

Bright Sun, Black Lion

A One-Round Dungeons & Dragons® Living Greyhawk™ Principality of Naerie Adventure

Version 1.0

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It is a festive time in Naerie City, as Keoland and Ahlissa prepare to sign the historic Azure Sea Treaty for mutual cooperation against the Scarlet Brotherhood and the great cathedral of Wee Jas is reconsecrated after a decade of disuse. However, nothing ever goes smoothly in Naerie and even less so when the members of the Scarlet Sign are concerned. Can the heroes of the Principality present a unified front against their age-old enemy, or will all come to ruin? A one-round regional set in Principality of Naerie for Character levels 4-14 (APL 6 to 12) and the final adventure for Principality of Naerie. **Warning:** This adventure features untiered encounters.

Resources for this adventure [and the authors of those works] include “Beasts of the Scarlet Brotherhood” (*Dungeon* #105) [Paul Looby & Stuart Kerrigan], “Champions of Vengeance” (*Dragon* #297) [Creighton Broadhurst], *COR3-13 Traitor’s Road* [Paul Looby], *ESA7-06 And All the Prince’s Men* [Sampo Haarlaa], *Magic Item Compendium* [Andy Collins, et al], *Monster Manual V* [David Noonan, et al], *NAE15-01 In the Docks* [Nick Silverstone], *NAE6-04 Fair Amount of Intrigue* [Dan Hass], *NAE5-02 Return to Gefjon* [Sampo Haarlaa], *NAE17-01 Along the Coast* [J-P Hartikainen], *Player’s Handbook II* [David Noonan], *Spell Compendium* [Matthew Sernett, et al], “Regional Feats for Oerth” (*Dragon* #315) [Erik Mona]. Also, special thanks to Keoland Triad for *The Indignant*.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To calculate the Average Party Level (APL), follow the process below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Principality of Naerie. Characters native to Naerie pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

This adventure features several factions within Naerie and several NPCs from previous adventures in Naerie. DM should check if any PC has played NAE5-01 *When Nightingales Sing* and NAE6-05 *Fair Amount of Intrigue*. These adventures feature Traneth Etali, Mzeev and The Hand. The item **Safehouse Reported** from NAE5-01 *When Nightingales Sing* is especially important as it makes reasoning with Traneth impossible in Encounter 5.

In addition, some PCs who have played TSS3-07 *Lance of Osion* might have met Darvander Haxx, though only briefly. If they have Ahlissan favors from that adventure, this is the case. Embriac has appeared in several Naerie adventures, latest being ESA7-05 *And All the Prince's Men*.

The DM should determine if the PCs are Pro-Ahlissans or Idee Volunteer loyalists. This is done by checking respective meta-organization membership and favors with Idee Volunteers, Nasranite Watch and other such organizations such as Knights of the Chase or Church of Zilchus.

The most important NPC groups in this adventure are the Nasranite Watch and the Idee Volunteers, both which want to keep the Keoish envoys safe. No matter the PCs allegiance, at some point they have to deal with the Idee Volunteers in regards to Traneth Etali.

The main adventure is linear, going from finding information about assassins to Traneth Etali and from there to the cathedral of Wee Jas. Finding Ataxerxes or

Mzeev in the meantime are sub-plots, which ultimately come together in the cathedral of Wee Jas. As the DM you should keep the adventure moving and steer PCs towards Traneth Etali after they have (or have not) found Ataxerxes.

Combats near *The Indignant* and in temple of Wee Jas are large-scale battles with numerous combatants on both sides. This requires the DM to prepare these fights in advance, perhaps even drawing the maps beforehand. Also, while the encounter in the temple and Callisto Grimwold's subsequent assassination attempt are written as individual encounters, it is possible they overlap and there should not be much pause between the two encounters.

DM Aid 1 details Naerie City for improvising locations during the adventure.

ADVENTURE BACKGROUND

"Sea without a shore, for the vanished one unheard / He lightens the beacon, light at the end of world / Showing the way, lighting hope in their hearts / The ones and their travels homeward from afar."

- Nightwish, *The Islander*

Prince Barzhaan Haxx of the Principality of Naerie dispatched, in 597, his cousin Darvander to Keoland on a diplomatic mission. The goal was to establish a treaty of mutual naval cooperation against the Scarlet Brotherhood.

The Scarlet Brotherhood disagrees, for obvious reasons, and has dispatched the assassins the Hand and Mzeev, a Suel and a kobold who have had experience working in Naerie, to kill Darvander Haxx and Selnor, recent turncoat for Scarlet Brotherhood. In addition, another faction within the Brotherhood has infected Sertern Callisto Grimwold of the Nasranites with an overseer symbiote, with the goal to kill Darvander. Grimwold is the leader of Darvander's personal security detachment.

Unknown to any of the sides, the Baklunish assassin Ataxerxes is in town, having fulfilled a contract in Radoc. He was preparing to return west, but caught whiff of his old nemesis, the Hand. Ataxerxes decided to kill the Suel assassin. He informed his associates about it, but the message was intercepted and rendered partially illegible by a plunge in the bay. Both the Ideeans and the Nasranites eventually hear of it and its contents, and assume that a Baklun is after Darvander, provoking them to call in reinforcements – the PCs.

RECENT DEVELOPMENTS IN NAERIE

While the Nasranite Watch and garrison can usually maintain order, recent events have shaken the balance of power within the city and led to several reassignments. This cause was Damar Rocharion, second in command of the Nasranite Watch, who unknowingly carried a possessing devil within him.

When Hextorite rebels kidnapped him (ESA7-05 *And All the Prince's Men*), the devil manifested itself to adventures. The adventurers assisted Damar in ridding another possessing presence (caused by outsider in NAE4-03 *The Apprentice*). However, the devil's existence was not kept secret by the adventures. After uncovering that Wanworth, commander of the Naerie garrison, was behind the kidnapping, Damar promptly went and killed him, before disappearing.

Investigations into Damar's whereabouts were mostly for show. Commander Wanworth had proven to be a liability to Prince Barzhaan (being a leader of the outlaw organization the Patriotic Knights). The prince was already seeking a replacement at the time of the murder and did not really mind the turn of events.

Captain Belva of the Nasranite Watch has been elevated to the position of commander while lack of a suitable replacement for the Nasranites has elevated a mere sertern, Embric, into a position of temporary command.

ADVENTURE SUMMARY

NAE8-04 *Bright Sun, Black Lion* is a 1-round regional set in the Principality of Naerie. The PCs pick sides in a complicated assassination plot and ultimately kill or capture a Knight of the Chase, Traneth Etali, and protect Selnor and Darvander Haxx from assassins.

Introduction: After a long and difficult journey, the Naerie merchantvessel the *Eye of the Deep* and the Keoish warship the *Indignant* come to Naerie City, bringing with them the returning Ambassador Darvander Haxx and Keoish envoys. It is announced that the two sides have reached an accord on curtailing the predations of the Scarlet Brotherhood on the Azure Sea, and the agreement will be signed in a few days.

Encounter 1 [Scarlet Shadows Looming]: The threat of the Scarlet Brotherhood is established by means of Ataxerxes' letter. The Nasranite Watch finds information about Ataxerxes as well (via *speak with dead*) and Ideean contacts within the Watch also hear about it.

The Idee Volunteers have a problem with Traneth Etali, a Knight of the Chase, who has vowed to harm the Keoish ships to damage Ahlissa, and they need to have him restrained.

Encounter 2 [I Spy With My Little Eye]: The party embarks on an investigation of the Scarlet Brotherhood plot and may unearth clues.

During the investigation, it is possible to encounter and kill Ataxerxes, a Baklunish assassin who's actually after the Brotherhood assassin called the Hand. Ataxerxes, while thoroughly evil, does not oppose the goals of the PCs and does not initiate combat.

Various factions within Naerie City can also offer information if asked.

Encounter 3 [We Need Your Help]: Eventually, the Nasranite Watch and the Idee Volunteers contacts the PCs to request their aid. This allows them to learn about Traneth Etali's involvement.

Encounter 4 [A Room with a View]: If the PCs are successful in tracking down Ataxerxes, they encounter him in a boarding house in Naerie's Foreign Quarter.

Encounter 5 [The Indignant]: After a certain amount of time has passed, Traneth Etali launches his attack on the *Indignant*. The vessel is defended by a guard detachment from Poelitz and the PCs. Traneth, summoned fire elementals and the remnants of the Patriotic Knights are attacking the ship.

Encounters 6 [The Temple of Wee Jas]: The dignitaries gather to attend the reconsecration of the temple and for signing of the treaty, unless Traneth was successful in his attempt to destroy the *Indignant* (in which case the cathedral is merely consecrated and the dignitaries leave) Scarlet Brotherhood assassins and Mzeev are also at the scene to murder Darvander and Selnor.

Encounter 7 [Things Go Bad]: Either the PCs confront the Scarlet Brotherhood assassins, or they initiate the attack after the ceremony.

Encounters 8 [Stairway to Heaven]: After the dignitaries leave the temple of Wee Jas, one last assassination attempt is made on Darvander's life, this time by a dominated Callisto Grimwold.

Conclusion: In the end, the PCs are rewarded for their good work, or berated for their failures. If Darvander and the Keoish vessel survive, the treaty is signed and a serious blow dealt to the Scarlet Brotherhood. Selnor's death does not affect this either way, but he is an important source of intelligence against the Scarlet Brotherhood.

INTRODUCTION

The adventure begins in Naerie city, with PCs hearing that *Eye of the Deep* and the *Indignant* have arrived in Naerie, with Keoish envoys coming along.

One would think that with all the disaster and calamity in Ahlissa in recent times, nothing positive could ever happen.

However, Darvander Haxx has returned from across the sea, with a Keoland warship, and the city is also abuzz with news of the reconsecration of the Cathedral of Wee Jas.

This day finds you walking the streets of Naerie City. You spot the town crier Ranlan, standing in posture, reading from a proclamation:

"Hear ye, hear ye! On this Sunday, Lord Darvander of House Haxx has returned from his

diplomatic mission to the Kingdom of Keoland! The Moneycounter has blessed us, for the mission was a success! The Keoish ambassadors have come here to sign the Treaty of the Azure Sea, for naval cooperation against the Scarlet Brotherhood! Our two great empires shall scourge the Red Scum from the waves, now and forever!"

The person is the town crier Ranlan. All Naerie PCs recognize him as such, even though he has not appeared in any previous adventure.

