, Great Axe, 2 Javelins and 5sp.

APL4- EL7

Eshdeern, human male, Wiz (Evok) 3: CR 3; medium-size humanoid (human); HD 3d4+3+3; hp 14; Init +1 (Dex); Spd 30 ft.; AC 11 (Flat-Footed 10, Touch 11); Atk +0 melee (1d4-1, [19-20/x2] Dagger), +2 missile (1d8, [19-20/x2] Light Crossbow); SQ familiar; AL LE; SV Fort +2, Ref +4, Will +5.

Str 8, Dex 13, Con 13, Int 16, Wis 11, Cha 12.

Skills and Feats: Alchemy +9, Concentration +7, Intimidate +4, Knowledge [Arcane] +9, Knowledge [Planes] +5, Knowledge [Religion] +7, Spellcraft +9; Toughness, Combat Casting, Iron Will.

Spells Prepared (4/4/3; base DC = 13 + spell level): 0- *detect magic, detect poison, flare* (2); 1st - *Magic Missile* (2), *Shield, Burning Hands*; 2nd lvl - *flaming sphere* (2), *web*.

Possessions: Dagger, light crossbow, quiver +20 bolts, spell component pouch, spell book, *necklace of fireballs - 1x 3d6 fireball left* (which he might use to kill himself), *scroll of expeditious retreat* and 5 gp

Scorch: weasel familiar, hp 7; AC 16 (Flat-Footed 14, Touch 12); Spd 20 ft., Climb 20 ft.; Atk +5 bite (1d3-4); SA Attach; SQ scent, low-light vision, improved evasion; SAVE fort +2, ref +4, Will +4.

Leshinn, human male Ran1/Rog2: CR 3; medium-size humanoid (human); HD 1d10+2 +2d6+4; hp 24; Init +3 (Dex); Spd 30 ft.; AC 19 (Flat-Footed 16, Touch 13); Atk +5 melee (1d10+2, [19-20/x2] Bastard Sword), +5 missile (1d8, [20/x3] Longbow); SA sneak attack +1d6; SQ Evasion, Favored Enemy [human] +1; AL LE; SV Fort +4, Ref +6, Will +0.

Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Hide +7, Listen +7, Move Silently +7, Spot +7, Tumble +7,

Wilderness Lore +5; Exotic Weapon Proficiency [Bastard Sword], Track, Dodge.

Possessions: MW Bastard sword, chain shirt, large wooden shield, dagger, longbow, quiver +20 arrows, wooden holy symbol Hextor, *potion of sneaking* and 5 gp.

Orcs, male, Ftr1 (4): CR 1; medium-size humanoid (orc); HD 1d10+3; hp 13; Init +0; Spd 20ft; AC 14 (Flat-footed 14; Touch 10); Atks +5 melee (1d12+4, [20/x3] Great Axe), +1 ranged (1d6+3, Javelin); SQ Darkvision 60'; AL LE; SV Fort +5, Ref +0, Will +0.

Str 17, Dex 10, Con 16, Int 9, Wis 10, Cha 8.

Skills: Climb +5, Jump +5; *Feats:* Power Attack, Daylight Adoption [removes light sensitivity].

SQ: *Darkvision* Can see in total darkness to a distance of 60ft. This vision is only in black and white.

Equipment: Scale Mail, Great Axe, 2 Javelins, *alchemist fire* and 5sp.

APL6- EL9

Eshdeern, human male, Wiz5: CR 5; medium-size humanoid (human); HD 5d4+10+3; hp 26; Init +1 (Dex); Spd 30 ft.; AC 11 (Flat-Footed 10, Touch 11); Atk +1 melee (1d4-1, [19-20/x2] Dagger), +3 missile (1d8, [19-20/x2] Light Crossbow); SQ Dire Resistance 5, familiar; AL LE; SV Fort +2, Ref +4, Will +6.

Str 8, Dex 13, Con 14, Int 16, Wis 11, Cha 12.

