



# A Simple Detail

Part Two of *The Greater of Two Evils* Series  
A One-Round D&D Living Kingdoms of Kalamar Adventure  
An Adventure for 1<sup>st</sup>- to 4<sup>th</sup>-Level Characters

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A simple request leads to complicated results, as you find yourselves knee deep in intrigue and danger. Hard decisions must be made, but whom can you trust? An adventure for characters levels 1 through 5. This is an untiered adventure.

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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. 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.

## **Calculating Average Table Level (ATL)**

LKoK uses ATL rather than APL in an effort to offer challenging modules without massacring smaller or imbalanced tables. What this means is that, to factor the ATL for a table, the levels of all the player-characters are added together. That number is divided by **six** regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the module, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players equals 2 tables of 6 not 3 tables of 4.

## **Module Notes**

This module is part two of *The Greater of Two Evils* series for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 4 to 6 characters ranging from 1<sup>st</sup> to 4<sup>th</sup> level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the *Dungeons & Dragons*® 3<sup>rd</sup> Edition revised *Player's Handbook* and *Dungeon Master's Guide* for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar*® *Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are

also included. The DM should read this adventure entirely no less than once before playing in order to ensure a precise flow of movement, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

The first part of this series was the module *The Rub* although we did not advertise that it was the beginning of a series. This was intentional. We wanted players to make the decisions they would without the meta-knowledge that they were beginning a module series and see just how they would deal with the final encounter. Vrindolvus was indeed rescued and the series was allowed to continue.

## **Adventure Synopsis**

—**Introduction**—The PCs are invited to the Embassy to Cosdol to meet with the Brandobian diplomat there.

—**Encounter 1**—Vrindolvus offers the PCs a temporary position with the embassy while he awaits the arrival of new servants from Cosdol.

—**Encounter 2**—The PCs are given an opportunity to meet the major NPCs employed at the embassy. This is a free form encounter to allow them to meet the good and bad guys.

—**Encounter 3**—An agent of the Network of the Blue Salamander approaches the PCs and offers them a deal. In exchange for information regarding the treaty with Cosdol, he'll offer them a special treasure.

—**Encounter 4**—The cook and maid make their move, attempting to subdue the ambassador and kill the PCs by poisoning their soup.

—**Encounter 5**—If a PC accepted Fenekar's offer, this is his or her chance to fulfill that deal. (S)He attempts to obtain the treaty Vrindolvus is here for and is rewarded by the Salamander.

—**Encounter 6**—The PCs witness a small cult of the Prince of Scorn preparing to kill Vrindolvus and prevent the treaty between Cosdol and Pekal from being signed.

—**Encounter 7**—The PCs fight an imp conjured by the cultists sent to kill the emissary.

—**Conclusion**—

**Appendix I: Treasure Summary**

**Appendix II: Experience Point Summary**

**Appendix III: NPCs/Monsters**

**Player Handout #1**

**Player Handout #2**

**Player Handout #3**

**The Treaty**

## **Background**

Most involved with current world politics believe that Tokis will eventually invade Pekal. Kabori's will is too strong for the regional Kalamaran kings to resist his bidding. And Kabori is determined to restore the Vast to the glory and size that it was in the days of Thedorus I.

Word of the Tokite army has finally reached the Brandobian coast and both Cosdol and Eldor see opportunity. Emperor Kabori is not the only one seeking to recapture lost glory. Many in Eldor recall the days of the mighty Brandobian Empire, when their lands stretched east of the mountains and beyond the desert.

Cosdol hopes to use its good relations with the Elves of the Voldorwood and Prince Kafen's own Brandobian Half-Elf heritage as leverage to sign a treaty. The two peaceful nations could stand resolute, snubbing both Eldor and Kalamar in the process. XXX of Eldor expected such a move, however, and is using Kafen's welcome of Emissary Vrindolvus to make its own move for power.

The PCs fall into all this mess by an odd relation with Welstern Vrindolvus himself. Although they did not know it at the time, the slaves they freed while in Ek'Kasel (during *The Rub*) were actually the emissary and his envoy. Needing aid in a strange city, Vrindolvus requests the aid of the only decent citizens he knows.

## **Calendar and Climate**

It is the middle of Reaping (roughly the end of September) and the temperature is 55° + 3d6° Fahrenheit. The temperature drops 15 to 20 degrees at night. It has been raining for the past

few days, rounding off a three month span where the rains were nearly overwhelming.

Veshemo (Tellene's largest moon) is entering its full-moon phase and is barely visible. Those few Moonknights, priests of the Shimmering One, that call Bet Rogala home are holding their monthly public worship in Independence Square. This month's celebration appears to be generally short as the clouds do not break long enough for the full moon to be visible for very long. Such a dense overcast has rendered Pelselond and Diadolai virtually invisible. The Farmer's Guild is in a frenzied panic as many believe the second harvest will be lost due to the unceasing rain.

## INTRODUCTION

**SUMMARY:** If the PCs have played *The Rub* and saved the Brandobian diplomat, Welstern Vrindolvus, they begin **Option A**. If they did not play *The Rub* or did not rescue the Brandobians in the slavers' cell, they take **Option B**.

**Waking peacefully in your room at the Robin's Nest, the unrelenting sound of the torrential rain that has plagued Bet Rogala continues to beat upon the ceiling. In fact, it was the staccato of rain drumming around you that roused you from your slumber.**

**The unfavorable weather conditions has dried up work around the city as few adventures have presented themselves over the past couple months and numerous trading caravans have been stranded in the city. Thankfully, the smell of sausage and eggs wafts from the dining room.**

**Finding a seat, you look to the serving wench for faire to start your day. After several minutes of waiting, your morning gruel and bread are slapped down in front of you with little fanfare. Tossing a couple coppers in her direction, you begin making your way through the more than satisfying meal, content to peer out into the soak filled streets.**

The Robin's Nest is one of the more popular taverns in Bet Rogala for adventurers. The matron of the establishment, Shazimi, is a motherly Rock Gnome who treats everyone like her children. Customers are allowed to stay in the dining room for as long as they wish, regardless of whether they're paying or not.

With the endless rains of the last month, the tavern has overflowed with stranded adventurers. Shazimi's warmth has managed to keep any sense of cabin fever to a minimum, though, as she engages everyone in some kind of motherly conversation.

Upon entering the dining room, Shazimi asks PCs any of the following questions:

- Would they like breakfast?
- Would they like to continue their room stay?
- She has seen one of the Kalamaran waitresses (who is currently not

working) batting her eyes at you (only one adventurer with a minimum 16 charisma). Is he an honorable man?

- She saw a number of Hobgoblin mercenaries in Independence Square when she was at the farmer's market. Are there finally new work opportunities for adventurers?

**DM NOTE:** The mercenaries are no longer present in the square and they've been hired for a unique job. No more information is available about the matter at this time.

- Are they wearing fresh underwear and do they have any garments that need washing?
- Do they need a hug?

**Midway through eating, the tavern door opens allowing the rain and damp air to blast the entrance. A boy, dressed regally, scans the crowded room. Eventually he makes eye contact with you, offering a smile. He trots to your table.**

## OPTION A

**First in Bradobian, then in Merchant's Tongue and finally Low Kalamaran if necessary, he says, "Good Sir/Madam, I am Chondel Rivanlat, valet to Emmissary Welstern Vrindolvus of Cosdol. Due to the horrors that befell the ambassador on his journey to Pekal, he has sent me to find you and deliver a message. I am to inform you that he has need of your counsel." The valet then pulls out a sealed parchment offering it to you.**

**DM NOTE:** The valet has a note for each individual PC and repeats this process for each of them. If the PCs accept, hand them **Player Handout #1**. The emissary's aide does not impart any additional information, though a successful **Sense Motive check** (DC 15) reveals he seems agitated.

If he is pressed for more information, he informs the PC that all shall be disclosed by the ambassador, and he is not at liberty to divulge any information if he was aware of any. If the PCs agree to the meeting, they may make

preparations and move on to **Encounter 1: We Meet Again**.

### **OPTION B**

**As you're midway through eating, the tavern door opens allowing the rain and damp air to blast the entrance. Looking up you spy two people. One is a boy dressed regally, carrying an air of nobility about him. The other appears to be a priest, wearing robes and a simple silver holy symbol of some sort.**

A **Knowledge (Religion) check** (DC 14) or **Knowledge (Bet Rogala: local) check** (DC 7) reveals the priest's holy symbol is that of The Riftmaster and the Temple of Enchantment.

