

# THE FELLHAWK AGREEMENT

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Your party is known for being experts of thievery and deception. Commoners of the nation are relying on you to intercept a vital portion of a newly-drafted policy known as The Fellhawk Agreement, bending the words a little more in their favor.

As a DM, expect to improvise multiple aspects of this stealth scenario since the party's options are very open-ended. It would be perfectly normal to have two or three of the "scripted" events transpire very differently.

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This scenario features:

Stealth  Persuasion  Deception

And is particularly well-suited for:

Rogues  Bards  Paladins

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## BACKGROUND

Before beginning this scenario, you'll need to provide a background that your party already has experience in minor acts of espionage. Let your team come up with a few accomplishments from their past to help set the scene, along with a simple premise for who is hiring them for this mission. Once your team has been created, read the following:

*"A recent meeting of diplomats in the city of Fellhawk has led to a trade policy that will surely siphon money from the pockets of the common-folk for years to come. Our sources tell us that the officials have just finalized The*

*Fellhawk Agreement, and Senator Aleena Burmen has been charged with safely transporting it to Plateau City, though this information is not open to the public. We believe that page 5 of this loose-leaf document is where some vital changes need to be made. That's where you come in.*

*Your mission is to track Senator Burmen, see what page 5 of The Fellhawk Agreement says, and create a new page 5 without the senator or anyone else noticing that you've made any changes. Swap out the original with the forgery, and escape.*

*You've been given a **Lockpicker's Toolkit** to help get wherever you need to go, and a **Forgery Kit** you can use to create a new page 5. It will take at least 2 hours to create a believable forgery once one of you has seen the original with your own eyes. Good luck."*

## I. FOLLOW SENATOR BURMEN

*"Senator Burmen and her two guards will be leaving the Juroso any minute. Follow them without drawing suspicion, and see if you can somehow lay your eyes on The Fellhawk Agreement for a few seconds. Make sure it gets put back in her bag before she or her guards notice!"*

Senator Aleena Burmen is a middle-aged woman who always wears a combination of white and blue. Very thin, almost frail, she could be easily toppled by a firm wind. She never shies away from a good story about small wildlife such as chipmunks and sparrows, and owns a collection of unusual animal skulls. Her two guards, Ryland and Tam wear leather armor and carry a small

shortsword each. If a character with decent experience in melee weapons specifically checks the guards' weapons and armor, they notice that they don't seem to know how to properly cinch the leather straps, or where to keep a shortsword in a belt strap. Perhaps these two guards are more for show than for function.

You as the DM can improvise where Burmen and her guards will go through the city. They will need to have dinner somewhere before they pack their caravan and make trails for the Black Bottle Inn. You can also use one of the locations on Table 1.

The party may want to divert Burmen's choice depending on how they intend to see the document. They could block off paths to other restaurants, talk to her directly, etc.

<b>Table 1</b> - Restaurants in Fellhawk ( <i>d4</i> )	
1	<b>Ryes &amp; Pies</b> - A bakery/deli combo with lots of outdoor seating.
2	<b>Irene's Cafe</b> - A place for light meals that faces the beautiful riverfront.
3	<b>Cinderfizz</b> - All of their food is brightly colored and often served with sparklers.
4	<b>Fang's Truffle</b> - A delicious mixed bag menu depending on what's in season.

## II. DINNER WITH SENATOR BURMEN

*"Burmen and her two guards have a table at the restaurant of choice. The Fellhawk Agreement is in her brown fabric saddlebag that she keeps close to herself at all times.*

*You don't need to steal the document, but rather simply need a way to look at it for a minute or so."*

This portion will rely heavily on you as the DM to react to the players' intentions. They may try to talk to them one-on-one and blatantly ask to see the Agreement, or impersonate a group of customs officials who need to search their bags, or simply distract them in some way to acquire the bag briefly. No matter how it's done, it must be done without too much attention, and the document must return to Burmen before the party leaves.

For Senator Burmen, use the stats for **Commoner** (*p.345, MM*), and for her two guards use the stats for **Guard** (*p.347, MM*).

The party will also need to take a few hours to create the forged document. The specifics of what they are writing are irrelevant to the PC's for the sake of the scenario, though you as the DM may choose to create a sentence or two that they need to change, in turn allowing them to decide what it will be changed to. If the party somehow completely fails to see the document before dinner is over, they can try again in section III of this scenario per DM's discretion.

## III. THE ROAD TO THE BLACK BOTTLE INN

*"Your marks have packed their two-horse wagon and set off to The Black Bottle Inn, a simple single-story travelers' hotel 16 miles away. You'll need to follow them there and learn which room Burmen will be staying in tonight."*

If the party was able to successfully view the Fellhawk Agreement in section II, this part of the scenario should be quick. Simply follow Burmen’s wagon to the Inn. Otherwise, they’ll need to intercept the wagon without gaining too much attention and create a new way to view The Fellhawk Agreement.

If you’d like to add some length and/or a single combat to this scenario, roll on Table 2 to see what the PC’s encounter on the road to The Black Bottle Inn.