Skills and Feats: Alchemy +9, Concentration +10, Intimidate +5, Knowledge [Arcane] +11, Knowledge [Planes] +7, Knowledge [Religion] +9, Spellcraft +11; Toughness, Combat Casting, Iron Will, Empower Spell.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0- *detect magic, detect poison* (2), *flare* (2); 1st - *Magic Missile* (2), *Shield, Burning Hands, Endure Elements (fire)*; 2nd lvl - *flaming sphere, glitter dust, web*; 3rd lvl - *fire ball, dispel magic, empowered magic missile*.

Possessions: Dagger, light crossbow, quiver +20 bolts, spell component pouch, spell book, *necklace of fireballs - 1x 6d6 fireball left* (which he might use to kill himself), *scroll of expeditious retreat*.

Scorch: weasel familiar, hp 13; AC 17 (Flat-Footed 15, Touch 12); Spd 20 ft., Climb 20 ft.; Atk +6 bite (1d3-4); SA Attach; SQ scent, low-light vision, improved evasion; SAVE fort +2, ref +4, Will +5.

Leshinn, human male Ran2/Rog3: CR 5; medium-size humanoid (human); HD 2d10+4 +3d6+6; hp 38; Init +3 (Dex); Spd 30 ft.; AC 19

(Flat-Footed 16, Touch 13); Atk +8 melee (1d10+3, [19-20/x2] Bastard Sword), +7 missile (1d8, [20/x3] Longbow); SA sneak attack +2d6; SQ Evasion, Favored Enemy [human] +1, Uncanny Dodge [Dex bonus to AC]; AL LE; SV Fort +6, Ref +6, Will +1.

Str 16, Dex 17, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Bluff +5, Hide +8, Listen +10, Move Silently +10, Spot +7, Tumble +10, Wilderness Lore +7, Swim +6; Exotic Weapon Proficiency [Bastard Sword], Track, Dodge.

Possessions: MW Bastard sword, chain shirt, large wooden shield, dagger, longbow, quiver +20 arrows, wooden holy symbol Hextor, *potion of sneaking*.

Orcs, male, Ftr3 (4): CR 3; medium-size humanoid (orc); HD 3d10+9; hp 31; Init +0; Spd 20ft; AC 14 (Flat-footed 14; Touch 10); Atks +8 melee (1d12+4, [20/x3] Greataxe), +3 ranged (1d6+3, Javelin); SQ Darkvision 60'; AL LE; SV Fort +6, Ref +1, Will +3.

Str 17, Dex 10, Con 16, Int 9, Wis 10, Cha 8.

Skills: Climb +6, Jump +6; *Feats:* Power Attack, Daylight Adoption [removes light sensitivity], Weapon Focus [Great Axe], Iron Will.

SQ: Darkvision Can see in total darkness to a distance of 60ft. This vision is only in black and white.

Equipment: Scale Mail, Great Axe, 2 Javelins, 1 vial of Alchemist Fire and 5sp.

APL8-EL11

Eshdeern, human male, Wiz7: CR 7; medium-size humanoid (human); HD 7d4+14+3; hp 36; Init +1 (Dex); Spd 30 ft.; AC 11 (Flat-Footed 10, Touch 11); Atk +2 melee (1d4-1, [19-20/x2] Dagger), +4 missile (1d8, [19-20/x2] Light Crossbow); SQ Fire Resistance 5, familiar; AL LE; SV Fort +3, Ref +5, Will +7.

Str 8, Dex 13, Con 14, Int 16, Wis 11, Cha 12.

Skills and Feats: Alchemy +9, Concentration +10, Intimidate +5, Knowledge [Arcane] +11, Knowledge [Planes] +7, Knowledge [Religion] +9, Spellcraft +11; Toughness, Combat Casting, Iron Will, Empower Spell, Spell Focus [Evocation].

Spells Prepared (5/5/4/4/2; base DC = 13 + spell level): 0- *detect magic, detect poison (2), flare (2)*; 1st - ~~*Endure Elements (fire)*~~, *Magic Missile (2), Shield, Burning Hands*; 2nd lvl - *flaming sphere^ψ (2), glitter dust, web*; 3rd lvl - *fire ball^ψ, dispel magic, magic circle against good,*

empowered magic missile; 4th lvl - Otiluke's Resilient Sphere^ψ, Wall of Fire^ψ.

