



**ALLOYED  
RPG™**

**Lost Envoys of Alnico Island**

A 'New Hinterland' Campaign  
by Steve Lorch



# **Alloyed RPG™ Lost Envoys of Alnico Island**

A 'New Hinterland' Campaign by Steve Lorch



**Alloyed RPG** is your ultimate gateway to tabletop roleplaying! It's easy to learn, easy to play, and easy to run. Think of it as, *'Dungeons & Dragons\* without all the math.'* Character creation takes as little as 5-minutes, and all you need is 1d20 dice and your imagination!

This project is our labor of love to the ttrpg community. Most of what we put out is free, so it really helps if you support us by liking, subscribing, and sharing the links below. For questions and comments, email the [DungeonMaster@AlloyedRPG.com](mailto:DungeonMaster@AlloyedRPG.com). Thanks, and may your dice always roll with advantage!



\*Dungeons & Dragons is a trademark of Wizards of the Coast LLC.



## Lost Envoys of Alnico Island

(A 'New Hinterland' Campaign by Steve Lorch)

**SPOILERS:** This module is intended for the DM's eyes only! Shaded paragraphs are those that should be read to the players, with additional information shared at the DM's discretion.

**Overview.** Lost Envoys of Alnico Island is a one-shot campaign appropriate for all levels of players and DMs. This 5-Act campaign begins and ends in the town of Riverbend. Gameplay is roughly 3-4 hours with breaks.

In **Act 1 'The Lost Envoys,'** the Party's help is enlisted by The Three Brothers Gnome Curiosity Shoppe and Provisionary to bring back the rare kaleberi plant from Alnico Island. Here, the Party learns that two previous envoys have gone before them, never to be seen again.

In **Act 2 'Southeast We Go,'** the Party must choose to travel either by way of the river or through The Wildes to get to Lakeview, the last stopping point before making the final excursion to Alnico Island. Perils await whichever path they choose.

In **Act 3 'Lakeview,'** the Party hears rumors of strange goings-on at the island. They must find a way to get to Alnico Island despite the dire warnings of unwilling and fearful locals.

In **Act 4 'Alnico Island,'** the Party arrives on the island to discover the dreadful fate of the two previous envoys. Something much deeper and far more sinister is afoot that could impact all of New Hinterland. This Act is the crux of the campaign. Success will mean riches and honor, and the discovery of important secrets. Failure...well...let's just hope they don't fail!

In **Act 5 'Back to Riverbend,'** the Party settles accounts with the Three Brothers Gnome for their rewards. The 'Benefactor' and the true reason they were summoned to Riverbend is revealed. Here they will restock and rest...until the next adventure...

**Background.** New Hinterland, sometimes called The First Continent, is a rugged land full of fiercely independent creatures and adventurers alike. Only the strong survive. At New Hinterland's center lies the bustling town of Riverbend. Many come to this commercial hub to sell their wares, stock up on provisions, and enjoy the pleasures of urban life. As many others come to Riverbend to disappear. Considered a local landmark, The Three Brothers Gnome Curiosity Shoppe and Provisionary is the oldest mercantile in town. Adventurers can get anything they want here...for a price.

**DM Note:** Prior to starting the campaign, each character should come prepared with a unique backstory (created by the player). The DM should think of an individual reward specific to the desire of each character for fulfilling the assignment. Each character should choose their starting Gear **after** hearing the assignment and choosing a starting route.

**Act 1 'The Lost Envoys.'** Having received individual invitations from the Brothers, each member of the Party finds themselves at The Three Brothers Gnome Curiosity Shoppe and Provisionary (*see map of Riverbend*). The youngest, Brother Crispin, an alchemist, addresses the would-be adventurers.



*'Thank you for coming on such short notice. Brothers Aldrin, Brentin, and I, on behalf of...(clears throat) an anonymous "Benefactor"...humbly request your services for a most important task. Each of you will be greatly rewarded according to your individual invitations.'*



*All expenses provided, of course – except for your personal Gear (our provisionary is fully stocked in anticipation of your arrival). Perhaps introductions are appropriate at this point.'*

Each of the players introduces their characters to the group as would be done in normal conversation (name, where they're from, occupation, etc.). They share their backstory and may or may not disclose why they are there or the nature of their reward. Crispin continues...

*'Very well, then. I'm sure you'd like to know the nature of your assignment, should you choose to accept it. As you're all well-aware, New Hinterland relies heavily on Magic for all aspects of life. You may not be aware, however, that much of this Magic relies heavily upon the kaleberi plant to create it. This rare plant grows only on Alnico Island in the middle of Phender Lake, and it blooms for only 23 days every two years. We always keep plenty in reserve, but this year...'* Crispin gives a cautious look for approval from the Brothers. *'This year, we've run into some problems.'*

Crispin goes on to explain that two prior envoys have been sent before, never to return. The first was a lone trapper, Cornelius Hornbuckle, who set out two springs earlier. His hat washed up on a riverbank just three months ago. After him, the Stricklands, a husband-and-wife team from Rocky Pointe (him, a botanist, her, an alchemist) took the assignment. They left two weeks ago and haven't been heard from since. Time is wasting and the end of the season is drawing to a close. This is the last chance to harvest the kaleberi plants before the stores of Magic run out in Riverbend, and possibly all of New Hinterland.

The assignment is to go southeast to Alnico Island in the middle of Phender Lake and retrieve the rare kaleberi plant while it's still in bloom. This highly poisonous plant is used as the catalyst in nearly every alchemy formula and Magic potion in New Hinterland. The roundtrip journey should only require one (1) week. The Party can either travel the meadows then take the river, or make their

way through the Wildes to Lakeview. Both paths are prone to robbers.

If they take the river, they must navigate rapids infested with aggressively carnivorous pulp salmon (that can chew through wood) and deal with a deadly Wilde Bear during an overnight camp. If the Party chooses to go through The Wildes, they'll run into a band of outcast wood elves-turned-robbers. Either way they'll eventually end up at Lakeview prior to the short jaunt to Alnico Island.