**Scanning the room the pair eventually makes eye contact with you. The royal valet then casually pulls out a sealed parchment and begins speaking in Merchant's Tongue.**

**"Good Sirs and Madams, I am Chondel Rivanlat, valet to Emmisary Welstern Vrindolvus of Cosdol. Due to the horrors that befell the ambassador on his journey to Pekal, I have been sent to recruit worthy persons to fill the ranks of the Cosdolite embassy guard. Any who feel qualified step forward and introduce yourselves."**

A **Gather Information check** (DC 13 + ATL) and at least 2 Victories (gp) reveals to the PCs that the ambassador was waylaid by slavers on his journey to Bet Rogala. Supposedly clerics of the Temple of Enchantment were nearby and rescued the ambassador, but most of his men had been killed or sold.

At this point, offer the PCs **Player Handout #2**. Any PC that is interested may step forward and introduce himself. A number of NPCs step forward as well.

As people begin to form a line, the priest casts *detect evil* and begins scanning the room a second time. A **Spellcraft check** (DC 16) reveals the spell.

Two people are asked to leave the line before brief interviews begin. The valet does not impart any additional information, though he does say that the job offers long hours and good food. If pressed for more information, he informs the PCs that, in all probability, the job will be

short term as they are expecting replacement men from Cosdol in the coming days.

Any PCs who accept the job and are accepted (Judge's discretion) are given directions to the embassy, as well as a letter of introduction (one for each PC). Have them continue on to **Encounter 1: Vrindolvus**.

### **ENCOUNTER 1: Vrindolvus**

SUMMARY: Vrindolvus meets with the PCs to explain his current situation and to ask for their help.
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**Rivanlat escorts you to a carriage waiting outside. The heavy leather flaps keep the rain out as best as possible, although the wheels seem to find a number of water-filled holes in the cobbling on the way. After half an hour's travel through the Inner City Wall, you arrive at your destination. Peering through the blanket of rain, you set your eyes on the Cosdolite Embassy. It appears to be no more than a large manor house surrounded by a tall brick wall and a gated entrance. Spying a guard on duty, you approach the black iron gate.**

Rivanlat hands them the scroll he read at the Robin's Nest. He tells them to present it to the guards to be admitted. He has further duties about the Royal District and does not accompany them inside. Once the party makes themselves known or addresses the guards continue.

**The guard eyes you through the bars menacingly. The larger of the two loudly speaks, though the rain makes it hard to hear. "What business have you inside?"**

Players presenting their letters or clearly and politely explaining why they are here are escorted inside. If the PCs are rude or course to the guards, the two men insist on verifying the notes and leave the PCs out in the rain for an exorbitant amount of time.

The judge may use his discretion if the PCs take any alternative action to gain entry to the embassy.

**The guard pauses a moment and then silently consults with his counterpart.**

Unlocking the gate, he ushers you forth. “Follow me,” he intones, “I will present you to the embassy steward.” Leading the way through the downpour and up the cobble walk, you quickly arrive at the front doors of the embassy. Ringing the door bell, the guard waits for an answer from the other side. Just as the wind picks up and the rain begins to sting your face, the door opens. Snidely the guard speaks, “These people carry what appear to be a letters of invitation.”

The steward, seeing the notes in the guard’s hand, ushers you to the door. The warmth and absence of water beckon you inside. The foyer, adorned with royal tabards of Cosdol, is lined with several mahogany chairs that starkly contrast the white marble floor.

House servants are waiting on the interior. PCs may check at the door any garments or equipment they wish to leave behind. A small table next to the door holds a number of white ribbons. The steward insists that all two-handed and ranged weapons, any weapons that cannot be sheathed and any shields all be checked.

Any other weapons must be peacebound with the white ribbon (peacebinding is an accepted practice at clerical and formal gatherings where the hilt or shaft of a weapon is tied to its sheath with a piece of white cloth). A **Use Rope check** (DC15) allows a PC to bind his weapon with a slipknot. It is a move action to untie a slipknot.

**“My humble apologies dear sirs (and ladies). With the ambassador’s tragic journey from Cosdol, we have had a terrible time getting any good help in this city. Farmers and fisherman make not good guards and servants.” At this he chuckles to himself. “I will be but a moment, please allow me to announce your arrival. I will have the servants bring warm mead for you.”**

**DM NOTE:** The servants do not know anything of the emissary’s business, are all Brandobian or mixed humans and avoid eye contact. They address the party as sir or madam, but don’t answer questions beyond a yes sir or no sir. The steward avoids answering any questions, stating that he doesn’t know why they are here, but does recognize them from a previous dinner party (only if they played *The Rub*).

After roughly fifteen minutes, the steward comes back bearing a toothy grin, his hands clasped together. “Good sirs (and ladies), Emissary Welstern Vrindolvus will see you now. Please walk this way.” He saunters ahead down the marbled hallway.

(DM NOTE: Smack anyone who saunters.)

Passing rooms and archways, you get a peek at the wealth and style of the manor. Rooms upon rooms filled with art and lavish finery. Finally stopping at a door toward the end of the hall, the steward knocks and opens the door. “Ambassador, may I present the guests you sent for.” He signals for you to enter. “If you won’t be needing me, milord, the kitchen needs inspecting. I really must check up on the new help.”

The emissary stands. “No, that will be all.” The steward leaves, closing the door.

This portion of the encounter is tricky. It varies slightly based on whether the PCs have met Vrindolvus before. Those people he’s comfortable with are offered food and drink. Those PCs he has not met before, he asks to take a seat and begins asking general questions, such as why the valet picked them.

When he is satisfied with what he’s heard, he begins again, almost ceremoniously.

**“Good friends and new acquaintances, thank you for coming, especially on such a miserable day as this. I hope all is well with you?”**

He waits to hear what the PCs have to say, giving them a chance to talk about themselves and what they have been up to.

**“For those that I have not met before, I offer up sincere thanks for stepping forward on such short notice. If I may ask you for the letters of introduction that my aide gave you?”**

He waits for each to step forward and present the letter, giving cursory approval to each one. Once satisfied, he continues.

**“Excellent, everything is in order. I am sure that you are curious as to why I asked you here? As some of you know, I am here as emissary to Pekal from Cosdol, my home, the**

**northernmost kingdom of Brandobia. In this role, I hope to establish not only good relations with Prince Kafen, but to further trade between our two countries. It is Cosdol's hope that our two nations will grow close and prosper together, as mutual allies if the case ever presents itself.**

**"In fulfilling my duties, I will make my residence here in Bet Rogala so that I may learn more about Pekal and its subjects. I also hope to open dialogues with Pekal's many civic leaders. But any endeavor of this magnitude has its problems. This was a certainty even before my kidnapping in Ek'Kasel."**

If the PCs were involved in his rescue, he gives each a smile and a knowing nod of recognition.

**Before I left Cosdol, I sent my steward and aides ahead of me in order to make preparations for my arrival. In doing so they secured this house and a handful of house servants. As the embassy guards were accompanying me, they felt little need to put together guards for my defense. Most of my retinue died on our journey, though, and the rest caged along with me as slaves. Having finally arrived in Bet Rogala, I found everything else in order. I sent my manservant back to Cosdol with word of what happened to me and with a request for additional guards. With this done I was hoping that nothing else foul would transpire before the arrival of the new guard detail. But much to my dismay, this was not the case."**

Present the PC's with Player Handout 3.

**"A week ago I found this letter on my desk."**

Present the PC's with Player Handout 4.

**"Two days ago a guard found this letter on the gate."**

After reading the notes, the players may make the following checks:

**Knowledge (Races) DC 14 + ATL**

The letters refer to Elves

**Decipher Script DC 15 + ATL**

The note is written in Brandobian, though the style of the letters appears to be an Ancient Bandobian script.

**Knowledge (Religion)**

DC 10: The notes seem to begin with religious passages.

DC 15: Celetyr is the Brandobian name for the Emperor of Scorn (god of XXX).

DC 20: The notes seem to begin with passages from The Stone Tablets, the canon for the House of Scorn.

A **Bardic Knowledge check** can be made against each of the previous checks, though the DC is 5 higher.

**"I don't know what to make of these, other than it's a threat on my life. The problem is even more complicated with the fact that I am hosting a dinner for the prince and his entourage in two nights time. This dinner is quite important, for at that time I will be presenting a treaty to the delegation. Now if word got out about these threats I fear that I may have to cancel the dinner, which I wish to avoid. I have no one here to turn to and with little other recourse I have turned to you."**

Vrindolvus expands on this sentiment if the PCs rescued him in *The Rub*. He trusts the PCs, as they saved his life when they did not need to.

If the PCs have not played *The Rub*, Vrindolvus is very straightforward about his intention to buy their loyalty with gold. He needs people he can trust, even if they are mercenary.