^ψ Because of Spell Focus [evocation], the base DC against these spells is 15 + spell level.

Possessions: Dagger, light crossbow, quiver +20 bolts, spell component pouch, spell book, *necklace of fireballs - 1x 6d6 fireball left* (which he might use to kill himself), *brooch of shielding (50 hp left), scroll of expeditious retreat.*

Scorch: weasel familiar, hp 18; AC 18 (Flat-Footed 15, Touch 12); Spd 20 ft., Climb 20 ft.; Atk +7 bite (1d3-4); SA Attach; SQ scent, low-light vision, improved evasion; SAVE fort +2, ref +4, Will +6.

Leshinn, human male Ran2/Rog5: CR 7; medium-size humanoid (human); HD 2d10+4 +5d6+10; hp 50; Init +3 (Dex); Spd 30 ft.; AC 19 (Flat-Footed 16, Touch 13); Atk +8 melee (1d10+3, [19-20/x2] Bastard Sword), +8 missile (1d8, [20/x3] Longbow); SA sneak attack +3d6; SQ Evasion, Favored Enemy [human] +1, Uncanny Dodge [Dex bonus to AC]; AL LE; SV Fort +8, Ref +9, Will +5.

Str 16, Dex 17, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Bluff +7, Hide +12, Listen +12, Move Silently +12, Spot +9, Tumble +12, Wilderness Lore +7, Sense Motive +4, Swim +6; Exotic Weapon Proficiency [Bastard Sword], Track, Dodge, Iron Will.

Possessions: MW Bastard sword, chain shirt, large wooden shield, dagger, longbow, quiver +20 arrows, wooden holy symbol Hextor, *potion of sneaking, cloak of resistance +2.*

Orcs, male, Ftr5 (4): CR 5; medium-size humanoid (orc); HD 5d10+15; hp 55; Init +0; Spd 20ft; AC 15 (Flat-footed 15; Touch 10); Atks +11 melee (1d12+8, [20/x3] Greataxe), +5 ranged (1d6+4, Javelin); SQ Darkvision 60'; AL LE; SV Fort +7, Ref +1, Will +3.

Str 18, Dex 10, Con 16, Int 9, Wis 10, Cha 8.

Skills: Climb +7, Jump +7; *Feats:* Power Attack, Daylight Adoption [removes light sensitivity], Weapon Focus [Great Axe], Iron Will, Weapon Specialization [Great Axe].

SQ: Darkvision Can see in total darkness to a distance of 60ft. This vision is only in black and white.

Equipment: Chain Mail, Great Axe, 2 Javelins, 1 vial of Alchemist Fire and 5sp.

Treasure (Per PC)

APL2: Loot: 55 gp (8 gp/orc); Coin: 2 gp; Magic: 13.5 gp (*alchemist fire x2, potion of CLW*);

APL4: Loot: 86.7 (8 gp/orc) gp; Coin: 2 gp; Magic: 106 gp (*fireball bead, potion of sneaking, alchemist fire* x4);

APL6: Loot: 86.7 gp; Coin: 2 gp; Magic: 173.5 gp;

APL8: Loot: 96.7 gp; Coin: 2 gp; Magic: 885 gp (4 vials of alchemist fire, 1 cloak of resistance +2, bead of 6d6 fireball, brooch of shielding);

Note - The spell book needs to be sold just as any other equipment.

Development

Eshdeern will fight to the death. In fact, when he realizes the battle will be lost, he might destroy himself in a fury of flames (exact tactic dependent on APL) while cackling loudly. Leshinn will try to flee, but when cornered he will also try to kill himself. Both humans will have no trouble what so ever killing a few orcs when get in their way (though they will only do it when it is clear that the battle will be lost).