**Act 2 'Southeast We Go!'** Whether they choose the Way of Woods or the Way of Water, the Party may procure donkeys at Highpoint Landing (Loc.1) across the river. If the Party chooses to travel by Way of Water, they'll need to transport their vessel (raft, canoe, etc.) through the meadows (Loc.2) to the river (Loc.3).



**The Way of Water.** Traversing the meadows (Loc.2) is uneventful for a day unless the Party faces a random encounter here (adds 30-min to game). Once the random encounter is completed, the Party reaches the river.



After paddling down river for nearly a day, the Party must make a portage around some rapids. During the portage, they stumble and lose control of the boat (*see note*).

**DM Note:** Each player rolls against Target 8 (Body). Those who fail must roll 1d20/2 (rounded down). The corresponding number on that player's Gear list is dropped into the river either to be left behind or attempted to be retrieved. Magic weapons only drop if a Natural 1 is rolled. Retrieval has a 75% chance of success, but 1HP is lost to hypothermia.

After portaging, the Party enjoys a fairly calm paddle, though they can't help but feel like they're being watched from the edge of The Wildes. Several hours pass, the adventurers are hungry. The Party notices a fishing pole and some tackle tucked in the vessel. If anyone decides to fish from the vessel, everything goes fine...until it doesn't.

Your line starts to bend. You've hooked a nice one!

Reeling in the line reveals a nice, big salmon. But, as the fish is landed, the Party notices it's huge, sharp teeth. The fish begins to thrash around in the boat and snaps violently (*see note*).

**DM Note:** Roll 1d20/4. The number corresponds to a player's position at the table (clockwise from the DM). That player is bitten and suffers Light Damage. Repeat the roll every round the fish remains in the boat.

After a few minutes of calm, you hear and feel a dull thud on the bottom of the boat, followed by another, and another, and another, until it sounds like drums beating on the hull. The water around the boat is churning from the swarm of fish that now surrounds you. In between the thuds, you hear a gnawing sound. A tiny hole appears in the wooden hull as a small trickle of water spills in.

The fish are chewing through the boat as it takes on water and begins to sink. The Party must start paddling to shore as soon as possible (*see note*)!

**DM Note:** Set a timer. If the Party decides to paddle to shore immediately, their chances of making it without swimming the salmon-infested waters is 90%. For every minute of indecision that passes, the percentage drops by 10%. Swimming results in Light Damage inflicted by the fish on everyone in the water.

After the Party makes it safely to shore (their boat completely destroyed), the sun is setting and they should think about making camp.

The night passes by uneventfully and you get some much-needed rest, enough to heal 1d20/5 HP of any wounds sustained up to this point (any extra is chalked up to the benefits of a good night's sleep...'*cause you're gonna need it...*). The Sun is barely beginning to peak over the horizon when you hear a rustling and grunting noise coming from the edge of the woods just outside your tents.







***'Bear Attack!'***



It's a dire bear (Target 12, HP 40, Heavy Damage). The smell of dead fish and blood has attracted him to the campsite. Roll for Turn order...



When the dire bear encounter is finished, if the Party started by The Way of Woods, they can make their way to Lakeview without further incident. If the Party started by The Way of Water, they will be directed toward a path leading into the Wildes to pick up at the clearing (*Loc.4, starting from below\**)

**The Way of Woods.** The Party takes a short ferry to Highpoint Landing where they procure donkeys. The ferry porter explains, *'The edges of the Wildes may seem clear, but they're well-known to be infested with dire bears. I'd advise you to stay on the very clear path through the center of the Wildes. You'll come to a small village about half-way where you can safely spend the night.'*

\*The Party travels for quite a while before reaching a clearing with a meadow. They stop there for a break, but ominous storm clouds roll in. Within seconds, the sky is pitch black. The pouring rain, thunder, and lightning spook the horses and they all run off (*see note*).

**DM Note:** Not applicable if arriving by Way of Water. Anyone who fails against Target 6 (Body) sustains Medium Damage from the trampling horses.

At this point, everything the Party attempts will be at Disadvantage (it's dark, wet, and they've been rattled). According to their estimation, the village should be just a few miles up ahead. Walking past the clearing and into the woods, they are soon met with a net trap (*see note*).

**DM Note:** Anyone who fails against Target 16 is caught in the net traps and suspended upside down. Anyone attempting to cut the net loose rolls with Disadvantage to deal Heavy Damage against the ropes (Target 12, HP 13).

You hear the sound of footsteps in the woods nearby. Out of the forest steps a band of giant druids. They do not look happy to see you. A petite female wood elf steps forward. She is clearly the leader. *'Surrender your weapons and you may be spared,'* she says with her blade drawn (*see note*).

**DM Note:** The Party should negotiate. If they win over Trynia, they will be taken to the village, given food, safe passage, and their horses (which she has). But they each owe her a favor to be disclosed later. If they choose to fight, the patrol consists of four (4) giant druids (Target 10, 15HP, +2 Attack, +2 Defense, Heavy Damage) and Trynia (Target 12, 15HP, +3 Attack, Heavy Damage). 1d20/2 more druids arrive within 1d20/5 rounds and horde mechanics are initiated. Should that happen, the Party is almost guaranteed to die. **Fighting is not the best option here!**

The druids are led by a petite wood elf named Trynia Featherbow. She was once a well-respected *'Sister of the Forest'* until she was betrayed and imprisoned by a corrupt young Mage of Wizard's Watch. Trynia escaped with the help of the druids





*'Sister of the Forest'*



and now lives with them in the Wildes, practicing naturalism and robbing passersby. She helps the poor with her earnings (sometimes), but mostly she wants to inflict damage upon any traveler associated with the Wizard's Watch. If the Party negotiates successfully, they will spend the night in the village and learn some of Trynia's back story.