**"With that, I am putting together a detail to deal with this. Please understand I have no authority in Bet Rogala beyond the walls of this building. Furthermore, you would only be serving on this detail until reinforcements arrive from my country.**

**"If you could see your way to help me I would be indebted to you. Could you investigate this matter and secure the embassy for the dinner?"**

—PCs Ask for Payment—

**Of course, for accepting this task I gladly offer reasonable compensation for your time, say 30 Victories each?**

—PCs Answer No—

Emissary Welstern Vrindolvus informs them of his appreciation for coming to speak with him. He offers the PCs 5 Victories each to not divulge anything he has said.

At this point, he goes to the door, calls for his steward and bids them farewell. The module is over.

—PCs Answer Yes—

**“Excellent, then it is settled. You’ll start today! I shall call in my steward and have him provide you with accommodations for your tenure, as well as give you a tour of the manor.**

—PCs bargain for more gold—

Have the PCs make a **Diplomacy check** (DC 14 + ATL if they did not play *The Rub*; DC 19 + ATL if they did, as the emissary considers them heroes and not mercenaries). If the check is successful, Emissary Welstern Vrindolvus agrees to 50 Victories (gp) per person. In doing so, the emissary look upon any PC taking the higher compensation as a mercenary and will not offer the Cosdolian Service Pendant to said PCs.

**DM NOTE:** Vrindolvus also makes himself available to answer any other questions the PCs may have.

—Who was here when the letters were found?—

**“We assume both letters were placed after twilight. I was informed that all the staff was present. The guards were on duty out front and patrolling the grounds. The cook was cleaning up after dinner in the kitchen; the maid was cleaning off the table. My steward was instructing my valet on forms of address for the dinner party.”**

—Was there any evidence of entry in your residence?—

**“Of this we found no clues, not that we didn’t look. The guards went about the manor house and grounds looking for signs of entry, as well as searching the rooms. They found nothing. As for the letter on the gate, we assumed it was put in when we called in the guards for dinner.”**

—Is there anything about the treaty we should know about?—

**Taping his right hand on a pile of bound parchment, “Much of it is in the barrister’s language.” He chuckles to himself. “Even I have a hard time understanding it sometimes. Needless to say much of the information must be kept confidential until**

**such time as Prince Kafen signs it. But at that time I would be more than glad to share with you what it contains.”**

**DM NOTE:** Any PC making a **Sense Motive check** must beat a DC 24 + ATL to believe that the emissary knows full well what the treaty says and is holding something back.

If he’s pressed on the matter, he simply says that the contract serves both Cosdolite and Pekalese interests, especially with Tokis’ escalation of hostilities.

—How long have you known your other servants?—

**“You don’t think that one of them had anything to do with this, do you? My steward has served my family for over ten years; of those ten he has served me for three. He is indispensable to my mission here and I trust him implicitly. The guards were my steward’s escort from Cosdol. They are house guards, assigned to me for my protection. I trust them to do their job, though they’re not the brightest creatures in the world. The valet was chosen by my steward upon arriving here in Bet Rogala. He made an agreement with a merchant to take in his son and train him in court etiquette. My steward thought it would also help that the boy was from the area, possibly giving insight into the city and its inhabitants. I find the boy simply charming and he has executed his duties well. A local merchant recommended the cook and maid to my steward. Having talked to their previous employer and being satisfied of their credentials, he hired them. I was surprised and delighted when I found out that the cook specialized in Brandobian dishes.”**

—What do you expect from us?—

**“At the very least I want you to keep my residence and I safe. But hopefully your experience and talents will be instrumental in rooting out this unseen enemy of mine.”**

—PCs Begin Asking Other Questions of Vrindolvus—

He tries to answer the questions as best he can, but really doesn’t have any information about the letters, nor any clue as to who they came from. The judge may use his discretion in this matter. Keep in mind that the emissary feels that he has



no enemies, but if pressed he would say that the only potential enemy would be Tokis or Kalamar.

Once the PCs and emissary are done talking continue.

**Standing up, the emissary grabs a bell from his desk, “Let’s get you started, shall we?” He gently rings the bell and mere moments later the door to his office opens. Attentively, the steward enters the room. “Please show these fine people to their quarters, as they are our newest embassy guards. Afford them as much latitude as discretely possible in the execution of their duties. Have the staff informed that they are to assist them in any way required.”**

**The steward gives a slight bow. “Yes, milord. Will you all please walk this way?” He heads out of the room.**

## **ENCOUNTER 2: The Tour of Duty**

**SUMMARY:** The PCs are given an opportunity to meet the major NPCs employed at the embassy. This is a free form encounter to allow them to meet the good and bad guys.

**DM NOTE:** This is a free form role-playing encounter, though you should start with the introduction of the steward. The party is getting a tour of the house, during which they are introduced to the other servants. Feel free to make up details or ad lib dialogue. The important details and facts are included below and should be addressed. It is important that you are familiar with the NPC descriptions in **Appendix III** to successfully navigate this encounter. It is likely that the party members may check on the maid and cooks story after the tour. If they leave the house move on to **Encounter 3: Mysterious Stranger**, before moving on to **Encounter 4: One Too Many Cooks**.

**DM NOTE:** The manor house is two stories. On the ground floor are located a foyer, office, kitchen, dining room, ballroom, servants quarters, study and a pantry. There is also a root cellar/larder for storage of provisions. The upper floors contain the steward’s quarters, the emissary’s bedroom, as well as a number of guest rooms. The whole of the house is richly decorated with many paintings, vases and object d’ art. Give the party members the feeling that the house and its trappings are lavish.

Depending on the time of day, the servants are found in different places. This schedule is known by everyone in the house:

	Morning	Afternoon	Evening	Night
Emissary	Bedroom	Office	Office	Bedroom
Steward	Office	Out on Errands	Study	Bedroom
Valet	Out on Errands	Servant Quarters	Study	Servants Quarters
Cook	Kitchen	Larder	Kitchen	Servants Quarters
Maid	Foyer	Foyer	Errands	Servants Quarters
Vrasten	Servant Quarters	House	Front Gate	Front Gate
Gravlen	Front Gate	Front Gate	House	Servants Quarters

### **Introduction to the Steward**

**Leaving the emissaries office, you move to follow the steward. Once everyone is in the hallway, he turns towards you. “Since we haven’t been formally introduced, my name is Defrilen Volsen. As you’ve been made aware, I am the emissaries steward and I am in charge of the day to day affairs of the embassy. I have been charged with providing any help to you during your stay here, or at least any help under my control. I know that the ambassador appreciates your help in this matter, as well as your discretion. Hopefully you can find out who is responsible and assure the safety of ambassador Vrindolvus. If I may I would like to give you a brief tour of the house and introduce you to the staff. Do you have any questions?”**

**DM NOTE:** The steward tries to answer any questions the party has, though he doesn’t know much. He is well aware of the letters and the accompanying threats, and fears for the safety of ambassador Vrindolvus. He doesn’t believe any of the staff are responsible, as he is the one who is directly accountable for their hiring. If anyone hints or implies that the staff, or he, is behind it, he stares down the offending party member and effectively ignores this person for the rest of the game. He defend any decisions he’s.

**DM NOTE:** Once done move on to another room and introduction, if the players request meeting someone move on to that introduction.

### Introduction to the Cook

**As you enter the kitchen, the aromas of sweet rolls and savory meat circle your head. Peering up from his chopping board, a broad shouldered man looks up at you. "Let me guess dear steward, more mouths to feed I take it? Well it was going to happen eventually. I guess ya'll be the new guards." He wipes his hands on his apron and offers his large hand in greeting.**

**DM NOTE:** The cook is a member of the Church of Scorn, and is a rabid hater of elves. When offering to shake hands have everyone make a Spot check (DC 10), those that are successful see him tense up when shaking any elves hand and quickly pull away. If questioned about it, he responds that he didn't want to hurt the poor Elf's delicate hands. The sarcasm is easily noted. After this encounter, he searches out the maid and informs her that he thinks something needs to be done. They both agree to poison the party at dinner that night. Failing that, they attack the party during dinner while they're seated.

—How long have you known your other servants?—

**"I've only met most of these folks several weeks ago, though I had worked with Lendril the maid at my previous employer. I had expected more people to cook for, but the steward informed me that the ambassador's entourage was killed during his kidnapping. As for the guards and the boy, I hardly see them as I'm either cooking or cleaning back here."**

—Who was your previous employer/How long did you work for your previous employer? —  
**Lendril and I worked for House Tafanel for three years, though we weren't the only ones. Due to the size of their family and staff, there were a number of cooks and maids. But just this year we were let go, as the master of the house informed us that with his children grown and his debt rising he could no longer afford our services. But as the steward will tell you, our references are impeccable."**

**DM NOTE:** Allow players a Knowledge Local check (DC 20), success means they are fairly sure that there is no family by this name in the

city. Players not believing any of the story can have a Sense Motive check opposed by his Bluff. Upon success, they feel that his story is a little rehearsed and that something isn't quite right.