The orcs are not as fanatic. They will try to run as soon as it is clear that they will lose. They will not surrender unless the PCs give a guarantee to release them after questioning. Handing them over to the Sunndian or Naerie authorities is not something they will accept, since they know that will mean their death. Better to take some souls with them and die for the glory of Gruumsh then to die like a coward from the gallows. The orcs know the two humans are working for some kind of influential organization, but they do not which one for sure. They have seen Leshinn pray to Hextor so they speculate the two are working for Ahlissa or perhaps that they are even agents of Ivid the Undying.

In the unlikely case the PCs do manage to capture one or both of the NPCs alive, they will remain silent. Their silence though will be rather easy to break. In the eyes of a suspicious PC they will start talking perhaps a bit too quickly. They will readily tell that they are agents of the Scarlet Brotherhood, though except for the clothes there is absolutely no evidence this the case. In fact, any divination magic will reveal them to be liars. The problem is that no matter what they will tell, divination magic will show them to be liars. They have infected by Syrul's worm, a magical parasite that distorts any divinations into believing the infected person is lying. Usually it is used to discredit important opponents, but sometimes is also highly useful to make agents look untrustworthy.

ENCOUNTER 4: THE ENVOY

The PCs can meet the Envoy anywhere between Naerie and New Keep. Chances are they have been waiting for the Envoy at the ruins in Adders Pass and have rushed ahead after the message in Encounter 2. Use common sense when determining where and when the PCs will meet the Envoy if at all (he might be dead for example).

Under normal circumstances 4 human guards dressed like simple troubadours guard the envoy. When they meet the PCs they will demand to see proof of who the PCs are before leaving the envoy alone. These troubadours are not very brave though. During combat they will stay close to the envoy. They are boisterous and they love to sing, but they are also homesick and a bit paranoid. Once the PCs have convinced them they are sent by Myrana they will leave as soon as possible. They might stay a little bit longer if they believe the envoy is in danger. Just like the PCs they do not know the person they are guarding is a fake.

The real name of the envoy is Younard, but he is very well versed in the art of disguising and the only name he will react to is that of Calwyrd. Only a person who really knows the real Calwyrd might have a chance to realize this is not the real envoy. Younard had more then enough time to talk with Calwyrd to prepare his role. The only risk of blowing the cover is through divination magic. Younard doesn't have any special protection against divination magic, because of the risk involved. If he dies, the Veil of the Sun might lose a powerful magical item for a relatively minor cause. Of course, when confronted with divination magic the envoy will at first be a bit agitated. It is after all rather impolite to use divination magic this way, but after a few tries he can be convinced to subject himself to the questioning. He will try to avoid giving straight answers. Of course, he is not evil!

For example:

Are you the envoy? - A: Yes, I am the man you were send to guard.

Did the Szek send you? - A: The szek determined that an envoy needed to be send, my superiors selected me because of my skills. *Are you from Onnwal?* - A: Yes (he is a refugee who settled in Sunndi).

If the PCs use a divination like *augury* with a question like 'Is it a good idea to trust the envoy?', the answer will obviously be 'yes'. Younard does not have any evil intentions

towards the PCs. In fact, he hates it to hide the truth, but he realizes the necessity for it.

In the end, if the PCs really know he has been lying about his identity. He will simply tell the truth. Something he wanted all along, but which his superiors forbid.

“Calwyrd Velhaster” (aka Younard), male human Clr2 (Johydee): CR 2; Size: Medium Humanoid (human); HD 2d8+2; hp 15; Init +0; Spd 30; AC 10; Atk +0 melee (1d4-1, [19-20/x2] Dagger), +1 missile (1d4-1, [19-20/x2] Dagger); SA Spontaneous casting, Turn Undead 6/day; SQ protective ward 1/day; AL NG; SAV Fort +4, Ref +0, Will +5.

Str 8, Dex 10, Con 12, Int 14, Wis 15, Cha 16.

Skills and Feats: Appraise +3, Bluff +10, Diplomacy +8, Disguise +8, Knowledge [Religion] +6, Listen +4, Sense Motive +4, Spot +4; Skill focus [bluff], Alertness.

Languages: Olven and Dwur.