🔮 **Town crier Ranlan:** Male Oerid-Suel human expert 3 (AL LN).

Appearance: Dominantly Oeridian man in well-made black clothing.

Personality: lawful, helpful.

If the PCs approach him, Ranlan can tell the following things in addition to his proclamation above:

- Though it's not said so, much of Prince Barzhaan's political prestige with Overking Xavener hangs with this treaty.
- Barzhaan makes the deal because of the chaos and tension in the Ahlissan heartlands.
- The Nasranite Watch has a new temporary commander, Embric. Damar Rocharion has vanished and Captain Belva commands the Naerie garrison now.
- The previous garrison commander, Wanworth, was found dead, apparently killed by Damar's hand.

Development: Once PCs are done talking, Ranlan leaves and the adventure proceeds with Encounter 1.

1: BAKLUNISH MAN IN NAERIE CITY

Near the harbor the PCs hear the sounds of what appears to be an argument, ending in obvious spell casting:

Walking the street once more, you suddenly hear a racket from a side street. There is cursing, then the sounds of spell casting, a surprised shout and a thump.

If the party investigates, they see the following:

The side street is about fifteen feet wide, wedged between two imposing buildings, and terminates in a boat ramp leading to the cold waters of the harbor. There are two men laying on the ground, one of them a Hepmonalander, and the other one a thoroughly sodden Suloise. A gnome is crouching over the wet Suel, rifling through his pockets.

🔮 **Feffer:** Male gnome sorcerer 2 (hp 14, AC 17; melee +1 (1d3-1/19-20 dagger); Fort +3, Ref +2, Will +4; Hide +11, color spray (DC 14); AL CN).

Appearance: Gnome in badly worn clothing (which was once expensive) and ungroomed appearance.

Personality: Desperate, angry.

🔮 **Ushran Madi:** Male Suel human warrior 1 (AL CN). *Appearance:* Hepmonaland Suel.

Personality: Unassuming and skittish, but coarse when spoken to. Only speaks Rasol (Ancient Suel plus DC 11 Intelligence check is enough to understand).

Feffer appeared briefly in NAE15-01 *In the Docks* where he was part of a gang who tried (unsuccessfully) to rob a warehouse of captain Eryn.

Ushran has been knocked out by a color spray but is otherwise fine. He is the brother of Keliver Madi, who was murdered by the Patriotic Knights in ESA7-05 *All the Prince's Men*.

Feffer is going over the body of a pureblood Suel man. First thing he finds is the scroll. He interprets the Baklunish text as gibberish and tosses it aside and starts collecting the small amount of copper and silver still on the corpse. Feffer does not pay attention to the PCs until they approach. When this happens, he attempts to flee.

The corpse has a few coins in its pockets (unless taken by Feffer) and the scroll Feffer tossed aside. The alphabet is easily recognizable as Baklunish but is written in a way to confuse normal reader and thus it requires a DC 12 Decipher Script or DC 15 Wisdom check to understand. If PCs read the letter, DC 15 Knowledge (geography) is enough to know that Port Toli is in Hold of the Sea Princes, once a Scarlet Brotherhood controlled territory that has now fallen into anarchy. The note fell from Ataxerxes during the fight. The note is Player Handout #1, but do not give it to the players unless they can read it.

If PCs are unable to do this, they must find a translator – see Encounter 2 for this.

The corpse, when alive, was a six-foot-tall, physically fit Suel man with fair hair, unassuming appearance and blue eyes. The PCs may attempt to use *speak with dead* on him as detailed in Encounter 2. A DC 10 Heal check is enough to determine that he has been slashed several times, possibly with a scimitar. Death came from a deep slash across the throat. At APLs 10 and 12, the wounds have been cauterized and his clothes are burnt on the edges of the cuts. This is an effect of Ataxerxes' *flaming scimitar*.

A DC 20 Search check is enough to uncover a tiny amount of dried blood under the corpse's nails as well as few black hairs (Kerson landed few blows on Ataxerxes before dying).

The Watch arrives

Shortly after the PCs have investigated the body, two members (Edarin and Arkan) of the Nasranite Watch arrive. They ask what is going on and take the body (and

Feffer, if he's still around) with them, thanking PCs for the good work. If the PCs ask about the letter, the Nasranites cannot read it but Edarin says he thinks writing is Baklunish. He can recommend Breddol the sage as one person who might be able to say something about it.

🔱 **Edarin and Arkan:** male Oerid-Suel human warrior 2; See appendix 1.

Appearance: Oerid-Suel humans in Nasranite Watch uniform (gray tabards, chain shirt, longswords, etc.)

Personality: Lawful, effective.

Development

The PCs should somehow be made to think that there is more to this event than meets the eye, with a potential Baklunish assassin running about town. Encounter 2 presents more options for PCs to do further investigation in Naerie.

If the PCs give the letter to the guards, they take it to their superior (Embric). Embric soon asks the PCs to meet him at the Nasranite Watch compound. Embric uses clerics of Hextor to speak with the corpse (because of a hunch), learning the pieces of information marked with * on Encounter 2.

Troubleshooting: It is possible that Nasranites learn nothing about Ataxerxes or the Hand if PCs keep letter and use speak with dead. This does not mean that adventure is somehow broken. It only means that Idee Volunteers need to bring up the issue about Traneth and then lead PCs to *Indignant*.

2: I SPY WITH ME LITTLE EYE

Asking Around

The PCs can make Gather Information checks about Ataxerxes or about persons who might be able to help. Inquiries into the letter lead to the sage Breddol. PCs with contacts within the Idee Volunteers, the Nasranite Watch, etc. and who visit them before Breddol can learn same things from those sources as well. Naturally they can also do regular Gather Information checks and learn the following information:

- DC 5: The secret organization of the Patriotic Knights seems to have been dealt with and most members are either killed or locked up with their foes in the Okalasna labor camp.
- DC 10: Commander Wanworth was not just murdered, his face was mutilated and his Nasranite Watch uniform stuffed down his throat!
- DC 12: There has been a mass breakout at the Okalasna labor camp, and dozens of Hepmonalanders fled. It is said the Idee Volunteers were behind it. [Partly true – it was staged by Traneth Etali, a Knight of the Chase, formerly associated with the Volunteers.]

- DC 15: I think some important official from the north might be in trouble. I saw him being led in chains by six soldiers. If asked, this person was a pureblood Suel who was dressed in a noble's finery. [DM info: This was Selnor, seneschal of Copperfeld.]
- DC 20: Baklunish man? Well I think I did see one in the Foreign Quarter. You know, where all those Sunndians stayed a few years back.

Translator, Breddol the Sage

If the PCs need a translator or other source of knowledge, they can visit Breddol the sage, a collector of rare items, especially statues.

Breddol has appeared in adventures NAEI3-01 *Stone Strider* and NAE5-02 *Return to Gefjon*.

🔱 **Breddol:** LN male human rogue 7.

Appearance: Oeridian gentleman in his 50s, still strong and fit aside from few wrinkles and male pattern baldness.

Personality: Curious, mercantile.

Breddol is friendly enough to translate the text that PCs have for free (give Player Handout #1). In addition if asked about the Hand, Ataxerxes or Port Toli, he can reveal the following:

- **The Hand:** I've heard the name a few years ago from ex-Brotherhood soldiers. He is an assassin of great skill who was briefly spotted in Ekehold three years ago, planning an operation against baron Berik Oedil. He was discovered and chased away, but not before killing several guards. [This refers to events in NAE5-01.]
- **Ataxerxes:** Sounds like a cover name. If I remember, he was some sort of a nomad leader far to the Baklunish west, nearly 100 years ago. However, that name has been mentioned several times by my contacts in Hardby, apparently in relation to a few disappearances.
- **Port Toli:** It is the capital in far away land called Hold of the Sea Princes. A real hive of scum and villainy. Anyway, many years ago the Scarlet Brotherhood conquered that country. They lost control of the region later on as it descended to anarchy. Port Toli and its immediate surroundings are still theirs. Various independent warlords hold the rest.

Speaking with the dead

Speaking with Kerson's body is possible. It is located in the temple of Hextor where the Nasranites eventually use *speak with dead* on it (or until the PCs get around doing it).

Kerson's alignment is LE so it is likely he gains a Will save (with +6) to resist the spell. One way for PCs to bypass this is to ask the clerics of Hextor to cast the spell as they share his alignment. If the PCs have deciphered Ataxerxes' letter, allow them a DC 15 Wisdom check to

realize that if the body is that of a Scarlet Brotherhood assassin, it is likely Lawful Evil.

Depending on the questions asked, Kerson can reveal the following information:

- * He is a Scarlet Brotherhood agent.
- * He was sent to Naerie to assist an assassin dubbed "The Hand".
- * He was killed in a struggle with Ataxerxes, a Baklunish assassins and old enemy of "the Hand"
- * "The Hand" has an ally, apparently a humanoid assassin of some sorts who has operated in Naerie before.
- He came to Naerie with three companions.
- "The Hand" was the one who knew the mission details.
- If asked for details on Ataxerxes, Kerson can say that he used a well-made shamshir (a curved Bakluni sword) as weapon. This allows PCs to use *locate object* to find Ataxerxes. DM Note: rules wise it still counts as a scimitar.

Ex-Scarlet Brotherhood

Ex-Scarlet Brotherhood soldiers can also offer information. Getting a meeting requires a DC 15 Diplomacy check, being a member of Ex-Scarlet Brotherhood Soldiers MO or asking Embric to set up a meeting. In this case Berhen Eren, a local monk, is available for PCs.

🔪 **Berhen Eren:** Female Suel human monk 3; hp 21; see Appendix 1.

Appearance: Suel woman with blonde hair and blue eyes.

Personality: Scarlet Brotherhood loyalist who is in service of church of Bralm. Resentful towards Ahlissans but does as she is told.

Berhen can tell following things about recent events and the Hand.

- A high-ranking agent named Selnor has recently defected to Ahlissan side.
- A couple of members of the ex-Brotherhood community have died in recent days. They were Aval Vedi, Ihilin Zanza and Heka Sharn. Spellcasting revealed an assassin named "the Hand" responsible for at least one of the deaths.
- "The Hand" rarely works alone; he probably has helpers in Naerie. He was responsible for the attempt on Baron Berik Oedil's life three years ago.
- It has been decided by the community leaders (Sahar Regor Kan, Korwil Zan) that the Hand's presence in Naerie is a danger to the community, and that if possible, he should be eliminated.