### Introduction to the Maid

**You make your way down the hall to the foyer, your boots steps echoing against the marble. As you turn the corner you spy the maid dusting a series of vases against the wall. "Lendril, could you come here for a moment, I want to introduce you to our newest staff members." She lightly sets her duster down, give her apron a tug and swipe and proceeds to step in front of the party. She gives the party a gentle curtsy and smiles. "May I introduce the embassy maid, Lendril. As I'm sure you'll agree, her demeanor and pose brighten up this place." With a light giggle she smiles, "thank you Defrilen, you have thoroughly made me blush once again." "Well I take it that you are the new guards for the embassy detail. Your all quite impressive, but your not brandobian? Are you from Bet Rogala?"**

**DM NOTE:** The maid is a member of the Church of Scorn. She acts charming, attempting to keep the party members at ease. She questions the party as to why they're here and what they think they may do. She tries to ascertain if they are a threat or not. After this encounter, the cook searches out the maid and informs her that he thinks something needs to be done. They both agree to poison the party at dinner that night, and failing that attack the party during dinner while they're seated. If it goes badly, she leaves the cook to fend for himself. Before dinner, she makes her daily errands and reports the party to the priest Grandel Stronmin, making him aware of their presence.

—Who was your previous employer/How long did you work for your previous employer?—  
**Lendril and I worked for House Tafanel for three years, though we weren't the only ones. Due to the size of their family and staff, there were a number of cooks and maids. But just this year we were let go, as the master of the house informed us that with his children grown and his debt rising he could no longer afford our services. But as the steward will tell you, our references are impeccable."**

**DM NOTE:** Party members who have already heard the story immediately recognize it as the same story the cook gave, verbatim. If questioned about it, she just shrugs her shoulders and says “image that,” giving a laugh. Allow players a **Knowledge (Bet Rogala: Local) check** (DC 20), success means they are fairly sure that there is no family by this name in the city. Players not believing any of the story can make a **Sense Motive check** opposed by his Bluff. Upon success, they feel that his story is a little rehearsed and that something isn’t quite right.

### Introduction to the Guards Vrasten and Gravlén

Clasping his hands together, the steward steps forward. “Well it is time for the guard change, why don’t we go out side to the gate and I will make your introduction.” Following him outside, down the walk, you approach two guards talking. Peering through the sheets of rain, you immediately recognize one of them as the guard you met earlier this morning. But as the other guard turns, you feel that you may be wrong, as the other guard is his identical twin. “I present some of the finest guards that Cosdol has to offer, Vrasten and Gravlén. As you can see they are indential twin brothers, though if your observant you can tell them apart.” One steps forward and offers an hand shake, “greetings and welcome, I think I can speak for my brother Gravlén when I say that it’s a welcome sight to have reenforcements to the detail.” Gravlén steps forward an offers his hand in salutation. As you move to shake his hand, you notice that he is missing most of his index finger. “Ahhh... you noticed my souvenir. In a rush to go to battle, I forgot my gauntlets, needless to say I left a little something behind when I was hit by a orcish axe.”

—How long have you served Cosdol? —

“We both enlisted in the Kings army at 16, so that makes it” – the other brother chimes in, “12 years.”

—Did you see who put the letter on the gate? —

**Gravlén responds, “I was on duty, I went to go investigate a noise on the side of the house. I was gone no more than a minute or two. When I returned, I found the note tied to**

**the gate. I didn’t read it, but was told later on what it said.”**

—Do you think that anyone in the embassy is responsible? —

**Both laugh, “Well if your looking to beat up the kid, I would say pick on someone your own size. But seriously, we don’t think it was an inside job, as most of the staff is easily visible. We asked the valet if he remembered anyone getting up at night and he said not that night, though he said the cook is up every so often. As for the maid, well that delicate flower couldn’t have anything to do with it. As for the cook, who knows? We don’t deal with him much and he keeps to himself.”**

—Have you had any suspicious people hanging around? —

**Vrasten responds, “I was telling my brother that a couple times I thought I seen someone hanging about, almost as if he’s casing the place. I get a brief glimpse of him in the crowd, but then lose him. Always out of the corner of my eye. Human, brown hair I think. My brother thinks I’m crazy.” Gravlén interjects, “he is, the man he describes sounds like a farmer we know back in Cosdol. Either way it’s been hard the last couple days, as this rain isn’t letting up.”**

**DM NOTE:** The guards size up the party, looking to see if they can get an idea of their make up. They are aware of the letters and the threats. With this in mind they have been keeping an eye out for any potential trouble.

### Introduction to the Valet

“Well last, but not least, is my young protégé.” Walking down the hallway, you come to a study where a young boy is pouring over books on a desk. “Foladan, if I may tear you from your studies? I have some guests I would like you to meet.”

**DM NOTE:** He is the one the party has met at the beginning of the scenario. Foldan takes every opportunity to bow and be formal. He treats the party as visiting dignitaries and affords them all the pleasantries of royalty. For him its practice, and he is aware of who some of the party are, having heard the about the kidnap and rescue first hand from the ambassador. He

has no knowledge other than that listed in his NPC description.

### **ENCOUNTER 3: Mysterious Stranger**

**SUMMARY:** An agent of the Network of the Blue Salamander approaches the PCs and offers them a deal. In exchange for information regarding the treaty with Cosdol, he'll offer them a special treasure.

**DM NOTE:** This encounter is fairly quick, but is pivotal in the future. This happens the first time the party exits the building and goes to the front gate.

Fenekar Remki is an agent of the Network of the Blue Salamander. He is an operative for a leg attempting to penetrate Pekal. Nothing generally misses his keen eyes and ears. In this encounter he approaches one of the PCs (order of choice is: bard, rogue, infiltrator, wizard, fighter then anyone else). He is aware of the party as he has been watching the house and those that leave. He is looking for information about why the emissary that is here and more information about a rumored treaty. He would prefer to read the treaty, or at the very least take some notes. He settles for information about the treaty, even if second hand, but only pays 20gp. Those succeeding in getting the treaty to him to read will be given 100gp and a silver ring with a blue gem. When the gem is rubbed or warmed by body heat directly, the gem changes revealing a blue lizard in translucent glass.

When the PCs reach the front gate, they should all make **Spot checks** (DC 11). Those that succeed see a man standing in the shadows across the street. If Fenekar is able to make eye contact with a PC of a preferred class (listed above), he waves them to him. If the PCs decide to approach, read the following.

**As you make your way down the street, putting the embassy several yards past you, you feel a slight touch at your elbow. As you turn and look you see a half-Elven man dressed in merchants clothes. "My humble apologies for interrupting you errands, but may I have a word with you?"**

—If the PC stops to listen or lets Fenekar continue—

**"My sincere apologies for interrupting you on this rainy day, but I'm here to offer you a unique business opportunity. I represent a merchant trade organization whose has interests not only here in Pekal, but other countries as well. It is seems that you are in a position to help us and that we might be able to offer you something in return. Shall I continue?"**

—Continue if the PC is so inclined—

**"I have gotten word that an emissary from Cosdol has come to Pekal to negotiate a treaty, yet none of my contacts have any clue as to what the treaty entails. In fact, many officials in the government aren't even aware of the potential treaty, which increases my curiosity even more. So to be blunt; I want to see the treaty, I would like to know what is on the horizon in terms of trade and politics. As I have been keeping tabs on the house, I was surprised that a number of you showed, out of the blue if you will. This leads my inquisitive mind to believe that there is trouble somewhere. Am I wrong? Don't bother answering; I can see the answer in your face. What I propose is this, help me out with my problem, and I will help you out with yours. And as a token of appreciation I will compensate you for your time. If you were able to sneak out the treaty and let me have a look at it, take a couple of notes I would be indebted to you. And as many of my friends know, I pay my debts many times over. I would only need, say...twenty minutes with the document and if you were so inclined to know, I would share what I have learned with you. I've said my peace, what do you say?"**

**DM NOTE:** Fenekar does not divulge his relationship with the Secret Network of the Blue Salamander, nor does he elaborate on the organization's background. He only states that his work is in the best interests of peace and prosperity. In terms of compensation, he offers either a masterwork dagger or 200gp. If the PC agrees, he sets up a time to meet sometime after midnight tonight. Use **Encounter 5** for retrieving the treaty and resolving the drop off.

**DM NOTE:** If the PC fully explains the problem the emissary is having, as well as the letters, Fenekar informs the PC that he shall use all his resources to find out who is behind it. He further

stipulates that if the treaty is delivered, and all is in order, he informs the PC of what he finds out.