*'I am Trynia Featherbow of Northwood, Sister of the Forest. And these friends are the druids of the Wildes. Many years ago, my village was plundered and destroyed by a band of raiders from the Seas Beyond. They killed everyone -except me. I was taken captive and brought to Isla Caldera where I was sold to a young Mage named Magnus the Wretched (as he would only years later come to be known). Despite his name, he treated me with kindness and trained me in the ways of Magic. Until...something changed. An envoy of hooded beings arrived by boat to Wizard's Watch. Immediately after, I was imprisoned and tortured – all by decree of Magnus. These druids were old*

*friends of my family. When they heard of the raid on our village, they did all they could. They never gave up searching for 'the girl who was captured' until they found me and helped me escape. But that's a story for another time. Enough for now. The night is short and you have a long journey ahead of you.*

*But before you retire for the evening, there's the matter of a favor to settle. Somewhere on Alnico Island there is rumored to be a small, ivory box – you'll know it when you see it. Bring me that box, unopened, seal unbroken, nothing more.'*

The box contains a vial with a single drop of Trynia's and Magnus' mixed blood. When broken, the vial's contents reverse any poison, immediately restoring all HP to the one upon whom the blood is applied. As long as the ivory box remains sealed, Trynia and Magnus remain soul-bound and she will always be able to find him, even through the portals. Trynia believes there's still some good left in Magnus, and the soul-binding is the only way she can keep track of him until he can be redeemed.

If the Party started by The Way of Water, they can make their way to Lakeview without further incident. If the Party started by The Way of Woods, they'll be warned of wandering trolls in the western Wildes and directed east towards the meadow (Loc.2, page 2). When they reach the river (Loc.3), they will find an abandoned canoe.

**Act 3 'Lakeview.'** The Party arrives safely in Lakeview around sunset. They find an inn to get a meal, spend the night, and hopefully secure passage to Alnico Island in the morning. There's an old fisherman sitting by himself in the corner, drinking an ale. If the Party talks with him, they will hear tales of strange things that can be seen and heard at a distance coming from the island. Boats, and people, go missing. None of the locals get within 500ft (150m) of its shores. No one, including the old fisherman, will take the Party to the island or rent them a boat to do so. But time is wasting! They must get to the island soon before the kaleberi season is over (see note)!





*'Rowing to Alnico Island'*



**DM Note:** The Party should try to steal a boat. If so, each player rolls against Target 5. If all are successful, the Party steals a boat undetected. If 1 player fails, the Party is noticed by the town drunk with few consequences. If 2+ players fail, the Party is noticed by the townsfolk who try to stop them. Have fun with it, but ultimately allow the Party to escape with the boat, leaving upset villagers yelling at them from the shore.



While rowing closer to the island, the Party may perceive a body submerged by a rock tied to a rope (see note). It's the body of Cornelius Hornbuckle (Buy/Print this mini from Dragon Trappers Lodge). If they search the body, there's a very expensive gemstone in his shirt pocket (the one who actually searches the body

gets the gem for their inventory. It does not take up a Gear space).

Arriving to shore after a long paddle, you see faded signs of a skirmish. The ground is roughed up with scattered debris, including part of a page to a botanical notebook.

**DM Note:** Perception checks are rolled against Target 8 (Mind). If anyone succeeds, facts are revealed to the whole Party.

A perception check (see note above) reveals evidence of someone having been dragged off into the woods.

**Act 4 'Alnico Island.'** Following the trail leads you to a small stone cottage and shed in the middle of the woods. The cottage looks unoccupied and the front door is slightly ajar.

**Abandoned Cottage** (see map). The main house (Loc.1) has simple furnishings but nothing unusual. A perception >65% (Mind) will reveal a hidden door under the kitchen table leading to (Loc.4). The shed (Loc.2) is locked with a simple padlock (Target 3 (Body), HP 7). The shed ladder (Loc.3) is rickety. Anyone attempting to climb down must roll against Target 7 (Body). Failure results in a board breaking and Light Damage. Pushing against the wall (back of bookshelf) opens into (Loc.4). Another trap door in the corner leads down a ladder to (Loc.5) where the Party may find items per the DM's discretion. The stairs lead to a basement room (Loc.6) containing what appear to be alchemy scrolls. An arched door is closed, but unlocked (see note).

**Dungeon of the Necromancer** (see map). Three (3) skeleton guards (stationed in the dark at Loc.2) attack the Party. One has a sword (Target 4, HP 5, +1 Attack, Heavy Damage), one has a spear and shield (Target 4, HP 5, +1 Attack, +1 Defense, Medium Damage), one has a bow and arrows (Target 4, HP 5, +1 Attack, Medium Damage). Unless able to see in the dark or successful at casting light Magic, the Party rolls at Disadvantage.

**DM Note:** Roll for turn order to determine who's last through the door. That player takes Medium Damage from a poison arrow shot from the dark, then Light Damage from the poison it releases each round until healed or dead.





Abandoned Cottage







*'Last One Down...'*







After the Party finishes off the skeleton guards, they'll follow muffled noises down to (Loc.3) where they encounter the necromancer.

As you descend the cold, stone stairs, the air becomes stale as a deep sense of dread begins to overtake your thoughts. Standing before you in the center of four marble pillars is a gaunt figure, with a sullen face and lifeless eyes. His skin, if it could be called that, is greyish and almost seems to be made of smoke. The staff in his hand glows a dull blood-red, no doubt full of foul Magic.



Give the Party a moment to discuss their plan of attack.

As you decide what should be done, the cloaked figure dashes down the torch-lit stairs and disappears into the darkness of the caverns below.

(Loc.4) has been walled off with fresh plaster. If the Party decides to break through the wall (Target 7, HP 20), a foul stench will fill the cave as they look upon a mound of rotting corpses.

When the Party reaches the intersection at the bottom of the stairs, they will hear muffled voices coming from the left. Upon entering (Loc.5)...

Gagged and bound back to back to a chair in the middle of the room are a male and female human. They are clearly weak from struggling to free themselves.