Equipment: Dagger, holy symbol of Zilchus.

Domains: Trickery (Bluff, Disguise and Hide are class skills). Protection (*protective ward 1/d: +2 resistance bonus on the next saving throw*).

Spells: Cleric: (4 /3+1) 0- *Detect Magic, Guidance, Light, Resistance*; 1st - *Change Self, Remove Fear, Command* and *Obscuring Mist*.

“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.”

— This is the description given in the Onnwal mini-module “The Envoy”.

Younard has studied the real Calwyrd for some time and he will act as described above. Because he is not too happy about the way the PCs are treated, he might seem a bit withdrawn and somber. If questioned about this, he tells that the betrayal of aide not too long ago has made him a bit depressed.

[OPTIONAL] ENCOUNTER 5: THE ABANDONED CARAVAN

This encounter should only be run if there is enough time left. A mini-module should take about two hours, though for some conventions and game-days this might be different. Ask the

convention coordinator about the time you have got to run this adventure. This encounter is not vital to the plots of Sunndi. It is an encounter to highlight a core plot. People who have played *Echoes*, *Escape from Tehn* and *the Isle of Woe* might know more about what is going on.

The past few days have been quiet and peaceful, almost too peaceful. Who ever wants the Envoy dead needs to make an attack real quick or else the envoy will reach Pitchfield. Alert for danger you ride around the bend of the road past some dense bushes to look at an eerie sight.

On the road before you there are three wagons loaded with goods. Two of the wagons have been pulled off the road into the bushes. Their contents of grain spilled over the road. Strangely enough there is not a bird in sight and there is no trace of a human presence or even of the animals that pulled the wagons. At first, you have no clue about what might have happened here. Then you see traces of blood on some of the wagons and you realize it might have been the panicked animals that have pulled the wagons of the road into the bushes. This raises even more questions. What happened to the animals? What caused them to flee in such a panic that they rushed into the bushes? Where are the drivers of the wagons? Why are there no birds in the area?

Let the PCs approach the area as carefully as they want. There is no danger for them anymore.

The first thing they will note when examining the scene is the corpse of a strange-looking creature indeed. It is the corpse of a five-foot long insect-like creature, covered with a thin, chitin-like hide, sitting atop six long legs (the creature stands about four feet tall). A pair of seven-foot insectoid wings is at both ends of the body. Underneath the wings, a cluster of small amber-colored eyes can be found. Its mouth, a pair of mandibles, is on the underside of the creature (in-between its legs). If somebody closely examines the body they will find a minor blackstone heart. A cert for this stone should be available. Remind the players that this stone cannot be traded. The character name, player name, and judge signature should go on the back. These do not count as having any value and are recorded on the AC as if they have 0 value.

Some of the PCs might actually recognize the creature from core adventures. What it is

doing here remains a mystery. Those PCs though will realize what has happened here.

The corpse is that of an etherscout, the smallest of a new kind of creatures that have invaded the world of Greyhawk. These creatures are native to the Ethereal plane and they have got the ability to move from that plane to the material plane. They can take solid material from the material plane to the ethereal plane. The disappearance of any living thing that belonged to the small caravan is due to the bug-like creatures having taken the corpses with them into the Ethereal plane.

Tracks in the ground will confirm this story (DC 11). The tracks of the insect like creatures are those made by creatures with a lot more legs than the etherscout (more akin to a giant centipede except with the form of a beetle). There are clear signs of a battle, though the etherscout appears to have been killed more by a lucky shot than skill or else there would have been more corpses. There is nothing of value here. The battle took place about 12 hours before the PCs arrived on the scene.

If PCs search the area extensively though they will find one set of human tracks leading away from the scene in a hurry. Following these tracks takes a tracking check of DC 10. They lead to a large hollow willow and hiding in that willow the PCs will find the human girl Jasizia. The girl is about 12 years old, and is of Oeridian descent. She has got long brown hair and large brown eyes. She is a bit plumb and like many kids of her age she has got acne trouble. Her clothes appear to be torn and she is covered with scratches. She is in a state of shock and getting her to come out of her hiding spot is easier said than done. Of course, a charismatic male human or elf will have a slightly easier time, especially if he uses his prowess with magic or weapons to impress her. From that moment on though, he might not be able to get rid of her. Jasizia will simply adore the male PC.