Magical investigation

Magical investigations, such as *screyng*, can locate Mzeev or Traneth Etali, provided that the PCs have played

NAE4-04 *Fair Amount of Intrigue* (Mzeev), NAE5-01 *When Nightingales Sing* or NAE6-05 *Sharafon* (Traneth Etali) and know exactly who they are looking for. If this is done, the DM should improvise the encounter with them.

Note that Mzeev cannot tell where the Hand or his aides are lurking. He only knows the target is Darvander Haxx.

Looking for Mzeev

If the PCs go looking for Mzeev, e.g after talking to Ataxerxes, it requires a DC 20 Gather Information check to learn that Selnor is being held in temple of Lydia or PCs can just ask Embric if they think to ask it. Mzeev is observing the place, disguised as gnome (but decides not to enter the temple, thinking rightly that he would be overmatched).

If the PCs can beat his Disguise roll with their Spot, they note a gnome near the temple who acts in a suspicious manner. Mzeev tries to avoid combat and flees to best of his abilities.

Development: If the PCs find whereabouts of Ataxerxes, move to encounter 4. If PCs seem to be getting bogged down with investigation, have the Idee Volunteers/Nasranite Watch appear and run encounter 3

3: WE NEED YOUR HELP

At some point during the investigation, either the Nasranite Watch or the Idee Volunteers, who require their aid, approaches the PCs.

Nasranite Watch

The Nasranite Watch is currently engaged in keeping Darvander Haxx and the Keoish sailors safe, as well as preparing for the signing ceremony.

If the presence of Ataxerxes is brought to their attention, they become more alert and ask the PCs to help track him down. However, the Idee Volunteers later contact the PCs to show that the real problem is Traneth Etali.

Embric is slightly over his head as the commander and is pretty stressed. The DM should emphasize that the Nasranites are overworked. If the PCs request aid, Appendix 1 contains the statistics for Nasranite Watch members. Use your judgement when deciding whether a request for aid is justified, but err on the side of caution.

🔪 **Acting Commander Embric:** Male Oeridian human warrior 4; see Appendix 1.

Appearance: Relatively short (5'8") for a soldier but strongly built. Clean-shaven. Has a few scars due to injuries sustained in ESA7-05.

Personality: I will do my job and keep the peace in this city, even if it kills you, but that is a sacrifice I'm willing to make.

Use the following to run a meeting with Embric

- The Nasrinites have discovered (either through the PCs or their own contacts) that a Baklunish assassin is in Naerie. This cannot be good, especially with the Keoish dignitaries present.
- Captain Belva, the new garrison commander, has posted extra guards to protect the Keoish dignitaries and other persons of note such as Darvander Haxx.
- Embric wants the PCs to track down the assassin and apprehend him. He trusts to their patriotism, but if not, promises to reimburse PCs afterwards.
- Baklunish people are almost unknown in Naerie and informers said they did see a dark skinned man near the City Administration building and "Dog Alley" (red light district).
- If asked why the Watch needs help, Embric explains that due to changes in leadership and necessary purges, their numbers have gone down and it takes time to rebuild their strength.

About Damar Rocharion: If asked what has happened to Damar Rocharion after events in ESA7-06 *And All the Prince's Men*, Embric tells:

"Well, it looks like he killed Commander Wanworth. Can't really blame him. Those Patriotic Knights caused lots of trouble so of course we made sure we did not find out where Damar ran away. He will return eventually once the dust settles. I'd give it a year or so."

Several interesting locations are detailed in Encounter 2. However, at some point even those PCs whose loyalties are with the Nasranite Watch are contacted by the Idee Volunteers.

Idee Volunteers

If the PCs look for their Idee Volunteer contacts, they can meet with Fara, a local cell leader, in the chapel of Heironeous (assuming non-Ideean PCs don't try to come along). Those PCs who are more aligned with the Nasranite Watch are approached by watch members and told that a woman is enquiring about the PCs and requested a meeting with her outside the Silver Eel (an inn).

🦋 **Fara:** Female Oeridian human expert 6; see Appendix 1.

Appearance: Short and beautiful Oeridian woman with light brown hair and green eyes. Wears an expensive cloak.

Personality: Zealot and a patriot of Idee.

She warns the PCs of Traneth Etali and that stopping him would be beneficial for the cause of Ideeans. He is probably planning something radical, having cut all contacts with Ideeans. A couple of agents send to find him were found badly beaten up. Fara would like him to be apprehended and brought to Ideeans if possible.

In addition Fara can tell the following things:

- Rumors indicate that several Brotherhood assassins recently arrived in Naerie, most likely through magical means.
- A disguised kobold, possibly the same assassin who caused problems two years ago at the Royal Fair (NAE6-04 *Fair Amount of Intrigue*), was found by local gnomes in the Foreign Quarter and driven into hiding. His current whereabouts are unknown.
- Traneth Etali, a Knight of the Chase, thought dead for all these years, suddenly resurfaced in the Okalasna labor camp. He staged a mass breakout. He has sworn revenge on Ahlissa and is somewhat unstable.
- Traneth is suspected to be hiding somewhere in Foreign Quarter or "Dog Alley". Magical location methods have not helped.
- As reward, Fara agrees to release five Ahlissan soldiers if PCs stop Traneth. Five more if Traneth is brought back alive. Naturally if the PCs raise their hands against Fara, those soldiers will die. Embric agrees on this deal if PCs ask him about his opinion, since it is more of an internal matter for Idee Volunteers.

We don't like Idee Volunteers!

If PCs don't particularly like the Idee Volunteers (or the Idee Volunteers don't like them), there is one further route available.

🦋 **Aval Ren-Sen:** Male human (Hepmonaland Suel) ranger 2; AL N.

Aval Ren-Sen has come to Embric with news of Traneth's plot that he overheard in the Okalasna camp. Aval, as well as his wife Heka Sen and their five-year-old son Ihilin, escaped from Okalasna in the same mass breakout as Traneth. Aval and Ihilin are hiding in a run-down tenement in the docks. Aval figures that by giving Embric this information he can gain amnesty for him and his family. Embric will send them off to Shar Hesiyevev at the next opportunity - were it not for Ihilin, he'd have them shipped back to Okalasna. Some PCs may have encountered Aval Ren-Sen and his family in NAE6-05 *Sharafon*.

Aval has little love for the Scarlet Brotherhood - he was taken from his home by force and made to fight for masters who treated him like dirt and eventually landed in a labor camp for over ten years. There is little love lost between him and Traneth, either - the Trithereonite was very vocal about his dislike of Hepmonalanders and Brotherhood members during his time in the camp.

Development: If PCs are still tracking down Ataxerxes, as is likely the case, continue with the investigation. Once investigations have gone long enough (as determined by DM), the PCs receive an alert from Fara or

Embric (possibly via *whispering wind* spell for example) that Traneth is on the move, heading towards the harbor. You can have Fara or Embric promise aid to the PCs but these run into a delaying action organized by the Patriotic Knights and don't arrive on time for the battle.

4: A ROOM WITH A VIEW

This encounter uses DM Map 1.

Note that all rooms have small windows in them for illumination. Ataxerxes can use these escape if need be. These windows lead to streets outside the boarding house and are 15 feet from the ground.

Numerous clues point the PCs towards the Foreign Quarter. If the PCs don't have the magical means to find Ataxerxes, a DC 15 Gather Information check in the Foreign Quarter is enough to be sent towards Elsar's place.

Ataxerxes resides in the Foreign Quarter in Naerie City, in a modest boarding house owned by Elsar Irtuva. It does not actually have a name, locals just call it Elsar's Place, Irtuva's House and few other such name. The most striking feature is a sign showing a black anchor on blue background. A DC 12 Knowledge (geography) or (local: the Splintered Suns) identifies this as the heraldry of the Lordship of the Isles, a nation conquered by the Scarlet Brotherhood.

She attempts to Bluff the PCs that she knows nothing about any Baklunish man. If the PCs attempt to get in, she denies access unless Intimidated, a DC 15 Diplomacy check, bribed (50 gp) or if the PCs agree to pull a few strings with the authorities for her (using a favor with Nasranite Watch or other such faction). If she is beaten up, she complains to the Nasranite Watch who throw the PCs to jail for 6 TU after the adventure.

She won't stop those parties that include members of the Nasranite Watch, Felten Guard or Brute Squads.

Elsar can tell that she has a Baklunish customer who resides in room 5. What she does not know is that Ataxerxes has paid another man to switch rooms with him to confuse pursuers and he now resides in room 9.

🗡️ **Elsar Irtuva:** Female Suel human expert 5 (AL N; Bluff +10, Intimidate +5).

Appearance: Suel woman in her late 30s.

Personality: Organized, observant. Elsar is a refugee from the Lordship of the Isles but is not a Scarlet Brotherhood loyalist.

Upstairs rooms

Upstairs, there are nine bedrooms, each with a simple bed and lamp. Ataxerxes is currently in room 9 while a man named Raski is in room 5.

Other residents are unimportant in this encounter and they hide in their rooms if a fight starts.

Ataxerxes does not initiate combat and if the PCs approach peacefully, such as by knocking on the door, he is willing to talk to them.

🗡️ **Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

Ataxerxes has locked his own door, requiring a DC 20 Open Lock check to unlock it. If he hears someone picking his lock, he opens a window as a distraction and hides in the room, trying to sneak out behind the party's backs when they enter. At APLs 8-12, he flees via *shadow jump* but opens his window first to bluff pursuers.

Creatures: Ataxerxes is an accomplished assassin and can be quite dangerous against unprepared parties. On APL 8-12 Ataxerxes has Masyaf, his shadow companion lurking in the walls.

Raski is a soldier who recently left Adderstone garrison and has arrived to Naerie City in an attempt to find employment.

All APLs

🗡️ **Raski:** Male Oerid-Suel human warrior 2; AL LE; hp 10; AC 13, touch 11, flat-footed 12; Atk +4 melee (longsword 1d8+1/19-20).

Appearance: Bald Oeridian-Suel man with a short bushy beard. Wears leather armor.

Personality: Mercenary, self-serving.

🗡️ **Residents (6):** Male/Female Oerid-Suel expert 1/commoner 1.

APL 6 (EL8)

🗡️ **Ataxerxes:** Male tiedling rogue 6/shadowdancer 2; hp 42; see Appendix 1

APL 8 (EL 10)

🗡️ **Ataxerxes:** Male tiefling Rogue 6/Shadowdancer 4; hp 54; see Appendix 1.

