



Lost Envoys of Alnico Island

First released in 2023, then republished as a separate module in May of 2024, this one-shot starter campaign takes place on the continent of New Hinterland. '*Lost Envoys*' was the first **Alloyed RPG** campaign to introduce players to the portal system and was the proving ground for many of the mechanics that now comprise Core Rules 2.2. Its balance of action and storytelling makes *Lost Envoys of Alnico Island* a great introduction to the **Alloyed RPG** world and platform.

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. Creatures and NPCs written in ***bold italics*** are further expanded in the campaign Appendix or Creature Compendiums.

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 unhelpful 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 bring 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 reasons they were summoned to Riverbend are 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 inhabitants (*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. Yet 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 their assignment. Each character should wait to Gear up until ***after*** their assignment is heard and a route is chosen.

Act 1 'The Lost Envoys.' Having received individual invitations from the ***Three Brothers Gnome***, each member of the Party finds themselves at The Curiosity Shoppe and Provisionary. The youngest of the three proprietors, 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 the specifics of your individual contracts. As is customary, all expenses will be provided except for your personal Gear (our provisionary is fully stocked in anticipation of your arrival). I, of course, already know each of you (I did send out the invitations after all), but perhaps introductions are appropriate at this point in time.'



Have each player introduce his/her character to the group as would be done in normal conversation (*name, where they're from, occupation, etc.*). They can share their backstory at this time and may or may not disclose why they are there and/or the specifics of their contract. 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 on reserve, but this year...' Crispin gives a cautious look for approval from the Brothers. 'Well, 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 (*see map*) and retrieve the rare kaleberi plant while it's still in bloom. This highly poisonous plant is used as the catalyst in nearly every alchemic formula and Magic potion in New Hinterland. The roundtrip journey should only require one (1) week. The Party can either travel through the meadows then take the river, or make their way through the Wildes to Lakeview. Both paths are prone to robbers.



If the Party chooses the river, they must navigate rapids infested with aggressive, carnivorous pulp salmon and survive an encounter with a deadly dire bear crashing their overnight camp. If the Party chooses to go through The Wildes, they'll run into a band of outcast wood elves-turned-brigands. Either way, they'll eventually end up at the sleepy peninsula town of 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 horses at Highpoint Landing (Loc.1) across the river. If the Party chooses to travel by the Way of Water, they'll need to transport their vessel (raft, canoe, etc.) through the meadows (Loc.2) to the river (Loc.3).



2 **The Way of Water.** Traversing the meadows (Loc.2) is uneventful for a day unless the Party faces a **Random Encounter** in this area (*Select from any Random Encounter Module, adds 30-min to gameplay*). Once the random encounter is completed, the Party reaches the river without incident.

After paddling down river for nearly a day, the Party must 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 (*up*). 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 up 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. However, as the fish is landed, the Party notices it's huge, sharp teeth. The fish stares blankly at its captor, then begins to snap its jaws and thrash violently around the boat (*see note*).

DM Note: Roll 1d20/4 (*up*). 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 spout of water trickles in.



The **pulp salmon** 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: As soon as thuds are heard, set a running timer that can be seen by the Party. If the Party decides to paddle to shore immediately, their chance of making it without swimming is 90%. For every minute of indecision that passes, the percentage drops by 10%. Swimming results in the fish inflicting Light Damage on everyone in the water.

After the Party makes it safely to shore (*their boat completely destroyed*), the sun is setting and they should consider assessing their losses, making camp, and calling it a day.

The night passes by uneventfully and you get some much-needed rest, enough to heal 1d20/5 HP (*up*) 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.

It's a **dire bear** (*ref. Creature Compendium, Vol.1*). 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 p.159¹*).



'When a pine needle falls in the forest, the eagle sees it; the deer hears it; and the bear smells it.'
Native American proverb, First Nations, c.1700s

The Way of Woods. The Party takes a short ferry to Highpoint Landing where they procure horses. 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 well-trodden path through the center of the Wildes. You'll come to a small village about half-way where you can safely spend the night.'*

¹The Party travels for quite a while before reaching a clearing in the forest. They stop there for a break, but ominous storm clouds quickly 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*). If arriving by Way of Water, disregard all references to the horses.