The Stricklands have managed to stay alive by convincing their captor he needs them for their knowledge of the kaleberi plant. He's been working on a formula to raise an army of undead to impress his master and return from exile. Like the others entombed in (Loc.4), Cornelius Hornbuckle's body was being preserved underwater for use as a test subject for the reincarnation formula. As the Party is learning the backstory, Candace Strickland notices the member who was shot with the poison arrow. She offers to go get the necessary medicine from the cottage, and returns with Trynia's sealed ivory box. Does the Party break the seal to save their friend or keep their promise to the wood elf?

After dealing with the healing potion...

You hear the echo of footsteps receding further down the dimly torchlit hallway.





(Loc.6) is a storage grotto filled with bottles of wine. If any of the Party takes a swig, it will taste horrible. But, unknown to them until they return to Riverbend, the bottles contain pure kaleberi juice. Anyone who drinks it will gain one (1) Natural Magic Ability bestowed on them by The Benefactor at the end of the campaign.

Straight ahead, the narrow torchlit hall opens up into a larger corridor (Loc.7). The righthand side is stacked floor to ceiling with large whiskey barrels. 'I'm here,' an ominous voice bellows from in front of you (Loc.9). 'Fight me if you dare...' The necromancer stands before you in the distance, bathed in the pulsing red glow of his staff. A greenish light radiates from the passage to his left.

As the Party approaches (Loc.9), the necromancer unleashes two keg golems. One assembles itself from the whiskey barrels in (Loc.7) and stations itself between the Party and the necromancer. The other assembles itself from other barrels in (Loc.8) and comes in behind the Party. If the Party decides to go into (Loc.8) the same scenario plays out where they are trapped between the two keg golems.



Each keg golem has a Target 7, HP 35, +2 Attack, and Medium Damage. Smashed pieces immediately reassemble themselves, restoring 3HP each round. The best way to defeat the golems is to defeat the master controlling them, but they can be burned.

Gallons of whiskey (*see note*) are spilled on the floor as golems get smashed open in the melee. The slippery surface forces you to perform all tasks at Disadvantage.

**DM Note:** The whiskey is flammable and the hallway is lit by torches.

When last keg golem drops below 5 HP, the necromancer flees toward the green light.

As the necromancer flees, he stumbles and drops his staff (*see note*). It bounces across the floor, unleashing a wicked howl. The bloodred light pulses as the staff skips to a rest along the cold stone wall. The necromancer pauses, conflicted for a moment as he looks once more at the staff before disappearing into the passageway. Moments later, the green radiance goes dark.

**DM Note:** The staff is pure evil and filled with ten (10) Magic too powerful for any mortal to wield. Anyone who attempts to pick it up immediately suffers -1 Spirit AND -1 Mind before violently dropping the staff.

(Loc.10) houses a portal. The necromancer has escaped through it and the portal is now closed and sealed by an impenetrable wizard's lock.

You enter the room to find it empty. A dull green circle is etched on the stone wall with a bronze wizard's lock prominently seated where the green light had once been. Surely this was a portal, but to where?

The threat of the necromancer over and the Party is left to regroup in peace.





*'Barrels of Fun'*



Galen and Candace Strickland approach and give you their thanks. Candace offers you the ivory box. The partial inscription reads, *'The seal that binds two souls, once broken never to rejoin, conceals a drop of blood to heal the wounded...'* The last part of the inscription has been filed off.

As the Party heads back to the surface through (Loc.9)...

A pulsing red glow illuminates the dark enclave. Magnus' staff lies tauntingly on the floor. Candace steps forward. As she reaches down to wrap the staff in her leather cloak, her shirt sleeve pulls back to reveal a forearm tattoo. The Elvish script reads, 'Sister of the Forest.' She picks up the staff and wraps it in the cloak without suffering any ill effects.

If no one thinks of it, remind the Party that they need to find the kaleberi plants before it's too late. It's nightfall and harvesting would be nearly impossible in the dark, so the Party should be encouraged to rest in the cottage. In so doing, they can each heal 1d20/5HP.

The next morning, the Party discovers that the season is over and the kaleberi plants are finished blooming for the year. There are none to be found. They've missed the window. As the Party contemplates this unfortunate turn of events, Galen Strickland appears.

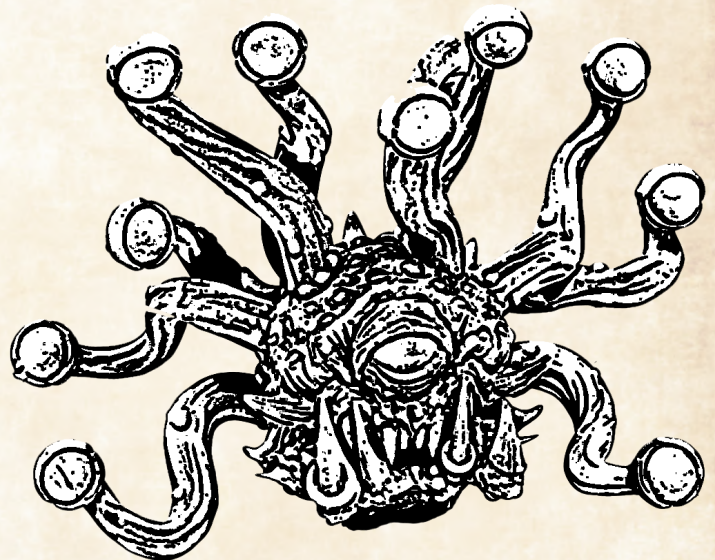
*'Don't worry, we have plenty. Magnus (the necromancer) forced Candace and I to collect the plants everyday for weeks. Apparently, raising an army of undead requires a considerable amount of berries. Thankfully, we'll never know exactly how much. The wine bottles in the storage room (Loc.6) are all full of pure kaleberi juice - enough to keep the Brothers Gnome in business for years.'*

**Act 5 'Back to Riverbend.'** The Party paddles back to Lakeview where they are confronted with an angry boat owner (*don't spend too much time here – just pay him off and be on your way*). The Party will return to Riverbend by way of the eastern

shore of The Wildes. Candace tells the group that she'll take the woodland route so she can deliver the staff to *'someone who'll know what to do with it,'* and she'll catch up with them in Riverbend. She also takes whatever is left of the ivory box and vial.