Once the PCs get her out of her hiding spot she will tell her story. Apparently she was traveling with her father and several other farmers to Pitchfield to sell the harvest of that year. They were not expecting any trouble, but just to be on the safe side they took bows and weapons with them. Then suddenly out of the blue they heard a strange clicking noise. The noise really scared the draft animals. While they were busy keeping the animals under control

suddenly out of nowhere came these many-legged bug-like creatures. All she could think of was to run the moment she saw one of those bugs spit at her father. She still hears the dying scream of her father and telling the story will not be easy. She does not know why she survived and she is not even sure she wants to be alive. It would be best if the PCs drop her at the temple of Pelor in Pitchfield.

Ψ *Jasiza*, human female Com1, hp 3.

CONCLUSION: DELIVERY

Once the PCs arrive in Pitchfield they should bring the envoy to the Broken Manacles. Once there Vella Ironbeard will immediately send a messenger to Myrana. She will arrive after about half an hour during which time Vella will be try to satisfy her curiosity. Of course, if the story proves to be interesting she will reward the group with a free pint of dwarf stout. Once Myrana arrives, she wants a full report as well. She will ask about many details, proofing to be a good listener and to be really interested in what happened to the PCs. Of particular interest will be story about the bugs.

Unless the PCs acted particular cowardly and were responsible for the death of the envoy, she will give them the promised reward. If they acted intelligently and showed subtlety above force she will praise them and they will gain 1 influence with the Veil of the Sun. If they actually found out the Envoy was a decoy, she will be really impressed. If you as a DM thinks a particular PC would be well suited as a member of the Veil ask the player he wants to be a member of that organization. If that is the case, write down (or let the player write it down) why you think that particular PC should make a good member and sign it. The PC should then talk about it with a triad member who if he or she thinks the DM was right, will provide the necessary campaign documentation to that PC. The player should contact the triad of Sunndi about it to make sure they have the needed campaign material at hand. Unlike the influence point, this constitutes as a recommendation. Remember the Veil is a secret agency. It does not need bragging aggressive warriors no matter how brave or honorable they have been.

Here ends The Onnwalian Envoy.

APPENDIX A - THE BROKEN MANACLES

Description

Near the northern gate, also known as the Glorioles Gate, on a corner of two small streets stands a large two story high stone building. As many of the buildings within the city its walls are thick and even the roof is made out of flat limestone. This keeps out the heat of the day. The thick green wooden shutters, small windows and reinforced doors give the impression of a small fortress and the building is a bit out of place in the neighborhood. To the trained eye it should be clear that the building is older than the surrounding houses. Above the main entrance hangs a large sign with in fresh paint two arms breaking the manacles that bound them together.

Once inside, a traveler will be pleasantly surprised. If the outside suggests a Spartan simple tavern, the inside is different. Certainly, the furniture is sturdy and simple and in many cases the chairs are chained to the tables. The walls are unadorned and show the naked stone out of which the building is made. Even the wooden beams that support the second floor are sturdy, simple, but effective. In the middle of the room there is a circular stone platform with steps leading up to it. This platform is reserved for the musicians that heighten the romantic or festive mood of the place. A large wooden bar can be found behind the platform. A large brass sign hangs clearly visible above the bar, in it the following words are engraved in common, dwarves and elves: "In memory of those who died for our freedom. 589 CY" Under these words a list of names follows. A wooden staircase leads up to the second story, which also contains tables. Unlike the ground floor though, it contains several private booths that can be closed with curtains. The area around the platform and the bar on the first floor are not covered by this second story. So people on the second story have an unobstructed view of whatever happens below. A large net though covers this area against any object people might want to throw from above.