🗡️ **Masyaf:** 5 HD Shadow compenion; hp 30; see Appendix 1.

APL 10 (EL 12)

🗡️ **Ataxerxes:** Male tiefling Rogue 6/Shadowdancer 6; hp 66; see Appendix 1.

🗡️ **Masyaf:** 7 HD Shadow compenion; hp 42; see Appendix 1.

APL 12 (EL 14)

🗡️ **Ataxerxes:** tiefling Rogue 6/Shadowdancer 8; hp 72; see Appendix 1.

🗡️ **Masyaf:** 7 HD Shadow compenion; hp 42; see Appendix 1.

Tactics: Raski might take a swing at anyone intruding on his room but quickly stops when overpowered, demanding to know what is the matter. Ataxerxes fights using his feint to sneak attack targets and staying in position to avoid being overwhelmed. If dropped below 50% hit points, he shadow jumps away, using his *darkness* ability to create shadow if needed.

Masyaf, Ataxerxes' shadow companion, lurks in the wall of Ataxerxes' room and if combat starts, it attacks any obviously weak characters, attempting to drain their strength.

Treasure: Ataxerxes is well equipped and can be looted if PCs defeat him

APL 6: Loot 14 gp; Coin 0 gp; Magic 607 gp, +1 scimitar 193 gp, *potion of cure moderate wounds* (25 gp), *wand of glitterdust* (375 gp).

APL 8: Loot 43 gp; Coin 0 gp; Magic 1,256 gp, *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), *hat of disguise* (150 gp), *potion of cure moderate wounds* (25 gp), +1 scimitar (193 gp), +1 *studded leather armor* (97 gp), *wand of glitterdust* (375 gp).

APL 10: Loot 0 gp; Coin 0 gp; Magic 1,255 gp, *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), +1 *composite shortbow* (+3 Str bonus) (216 gp), *hat of disguise* (150 gp), *potion of cure moderate wounds* (25 gp), +1 *flaming scimitar* 692 gp, +2 *studded leather armor* (347 gp), *wand of glitterdust* (375 gp).

APL 12: Loot 0 gp; Coin 0 gp; Magic 1,483 gp, *belt of giant strength* +4 (1333 gp), *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), +1 *composite shortbow* (+3 Str bonus) (216 gp), *hat of disguise* (150 gp), +1 *flaming scimitar* (692 gp), +2 *studded leather armor* (347 gp), *potion of cure serious wounds* (62 gp), *ring of protection* +1 (166 gp), *wand of glitterdust* (375 gp).

Detect magic results: *belt of giant strength* +4 (moderate transmutation), *boots of elvenkind* (faint transmutation), *cloak of elvenkind* (faint transmutation), +1 *composite shortbow* (+3 Str bonus) (faint evocation), *hat of disguise* (faint illusion), +1 *flaming scimitar* (moderate evocation), +2 *studded leather armor* (faint abjuration), *potion of cure serious wounds* (faint conjuration), *ring of protection* +1 (faint abjuration), *wand of glitterdust* (faint conjuration);

Development: Ataxerxes can talk to the PCs and tell following things:

- He has no quarrel with the PCs, only with the Hand.
- The Hand perpetrated a great wrong upon Ataxerxes many years ago, in Port Toli. Ataxerxes refuses to elaborate on the precise nature of this wrong. [DM Note: The Hand murdered Ataxerxes' sister.]
- The Hand was behind the plot to murder Berik Oedil and his guard captain Brymar was a mere tool for Hand in this endeavor (NAE5-01 *When Nightingales Sing*). Ataxerxes learned this when coming down from Zeldradton and stopped in Ekehold to inquire guards who saw the assassin.
- He has no interest in joining forces with the PCs. He works alone and the PCs should not get in his way. However, he will not hinder the PCs in any way either and who knows, if they meet the Hand at the same time, he might even help them.
- If the PCs want further information, Ataxerxes suggest that they keep an eye on Selnor since he is a natural target for the Scarlet Brotherhood.

After this, the adventure can move to any other encounter that the PCs might have found leads for. If they don't have any further leads, move to Encounter 5, where Traneth launches an attack on the Keoish ship.

5: THE INDIGNANT

This encounter uses DM map 3.

Traneth Etali launches his attempt to sink the *Indignant* in an effort to sabotage the signing of the treaty of the Azure Sea. While he might be now heading towards worship of Kurell (CN god of revenge, jealousy and theft) instead of Trithereon, he is still a Knight of the Chase and a formidable opponent.

Terrain: Refer to the map. There are several buildings (an inn and a small shop) in the harbor. Two ships, *The Indignant* and *The White Lady* are tied to piers. DM may place barrels, ropes and other such clutter to the map as is seen appropriate. Note: If any elemental ends in the sea, it dies immediately. For sake of simplicity, ship squares are open for movement but grant cover to any target standing over 5 ft. from the attacker.

Each ship square is set alight if hit by a non-instantaneous flaming attack and keeps burning until extinguished. Each square has hardness 5 and 30 hit points but remember that fire ignores woods hardness. If more than 1/3 of the squares are destroyed, the *Indignant* is damaged enough to make it inoperable while 1/2 or more of the squares destroyed means it is destroyed and eventually burns down to the waterline.

Creatures: Traneth Etali is a Suel man with sharp features and piercing blue eyes. He is a Knight of the Chase who tried to help Berik Oedil and was later betrayed by adventures assisting him. The result was three years in a labor camp with Scarlet Brotherhood soldiers. He is accompanied by the remnants of the Patriotic Knights and a number of summoned elementals, plus Kheston, his faithful hound.

The elementals, being summoned creatures, have only a limited time to do their work. Large elemental lasts for nine rounds, huge elementals disappear after 11 rounds and the greater elementals wink out after 13 rounds.

A Brute Squad on loan from Poelitz, along with their sertern, Aildolin, aids the PCs in their defense of the ship.

APL 6 (EL 8)

➤ **Traneth Etali:** Male human fighter 6; hp 52, see Appendix 1.

➤ **Large fire elemental** (2): hp 52 each; see *Monster Manual* 99.

APL 8 (EL 10)

✦ **Traneth Etali:** Male human fighter 6/Knight of the Chase 2; hp 66, see Appendix 1.

✦ **Large fire elemental (3):** hp 52 each; see *Monster Manual* 99.

APL 10 (EL 12)

✦ **Traneth Etali:** Male human fighter 6/Knight of the Chase 4; hp 80, see Appendix 1.

✦ **Kheston:** Hound companion; hp 40, see Appendix 1.

✦ **Huge Fire elemental (3):** hp 136 each; see *Monster Manual* 99.

APL 12 (EL 14)

✦ **Traneth Etali:** Male human fighter 6/Knight of the Chase 6; hp 94, see Appendix 1.

✦ **Kheston:** Hound companion; hp 47, see Appendix 1.

✦ **Greater fire elemental (3):** hp 178 each; see *Monster Manual* 99.

All APLs

On Traneth's side

✦ **Patriotic Knights (10):** Male human fighter 2; hp 17 each; see Appendix 1.

✦ **Sniper:** Male halfling ranger 3; hp 21; see Appendix 1.

On the PCs side

✦ **Brute Squad (6):** Male orc fighter 1; hp 13; see Appendix 1.

✦ **Sertern Aildolin:** Male elf swashbuckler 3; hp 24; see Appendix 1

Tactics: Traneth does his best to set the ship on fire and commands elementals to do so. Traneth and Patriotic Knights concentrate on the Brute Squads. To Traneth they are merely reflection of Hextor and thus beyond mercy.

If the PCs wish to reason with Traneth, it requires a DC 35 Diplomacy check. Idee Volunteers only require DC 25 but remember to apply a -10 penalty for a rushed check in all cases.

If successful, Traneth curses the PCs and flees, leaving the elementals and his minions to fend for themselves.

If any PC has the Safe House reported AR entry from NAE5-01 *When Nightingales Sing*, reasoning with Traneth is not possible and in fact, Traneth does his best to kill whoever has it, even provoking attacks of opportunity to perform coups de grace if need be.

The Patriotic Knights attempt to gang up on a single enemy, trip him and then hit him on the ground. A sniper is on a nearby roof, readying an action against spellcasting and trying to stay hidden (remember that he

gets bonuses to hide from range and observer being distracted).

The ship's defenders do their best to help the PCs.

Treasure: If Traneth is defeated, his equipment can be looted.

APL 6: Loot 73 gp; Coin 0 gp; Magic 355 gp, +1 chainmail (108 gp), +1 longsword (193 gp), *potion of bear's endurance* (25 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) (4 gp).

APL 8: Loot 0 gp; Coin 0 gp; Magic 677 gp, +1 chainmail (108 gp), +1 composite longbow (+3 Str bonus) (225 gp), +1 heavy steel shield (97 gp), +1 longsword (193 gp), *potion of bear's endurance* (25 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) 4 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 1,289 gp, +1 chainmail (108 gp), +1 composite longbow (+3 Str bonus) (225 gp), +1 heavy steel shield (97 gp), +1 keen longsword (693 gp), type I necklace of fireballs (137 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) (4 gp).

APL 12: Loot 0 gp; Coin 0 gp; Magic 2,218 gp, +2 chainmail (358 gp), +1 chainmail barding (204 gp), +1 composite longbow (+3 Str bonus) (225 gp), +2 heavy steel shield (347 gp), +1 keen longsword (693 gp), type III necklace of fireballs (362 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) (4 gp).

Detect magic results: +2 chainmail (faint abjuration), +1 chainmail barding (faint abjuration), +1 composite longbow (+3 Str bonus) (Faint evocation), +2 heavy steel shield (Faint abjuration), +1 keen longsword (faint evocation), type I necklace of fireballs (faint evocation), type III necklace of fireballs (moderate evocation), *potion of bear's endurance* (faint transmutation), *potion of heroism* (faint transmutation), Quaal's feather token (anchor) (moderate conjuration).

Development: Provided that the *Indignant* is not destroyed, the signing of the treaty can proceed. The PCs are thanked for their actions and promised a reward. The PCs are also extended official invitations to the consecration ceremony of the temple of Wee Jas.

If the PCs failed to stop the burning of the *Indignat*, they still take part in the consecration of the temple of Wee Jas. However, the treaty is not signed. The Hand and his assistants launch their attack regardless since their targets are Selnor and Darvander Haxx and not the Keoland dignitaries.