Back at the Three Brothers Gnome, the Party settles up with Crispin for their achievements. They hand over the bottles of kaleberi juice to the great delight of the Brothers.

*'You have proven yourself worthy adventurers indeed,'* says Crispin. *'We prefer you stay close as we may have need of your services in the future. As such, our Benefactor has secured housing for each of you in Riverbend, should you care to avail yourselves of it.'* There is a rustling behind a curtain near the counter. *'I'll take it from here, Crispin. They are ready.'* The curtain parts to reveal *The Benefactor*. A large, hovering orb of a creature floats slowly toward the Party, his ten eyes on stalks methodically scanning in every direction while the huge central eye focuses directly on the adventurers. *'New Hinterland – and perhaps the rest of our entire universe – is in great danger. The portal you discovered on Alnico Island is just the beginning. There are more. Many more. Strange and evil things have been coming through with greater frequency...and greater power. We're not sure who (or what) is behind it all, but we know we will need your help to stop it.'*





### Tying Up Loose Ends:

- Candace delivers Magnus' staff and the ivory box to Trynia. If the box is intact, great. If not, the wood elf understands. The staff is far greater for the purpose. The Party is released from its debt to her.

- The Stricklands set up shop in Riverbend to become returning NPCs.

- Magnus portals back to Wizard's Watch, where something bigger is brewing.

**DM Note:** At this time, all HP is fully restored and each character may roll 1d20/2 for additional HP. They may also completely re-supply, replacing and/or exchanging any of their original Gear and adding one (1) additional piece of Gear, including Magic, if slots are available. You may also allow the characters to add +1 to one (1) Ability of their choice. Anyone who drank the kaleberi juice is given one (1) Natural Magic Ability of their choice. Any additionally promised compensation is given to the individual characters.

## CONGRATULATIONS!

If this is your first Alloyed RPG™ campaign, welcome to the Party. We hope you enjoyed it enough to spread the word! This project is our labor of love to the ttrpg community. Most of what we put out is free, so it really helps if you support us by liking, subscribing, and sharing the links below. For questions and comments, email the [DungeonMaster@AlloyedRPG.com](mailto:DungeonMaster@AlloyedRPG.com). Thanks, and may your dice always roll with advantage!





**APPENDIX  
CREATURES AND NPCs**



# Three Brothers Gnome

*'What prudent merchant will hazard his fortunes in any new branch of commerce when he knows not that his plans may be rendered unlawful before they can be executed?'*

-J. Madison, Founding Statesman

**A Small Start.** In AGC 5, just after the height of the Seven Years War, supplies were running low on all sides, but especially so for the alliance. Three gnomish brothers decided to make a difference by sneaking across enemy lines to smuggle whatever goods they could procure. And thus, the Three Brothers Gnome Curiosity Shoppe and Provisionary had its heroic yet humble beginnings.

As the War cooled down and the world slowly adjusted to its new normal, folks began looking for items beyond simple survival. The establishment increasingly became known for its more unusual articles, until the curiosities eventually surpassed the provisions. Adventurers can get anything here, for a price.

**Crispin.** An accomplished alchemist, Crispin is the de facto spokesman for the shoppe. He's most interested in quests involving plants, potions, poisons, and Magic. If you need anything arcane, Crispin is the one to see.

**Aldrin.** The most reserved of the three, Aldrin is the bookkeeper. He has a keen mind for numbers, which is good considering the huge quantity of provisions flowing through the shoppe. Aldrin is the one who signs the invitations and, more importantly, the paychecks.

**Brentin.** Loud and boisterous (*and half deaf from explosives*), Brentin is a master locksmith key maker. He's also fond of firearms and mechanical devises. If you expect safes to crack or traps to trip, Brentin is your gnome. He's also keen on gambling, sometimes placing bets with adventurers to heighten the stakes and make the quest more interesting.



Buy/Print this mini from White Werewolf Tavern

## Three Brothers Gnome

*Small merchant humanoids, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	2	0	0

**TARGET 10 HP 50 DAMAGE** Don't ask

**Traits.** Three merchant brothers with diverse backgrounds and talents.

### ACTIONS/ABILITIES

**Procurement.** Owners of the oldest mercantile in Katharsis, the shoppe is able to acquire anything and everything needed for a quest. They have complete diplomatic immunity.

**Motivation.** *Commerce.* They believe in the free market as the means of independence.

**Weakness.** *Rudeness* They can't stand obnoxious, entitled adventurers.

**Sovereignty.** In acknowledgment of its efforts during the war, the Three Brothers Gnome was granted *'perpetual exemption from taxes, restrictions, and regulations on any and all goods passing through its doors.'* The brothers and the Benefactor are also covered under *'diplomatic immunity'* as recognized throughout the Four Corners.



# Dire Bear

*'I don't have to outrun the dire bear; I just have to outrun you.'*

-Corky Fitzpatrick, Hiker's Worst Friend

While bears are closely related to dogs, dire bears are a different animal altogether. In a word, they are simply, *'mean.'*

**Habitat.** These large mammals have a wide range, but are mostly found in and around temperate forests and mountain ranges with an abundance of caves. They may be seen in colder climates, but never in jungles or desert areas.

**Food.** Dire bears are hungry all the time and are constantly on the prowl for an easy meal. They are not at all afraid of confrontation if something (or someone) stands in the way of their sustenance. Dire bears will eat anything from garbage, to orcs, to orcs eating garbage.

**Hibernation.** Every winter, dire bears seek caverns and grottos in which to sleep. Hibernation lasts for several months. During this time, the creatures are somewhat (but not entirely) vulnerable, functioning at Disadvantage as they try to shake off the fog of slumber. Once awakened from sleep, quite the opposite is true. Dire bears come out of hibernation extremely hungry and aggressive in their search for food (*and berries aren't going to cut it*).

**Rage.** Dire bears are very agile and can attack multiple assailants at once as long as they are within reach. Their powerful limbs and sharp claws inflict Heavy Damage and have even been known to puncture plate armor. Dire bears will not back down from a fight – they are in it until the end.