#### **ENCOUNTER 4: One Too Many Cooks**

**SUMMARY:** The cook and maid make their move, attempting to subdue the ambassador and kill the PCs by poisoning their soup.

**DM NOTE:** This encounter takes place at dinner. The PCs are seated by the maid at a long table, three seats on each side, with the ambassador at the head and the steward at the foot. The steward does not allow weapons at the table and asks them to place them against the wall. PCs can try to **Hide** tiny size weapons on a successful Hide check, opposed by the steward's **Spot**. The ambassador and steward make small talk with the adventurers; 'where you all from', 'why did you decide to be X', 'wouldn't you be happier as a farmer.' While in the middle of conversation, the maid and cook serve the first course, soup. This soup of course is poison, and, if they ask, the PCs may make a **Sense Motive check** DC 14 + ATL to determine that the pair are acting suspicious. The poison given to the ambassador is different from that which is served to everyone else. The poisons are from the *Kingdoms of Kalamar Players Handbook*, p. 117-119 and from the *Dungeon Master's Guide*, p. 80. All damage is temporary, though anyone dropped to a 0 Constitution dies.

The ambassador does not make a Sense Motive, but begins eating his soup unless one of the party members insists that he does not (succeeding at a **Diplomacy** or **Bluff check** [depending on the wording] DC 14 + ATL).

Once they feel that the party either is affected by the poison or are aware they have been poisoned, the pair attack. The cook stands on one side of the table the maid on the other. Remember that it takes a move action to stand from sitting

Poison Soup – Ambassador – Efelmane, Ingested DC 14. 1d4 Wis \ 2d4 Wis  
Poison Soup – All others – Dark Reaver Powder, Ingested DC 18. 2d6 Con \ 1d6 Con + 1d6 Str

**As you sit in your quarters and mull over the days events you are interrupted by a boy's voice. "Excuse me sirs\ladies, but I was told to announce that dinner will be served and**

**that your presence is requested in the dining room." Not waiting for an answer, he is suddenly off again.**

—Continue when the PC's are ready to go to dinner—

**Making your way down the hall, you find yourselves at the dining room. The Ambassador and Steward stand upon your entrance. "So good of you to join us! Malten has promised us a meal to remember and I for one am looking forward to some fine dinner conversation." The young valet seats each of you, holding the chair out, pushing it in and laying your dinner napkin at your lap. Once everyone is seated, the maid comes and offers you wine, water or mead. "So my fine friends, tell me about your travels. What wondrous stories do you have to share?"**

**DM NOTE:** Give them two minutes to talk, and then tell them they hear a bell ring and the maid announces that dinner is served. The maid and cook bring out the first and only course, soup.

#### **Wrapping up the encounter**

Once the fight dies down, the steward sends the valet for a priest, the same one from earlier this morning with instructions that the ambassador is poisoned. The ambassador and steward are speechless, as they didn't see this coming. PCs may make an **Alchemy check**, DC 15, to determine the poisons used, as well as the effects. They should also note that the poison used on the ambassador was non-lethal. Searching the cook's body, they find a piece of parchment, torn in strips, with writing in Brandobian. It reads "have you had enough of Elven oppression? Are you ready to take back what is yours? Come to the Angler's Warehouse on the full moon. Strength in numbers." The rest is missing, having been torn or ripped off. Any PC handling it smells a light odor coming off of it, reminiscent of fish.

**DM NOTE:** Each of them carried 3 *potions of cure moderate wounds*.

The emissary has the steward report the attack to the authorities. The City Guard is currently overwhelmed because of the endless rain, but because of his ambassadorship, they dispatch two guards to deal with the issue. They'll be there as promptly as possible.

## **ENCOUNTER 5: It Takes a Thief**

**SUMMARY:** If a PC accepted Fenekar's offer, this is his or her chance to fulfill that deal. (S)He attempts to obtain the treaty Vrindolvus is here for and is rewarded by the Salamander.

**DM NOTE:** The PC who was approached by Fenekar might want to take up his offer. If they do, have them explain to you how they go about and how they get it off the premises. They must succeed at the following dice rolls, award circumstance modifiers based on their plan, but no more or less than 2:

**Move Silently** (with a -2 penalty, his room is above his office) opposed by the ambassador's **Listen**.

**Hide** and **Move Silently** opposed by the front gate guard's **Listen** and **Spot**.

Upon returning, have them do it in reverse order. If they fail have either the Ambassador come down to investigate or the guard catch them leaving.

**DM NOTE:** On delivery of the treaty, Fenekar smiles. He rolls it out and reads through it very quickly. He jots some notes down that seem illegible (Thieves Cant), and then rolls it back up. He hands it over to the PC.

**"My compliments, I knew you were the woman/man for the job! You've done well and should be rewarded. My blade or my gold, your choice"** as he points down at the table you see a finely crafted silver blade and an open pouch of gold.

Having chosen your payment, he taps you on the shoulder. "One more thing friend, I never forget when someone has done me a service, or for that matter having done it well." He takes a ring out of his pocket and holds it in his palm. "Please consider this a personal gift, above and beyond what we agreed. By rubbing the blue stone the gem becomes transparent." As he says this he begins to rub the stone. The gem slowly becomes transparent and inside you see what appears to be a stylized blue lizard. "I hope that I can count on you in the future, and if you find your self in need of a 'friend',

then by all means seek me out. 'Til we meet again....and we shall." Picking up his notes and other items he makes his way out.

**DM NOTE:** If the PC mentioned the letters and threats against the Ambassador read the following:

**As we walks out he pauses at the doorway. Turning to you he smirks, "oh, as for the 'problem' your helping with. Let me just say that many people are small minded, intolerant of others. Being weak, they strike from shadows and secret places. The only time they show their faces is when they deal with other like minded discontents." As he turns and walks away you hear." I hear that they've been know to have meetings down at Angler's Warehouse." His voice fading," I wouldn't be surprised if you find who you're looking for there tonight..."**

## **ENCOUNTER 6: Little House of the Purgers**

**SUMMARY:** The PCs witness a small cult of the Prince of Scorn preparing to kill Vrindolvus and prevent the treaty between Cosdol and Pekal from being signed.

**DM NOTE:** The Church of Scorn is holding a meeting tonight. Rabid as ever, they are yelling epitaphs and slurs, while the priest Grandel Stronmin, works them up into a frenzy. He stands on top of a stage, crudely constructed out of crates, reading from the church tenets. PC's approaching the building have little trouble figuring out that this is the place. While he is aware of the PCs, he certainly isn't expecting him. In fact only an hour before, he sent an imp to kill the Ambassador.

**Arriving at the Angler's warehouse, you hear chanting and yelling coming from in back. Making your way around you spy the back of the warehouse full of life and light. Peering into one of the windows you make out a group of humans dressed in black and golden robes. On a stage you see a man in golden robes, with his face covered. His loud, booming voice rising over the din of shouts from the floor.**

**DM NOTE:** Wait for the party to either move closer or enter the building. Once they do proceed.

**Drawing nearer to the commotion, you become witness to what appears to be a sermon of sorts. On a make shift stage, arranged out of crates you spy a human male, possibly of Brandobian descent, preaching loudly to a group. Humans for as much as you can tell.**

**DM NOTE:** Grandel Stronmin is preaching about a time of change, where Elves are exterminated, other non-humans serve and human sympathizers are brought before the church for judgment. As the players listen, give them a feel for this.

**The preacher's words seem to work the crowd of into a frenzy of shouting cheers and slogans. Slowly he raises his hands to calm the crowd, smiling the entire time. "And tonight my brothers and sisters the time for judgment has come. Only a short time ago I sealed the fate of one of my supposed brethren. Our church has given us the means, and the absolute right, to quench the life fire of the Brandobian traitor who has not heeded our warnings. By mornings light the purge will have begun and we will usher in a new era for this city. Tonight you will take up the tasks assigned to you. Do not expect to be contacted, nor should you acknowledge a member if you happen upon during your business. There are many that would stop this cause that is most holy and supreme.**

**DM NOTE:** Give the crowd **Spot** checks to notice the party (with a -10 penalty). If they do have them roll initiative. It may also be possible that the party leaves the meeting to save the diplomat's life. In this case, by the time the party comes back, the meeting is over with no traces of where the participants went.

**Enemy Tactics:** The head priest stays on stage and casts, directing the others on what to do. He attack anyone attempting to climb on stage.