6: TEMPLE OF WEE JAS

After the attack on the *Indignant* is over, the PCs are invited to the temple of Wee Jas for the consecrating ceremony of the new temple. The signing happens behind closed doors before the consecration ritual, and the PCs have a few hours to clean up. This is a big event, and they should naturally look their best for the occasion! Several dignitaries are in place, including the following:

- Darvander Haxx

- Selnor of Copperfeld, the new high priest of the temple and leader of the church of Wee Jas in Naerie.
- Calbert, Keoish envoy (if the ship was not sunk).

If the signing occurs, Darvander holds a speech before Selnor takes the stage for the ceremony.

THINGS TO DO

While the speeches and ceremonies keep on going, there are several things for PCs to do, depending whether they are in the temple or outside.

Inside

Inside there are lots of dignitaries, guards and other such people. The PCs can mingle freely. However, the Scarlet Brotherhood assassins are inside as well, some disguised as clerks, others as Jasari acolytes who have arrived with Selnor. Most are on the second floor.

Spotting them requires a DC 15 Sense Motive check; otherwise they get a surprise round in Encounter 7. If the PCs are also looking for Mzeev, they must succeed at an opposed Spot check to see through his disguise (he waits in front of the bell tower on the 2nd floor). If they found the original sexton outside (see below), they can of course immediately go for him.

Outside

While outside, the PCs may keep up security and make sure no unauthorized persons get in.

They should roll Search and Spot checks. Whoever gets the highest in Search finds bloodstains in a side street. Following the trail leads to a murdered gnome stripped to his underpants and stuffed into a rainwater barrel. A DC 10 Wisdom check is enough to recognize him as Jirran, the gnomish sexton of the temple.

Whoever gets the highest spot check, also sees Callisto Grimwold walking to a nearby building. A DC 15 Sense Motive check is enough to note that his movements appear stilted and unnatural, most likely dominated. See Encounter 7 for more details.

A) DARVANDER'S SPEECH (ONLY IF *THE INDIGNANT* WAS NOT SUNK)

Read aloud or paraphrase to those PCs observing the ceremony (interpacing it where necessary if they are looking for the assassins – see above):

Lord Darvander steps into the pulpit. He clears his throat, takes a sip of wine, and begins to speak in a clear, stentorian voice:

"Half score and five years ago, the Scarlet Brotherhood revealed its evil to the world. With poisoned words and venomous daggers, they struck at the hearts of courts on every coast of the Azure Sea. They took Onnwal, they took Naerie, they took the Hold of the Sea Princes, and they even took Lordship of the Isles. Since then, good and noble

men and women of throughout the Flanaess have worked tirelessly to liberate the people they enslaved and push back the scarlet tide.

Decisive blows have been struck. Naerie stands free once more. The Herdsmen of Onnwal were driven to the sea. Victory, despite heavy losses, is near, and on this day, in this place, we have forged the weapon that will bring and end to the Scarlet Brotherhood's influence forever!"

There is booming applause, and Darvander waits for it to subside. He now brandishes a rolled-up parchment in his hand, like a wizard's staff or a warrior's conquering blade.

"On this day, the United Kingdom of Ahlissa and the Kingdom of Keoland have signed a treaty of naval cooperation against the Scarlet Brotherhood. I give you – the Treaty of the Azure Sea!"

Again, there is applause. Once it has quieted, he continues:

"As I speak, the powerful fleets of the two mightiest crowns in the Flanaess are making ready to wage total war upon the red-sailed slavers! It is their evil that started this war, but by Zilchus and Stern Alia, by Hextor and Heironeous, by Wee Jas and Boccob, WE SHALL END IT!"

The applause is deafening and lasts for many minutes. After it is over, Darvander yields the pulpit to High Priest Selnor, the newly-instated head of the cathedral, and leaves to take his place in the front row, looking pleased with himself, chewing on a slice of watermelon.

B) CONSECRATION OF THE TEMPLE

Read aloud or paraphrase to those PCs observing the ceremony (interpacing it where necessary if they are looking for the assassins – see above):

High Priest Selnor takes the pulpit after Darvander. He is a melancholy-looking Suel man clad in the black vestments of a Jasari clergyman, accentuated by strikes of red. They eschew the traditional skull motif in favor of fire bursts and tongues of flame. His voice is weaker than that of Darvander, and has a sound like old parchment, but by tricks of architecture and acoustics, it is audible even to the farthest corners of the room.

"This day has been a long way coming. It was twelve years ago that the Hextorites purged this temple of its corrupt priesthood that had allied themselves with the invader, and thus announced their acceptance for slavery, brutality, racial segregation, and murder.

This is not the way of the Stern Mistress. They were blinded by greed and the warriors of the Herald of Hell were right to slay them for their hubris.

Now, ten years later, this cathedral stands once more, a bastion of law, a monument to the glory of Wee Jas.

This resurgence of our former glory would not have been possible were it not for the merciful and wise policies of Overking Xavener I and Prince Barzhaan. The wounds of a war long past are finally being healed, and those poor unfortunates who so long languished in labor camps or hid in Menowood are becoming a productive part of the society, finally taking their place in the greater destiny of these United Kingdoms.

In their past, they may have committed crimes, but justice has been served, and they have paid their debts to the Principality. Now, it is time to let go of the past, and allow them to build their own homes as they have built ours, and raise their families. No righteous law inflicts punishment for a father's crime upon the son.

It is time for rebirth and resurgence. It is time for us, the people of Ahlissa, to stand as one people and one nation under our one ruler."

Selnor finishes to applause, then states curtly:

"We will now proceed with the consecration ceremony."

The consecration ceremony itself involves the sacrifice of a great white bull, bred specifically over the last seven years for this occasion and not allowed to mount a cow. It is as much show, as it is a real ritual.

After the cow is sacrificed, Selnor has sipped of its blood and some of it has been dripped on the altar, the ceremonial section of the event is over and people are allowed to mingle. There are drinks and *hors d'oeuvres* on side tables. Wee Jas is, after all, also the goddess of vanity, and far be it from her clergy to appear bad hosts.

Development: As festivities proceed or the PCs uncover the Brotherhood assassins among the crowd, move to Encounter 6. The Brotherhood assassins do not strike of their own volition until the reconsecration ceremony itself is over – they are Suel and will not risk offending Wee Jas. Mzeev has orders to the same effect.

6: THINGS GO BAD

Selnor, a former Scarlet Brotherhood agent has been designated as caretaker of the temple. Several prominent individuals are present, including Darvander Haxx.

The Hand and his minions are here as well, preparing to murder Selnor and their secondary target, Darvander Haxx. The Hand is not aware that another faction within Scarlet Brotherhood has also used overseer to take control of Callisto Grimwold and is aiming for Darvander Haxx as well.

Terrain: The temple has not been furnished but the main chamber has a couple burning braziers and furnishing and tables (not included on the map, DM should place them as needed).

The upper level is 20 ft. from the floor and has railings to prevent anyone falling. The railing gives a +2

circumstance bonus to resist being Bull Rushed from the 2nd floor.

Anyone pushed into a brazier takes 1d6 damage and catches fire unless he succeeds in a DC 15 Reflex save.

Creatures: The Hand launches his attack on Selnor, intending to kill him. Mzeev might be aiding him, depending if PCs did not find him earlier. A few other Brotherhood agents are present as well and a grand melee ensues in the temple. However, to keep things simple, the entire bottom floor of the temple counts as crowd. The terrain is considered difficult terrain, requiring a DC 20 Intimidate check each round to move unhindered.

APL 6 (EL untiered)

☛ **Ataxerxes:** Male tiedling rogue 6/shadowdancer 2; hp 42; see Appendix 1.

☛ **The Hand:** Male fighter 2/rogue 3/assassin 2; hp 46; see Appendix 1.

☛ **Brotherhood Monks (3):** Male human monk 6; hp 48 each; see Appendix 1.

☛ **Mzeev:** Male kobold assassin 4/expert 3/warrior 2; hp 29; see Appendix 1.

APL 8 (EL untiered)

☛ **Ataxerxes:** Male tiefling Rogue 6/Shadowdancer 4; hp 54; see Appendix 1.

☛ **Masyaf:** 5 HD Shadow compenion; hp 30; see Appendix 1.

☛ **The Hand:** Male human fighter 2/rogue 3/assassin 4; hp 58; see Appendix 1.

☛ **Brotherhood Monks (3):** Male human monk 6; hp 48 each; see Appendix 1.

☛ **Mzeev:** Male kobold assassin 6/expert 3/warrior 2; hp 35; see Appendix 1.

APL 10 (EL untiered)

☛ **Ataxerxes:** Male tiefling Rogue 6/Shadowdancer 6; hp 66; see Appendix 1.

☛ **Masyaf:** 7 HD Shadow compenion; hp 42; see Appendix 1.

☛ **The Hand:** Male fighter 2/rogue 3/assassin 6; hp 70; see Appendix 1.

☛ **Brotherhood Monks (3):** Male human monk 6; hp 48 each; see Appendix 1.

☛ **Mzeev:** Male kobold assassin 8/expert 3/warrior 2; hp 41; see Appendix 1.

APL 12 (EL untiered)

☛ **Ataxerxes:** tiefling Rogue 6/Shadowdancer 8 ; hp 72; see Appendix 1.

☛ **Masyaf:** 7 HD Shadow compenion; hp 42; see Appendix 1.

☛ **The Hand:** Male human fighter 2/rogue 3/assassin 8; hp 82; see Appendix 1

☛ **Brotherhood Monks (3):** Male human monk 6; hp 48 each; see Appendix 1

☛ **Mzeev:** Male kobold fighter 2/rogue 3/assassin 8; hp 47; see Appendix 1

All APLs

☛ **Darvander Haxx:** Male human bard 8; Initiative +3; AC 20; Flat-footed 17, touch 14; Speed 30 ft; hp 42; Atk melee +10/+5 (1d6+1 1d6 frost/18-20, rapier); Fort +3, Ref +9, Will +8.

On first round of combat he uses inspirational boost and inspire courage to grant anyone in temple +2 to hit and attack rolls.

Appearance: Oeridian man with a bit of Suel in him. Has young, almost boyish look.

Personality: Charming, born leader.

☛ **Selnor Gilmane:** Male human cleric 3 of Wee Jas; Initiative +0; AC 10, touch 10, flat-footed 10; hp 55; Atk +11 melee (1d4+1/19-20 dagger); Fort +6, Ref +2, Will +8.