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 the Party's best estimation, the village should be just a few miles up ahead. However, walking past the clearing and into the woods, they are soon met with a net trap (*see note*).

DM Note: Everyone rolls. 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 brigands and **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 the elf, they will be taken to the village, given food, safe passage, and their horses (*which she has*). But they will 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), seven (7) brigands (Target 8, 10 HP) and Trynia (Target 12, 15HP, +3 Attack, Heavy Damage). 1d20/2 (*up*) additional brigands arrive within 1d20/5 (*up*) rounds, and horde mechanics are initiated. Should that happen, the Party is almost guaranteed to die. **Fighting is not the best option here!**





'He will win who knows when to fight and when not to fight.'
Sun Tzu, The Art of War, 504 B.C.

The brigands and druids are led by **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 and now lives among 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 slave traders from Aruchel. They killed everyone – men, women, children - 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 ship 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. 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. But I cannot stress this enough – the seal MUST REMAIN UNBROKEN!' Clearly shaken at the thought of the box, Trynia composes herself, bids the Party good night, and leaves.

The ivory box holds a blue glass vial containing 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 liquid is applied. The box itself is somewhat of a tracking device - as long as the ivory box remains sealed, Trynia and Magnus remain blood-bound, and she will always be able to locate him, even across



time and space. Trynia believes there's still some good left in Magnus, and the blood-binding is the only way she can keep track of his whereabouts until he can be redeemed.

If the Party started by the Way of Water, they can travel to Lakeview without further incident. If the Party started by the Way of Woods, they'll be cautioned about wandering trolls in the western Wildes and strongly persuaded to go east towards the meadow (*Loc.2, p. 156*²). When they reach the river (*Loc.3*), they will find an abandoned canoe for transport.

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, the innkeeper, or any of the patrons, 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 dare get within 500ft (150m) of its shores. No one, including the old fisherman, will take the Party to the island nor rent them a boat to do so. But time is wasting! The Party must get to the island soon, before the kaleberi season is over (*see note*)!

DM Note: The Party should attempt to steal a boat. In so doing, 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 no consequences (*until their return to Lakeview*). 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.

The 7-hour journey is somewhat physically tiring, but uneventful. Players may alternate rowing and elaborating on their backstories.





'Only the guy who isn't rowing has the time to rock the boat.'
Jean-Paul Sartre, Philosopher, c.1950



As the Party draws nearer to the island, they (*hopefully*) perceive a body submerged by a rock tied to a rope (*see note*). It's the body of **Cornelius Hornbuckle**.

The Party will have to decide what, if anything, to do with Cornelius, but if they search his body, they'll discover a very expensive gemstone in his shirt pocket (*the player who actually searches the body gets the gem for*

their inventory. It does not take up a Gear space).

DM Note: This perception check is rolled against Target 8 (Mind). If any character succeeds, facts are revealed to the whole Party. Cornelius' backstory is expanded upon in the campaign Appendix. The DM may use discretion regarding how much of that information to disclose to the Party.

By the time the Party discovers the body of the lost prospector, they are only a few hundred feet (100 m) from the shores of Alnico Island.

Arriving to shore after a long paddle, you see faded signs of a skirmish on the beach. The ground is roughed up with scattered debris, including a segment of a parchment from a botanical notebook. Even a quick glance reveals blood stains on the torn page.

A perception check against Target 8 (Mind) shows vague evidence in the sand of someone having been dragged off into the woods. At the forest edge is a barely noticeable path leading into the thickets. The path is narrow and naturally overgrown, but signs seem to indicate that it has been deliberately obscured as well.



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 cottage map below). 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, next page).



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 dead or healed (*remember Trynia's vial*).

Dungeon of the Necromancer (see *dungeon map*, next page). Three (3) **skeleton warriors** (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.



After the Party finishes off the skeleton guards, they'll follow muffled noises down to (Loc.3) where they encounter **Magnus the Wretched**. The Party isn't given his identity at this time, but they will soon find out that Magnus is involved in necromancy and other Dark Magic.