## **ENCOUNTER 7: Just in Time for a Nick**

**SUMMARY:** The PCs fight an imp conjured by the cultists sent to kill the emissary.

**DM NOTE:** This encounter happens whether they come right from the meeting or after taking out the members of the meeting. Grandel Stronmin has sent an Imp to punish the emissary from Cosdol. The imp has killed the posted evening guard, Gravlen, and dumped his body out back. He is standing watch, waiting for the servants to go to sleep. When the PC's arrive he tries to play it cool, bluffing the party. He knows the name of the guard he is impersonating, as well as minor facts about who else is in the manor (information reported by the cook and maid.) When the PC's arrive he tries to get them to either leave, saying that he chanced a cultist off, or that there are no problems. He does not attack the emissary unless the party leaves again or goes to sleep. If the party suspects him or leaves one member alone with him, he attacks. In impersonating the guard he has a +8 to **Bluff** and a +13 to **Disguise**. But as the Gravlen had his gauntlets on, the imp's disguise is somewhat imperfect. In a rush to Polymorph himself he failed to duplicate Gravlen's missing portion of index finger. Anyone remembering this or asking to see his hand should get a +10 to their **Spot** and **Sense Motive checks** against the imp.

The imp fights to the death to complete his mission. If the fight goes badly for him he enters the manor and tries to kill the emissary quickly.

## **CONCLUSION**

**DM NOTE:** There are ways this scenario can end:

The House of Scorn cultists are killed or captured and the imp is killed.

The House of Scorn cultists escape and the imp is killed.

Either way, the emissary will question the party as to what happened and whom they think is responsible. During his questioning he will try to get a sense of whether or not the threat against him has been taken care of. But never less, he will be grateful for what the party has done. The emissary will send his steward for the authorities and report the death of his guard when they arrive. He will ask the party not to mention the

threats on his life or the Church of Scorn, as he doesn't want to create undo attention to himself and his mission.

The early morning hours find you and your party on the front steps of the embassy. The adrenaline rush begins to fade as you survey your situation. Walking out the front doors is Welstern Vrindolvus, accompanied by Vrasten the last remaining embassy guard. The stream of rain has lightened to a piter-pater of droplets as the first signs of morning light stretch up over the horizon. Surveying your group, the emissary steps forward. "Tonight you have you have beaten back the darkness, this morn you have done a noble deed. Our poor Gravlen gave his life heroicy, holding steadfast in his duty to noble court of Cosdol. He will be buried with high honor and his name recited in the Annal of Hero's. Do me a service and tell me what has happened?"

**DM NOTE:** Have the PC's explain all that they wish. Once they do continue.

Welstern shakes his head slowly, seemingly staring of into the distance. "So have you dealt with the threat? Am I to have any more trouble?"

**DM NOTE:** Have the PC's give their opinion and then continue.

"Well, what matters now is that we take care of our fallen comrade and report this to the authorities. I do ask your favor though. I would ask for your discretion in these matters. Of the attack and the fall of my guard, speak fairly and certainly. I have no doubt that the local authorities would your words a fair amount of weight, maybe more weight then say a visiting dignitary. I ask that you not speak of all other matters associated in this affair; the letters, the Church of Scorn and the connection of these matters to the attack this morning. My mission here is an important one, and any rumor and innuendo could cast a black shadow over my country's reputation. I ask you for the sake of our two countries, can you do this?"

**DM NOTE:** Wait for an answer. The emissary won't be more specific or agree with any attempt by a party member to tell all. If all the party

members agree move on to Party Members Agree, if not move on to Party Members Do Not Agree.

#### Party Members Agree

A sigh of relief escapes Welstern's lips. "Thank you, your service to Cosdol will not go unnoticed. I am glad to have made such honorable acquaintances so far from home. I will go in and inform my steward to report this horrible attack and to bring back the Watch." Quickly he vanishes back onto the manor, leaving you to wait at the front steps. Moments later he emerges behind the steward. As Defrilen flies past you, the emissary approaches you, pouch in hand. "Here is the gold we agreed upon, plus a little extra. Consider it an honorium for a job well done."

**DM NOTE:** The pouch contains a total of 50 Victories (gp) per person.

"Well I must go inside and make myself presentable, as it seems the day has already started. I trust you'll wait for the Watch and keep to your word." With that he strolls off back into the manor, leaving you to report the attack and your heroic fight. Looking up you notice that the storm clouds have begun to break up while the sun slowly rises above the distance horizon. Looking around, you can't help but think that a new dawn is rising over the city. And with it the promise of drier days to come. Your hand heavy with payment you wonder why you were payed so much to work on such a simple detail.

#### Party Members Do Not Agree

A look of disappointment fills Welstern's face. "I'm sorry you feel that way, I was hoping that our two countries could have counted on you. If you'll excuse me I will go in to get your pay." Sluggishly he vanishes back onto the manor, leaving you to wait at the front steps. Several moments later he emerges behind the steward. As Defrilen strolls past you, the emissary approaches you, a small pouch in hand. "Here is the compensation we agreed upon. You have fulfilled your duties to my expectations. With the Watch on the way, I have no further need of. I appreciate all that you have done and if



**the occasion ever presents it's self, I may call on you again."**

**DM NOTE:** The pouch contains a total of 30 Victories (gp) per person, unless they negotiated for more. In that case there are 50 Victories (gp) per person.

**"Well I must go inside and make myself presentable, as it seems the day has already started. I trust you'll show some discretion in these matters." With that he storms off,back into the manor. With a firm closing of the door, he has left you to your own devices. Looking up you notice that the storm clouds have begun to break up while the sun slowly rises above the distance horizon. Looking around, you can't help but think that a new dawn is rising over the city. And with it the promise of drier days to come.**

**The End**

## **APPENDIX I: TREASURE SUMMARY**

—**Encounter 1:** 30 gp per character (50 gp if they negotiated or if they agree to keep silent)

—**Encounter 4:** *potion of cure moderate wounds* x6 worth 200 gp each if sold

—**Encounter 5:** Lesser Ring of the Salamander

—**Conclusion:** Token of House Welstern

Total treasure this module: 1750

### **THESE REWARDS COME AT THE EXPENSE OF 3\* DAY UNITS**

\*This number increases equally to any days spent resting or for any other delays in the PCs progress. If the module ends early, modify the expenditure of day units accordingly.

## APPENDIX II: EXPERIENCE POINT SUMMARY

— <b>Encounter 1:</b> Accepting the emissary's offer of employment	25 xp
— <b>Encounter 4:</b> Stopping the cook and made from killing Vrindolvus	75 xp
— <b>Encounter 7:</b> Rescuing Welstern Vrindolvus from the Imp	100 xp
* Discretionary Experience for Role Playing	200 xp
<b>Total Possible XP</b>	400 xp

## APPENDIX III: NPCs

(In order of appearance)

### ***The Valet***

**Foladan, male Kalamaran Nob1:** CR 1; Size M (5 ft., 8 in. tall); HD 1d8-1; hp 7; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +1 melee, or +3 ranged; SV Fort -1, Ref +3, Will +1; AL LG; Str 12, Dex 16, Con 9, Int 12, Wis 8, Cha 16.

**Skills and feats:** Appraise +4, Bluff +7, Diplomacy +7, Gather Information +6, Hide +3, Knowledge (Bet Rogala)+4, Knowledge (Nobility) +2, Listen +4, Move silently +3, Sense motive +1, Spot +1; Alertness, Skill focus (appraise).

**Languages:** Brandobian, Low Kalamaran, Merchant's Tongue

**Description:** Age 14, blue eyes, strawberry-blond hair. Well groomed and articulate.

**Background:** Foladan is the son of a struggling gem merchant. Upon hearing that a new emissary was looking for a new valet he jumped at the opportunity. In the father's mind he feels that this is an opportunity for his son to rise above his station. Foladan on the other hand feels that his father sold him out. At first Foladan was saddened and angered by his father's actions, and still harbors some of those feelings today. As the weeks went by though, he began to feel at home. He finds the instruction given to him by the steward interesting and generally trusts the him. Of all the other servants, he likes the maid the most, as she gives him candy and motherly attention. He dislikes the cook the least, as he is short tempered and sometimes catches him walking around at night. He interacts with the guards on occasion, which usually involves a game of cards or roll the bones. He doesn't know much else and while aware that there has been some trouble, isn't quite sure what it was.

### ***The Emissary***

**Welstern Vrindolvus, Male Brandobian Ari4/Exp3/Ftr2:** hp 43; Init + 0; Spd 30; AC 14 (Flatfooted: 14, Touch: 10); Atks +9/+4 (1d6+1 [x2, 15-20], +1 Rapier); AL N; SV Fort + 5, Ref + 2, Will + 8; STR 11, DEX 10, CON 10, INT 16, WIS 12, CHA 16.