Selnor has no spells or equipment to prevent him from causing harm to Ahlissans (since he is not entirely trusted yet).

Appearance: Suel man in his early 40s. Dresses in modest clothing but is otherwise well groomed.

Personality: Ambitious, ruthless

Tactics: The Hand, Mzeev and the Brotherhood monks do their best to kill Selnor. When Selnor dies they flee, using *potions of invisibility* or their various spells.

Selnor stays near Darvander, attempting to stay out of harm's way.

Darvander fights on the PCs side as well as he can. However, if asked to leave the temple, he does so which might put him in line of fire of Callisto Grimwold.

If Ataxerxes is still alive, he shadow jumps to temple and attacks the Hand, leaving immediately if victorious.

Treasure: While the assassins are well equipped, the items are confiscated by Ahlissans and hence no treasure is awarded for this encounter.

Development: From here, adventure should quickly move to encounter 7.

7: STAIRWAY TO HEAVEN

This encounter uses DM Map 4.

After the ceremony and possible combat, the people inside the temple move out. However, one last misfortune falls upon the proceedings. Callisto Grimwold, member of Darvander's security detail, makes an attempt on Darvander's life. He is hiding in a building opposite the cathedral and tries to shoot Darvander.

If the PCs realize he is gone and look for him, allow them to search the nearby buildings. If they lack magical means to find him, they can find him just as people are coming out of the temple.

APL 6-12 (EL 4)

☛ **Callisto Grimwold:** Male human fighter 3; hp 24; see Appendix 1.

☛ **Overseer:** tiny aberration; hp 9; see Appendix 1

Tactics: Callisto has been *dominated* and given one shot to take out Darvander. He shoots the arrow, and then flees to best of his ability. If the overseer is killed, the aftershock deals 10d6 damage to Callisto (DC 11 Fort for half), likely killing him. Remember that it is a DC 15 Sense Motive check to see if someone is *dominated*.

Treasure: Callisto's equipment is confiscated by the Nasranite Watch.

Development: If Darvander survived and the treaty was signed, go to Conclusion A.

If Darvander died but the treaty was signed, go to Conclusion B.

If the treaty was not signed but Darvander survived, go to Conclusion C.

If Darvander died and the treaty was not signed, go to Conclusion D.

CONCLUSION

Note: Members of Ex-Scarlet Brotherhood MO can never receive **Knight of Ahlissa** to their AR.

When the Prince rewards PCs for their actions, assume that the PCs receive the gold cap of this adventure.

CONCLUSION A

After the treaty has been finalized by Lord Darvander and Calbert, the Keoish envoy, Darvander is named the permanent ambassador to Keoland. He extends to you an invitation to join him across the Azure Sea as his bodyguards and advisors.

You are also handsomely rewarded for your good deeds.

PCs receive the **Envoy to Keoland** And **Knight of Ahlissa** to their ARs. If they do not wish to go, Barzhaan nonetheless extends his thanks and offers them a title and land. This gives the PCs a **Knight of Ahlissa** entry to their AR.

For Idee Volunteers who do not go to Keoland:

A few weeks after the events of the signing, you are contacted by Fara. Her communiqué is short and to the point – the network of the Idee Volunteers has been badly fractured over the years, torn by internal strife and weakened by the authorities. She requests your help in rebuilding it, so that Idee might once be free again.

PCs receive **Idee Volunteer Cell Leader** to their ARs.

For the Ex-Scarlet Brotherhood Soldiers who do not go to Keoland:

A few weeks after the events of the signing, you are contacted by Selnor. He has an intriguing proposal: to join him in defending Naerie and Ahlissa from all outside threats. For better or for worse, it is your only home now.

PCs receive **Ker of the Ex-Brotherhood Soldiers** to their AR.

CONCLUSION B

The city grieves as the body of Darvander is sealed into the crypts of the temple of Lydia, awaiting for a day the soul bind could be revoked and the man returned to life.

Prince Barzhaan himself leads a short, solemn memorial service, open to all public.

After the ceremony, he contacts you, and asks you for one final mission – take the ship Theodora and head off to the Tilvanot Peninsula, on a secret mission...

PCs who accept receive **Theodora** to their AR. If they do not wish to go, Barzhaan nonetheless extends his thanks and offers them a title and land. This gives PCs a **Knight of Ahlissa** entry to their AR.

For Idee Volunteers who refuse:

A few weeks after the events of the signing, you are contacted by Fara. Her communiqué is short and to the point – the network of the Idee Volunteers has been badly fractured over the years, torn by internal strife and weakened by the authorities. She requests your help in rebuilding it, so that Idee might once be free again.

PCs receive **Idee Volunteer Cell Leader** to their ARs.

For the Ex-Scarlet Brotherhood Soldiers who refuse:

A few weeks after the events of the signing, you are contacted by Selnor. He has an intriguing proposal: to join him in defending Naerie and Ahlissa from all outside threats. For better or for worse, it is your only home now.

PCs receive **Ker of the Ex-Brotherhood Soldiers** to their AR.

CONCLUSION C

A few days after the reconsecration of the Cathedral of Wee Jas, Selnor requests your presence in the temple.

He looks tired and worn when you meet him, and he jumps straight to the point:

“I was once a Scarlet Brotherhood operative. During my time as the Seneschal of Copperfeld, I was undercover, fomenting dissent, weaving plots to

bring harm to the people of Naerie. Those are times that I regret, and I have much to atone for.

Darvander is a good man. He works for a good cause, and though this time he was foiled by the work of evil men, his heart is pure and he will one day make a fine ruler for the Principality.

Dark times are ahead, but with strength and wisdom, we may yet prevail.”

To Ex-Scarlet Brotherhood Soldiers he extends the offer to join him in defending Naerie and Ahlissa from external threats. For better or worse, it is your only home now.

PCs receive **Ker of the Ex-Brotherhood Soldiers** to their AR if they belong to ex-Scarlet Brotherhood Soldier MO

CONCLUSION D

Naerie is silent after the disasters of the past few days. All public events have been cancelled and the Keoish embassy sailed home without fanfare with the morning tide. The Prince has not been seen since Darvander's body was sealed into the crypts of the church of Lydia.

Fear is in the air, and nobody knows what new horrors tomorrow will bring.

The End

CAMPAIGN CONSEQUENCES

For Final Naerie gazetteer, to be published late 2008, please send answers to following questions to sampohaarlaa@gmail.com. Module comments are also welcome.

1. Was the ship destroyed?
2. Was Traneth brought alive to Ideeans or killed?
3. Was Darvander killed?
4. What were the fates of Ataxerxes, The Hand and Mzeev?
5. Did anything unforeseen happen, heroics, dramatic moments, etc? (if it's really cool, we might include it in the final gazetteer).

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

4: Room with a View

Meeting Ataxerxes and defeating him or talking to him.

APL 6	210 XP
APL 8	270 XP
APL10	330 XP
APL12	390 XP

5: The Indignant

Stopping Traneth from destroying the ship.

APL 6	210 XP
APL 8	270 XP
APL10	330 XP
APL12	390 XP

6: Things go badly

Defeating Hand, Mzeev and monks

APL 6	210 XP
APL 8	270 XP
APL10	330 XP
APL12	390 XP

Story award

PCs prevent Darvander from being assassinated.

APL 6	80 xp
APL 8	100 xp
APL 10	135 xp
APL 12	175 xp

Discretionary roleplaying award

APL 6	100 xp
APL 8	125 xp
APL 10	135 xp
APL 12	140 xp

Total Possible Experience

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

4: A Room with a View

APL 6: Loot 14 gp; Coin 0 gp; Magic 607 gp, +1 scimitar 193 gp, *potion of cure moderate wounds* (25 gp), *wand of glitterdust* (375 gp);

APL 8: Loot 43 gp; Coin 0 gp; Magic 1,256 gp, *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), *hat of disguise* (150 gp), *potion of cure moderate wounds* (25 gp), +1 scimitar (193 gp), +1 *studded leather armor* (97 gp), *wand of glitterdust* (375 gp);

APL 10: Loot 0 gp; Coin 0 gp; Magic 1,255 gp, *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), +1 *composite shortbow* (+3 Str bonus) (216 gp), *hat of disguise* (150 gp), *potion of cure moderate wounds* (25 gp), +1 *flaming scimitar* 692 gp, +2 *studded leather armor* (347 gp), *wand of glitterdust* (375 gp);

APL 12: Loot 0 gp; Coin 0 gp; Magic 2,816 gp, *belt of giant strength* +4 (1333 gp), *boots of elvenkind* (208 gp), *cloak of elvenkind* (208 gp), +1 *composite shortbow* (+3 Str bonus) (216 gp), *hat of disguise* (150 gp), +1 *flaming scimitar* (692 gp), +2 *studded leather armor* (347 gp) gp, *potion of cure serious wounds* (62 gp), *ring of protection* +1 (166 gp), *wand of glitterdust* (375 gp).

5: The Indignant

APL 6: Loot 73 gp; Coin 0 gp; Magic 355 gp, +1 chainmail (108 gp), +1 longsword (193 gp), *potion of bear's endurance* (25 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) (4 gp).

APL 8: Loot 0 gp; Coin 0 gp; Magic 677 gp, +1 chainmail (108 gp), +1 composite longbow (+3 Str bonus) (225 gp), +1 heavy steel shield (97 gp), +1 longsword (193 gp), *potion of bear's endurance* (25 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) 4 gp;

APL 10: Loot 0 gp; Coin 0 gp; Magic 1,289 gp, +1 chainmail (108 gp), +1 composite longbow (+3 Str bonus) (225 gp), +1 heavy steel shield (97 gp), +1 keen longsword (693 gp), *type I necklace of fireballs* (137 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) (4 gp);

APL 12: Loot 0 gp; Coin 0 gp; Magic 2,218 gp, +2 chainmail (358 gp), +1 chainmail barding (204 gp), +1 composite longbow (+3 Str bonus) (225 gp), +2 heavy steel shield (347 gp), +1 keen longsword (693 gp), *type III necklace of fireballs* (362 gp), *potion of heroism* (25 gp), Quaal's feather token (anchor) (4 gp);

Treasure Cap

APL 6: 900 gp

APL 8: 1,125 gp

APL 10: 1,300 gp

APL 10: 2,300 gp

Total Possible Treasure

APL 6: 1,049 gp

APL 8: 2,049 gp

APL 10: 2,544 gp

APL 10: 5,033 gp

ADVENTURE RECORD ITEMS

Envoy to Keoland: You have agreed to leave Naerie with Darvander Haxx and act as his advisor in Keoland. Please email your character information to the Triad at sampohaarlalaa@gmail.com. Name of envoys are compiled to final Gazetteer.