<b>Table 2</b> - Encounters on the Road to The Black Bottle Inn ( <i>d4</i> )	
1	2 <b>Warehouse Skeleton</b> (p.273, MM) 4 <b>Worg</b> (p.341, MM)
2	3 <b>Dire Wolf</b> (p.321, MM)
3	2 <b>Bandit Captain</b> (p.344, MM) 1 <b>Wolf</b> (p.341)
4	4-5 <b>Scarecrow</b> (p.268, MM)

## IV. ACCESS THE BLACK BOTTLE INN

*“The Black Bottle Inn is a single-story hotel designed for travelers that might only be staying for one or two nights. Merchants and traveling students from Plateau City are the most common customers. There are no windows on the individual rooms, though there is one large window in the lobby. The only entrances to the Inn are the main entrance (lobby), a door between rooms 14 and 15, and a door that leads to the covered stables at the end of a hall connecting to the lobby. The Inn is owned by Tressa Voy, a short woman in her 50’s with an inviting*

*smile and natural ability to tell where someone comes from based on their scent and the condition of their shoes.”*

Burmen will be staying in room 5, a room in the middle of a hall containing rooms 3-6 on one side, and rooms 7-10 on the other. The party will need a way to learn this information in some way. They may intend to purchase a room for the night for 2g each, or gain access another way. If they linger or loiter for too long, they may get the attention of Tressa or other guests.

## V. SWAP PAGE 5 OF THE FELLHAWK AGREEMENT

*“Now is the time when your skills in espionage will be tested. The sun has been down for hours, and you need to swap your newly-forged page 5 with the original without drawing attention. It is vital that **no one knows** that anything has been changed in Senator Burmen’s bag. Do what you can to avoid harming Burmen’s guards Ryland and Tam as well.”*

This is the final main encounter of the scenario. Swap page 5 of The Fellhawk Agreement, and get out. Because there are so many ways the party may attempt to do this, here are a variety of key points that may help both PC’s and DM:

- Ryland is on guard outside Burmen’s door, but he may go inside to wake up Tam and change shifts at some point.
- It’s unknown how many of the nearby rooms are being used, or who might walk down the hall at any moment.
- None of the rooms have windows.

- The room contains two beds, a closet, a desk, and a simple magical furnace. The bag containing the document is under Burmen's bedside table.
- It will take at least 30 seconds to swap page 5. Luckily the Agreement is entirely loose-leaf. If the party specifically checked for where in the saddlebag the Agreement is being kept, they can gain advantage on this process.
- The PC's may want to create a larger distraction to draw attention to them attempting to commit a completely different crime.
- A **Disguise Self** spell can be used in many different ways here.
- Roll 1-3 times on Table 3 at various moments if you'd like to add some higher variability to this portion of the scenario.

In the event that the party creates too much attention or just outright fails, it's better to retreat and accept the mission as a failure for now. You may provide options for them to attempt this again in the morning, or somewhere in Plateau City.

<b>Table 3</b> - Complications at The Black Bottle Inn ( <i>d10</i> )	
1	Tam's armor set is precariously leaning up against a wall.
2	An <b>Alarm</b> spell has been cast around both of the beds in the room.
3	Senator Burmen is actually a body double using a simple illusion spell.
4	Burmen has mint-scented incense burning in the room. CON saves to avoid sneezing while inside.
5	A small lost boy is suddenly wandering

	the halls, loudly calling for his mom.
6	It starts to rain.
7	The maid begins making her rounds to clean the Inn.
8	Tam is mumbling in his sleep something about horses.
9	The room is absolutely pitch black.
10	Senator Burmen wakes up to use the bathroom down the hall.

## VI. ESCAPE UNDETECTED

If the party succeeds in swapping out page 5 with the forgery, all that's left is to escape. If you'd like to add some time or difficulty, you may choose to have someone notice your party leaving the Inn (*or perhaps suspect that something was stolen*) and alert a group of travelers arriving late at night to give chase on horseback. Remember that it's always an option to purposely cause non-lethal damage if regular commonfolk attack but you don't want to kill them!

With The Fellhawk Agreement altered in your favor, your patron pays the party 250g with the implication that you will be contracted for similar missions in the future. Unfortunately your names must forever be kept in secret, and so this tale will never be heard by the people of the land.

## EPILOGUE

If you'd like to continue this adventure, consider adding that the group's actions were noticed by someone in town; someone who wants to hire them for a riskier job.

# The Fellhawk Agreement [map]

*A traveling dignitary holds a document that could lead to something terrible if it reaches Plateau City. Find a way to forge one of the pages and swap it for the original.*

## Drawing This Map

Because there is very little combat intended in this scenario (*though not impossible*), your map can be used primarily to show proximity of various characters to their environment when attempting to sneak around, distract, etc.

The diagram shown here shows the basic locations that will be used, though your PC's will very likely create plans to go places not listed here. Prepare to improvise a variety of optional locations.

## Conditions for Success

1. Find a way to read **The Fellhawk Agreement**.
2. Create a **forged version of page 5** (*the specific changes needed can be determined by the DM*).
3. **Swap page 5** of the original loose-leaf document for the one you forged.