**Skills and Feats:** Appraise + 11, Bluff + 10, Decipher Script + 5, Diplomacy + 20, Escape Artist + 2, Gather Information + 10, Intimidate + 10, Intuit Direction + 2, Knowledge (Geography) + 7, Knowledge (History) + 7, Knowledge (Law) + 6, Knowledge (Literature) + 5, Knowledge (Nobility) + 11, Knowledge (Politics) + 8, Knowledge (War) + 5, Perform (Oratory) + 5, Profession (Calligrapher) + 5, Profession (Lawyer) + 6, Profession (Scribe) + 3, Read Lips + 10, Sense Motive + 10; Glib Tongue, Inheritance, Noble Bearing, Quick Draw, Regal Bearing, Run, Weapon Focus (Rapier)

**Languages:** Brandobian, Low Elven, High Kalamaran, Low Kalamaran, Merchant's Tongue, Svimohzish

**Description:** Age 34, brown eyes, straight black hair. Richly dressed, well groomed and well spoken.

**Background:** A Brandobian emissary from Cosdol, Welstern Vrindolvus is the great-grandnephew to the Archmage Welren, king of Cosdol. He has looked forward to being a representative of his country and takes great pride in his mission. He is completely focused on getting his treaty signed and will desperately avoid any obstacles to this. He has enjoyed his stay in Bet Rogala so far, though the letters and kidnapping have put a damper on some of this. He doesn't know any of his servants well, other than his steward, but would find it hard to believe that any of them would cause him harm.

### ***The Steward***

**Defrilen Volsen, male Brandobian Nob2/Exp1:** CR 1; Size M (5 ft., 7 in. tall); HD 2d8-2 + 1d6-1; hp 12; Init +0; Spd 30 ft.; AC 10; Attack +0 melee, or +1 ranged; SV Fort -1, Ref +0, Will +7; AL N; Str 8, Dex 11, Con 8, Int 15, Wis 15, Cha 11.

**Skills and feats:** Appraise +8, Diplomacy +5, Gather information +4, Intuit direction +3, Jump +1.5, Knowledge (Nobility) +6, Knowledge (Brandobian) +4, Listen +9, Move silently +0, Profession (Scribe),

Read lips +3, Ride +1, Sense motive +7, Spot +2, Swim +4, Tumble +2; Eidetic Memory, Skill focus (listen), Skill focus (appraise).

**Languages:** Brandobian, Low Elven, Low Kalamaran, Merchant's Tongue.

**Description:** Age 45, blue eyes, curly black hair. Neatly dressed and groomed. He has a habit of trying to be funny, though most people don't find him so.

**Background:** He is dedicated to serving the emmissary, as he was assigned this task by the Cosdolian King himself. He has gone out of his way to ensure that the his lord would have everything he needed. But even with these measures several problems have arisen. And while he doesn't feel he is to blame, he does feel that he could do more. He feels the guards are lax in their duties and is patiently waiting for more to arrive. He feels the young valet is working out well and has high expectations for him, definitely his best work here as of yet. The cook and maid were a combination deal. They were recommended to him and when he checked their references he was fully satisfied that they could do the job. He can't understand why anyone would wish harm to his master.

### **The Cook**

**Malten, male Brandobian Clr3:** CR 3; Size M (6 ft., 3 in. tall); HD 3d8+6; hp 29; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 Leather Armor); Attack +6 Chopper (1d4+4, x3); SV Fort +7, Ref -1, Will +3; AL NE; Str 18, Dex 12, Con 15, Int 12, Wis 10, Cha 10.

**Skills and feats:** Alchemy +8, Craft +6, Knowledge (Religion) +4, Listen +3, Profession (Cook) +9, Spellcraft +6, Spot +3; Great fortitude, Martial Weapon Proficiency (Chopper), Skill focus (Alchemy).

**Languages Spoken:** Brandobian, Merchant's Tongue.

**Cleric Domains:** Hatred, Strength.

**Spells Prepared** (4/3+1/2+1); base DC = 13 + spell level: 0—*Detect Magic, Detect Poison, Guidance, Resistance*; 1<sup>st</sup>—*Bane, Divine Favor, Doom\**, *Faith Shield*; 2<sup>nd</sup>—*Bull's Strength\**, *Thunderclap, Undetectable Alignment*.

**Description:** Age 35, blue eyes, deep olive tone skin, dark brown hair.

**Background:** A relatively new worshiper to the House of Scorn. He was introduced to the church by a friend who over heard his grumblings about selfish "elves with their noses in the air." He has a bitter hate for all non-humans, especially elves, though he will try to mask this as much as possible. After attending several meetings at the docks, he quickly moved up through ranks as a capable fighter. He's been responsible for the beating deaths of several elves, as his hatred becomes more insatiable. He has not been given the okay to kill off the emmissary, but has been told that if any obstacles present themselves to "do what he has to do." Once he figures out what the PC's are there for he will plan to make his move. He thinks the rest of the staff are fools and though he has to work with Lendril the maid, he generally distrusts her.

### **The Maid**

**Lendril, female Brandobian Clr1/Rog2:** CR 3; Size M (5 ft., 5 in. tall); HD 1d8+3 + 2d6+6; hp 28; Init +1 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +2 Dagger (1d4+1, 19-20/x2); SV Fort +5, Ref +4, Will +3; AL NE; Str 13, Dex 18, Con 16, Int 13, Wis 13, Cha 16.

**Skills and feats:** Alchemy +4, Bluff +4, Hide +5, Innuendo +3, Intuit direction +3, Jump +3, Knowledge (religion) +5, Listen +4, Move silently +5, Profession (Housekeeper) +5, Search +3, Spot +1, Tumble +6; Dodge, Mobility, Quick Draw.

**Languages Spoken:** Brandobian, Merchant's Tongue.

**Cleric Domains:** Hatred, Strength

**Spells Prepared** (3/2+1); base DC = 11 + spell level: 0—*Daze, Guidance, Resistance*; 1<sup>st</sup>—*Divine Favor, Doom\**, *Faith Shield*;

**Description:** Age 30, brown eyes, light olive tone skin, dark ebon hair.

**Background:** A relatively new worshiper to the House of Scorn. She was taken in by the church when her father was arrested for killing an elfe who caught him stealing. The ensuing hanging filled her with rage and a taste for vengeance. She knows all the current members and is responsible for the church more clandestine operations. She views the church and its tenets as an emerging truth; to her it's only a matter of time before all other humans realize that non-humans are threats. She thinks that the steward and emissary are too trusting and wants to come forward and try to convert them. She feels that the guards are buffoons, as she slips past them almost every night. She was the one who planted the letters. She sees her companion in crime, Malten the Cook, as a pawn in the game. As such when his purpose is served she will cut him loose. Once she meets the party she will realize that she has some real competition. She will move to poison their dinners that night, and if that doesn't work she and the cook will attack

### ***The Guards***

**Vrasten / Gravlen Brandobian War2:** CR 1; Size M (5 ft., 10 in. tall); HD 2d8+2; hp 11; Init +7 (+3 Dex, +4 Improved initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 Brigandine Armor); Attack +4 Longsword (1d8+2, 19-20/x2); SV Fort +4, Ref +3, Will +0; AL LN; Str 14, Dex 16, Con 13, Int 11, Wis 11, Cha 9.

**Skills and feats:** Craft +2, Hide +3, Intimidate +4, Listen +0, Move silently +3, Profession +2, Speak language +1, Spot +0; Improved initiative, Power Attack

**Languages Spoken:** Brandobian, Merchant's Tongue.

**Description:** Age 28, blue, dark olive tone skin, jet black hair.

**Background:** As twin brothers, these two know much of each other and consequently only trust one another. They have served as royal guards to the king before drawing this post. They come off as sober and unamused. They feel there is no honor in this serving on this detail and hope that when reinforcements arrive they can take leave. They don't trust the cook, as they both think he's shifty eyed and nervous. On the other hand they both have taken a liking to the maid and young valet. They feel the maid is charming and helpful, offering to go out of her way to make them happy. The boy has given them someone to joke with in the off hours.

### ***The Mysterious Stranger***

**Fenkar Remki, male Fhokki Half-Elf Rog6:** CR 6; Size M (5 ft., 3 in. tall); HD 6d6+24; hp 46; Init +4 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+4 Dex, +4 Chain Shirt); Attack +5 Rapier (1d6+1, 18-20/x2) SV Fort +6, Ref +9, Will +5; AL N; Str 12, Dex 19, Con 18, Int 16, Wis 16, Cha 17.

**Skills and feats:** Appraise +12, Disable device +12, Disguise +13, Escape artist +13, Gather information +13, Hide +12, Intuit direction +2, Listen +6, Move silently +11, Open lock +13, Perform +12, Profession (Merchant) +12, Search +4, Spot +4, Use rope +13; Circle of Friends (Bet Rogala), Eidetic Memory, Improved Initiative,

**Languages Spoken:** Low Elven, Low Kalamaran, Merchant's Tongue, Thieves Cant

**Description:** Age 52, blue-grey eyes, soft auburn hair, simple dress, more human looking, with slightly pointed ears and oval face.