Idee Volunteer Cell Leader: You have taken responsibilities as high-ranking Idee Volunteer leader. You gain the Great Renown bonus to your Leadership score and a +5 circumstance bonus to any check to earn gold at the end of an adventure.

Please email your character information to the Triad at sampohaarlalaa@gmail.com. Names of Idee Volunteers are compiled to final Gazetteer.

Knight of Ahlissa: Prince Barzhaan has granted you land and title of Knight in barony of Derevendt in return for your loyalty. You gain the bonus of Great Renown and Stronghold to your leadership score. In addition you gain a +5 circumstance bonus to any check to earn gold at the end of an adventure.

Please email your character information to the Triad at sampohaarlalaa@gmail.com. Name of knights are compiled to final Gazetteer.

Ker of the Ex-Brotherhood Soldiers: For your accomplishments, you are titled "Ker", or "Brave", and made a community leader of your people in the town of _____.

You gain a +1 bonus to your affiliation score with the Ex-Scarlet Brotherhood Soldiers. In addition you gain the Great Renown bonus to your Leadership score and a +5 circumstance bonus to any check to earn gold at the end of an adventure.

Please email your character information to the Triad at sampohaarlalaa@gmail.com. Name of Ker's are compiled to final Gazetteer.

Theodora: You have agreed to leave Naerie with with the ship *Theodora* to complete a secret mission on behalf of the prince. Please email your character information to the Triad at sampohaarlalaa@gmail.com. Name of these heroes are compiled to final Gazetteer.

Note: None of these favors retire your PC from game unless you so choose.

ITEM ACCESS

APL 6

- Quaal's feather token (anchor) (Adventure, DMG)
- Wand of glitterdust (Adventure; DMG)

APL 8 (all of APL 2 plus the following):

- Boots of elvenkind (Adventure, DMG)
- Cloak of elvenkind (Adventure, DMG)
- Hat of disguise (Adventure, DMG)

APL 10 (all of APL6 plus the following)

- +1 keen longsword (Adventure; DMG)
- +1 flaming scimitar (Adventure; DMG)
- Type I necklace of fireballs (Adventure, DMG)

APL 12 (all of APL 10 plus the following):

- +1 defending longsword (Adventure; DMG)
- +1 human bane shortsword (Adventure; DMG)
- Type III necklace of fireballs (Adventure, DMG)

APPENDIX 1: APL 6

3: A ROOM WITH A VIEW

ATAXERXES

CR 8

Tiefling rogue 6/shadowdancer 2
NE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages Ancient Baklunish, Common, Infernal

AC 17, touch 14, flat-footed 17 (+3 armor, +4 Dex);
Dodge, Mobility, trap sense +2, improved uncanny dodge

hp 42 (8 HD)

Resist cold 5, electricity 5, fire 5

Fort +3; **Ref** +12, **Will** +2; evasion, trap sense +2

Spd 30 ft. (6 squares)

Melee +1 *scimitar* +8 (1d6+3/18-20)

Base Atk +5; **Grp** +7

Attack Options sneak attack +3d6

Special Actions hide in plain sight

Combat Gear *potion of cure moderate wounds*, *wand of glitterdust* (50 charges, DC 20 Use Magic Device check to activate)

Spell-Like Abilities (CL 8th):

1/day – *darkness*

Abilities Str 15, Dex 18, Con 12, Int 15, Wis 10, Cha 6

Feats Combat Reflexes, Dodge, Mobility

Skills Bluff +8, Disguise +6, Escape Artist +14, Hide +16, Listen +10, Move Silently +14, Perform (dance) +6, Spot +10, Tumble +14, Use Magic Device +8

Possessions combat gear plus +1 *scimitar*, masterwork studded leather armor

Hide in Plain Sight (Su) A shadowdancer can use the Hide skill even when observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without having anything to hide behind.

5: THE INDIGNANT

TRANETH ETALI

CR 6

Male Oeridian human fighter 6
CG Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Old Oeridian

AC 20, touch 14, flat-footed 19 (+2 Dex, +5 armor, +3 shield, Shield Specialization, Shield Ward)

hp 52 (6 HD) (64 with *potion of bear's endurance*)

Fort +8, **Ref** +3, **Will** +4

Spd 20 ft. (4 squares) (base speed 30 ft.)

Melee +1 *longsword* +11/+6 (1d8+6/19-20)

Ranged mwk composite longbow +8/+3 (1d8+3/x3)

Base Atk +6; **Grp** +9)

Attack Options Cleave, Power Attack

Combat Gear *potion of bear's endurance*, *potion of heroism*

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10

Feats Alertness, Badge of Bondage, Cleave, Improved Initiative, Power Attack, Shield Specialization (heavy), Shield Ward, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +2, Climb +2, Handle Animal +4, Listen +3, Ride +5, Spot +3, Swim -3

Possessions combat gear plus +1 *longsword*, masterwork composite longbow (+3 Str), +1 *chainmail*, masterwork heavy steel shield, 20 arrows, *Quaal's feather token (anchor)*

6: THINGS GO BAD

THE HAND

CR 7

Male Suel human fighter 2/rogue 3/assassin 2
LE Medium humanoid (human)

Init +7; **Senses** Listen +0, Spot +7

Languages Ancient Suel, Common

AC 16, touch 13, flat-footed 16 (+2 armor, +1 natural, +3 Dex); Dodge, uncanny dodge

hp 46 (7 HD)

Fort +5, **Ref** +9, **Will** +1; evasion, +1 vs. poison

Spd 30 ft. (6 squares)

Melee +1 *short sword* +8 (1d6+3/19-20) and dagger +6 (1d4+1/19-20)

Base Atk +5; **Grp** +7

Attack Options death attack (Fort DC 13), sneak attack +3d6

Combat Gear deathblade venom (injury, Fort DC 20, 1d6 Con/2d6 Con)

Assassin Spells Known (CL 2nd):

1st (2/day)–*disguise self*, *obscuring mist*, *true strike*

Abilities Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8

Special Qualities poison use

Feats Dodge, Improved Initiative, Improved Toughness, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

Skills Balance +5, Escape Artist +10, Hide +13, Move Silently +13, Spot +7, Tumble +9

Possessions combat gear plus +1 *short sword*, leather armor, dagger, *amulet of natural armor* +1

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 13 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+2

rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

MZEEV

CR 6

Male kobold assassin 4/expert 3/warrior 2

NE Small humanoid (dragonkin, reptilian)

Init +2; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Draconic, Gnome

AC 22, touch 14, flat-footed 22 (+5 armor, +2 shield, +1 natural, +1 size, +2 Dex, +1 deflection); Dodge, uncanny dodge

hp 29 (9 HD)

Weaknesses light sensitivity

Fort +4; **Ref** +7, **Will** +3

Spd 30 ft. (6 squares)

Melee mwk short sword +11/+6 (1d4-2/19-20)

Ranged light crossbow +10 (1d6/19-20)

Base Atk +7; **Grp** +

Attack Options death attack (DC 16), sneak attack +2d6

Combat Gear *oil of magic weapon*, *wand of fox's cunning* (2 charges), *wand of invisibility* (2 charges)

Assassin Spells Known (CL 4th):

2nd (2/day)—*cat's grace*, *darkness*, *invisibility*

1st (4/day)—*disguise self*, *obscuring mist*, *swift invisibility*, *true strike*

Abilities Str 7, Dex 14, Con 8, Int 15, Wis 8, Cha 9

Special Qualities poison use

Feats Dodge, Skill Focus (Hide), Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +11, Craft (trapmaking) +4, Diplomacy +5, Disguise +23, Hide +24, Jump +4, Move Silently +12, Search +4, Tumble +12

Possessions combat gear plus masterwork short sword, light crossbow, 10 bolts, +1 *mithral chain shirt*, +1 *light wooden shield*, disguise kit, camouflage kit, *ring of protection* +1, *cloak of elvenkind*, *hat of disguise* (total worth 10,399 gp)

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 16 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+4 rounds. If the victim's saving throw succeeds, the

3: A ROOM WITH A VIEW

ATAXERXES

CR 10

Tiefling rogue 6/shadowdancer 4

NE Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Listen +12, Spot +12**Languages** Ancient Baklunish, Common, Infernal**AC** 18, touch 14, flat-footed 18 (+4 armor, +4 Dex); Dodge, Mobility, trap sense +2, improved uncanny dodge**hp** 54 (10 HD)**Resist** cold 5, electricity 5, fire 5**Fort** +4; **Ref** +13, **Will** +3; evasion, trap sense +2**Spd** 30 ft. (6 squares)**Melee** +1 *scimitar* +10/+5 (1d6+3/18-20)**Ranged** masterwork composite shortbow +12/+7 (1d6+2/x3)**Base Atk** +7; **Grp** +9**Attack Options** sneak attack +3d6**Special Actions** hide in plain sight, *shadow illusion*, shadow jump 20 ft., summon shadow**Combat Gear** *potion of cure moderate wounds*, *wand of glitterdust* (50 charges, DC 20 Use Magic Device check to activate)**Spell-Like Abilities** (CL 10th):1/day – *darkness***Abilities** Str 15, Dex 18, Con 12, Int 15, Wis 10, Cha 6**Feats** Combat Reflexes, Dodge, Mobility, Stealthy**Skills** Bluff +8, Disguise +16, Escape Artist +16, Hide +25, Listen +12, Move Silently +23, Perform (dance) +6, Spot +12, Tumble +16, Use Magic Device +10**Possessions** combat gear plus +1 *scimitar*, masterwork composite shortbow (+2 Str), 20 arrows, +1 *studded leather armor*, *hat of disguise*, *boots of elvenkind*, *cloak of elvenkind***Hide in Plain Sight (Su)** As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without having anything to hide behind.**Shadow Illusion (Sp)** A shadowdancer may create visual illusions once per day, as per the spell *silent image*.**Shadow Jump (Su)** A shadowdancer has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

MASYAF, SHADOW COMPANION

NE Medium undead (advanced, incorporeal)

Init +2; **Senses** darkvision 60 ft; Listen +8, Spot +8**Languages** —**AC** 13, touch 13, flat-footed 1 (+2 Dex, +1 deflection); Dodge**hp** 30 (5 HD)**Immunities** nonmagical attacks, turning and rebuking, undead immunities**Fort** +1, **Ref** +3, **Will** +5**Spd** fly 40 ft. (good) (8 squares)**Melee** incorporeal touch +4 melee (1d6 Str)**Base Attack** +2 (+1 advancement); **Grp** —**Attack Options** strength damage**Abilities** Str —, Dex 15, Con —, Int 6, Wis 12, Cha 13**SQ** incorporeal traits**Feats** Alertness, Dodge**Skills** Hide +10 (+14 in areas of shadow, +6 in sunlight), Listen +8, Search +4, Spot +8**Strength Damage (Su)** The touch of a shadow deals 1d6 points of Strength damage to a living creature. A creature reduced to 0 Strength dies.