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. Further investigation (*should they be able to stomach the stench*) reveals various manners and times of 'experimental' deaths.



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



Gagged and bound back-to-back to a chair in the middle of the room are two adult humans, one male, one female. They are clearly weak from struggling to free themselves.

The Stricklands have managed to stay alive by convincing their captor that he needs their knowledge of the kaleberi plant. Magnus the Wretched (*the would-be necromancer*) has 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?

Immediately after deciding what to do 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 finish the quest, 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 animates two **keg golems**. One spontaneously assembles 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.

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

Magnus stays completely out of the fight, allowing the golems to do the work for him. When the 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. Magnus pauses, conflicted for a moment as he looks once more at the staff before disappearing into the passageway. Moments later, the green radiance flashes, then slowly fades into darkness.



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 luminescent green circle is etched on the stone wall. The once-bright light from the circle continues to fade, and finally goes dark, leaving a bronze wizard's lock prominently affixed to where the green light had once been. The threat over, Galen and Candace Strickland approach and give you their thanks. Candace hands 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 via (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 1d20/5 (up) HP.

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 (see note).

DM Note: Give the Players some time to digest the fact that they've failed their mission before disclosing anything below. They may even try to come up with alternate plans to redeem the journey.

As the Party contemplates this unfortunate turn of events, Galen Strickland appears.

'Don't worry, we have plenty. The necromancer forced Candace and I to collect the plants everyday for weeks – it was a bumper crop this year. 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 (*see note*).

DM Note: Don't spend too much time here - just pay off the owner of the boat and move on to the journey to Riverbend.

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*,' before catching up with the Party 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 by, as we may have need of your services in the future. As such, The Benefactor has secured housing for each of you in Riverbend, should you care to avail yourselves of it.' There's 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 an ancient 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*). The Party is released from its debt.

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

Magnus has teleported back to Wizard's Watch, where something bigger is brewing.

DM Note: CONGRATULATIONS! At this time, all HP is fully restored and each character may roll 1d20/2 (*up*) for additional HP. They may also completely re-supply, replacing and/or exchanging any of their original Gear and adding three (3) 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 as appropriate.



'He who completes a quest does not merely find something. He becomes something.'
Lev Grossman, *The Magician King*, 2011

Appendix: New Creatures & NPCs

(First appearing in or exclusive to *Lost Envoys of Alnico Island*)

Three Brothers Gnome

'What merchant will hazard his fortunes when he knows not if 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. 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, a status recognized throughout Katharsis.

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 your guy.

Aldrin. The most reserved of the three, Aldrin is the bookkeeper who signs the invitations and, more importantly, the paychecks. He's missing a finger (*but don't ask him about it*).

Brentin. Loud and boisterous, Brentin is a master locksmith and key maker. He's also fond of firearms and mechanical devices. Brentin's keen on gambling, often placing bets with adventurers to raise the stakes.



Three Brothers Gnome (WWT)

Small merchant humanoids, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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0	2	2	0	0
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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.

Pulp Salmon

'How do you eat a boat? One bite at a time.'
-Olde Angler's Proverb

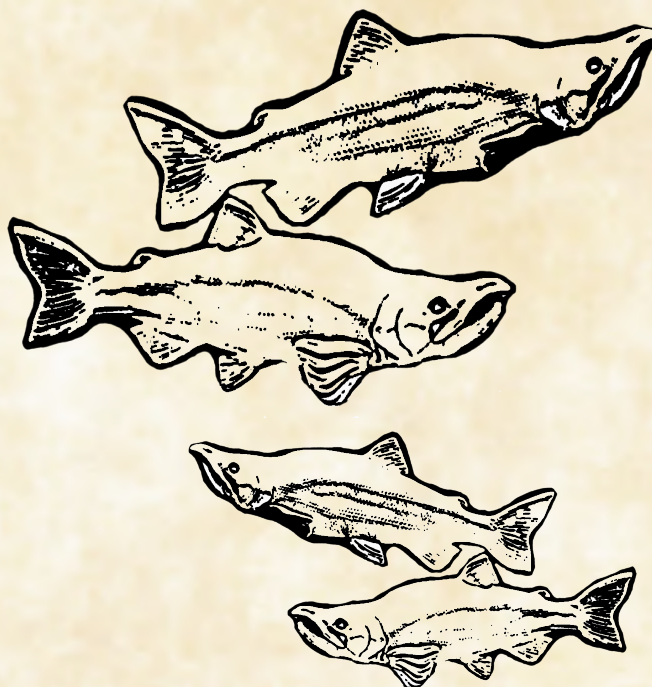
Roughly 30in (75cm) long and weighing 15lbs (7kg), the pulp salmon is tasty but destructive. The fish inhabit many fresh water rivers throughout the Four Corners.