**Speed.** If you think you can outrun a dire bear, think again. They are one of the fastest animals in the wilderness, clocking in at 35mpg (56kph) over rough terrain. They can run uphill, across rivers, and can even climb trees.



Buy/Print this mini from Artisan Guild Miniatures

## Dire Bear

*Large wandering animal, hostile*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	0	0	1	0

**TARGET** 12 **HP** 40 **DAMAGE** Heavy (teeth, claws)

**Traits.** Brutish, curious, strong, wild, omnivorous.

### ACTIONS/ABILITIES

**Rage and Speed.** They are aggressive even when unprovoked and can rage, giving them three (3) attacks per Turn. Dire bears can run up to 35mph (56kph).

**Motivation.** *Primal.* Always looking for an easy meal, especially coming out of hibernation.

**Weakness.** *Hibernation.* This is about the only time a dire bear is vulnerable.



# Trynia Featherbow

*'Rise and rise again until lambs become lions.'*

-R. Hood, Vagabond

How does one survive in the Wildes? Is it by luck? By skill? Or, perhaps, it's by something (*or someone*) else. The lore of New Hinterland is filled with encounters of woodland maidens, pleasant yet commanding, keeping adventurers captive only to release them in due time (*usually after a danger, then unknown to the adventurers, has passed*).

**A Tragic Past.** When Trynia was young, her entire village was killed by a band of raiders from the Seas Beyond. The only survivor, she was taken captive to Isla Caldera and sold to a young Mage named Magnus the Wretched. Magnus treated Trynia with kindness and respect until mysterious visitors arrived at Wizards Watch, after which she was ordered to be imprisoned and tortured. This went on for years until druids (*friends of Trynia's family who had never given up on finding her*) freed the elf and brought her to the Wildes.

**Sisters of the Forest.** This ancient sororal order stretches back to the height of the Seven Years War. Many men and heads of households perished in battle, leaving women, children, elderly and the disadvantaged to fend for themselves amidst the rubble. Poverty and starvation were rampant. Rangers by nature, the elvish women fared better than most, able to glean sustenance from the forest as they had for centuries. To their credit, the elves shared their abundance as they could, keeping a close eye out for those who showed promise, regardless of race. Little by little, others of similar mind were added to their ranks, and the Sisterhood was formed.

The Sisters of the Forest hide in plain sight, preferring to keep a low profile rather than call attention to their charitable acts. Inclusion into the sorority is by invitation only (*no one finds the Sisters, they find you*). Most are cordial, some roguish; none should be trifled with.



Buy/Print this mini from RN Estudio

## Trynia Featherbow

*Medium female elvish ranger, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	2	2	3	0

**TARGET** 12 **HP** 15 **DAMAGE** Heavy (poisoned arrows)

**Traits.** Elvish, lives in Wildes with druids, steals from Dark Mages & gives to poor (sometimes).

### ACTIONS/ABILITIES

Able to cast **Animal Bond**, **Animal Speak**, **Charm**, **Healing** and **Protection**. Trynia is also an expert archer, rolling with Advantage when using a bow.

**Motivation.** *Restoration.* Believes in possible rehabilitation of some Dark Mages.

**Weakness.** *Naïve.* A charitable mindset supersedes most other inclinations.



# Druid (Giant)

*'To be a druid is to embrace death, dance with it a while, and finally fall prey to it. That is why we'll never rule this world.'*

-D. Shan, Scribe

Though not 'giants' in the classical sense, druid giants are still large (9ft/3m tall) and are not something to take lightly.

**Keepers of the Forest.** Wherever one finds dense, pristine woodlands under threat of encroachment from outside civilization, one finds druids protecting it. The beings have a keen sense of connection with the natural world and will fight well to preserve it. Most druids have grown up deep in the wilderness they call home. They know the forest and its secrets, often using nature as its own weapon.

**Natural Magic.** Druids can speak to (or at least communicate with) most plants and animals within their natural habitat. They are also able to cause supernatural growth and/or mobility in vegetation. The giant druids are less adept at these skills, but their own strength and size tends to make up for it.

**Distrust of Outsiders.** As one would expect, druids are wary of intruders into the woods. They've witnessed too many hunters, developers and careless explorers who don't adhere to their *'leave no trace'* doctrine. Those who journey through uncharted forests would do best to keep on those paths that are clearly marked rather than be counted as trespassers.

**Chemical Pollution.** Even giant druids are susceptible to toxins and contamination. You will almost never encounter druids or their settlements downstream or downwind from factories or heavy industrial areas. Most poisons don't actually kill the druids outright, but do make them sickly and weak – traits that can be passed along to their children. In the short run, attacking a druid with chemicals will only incur their extreme wrath.



Buy/Print this mini from Mammoth Factory Games

## Druid (Giant)

*Large humanoid, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
2	2	2	2	2

**TARGET** 10 **HP** 15 **DAMAGE** Heavy (various weapons)

**Traits.** Keepers of the Forest, wilderness experts, strong, wise, quiet.

### ACTIONS/ABILITIES

**Natural Magic.** Druids are able to communicate with most plants and animals within their natural habitats.

**Motivation.** *Nature.* Druids are protectors of the natural realm.

**Weakness.** *Chemical Pollution.* Particularly susceptible to toxins.



# Skeleton Warrior

*'It is better to stand and fight. If you run, you'll only die tired.'*

-Bjorn Halfdan, Viking Raider

Once a warrior, always a warrior - it's in their bones. Having lived a life of constant battle, these fallen soldiers have not yet found their final resting place. Most of this is due to the fact that all skeleton warriors were, at some point in their lives, mercenaries, lending their services to the highest bidder without regard for honor or ethics. They bare a guilty conscience for atrocities committed.

**Necromancer Masters.** Skeleton warriors are almost always under the control and of necromancer. They are employed as vigilant guardians of crypts, tombs, and catacombs in which significant objects are hidden. Skeletons are an easy choice because, unlike their living counterparts, these bone brigades don't require food, water, shelter, or any other necessities of life. They remain on constant vigil in the hope that one day, their master will restore their honor as promised. But that day never comes.