In short, the interior is build to survive a tavern brawl without too much cost to the owner. Still, well placed continual flames, the smell of fresh flowers and the daily-cleaned straw on the ground give the place a comfortable and romantic aura. It has the feel of a tavern for adventurers, which does not make it popular with adventurers but with a lot of people who love to

feel an adventurer for one night without the usual risks involved with such a job.

The Employees

The owner of The Broken Manacles is the dwarf female Vella Ironbeard, cousin of the king of the Glorioles and respected member of the local Trithereon temple. Her brother was the original owner of the tavern, who was executed during the Greyhawk Wars for his activities against the Great Kingdom. Shortly after the war she took over the tavern and she greatly improved it. Under her brother it was an average tavern, now it is justly famous and not only because of the atmosphere and the quality of food and drink. She is outgoing, tries to have a chat with all her guests and strangely enough she almost always remembers those with whom she has had a chat. In short, she is rather strange for dwarf' s standards. She is a broad shouldered dwarf with long braided black hair, green eyes and simple clothes. She does not have a beard. Vella does not mind a brawl within her tavern, as long as those who do not want to get involved are kept out and as long as no weapons are drawn. She is a good person to have as a friend, but a bad person to have as an enemy. She has got influence with both the temple of Trithereon in Sunndi, the Council of Lords through her family connections with the dwarves of the Glorioles and friendship with Hazendel. Besides her contacts though, she also is a formidable fighter who has fought a lot during the Greyhawk Wars. Still, she prefers her current job far above warfare.

Vella has got a knack for hiring the right kind of people and she does not care of what race or background her employees come. So there are halflings, humans and the occasional half-elf that serve the guests. The barman is usually a small timid half-orc named Werner, who is a very good listener. The gnome illusionist Drap who serves as protection against magic is a very good friend with Werner and tends to help out on busy nights. The cook is also a half-orc, but the man is surprisingly good in the kitchen and even elves praise him. All her employees are good natures, have a good sense of humor, are patient and can withstand a lot of roughness.

The Fare

The Broken Manacles serve all kinds of drink, though it is one of the few places in Pitchfield

where one can buy Dwarves Stout for a reasonable price. There is a large selection of ales. The wine card is a lot less extensive. Meals are served as well, though the kitchen closes around 10 pm. Meals are relatively simple, but of a surprisingly good quality.

Stories about the Broken Manacles

The Broken Manacles is an old building with a long history as a tavern. During its long history it had many names and most of them have been long forgotten. As with many old buildings there are many myths and legends about the place and most of them involve murder and ghosts. The most recent events though are not myths. During the final decades of occupation by the forces of the Great Kingdom a cell of the resistance had its headquarters here. At that time the tavern was known as the Sleeping

Willow. There was nothing special about it and the owner, Keldar Ironbeard, brother of Vella Ironbeard, preferred to keep it that way. After all, a famous tavern only draws attention. Rumors tell that the cellars of the place have been used to interrogate and kill people that worked for the Great Kingdom and that their spirits still haunt the place. Vella will become furious when people suggest that this took place. In a war people might be forced to do all kind of evil things, but her brother did not resort to the same tactics as the agents of Ivid The Undying! Fact is that the people of Ivid did find out several weeks before commander Osden liberated Pitchfield. The soldiers came out of nowhere, killed all the guests that resisted and arrested the rest. All were publicly executed, including Keldar Ironbeard.

CAMPAIGN CONSEQUENCES

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

1: Did Eshdeern Survive?

Yes No

2: Did Leshinn Survive?

Yes No

3: Did "Calwyrd Velhaster" survive?

Yes No

4: Was the envoy hurt at any time during the scenario?

Yes No

5: Did the PCs realize the envoy was a fake?

Yes No

6: Did they confront Younard about him being a fake?

Yes No

7: Who did they report the ambushers were working for?

Scarlet Brotherhood Ahlissa Other

8: Did they find Jasizia?

Yes No

9: Did they tell the story about the etherbugs to everybody on the streets?

Yes No

10: What exactly did they report to Myrana?

13: 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 madfox@wxs.nl - thank you very much for your efforts.

Thank you for DMing this mini-module.