A Palate for Wood. As the name suggests, pulp salmon have an affinity for wood. The fish don't actually consume the pulp, but rather use the chewed fragments as bedding for their spawning grounds. Pulp salmon are not particularly carnivorous other than with smaller fish, but they will bite when panicked or during the spawning season.

Profit and Loss. Pulp salmon are delicious and command a high price at inns and markets. However, the damage they can do to a fisherman's boat can easily negate any profits that might be made. Some of the more commercial fishing operations use metal hulled vessels, but those are expensive and hard to come by in most areas where the fish abound.

Bears. Where there are salmon, there will surely be bears. The two occupy the same habitat, with both controlling each other's population sizes. It is estimated that bears kill over 2 million salmon per year. Attacks by salmon on bears are much more rare.

Swimming Upstream. Often used as a metaphor pertaining to determination and perseverance in the face of adversity, the picture of salmon swimming upstream is classic. Pulp salmon have the strength and ability to swim up a 6ft (3m) high waterfall to get to where they need to go.



Pulp Salmon (ADM)

Medium river fish, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
0	0	0	0	0

TARGET 3 HP 2 DAMAGE Light (*teeth*)

Traits. Strong, fresh water, swims upstream, chews wood.

ACTIONS/ABILITIES

Chews Wood. Pulp salmon use their strong teeth to gnaw through wooden boat hulls. They use the fragments for bedding during spawning.

Motivation. *Primal.* They swim upstream to feed and spawn.

Weakness. *Instinct.* Pulp salmon are not the smartest fish in the river. Easy to catch and kill.

Druid (*Giant*)

'To be a druid is to embrace death, dance with it a while, and finally fall prey to it.'

-D. Shan, Scribe

Though not 'giants' in the classical sense, giant druids are still large (9ft/3m tall) and are not beings 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 hard to preserve it. They know the forest and its secrets, often using nature as its own weapon.

Natural Magic. Druids can 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 tend to make up for it.

Distrust of Outsiders. As one would expect, druids are wary of intruders in 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 stay 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 from factories or heavy industrial areas. Most poisons don't kill the druids, but do make them sickly.



Druid (*Giant*) (MF)

Large humanoid, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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2	2	2	2	2
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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.

Trynia Featherbow

'Rise and rise again until lambs become lions.'

-R. Hood, Vagabond

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 an unperceived danger has passed*).

A Tragic Past. When Trynia was young, her entire village was killed by a band of raiders from Aruchel. The only survivor, she was taken captive to Isla Caldera and sold to a young Mage named Magnus the Wretched. He treated Trynia with kindness and respect until mysterious visitors arrived at Wizards Watch, after which she was imprisoned and tortured. This went on for years until druids freed the elf and brought her to the Wildes.

Sisters of the Forest. This ancient sororal order stretches back to the Seven Years War. Many heads of households perished in battle, leaving women, children, and the elderly 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 food in abundance, keeping a close eye out for those who showed promise. 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.



Trynia Featherbow (RNE)

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.

Cornelius Hornbuckle

'If you want to make money during a gold rush, don't be a miner. Be the guy selling shovels.'
-Old Miners' Proverb

The Hornbuckles are not an ancient nor an aristocratic family, but their line goes back at least to the days of the early pioneers.

Rugged Life, Rugged Men. Most of the prospectors were single men from poorer means seeking their fame and fortunes in the ground. The greatest success was found in the most remote areas which, by definition, required a high degree of self-sufficiency and grit. Prospecting is not for the faint of heart, and lifespans tended to be short.