**(Dis)Organization.** Mercenary soldiers have no strong affiliation with any particular army or cause. Depending on the situation, they may or may not recognize rank or hierarchy within their squad. Other than the general orders decreed by their overlord necromancer, engagement is a chaotic free-for-all, spurred on primarily for nothing other than *'the love of the fight.'*

**Reanimation.** Unless a skeleton warrior dies while performing a truly noble act, his bones will reanimate within 5 rounds as long as the parts are mostly intact and available in close proximity to each other. The skull, of course, is the main thing, so it's best to thoroughly destroy it. The only truly effective ways to permanently dispose of skeleton warriors is by Magic or by killing their necromancer. A skeleton may be persuaded to 'switch sides,' but that's highly unlikely.



Buy/Print these minis from Artisan Guild

## Skeleton Warrior

*Medium wandering monster, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
-1	0	0	0	0

**TARGET 6 HP 12 DAMAGE** Depends on weapon

**Traits.** Undead, dishonored, controlled by a necromancer, multiple factions.

### ACTIONS/ABILITIES

**Lesser Human.** Same abilities as in life, but to a much lesser degree.

**Horde/Swarm.** Can attack en masse, employing horde rules of engagement.

**Motivation.** *Controlled.* They do their masters' bidding with little or no personal motivation.

**Weakness.** *Shame.* Somewhere in their dead skull is a once-noble warrior now disgraced.



# Magnus the Wretched

*'When one can rend the fabric of time and space, what use is flesh and bone?'*

-Sanity's Thin Strand, p.58

Where does one begin telling the story of Magnus the Wretched, for he was not always thus?

**Origin.** Born 'Lorus Millerson,' the would-be Mage grew up in a small, nameless town in The Vale. His father was a simple miller and his mother a seamstress. Both died when Lorus was just six years old. A resourceful boy, Millerson survived on scraps and handouts as he made his way to Rocky Pointe, hoping to stowaway to Raven's Beak where he could join a pirate crew to Oceana. He never made it.

**The Apprentice.** Somewhere between Riverbend and Rocky Pointe, a normally good Lorus resorted to pickpocketing to get by. One of his early marks happened to be an itinerate Dark Mage who caught the boy in the act of thievery. The Mage saw potential in Millerson and, rather than turn him into the authorities, instead enlisted him as his apprentice and brought him to Wizard's Watch. After that, the story grows cold and mirky.

**Necromancy.** It remains unclear as to why Magnus (*for such was the name given him by the Mages*) turned his attention to the dead, but most suspect it had something to do with a longing for his parents. The young man practiced his craft diligently for years, surpassing his peers and many of his elders. Every attempt at necromancy failed, but he grew more and more powerful in the process. Until one day, mysterious hooded beings arrived at Wizard's Watch. That's when the good that was left within the Mage all but vanished.

**The Wretched.** After the visitors left, Magnus grew exponentially bolder in his 'experiments,' creating unspeakable abominations that appalled even the older Mages who had helped create the Usurper, earning him the moniker, *'The Wretched.'*



Buy/Print this mini from [Flesh of Gods Miniatures](#)

## Magnus the Wretched

*Medium Dark Mage, hostile*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
1	4	5	0	0

**TARGET** 13 **HP** 53 **DAMAGE** Magic

**Traits.** Dark Mage, powerful, good turned bad, necromancer.

### ACTIONS/ABILITIES

Casts **Dispossess, Immortality, Neogenesis, Resurrection, Shadow Killer, Teleport, and Wormhole** as Natural Abilities. More available in his Staff.

**Motivation.** *Power.* Magnus is a corrupted Mage desiring power over death and the dead.

**Weakness.** *Pride.* Extremely arrogant, he will try any and every Magic without fear.



# The Stricklands

'A weed is just a plant that has mastered the art of survival.'

-A Botanist's Guide to Peas and Carrots

Galen and Candace Strickland are two of the better-known plant specialists in New Hinterland. They both have written several scientific papers and are frequent contributors to various journals related to plants and their uses.

**Claims to Fame.** Galen made a name for himself traversing both the Aridian Desert and The Delta on solo expeditions to catalog their unique flora. Both regions are well-known for devouring numerous adventurers, let alone a single explorer. His work opened up breakthroughs in medicine, especially anesthesia.

Candace, on her part, is a prominent alchemist. She has developed antidotes for several poisons and is considered the authority on kaleberi extractions for use in Magic. It has long been rumored that Mrs. Strickland is the only alchemist to have ever truly synthesized gold.

**For the Love of Plants.** The couple met at a professional symposium and the rest is history. Their shared appreciation for discovery has made them somewhat of a power couple in their respective fields. The Stricklands have been offered handsome payments for their services, but they have always refused. Nevertheless, they are able to fund lavish expeditions into the far reaches of Katharsis that few could ever dream of, let alone execute. Their net worth and source of income remain matters of speculation.

**Sister of the Forest.** Though she does not advertise the fact, Candace is a long-standing Sister of the Forest, the sororal order dedicated to preserving woodlands and aiding the poor. Her lineage within the sorority goes back several generations, with a distant great (*multiple times*) grandmother being a charter member of the order.



Buy/Print this mini from STL Miniatures

## The Stricklands

*Human couple, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	2	1	0	0

**TARGET 10 HP 22 DAMAGE** standard

**Traits.** Galen (botanist, intelligent), Candace (alchemist, Sister of the Forest).

### ACTIONS/ABILITIES

**Galen** (botanist) knows all about plants and their effects. **Candace** (alchemist) can create all manner of potions and formulas, and is a Sister of the Forest.

**Motivation.** *Knowledge and Discovery.* The couple searches for new plant information.

**Weakness.** *Curiosity.* Some things are better left alone, but not to the Stricklands.



# Keg Golem

*'Do not let friars enter your wine cellars for fear they will bless every barrel and change the wine into blood.'*

-John Wycliffe, Theologian

With so many barrels stashed in taverns and dungeons, keg golems are one of the first golems learned by low-level Mages. The harder the liquor, the harder the golem is to control (*which is why most start with beer kegs*).