**Background:** Fenkar Remki is an agent for the Blue Salamander network. He acts as one of the agents in the Bet Rogala area. Posing as a gem merchant, he plys his trade while trying to gather information for the network. He has a keen ear for rumours, following up any interesting lead. He is currently working on a rumour that a Codoslian emissary has a potential treaty in the works with Pecal. His goal is to find out what is in the treaty and how will it affect neighboring states, as well as trade. He feels this information could help him rise in the ranks of the network.

### ***The Priest of Scorn***

**Grandel Stronmin, male Brandobian Clr5:** CR 5; hp 36; Init + 1; Spd 30; AC 15 (Flatfooted: 14, Touch: 11); Atks +5 (2d4+3, Chain, spiked); AL N; SV Fort + 6, Ref + 2, Will + 6; STR 15, DEX 12, CON 14, INT 12, WIS 14, CHA 14.

**Skills and Feats:** Alchemy + 2, Concentration + 10, Diplomacy + 6, Disguise + 4, Gather Information + 4, Intimidate + 3, Knowledge (religion) + 5, Spellcraft + 5; Extra Turning, Channel Negative Energy (Rejection), Exotic Weapon Proficiency (Chain, spiked)  
**Languages:** Brandobian, Merchant's Tongue.

**Domains:** Hatred, Strength

**Spells Prepared (Clr 5/4/3/1):** 0 - Detect Magic, Guidance, Read Magic, Resistance, Virtue; 1st - Divine Favor, Doom (d), Protection from Good, Sanctuary, Scare (d), Shield of Faith; 2nd - Cure Moderate Wounds, Hold Person, Silence; 3rd - Bestow Curse (d), Searing Light.

**Possessions:** Spiked chain, chain shirt.

**Description:** Age 45, brown eyes, curly black hair.

**Background:** In his mind, Grandel Stronmin has many titles. Patriot. Nationalist. Priest. And eradicator of elves. Born and raised in Eldor, Grandel was raised with two primary beliefs. First, that the Brandobian race will rule all that it sees, as it is the most noble bloodline. Second, while many races are born to serve, the elves must be stricken from this world. Early in his life he began attending church meetings for the Church of Scorn. Only took a couple of these before he realized his destiny. His rabid, unwavering faith was a joy for his elders to see. His patron in the church began educating him in church prophecy and writings. It was then that the idea of a unified brandobian state emerged. Preaching to worshippers and priests alike, he denounced the separation of the brandobian states. He instructed the church members to help weaken Cosdol and Mendarn, so that one day they would crawl back into the fold.

Upon receiving word that Cosdol was sending an emissary to Pekal and with no less than a treaty, he hasten to Bet Rogala. It would be here that he would foil this plan. Upon arriving he took over a small Church of Scorn cult. He has spent his time then gathering up followers with his prohuman message, though not informing them that non-brandobians are just as bad. He and his chief patron decided on a plan that would first try to warn the emissary and then to do away with him. He has two followers in the house and has told them that no matter what, do not kill the diplomat until he gives the word.

### ***Purgers***

**Purger Cultist, male Brandobian Rog1/Ftr1:** CR 2; hp 15; Init + 2; Spd 30 (40 when using Sprint); AC 15 (Flatfooted: 13, Touch: 12); Atks +4 (1d4+2 [20/x3], chopper); AL NE; SV Fort + 4, Ref + 4, Will + 1; STR 14, DEX 14, CON 14, INT 14, WIS 12, CHA 8.

**Skills and Feats:** Hide + 6, Jump + 6, Listen + 6, Move Silently + 6, Open Lock + 5, Pick Pocket + 6, Read Lips + 7, Sense Motive + 3, Speak Language + 1, Spot + 6, Tumble + 6; Sprint, Unerring Strike, Weapon Focus: Chopper

**Languages:** Brandobian, Merchant's Tongue.

**Possessions:** Chopper, Studded leather

### ***The Imp***

**Ur'Ske, Male Devil, Imp Outsider3/Rog1/Ftr1:** Tiny Outsider (Lawful Evil); hp 25; Init +7 (+4 Improved Initiative, +3 Dex); Spd 20, Fly, Perfect 50; AC 18 (Flatfooted: 15, Touch: 15); Atk +10 (1d4, Sting); SA: Spell-like abilities, Poison (Ex); SQ: Polymorph (Su), Regeneration (Ex), Immunity: Poison (Ex), See in darkness (Su), Damage Reduction (Su): 5/Silver, Fire Resistance (Ex): 20, Spell Resistance (Ex): 5; AL LE; SV Fort + 5, Ref + 8, Will + 4; STR 10, DEX 17, CON 10, INT 10, WIS 12, CHA 10.

**Skills and Feats:** Appraise + 4, Bluff + 8, Diplomacy + 6, Disguise + 3, Forgery + 3, Gather Information + 5, Hide + 16, Intimidate + 2, Knowledge (Local) + 1, Knowledge (The Planes) + 4, Listen + 4, Move Silently + 9, Perform + 5, Speak Language + 1; Dodge, Improved Initiative, Weapon Finesse (Sting), Weapon Focus (Sting).

**Languages:** Brandobian, Merchant's Tongue, Infernal

## PLAYER HANDOUT #1

*Greetings and good tidings my friend,*

*I hope the great service you've done me still lasts in your memory, as it does in mine. I, Welstern Vrindolvus, owe you my life and my livelihood for rescuing me from those horrible servants of the Overlord. There isn't a day that goes by that I don't ponder what would have become of me if it weren't for you and your company of heroes. I trust you enjoyed the dinner held in your honor. Without your resourcefulness and bravery, I would most certainly be dead.*

*It is this resourcefulness and bravery that has me contacting you now. I have once again found myself in a dangerous situation, specifically threats upon my life. As a stranger in Bet Rogala, I have no one to turn to for help, or at least no one whom I could expect discretion from. As luck would have it, my young valet got word that you were in the city waiting out the storms. I ask for your help in this matter, or at the very least to meet me at my embassy to hear me out. I'm sure that your heroic nature will indulge me once you hear of my plight. I will accept you this very morning if you are so inclined. Furthermore, I am in need of embassy guards to augment my rather small detail. This would only be for a short time, as I expect reinforcements any day now. In this endeavor, if you could lend assistance, and counsel, to my young charge I would be most appreciative.*

*Please inform my valet of your intentions. I can only hope that you will see fit to once again assist me, and the country of Cosdol.*

*With high regards,*

*Emissary Welstern Vrindolvus*



**PLAYER HANDOUT #2**

...and Celetyr went forth and culled all that was tainted in his lands, delivering his people free from abominations...

Your efforts do not go unnoticed

We are quite aware what you intend

By continuing on you do great insult to your noble lineage

Do not mix with those that have vile sap for blood

Because even we will not be able to save you

You have been warned

### PLAYER HANDOUT #3

...and one among them strove to help the forest devils. Moving under cover of night like a thief, the traitor released the accursed tree people. As horn blew and drum beat, Celetyr stole upon the blood traitor enacting his treacherous plan.

Desecrator!

Do you not heed good warnings?

We know of your plan to meet with the half-breed abomination

Who are you to defy your true blood?

Swift and heavy is the punishment for race traitors

Your judgement is at hand

## *The Treaty*

**DM NOTE:** There may be an instance when a player will want to read the treaty or may ask questions about the treaty. The treaty is in Brandobian, one of Prince Kafen's native languages. Reading it takes a half-hour unrushed. All of the text is very legal in terminology and the average layman has a difficult time making anything out of it. A successful INT check (DC 14) gives the reader a general "feel" about the treaty. They come away with the idea that it is mostly about trade; negotiated tariffs, sea trade with Baneta, helping Cosdol become more competitive with Eldor in the south, etc. The treaty also mentions a proposed common defense, where Cosdol would lend aid to Pekal if it were attacked.

A successful Knowledge (Military Tactics) – DC 15 gives the reader the impression that Cosdol is offering weapons to the Pekalese army. Furthermore, there is a clause that mentions quartering Cosdol troops for Pekal's defense in the event of an invasion from the south.

## After Action Report

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

- Had the PCs played *The Rub*?
- Did the PCs bargain for more gold? (And if so were they successful?)
- Did the PCs suspect the soup was poisoned?
- Was Vrindolvus poisoned?
- Did any of the PCs earn the Ring of the Salamander?
- Did the PCs attack the cult of the Prince of Scorn?
- Was the Imp defeated?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to [joe@kenzerco.com](mailto:joe@kenzerco.com) with "A Simple Detail AAR" in the subject line.