Moderate Success. Cornelius Hornbuckle was one of the few who turned a profit from their claims. Working mostly in the Copper Mountains, he struck metal quick enough to not go into debt (*or starve*). Though not wealthy by any means, Cornelius earned enough to hang up his pick ax and retire into a somewhat comfortable life in town.

Boredom and Odd Jobs. Accustomed to the pioneering mountain man life, Hornbuckle bored quickly of retirement. When told of The Benefactor's opportunity for short adventures suitable for a man of his age and skill set, Cornelius jumped at the chance. He's been taking assignments for the Three Brothers Gnome going on over a decade now.

More to be Had. Rumors abound regarding Hornbuckle's *'Lucky Strike'* mine since he retired long before extracting everything from the claim. How much is left is anyone's guess.



Cornelius Hornbuckle (DTL)

Medium human prospector, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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1	1	2	1	0
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TARGET 10 HP 18 DAMAGE Heavy (pick ax)

Traits. Rugged prospector, deceased, no family, potential lost mine.

ACTIONS/ABILITIES

Tenacity. The old prospector spent lots of time in the harshest, most remote parts of the Copper Mountains. His survival and wilderness skills are/were as good as any.

Motivation. *Adventure.* Cornelius was always intrigued by the thrill of the search.

Weakness. *Age.* With years comes wisdom, but the body only lasts so long.

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

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.

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 in, he enlisted the boy as his apprentice.

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. 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 Magnus the moniker, *'The Wretched.'*



Magnus the Wretched (FG)

Medium Dark Mage, hostile

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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1	4	5	0	0
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TARGET 13 **HP** 53 **DAMAGE** Magic

Traits. Dark Mage, powerful, good turned evil, 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. 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. His work opened up breakthroughs in medicine.

Candace 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 their shared appreciation for discovery has made them a powerful force 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 Stricklands (STL)

Human couple, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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0	2	1	0	0
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TARGET 10 HP 22 DAMAGE standard

Traits. Galen (*botanist, explorer*), 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.

The Benefactor

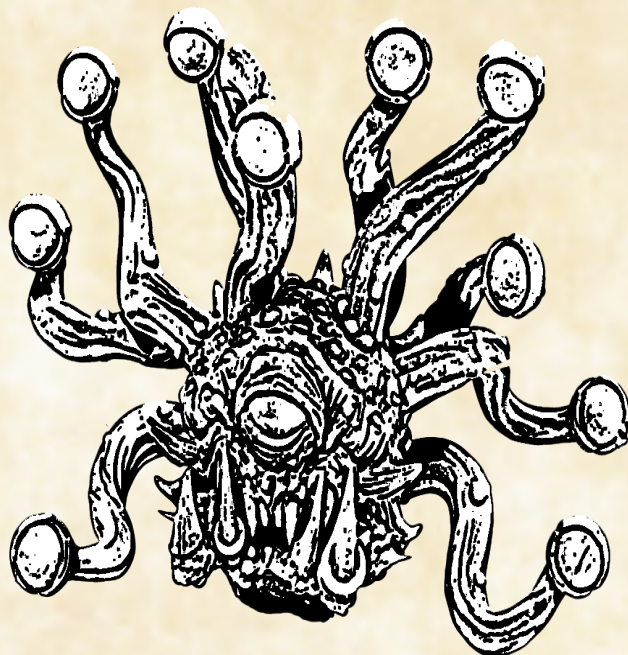
'Most men don't know what they believe, rather, they only know what they wish to believe. How many people blame God for man's atrocities, but wouldn't dream of imprisoning a mother for her son's crimes?'
-C. Jami, Poet Philosopher

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 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, Magic is simply wielded science beyond the scope of our current understanding. And he wields it all.

Intentions and Limitations. The Benefactor is not infallible, omniscient, omnipotent, nor omnipresent. His judgments are usually 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. Over time, hostility toward outside supervision grew, 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.



The Benefactor (DM)

Large off-world being, neutral

BODY	MIND	SPIRIT	ATTACK	DEFENSE
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5	5	5	0	0
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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.