**Out of Sight.** Since keg golems are such a rudimentary form, they can be controlled by the Mage without having to be in direct line of sight.

**Reconstruction.** In most fighting situations, keg golems take a fair amount of abuse from axes, mallets and the like. As pieces fly off, the barrel beast loses its contents and ability to inflict wounds (although some shards can be quite sharp). When a keg golem drops below 5HP, it will usually stop fighting to reconstruct, drawing fragments to itself to reform. The process usually takes two (2) rounds to complete before it's back to full strength.

**Flammability.** As one would expect, fire, alcohol, and wood create a combustible combination. Torching is most often the best way to destroy a keg golem if one cannot destroy its controlling Mage.

**Not all Bad.** Like any other golem, keg golems are merely puppets of their master. Some of the more entrepreneurial innkeepers have paid Mages to teach them golem Magic to put the constructs to use in their taverns, pouring an endless supply of drinks to thirsty patrons. When you consider the hourly wage of a good bar maid, a keg golem is a bargain (though not much to look at).

**Floats.** One often overlooked feature of a keg golem is buoyancy. Keg golems have helped many an adventurer escape down river or survive shipwrecks.



Buy/Print this mini from Rocket Pig Games

## Keg Golem

*Large controlled monster, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	2	0

**TARGET 7 HP 35 DAMAGE Medium**

**Traits.** Controlled by Mage, wood construct, usual alcohol residue, self-reconstructs.

### ACTIONS/ABILITIES

**Reconstruction.** When a keg golem drops below 5HP, it begins to gather wood pieces to reconstruct itself. This usually takes 2 rounds to complete.

**Motivation.** *Controlled.* Golems are controlled by the Mage who controls them, good or bad.

**Weakness.** *Fire.* Wood barrels and alcohol residue are highly flammable.



# The Benefactor

*'Most men don't know what they believe, rather, they only know what they wish to believe. How many people blame God for man's atrocities, but wouldn't dream of imprisoning a mother for her son's crimes?'*

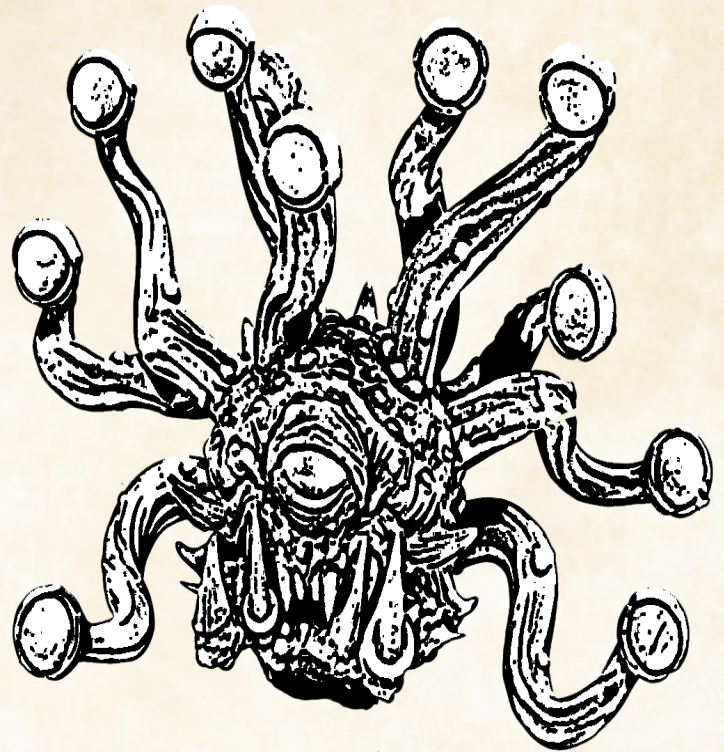
-C. Jami, Poet Philosopher

**History.** When the portals were first created by the Architects, it was an impressive advancement in technology that far surpassed the current state of ethics and morality in Katharsis. This imbalance of power and responsibility caught the attention of many worlds beyond the Four Corners. Various delegations were sent to Katharsis to keep an eye (or, in this case, 'eyes') on things. As centuries passed with little drama, folks began to forget about 'The Watchers' until eventually, their memory was all but lost to time and legend.

**All Magic.** To the Benefactor's kind, Magic is simply wielded science beyond the scope of current understanding. Those powers that seem arcane and supernatural to us are as rudimentary as electricity or gravity to a Watcher such as him. The Benefactor commands all known Magic as well as that yet to be discovered in Katharsis.

**The Greater Good.** Although the Benefactor has the best intentions, he's not infallible, nor is he omniscient, omnipotent, nor omnipresent. In general, his judgments are just and accurate, but he can make mistakes and he does have his own agenda. Thankfully, he's right 99.752% of the time.

**The Benefactor.** As time went on and Katharsis matured, hostility toward outside supervision began to grow, especially among the Dark Mages and Architects. Those greedy for power didn't want to share it. Several of the Watchers left the planet, while those who remained became more and more discrete, choosing to pull strings from behind the scenes rather than engage in open action. The Benefactor prefers to employ on-world adventurers to conduct his business.



Buy/Print this mini from Daybreak Miniatures

## The Benefactor

*Large off-world being, neutral*

BODY	MIND	SPIRIT	ATTACK	DEFENSE
5	5	5	0	0

**TARGET** 20 **HP** 150 **DAMAGE** Heavy (to Mind and Spirit Abilities)

**Traits.** Intelligent, alien, able to cast ALL Magic, works to keep evil in check.

### ACTIONS/ABILITIES

Able to cast **ALL Magic**. Every Magic in the list is at the Benefactor's disposal as well as Magic yet to be discovered.

**Motivation.** *The Greater Good.* As an alien, he works to keep the Dark Mages and evil at bay.

**Weakness.** *Agenda.* The Benefactor is powerful but not perfect.