5: THE INDIGNANT

TRANETH ETALI

CR 8

Male Oeridian human fighter 6/Knight of the Chase 2

CG Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3**Languages** Common, Old Oeridian**AC** 22, touch 15, flat-footed 21 (+2 Dex, +6 armor, +4 shield, Shield Specialization, Shield Ward)**hp** 66 (8 HD) (82 with *potion of bear's endurance*)**Fort** +11; **Ref** +3, **Will** +4**Spd** 20 ft. (4 squares) (base speed 30 ft.)**Melee** +1 *longsword* +14/+10 (1d8+6/19-20)**Ranged** +1 *composite longbow* +10/+5 (1d8+4/x3)**Base Atk** +8; **Grp** +11**Attack Options** Cleave, Power Attack**Combat Gear** *potion of bear's endurance*, *potion of heroism***Knight of the Chase Spells Prepared** (CL 2nd):
1st—*shield of faith***Abilities** Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10**SQ** insight of vengeance, special hindrances**Feats** Alertness, Badge of Bondage, Cleave, Improved Initiative, Power Attack, Shield Specialization (heavy), Shield Ward, Track, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Bluff +2, Climb +2, Handle Animal +4, Listen +3, Ride +5, Spot +3, Survival +3, Swim -3**Possessions** combat gear plus +1 *longsword*, +1 *composite longbow* (+3 Str), +1 *chainmail*, +1 *heavy steel shield*, 20 arrows, *Quaal's feather token* (anchor)**Insight of Vengeance** When fighting with a longsword or a shortspear, a Knight of the Chase gains a +1 insight bonus to attack rolls.

6: THINGS GO BAD

THE HAND

CR 9

Male Suel human fighter 2/rogue 3/assassin 4

LE Medium humanoid (human)

Init +7; **Senses** Listen +0, Spot +7

Languages Ancient Suel, Common

AC 17, touch 13, flat-footed 17 (+3 armor, +1 natural, +3 Dex); Dodge, uncanny dodge

hp 58 (9 HD)

Fort +6; **Ref** +10, **Will** +2; evasion, +2 vs. poison

Spd 30 ft. (6 squares)

Melee +1 *short sword* +10/+5 (1d6+3/19-20) and +1 *dagger* +9 (1d4+2/19-20)

Base Atk +7; **Grp** +9

Attack Options death attack (Fort DC 15), sneak attack +4d6

Combat Gear 2 doses of deathblade venom (injury, Fort DC 20, 1d6 Con/2d6 Con)

Assassin Spells Known (CL 4th):

2nd (2/day)—*cat's grace*, *invisibility*, *spider climb*

1st (4/day)—*feather fall*, *disguise self*, *obscuring mist*, *true strike*

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8

Special Qualities poison use

Feats Dodge, Improved Initiative, Improved

Toughness, Quick Draw, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

Skills Balance +7, Disguise +11, Escape Artist +12, Hide +15, Move Silently +15, Spot +7, Tumble +11

Possessions combat gear plus +1 *short sword*, +1 *leather armor*, +1 *dagger*, *amulet of natural armor* +1

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 15 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+4 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

MZEEV

CR 8

Male kobold assassin 6/expert 3/warrior 2

NE Small humanoid (dragonkin, reptilian)

Init +3; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Draconic, Gnome

AC 23, touch 15, flat-footed 23 (+5 armor, +2 shield, +1 natural, +1 size, +3 Dex, +1 deflection); Dodge, improved uncanny dodge

hp 35 (11 HD)

Weaknesses light sensitivity

Fort +5, **Ref** +9, **Will** +4; +3 vs. poison

Spd 30 ft. (6 squares)

Melee +1 *short sword* +13/+8 (1d4-1/19-20)

Ranged light crossbow +12 (1d6/19-20)

Base Atk +8; **Grp** +2

Attack Options death attack (DC 18), sneak attack +3d6

Combat Gear *oil of magic weapon*, *wand of fox's cunning*, *wand of invisibility*

Assassin Spells Known (CL 6th):

3rd (1/day)—*deeper darkness*, *magic circle against good*, *nondetection*

2nd (4/day)—*cat's grace*, *darkness*, *invisibility*, *pass without trace*

1st (4/day)—*disguise self*, *obscuring mist*, *swift invisibility*, *true strike*

Abilities Str 7, Dex 16, Con 8, Int 15, Wis 8, Cha 9

Special Qualities poison use

Feats Dodge, Skill Focus (Hide), Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +13, Craft (trapmaking) +4, Diplomacy +6, Disguise +25, Hide +29, Jump +4, Move Silently +15, Search +4, Spellcraft +7, Tumble +15

Possessions combat gear plus +1 *short sword*, light crossbow, 10 bolts, +1 *mithral chain shirt*, +1 *light wooden shield*, disguise kit, camouflage kit, *ring of protection* +1, *cloak of elvenkind*, *hat of disguise*, *gloves of dexterity* +2

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 18 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+6 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

3: A ROOM WITH A VIEW

ATAXERXES

CR 12

Tiefling rogue 6/shadowdancer 6
NE Medium outsider (native)

Init +8; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Ancient Baklunish, Common, Infernal

AC 19, touch 14, flat-footed 19 (+5 armor, +4 Dex);
Dodge, Mobility, trap sense +2, improved uncanny
dodge

hp 66 (12 HD)

Resist cold 5, electricity 5, fire 5

Fort +5; **Ref** +14, **Will** +4; defensive roll, evasion, trap
sense +2

Spd 30 ft. (6 squares)

Melee +1 *flaming scimitar* +12/+7 (1d6+4 plus 1d6
fire/18-20)

Ranged +1 *composite shortbow* +13/+8 (1d6+4/x3)

Base Atk +8; **Grp** +10

Attack Options sneak attack +3d6

Special Actions hide in plain sight, *shadow illusion*,
shadow jump 40 ft.

Combat Gear *potion of cure moderate wounds*, *wand
of glitterdust* (50 charges, DC 20 Use Magic Device
check to activate)

Spell-Like Abilities (CL 12th):

1/day – *darkness*

Abilities Str 16, Dex 18, Con 12, Int 15, Wis 10, Cha
6

SQ summon shadow

Feats Combat Reflexes, Dodge, Improved Initiative,
Mobility, Stealthy

Skills Bluff +8, Disguise +16, Escape Artist +18, Hide
+27, Listen +14, Move Silently +25, Perform
(dance) +6, Spot +14, Tumble +18, Use Magic
Device +12

Possessions combat gear plus +1 *flaming scimitar*,
+1 *composite shortbow* (+3 Str), 20 arrows, +2
studded leather armor, *hat of disguise*, *boots of
elvenkind*, *cloak of elvenkind*

Defensive Roll (Ex) Once per day, when a
shadowdancer would be reduced to 0 hit points or
less by damage in combat (from a weapon or other
blow, not a spell or special ability), she can attempt
to roll with the damage. She makes a Reflex saving
throw (DC = damage dealt) and, if successful,
takes only half damage from the blow. She must be
aware of the attack and able to react to it in order
to execute her defensive roll. If she is in a situation
that would deny her any Dexterity bonus to AC, she
can't attempt a defensive roll.

Hide in Plain Sight (Su) A shadowdancer can use
the Hide skill even when observed. As long as he is
within 10 feet of some sort of shadow, a
shadowdancer can hide himself from view in the
open without having anything to hide behind.

Shadow Illusion (Sp) A shadowdancer may create
visual illusions once per day, as per the spell *silent
image*.

Shadow Jump (Su) A shadowdancer has the ability
to travel between shadows as if by means of a
dimension door spell. The limitation is that the
magical transport must begin and end in an area
with at least some shadow. A shadowdancer can
jump up to a total of 40 feet each day in this way.
This amount can be split among many jumps, but
each one, no matter how small, counts as a 10-foot
increment.

MASYAF, SHADOW COMPANION

NE Medium undead (advanced, incorporeal)

Init +2; **Senses** darkvision 60 ft; Listen +9, Spot +9

Languages —

AC 13, touch 13, flat-footed 1 (+2 Dex, +1 deflection);
Dodge

hp 42 (7 HD)

Immunities nonmagical attacks, turning and rebuking,
undead immunities

Fort +2, **Ref** +5, **Will** +6

Spd fly 40 ft. (good) (8 squares)

Melee incorporeal touch +6 melee (1d6 Str)

Base Attack +3; **Grp** —

Attack Options strength damage

Abilities Str —, Dex 15 (14, +1 advancement), Con
—, Int 6, Wis 12, Cha 13

SQ incorporeal traits

Feats Alertness, Dodge, Weapon Focus (touch)

Skills Hide +12 (+16 in areas of shadow, +8 in
sunlight), Listen +9, Search +4, Spot +9

Strength Damage (Su) The touch of a shadow deals
1d6 points of Strength damage to a living creature.
A creature reduced to 0 Strength dies. This is a
negative energy effect.

5: THE INDIGNANT

TRANETH ETALI

CR 10

Male Oeridian human fighter 6/Knight of the Chase 4
CG Medium humanoid (human)

Init +5; **Senses** Listen +3, Spot +3

Languages Common, Old Oeridian

AC 22, touch 15, flat-footed 21 (+2 Dex, +6 armor, +4
shield, Shield Specialization, Shield Ward)

hp 80 (8 HD) (100 with *potion of bear's endurance*)

Fort +12; **Ref** +4, **Will** +5

Spd 20 ft. (4 squares) (base speed 30 ft.)

Melee +1 *keen longsword* +18/+13 (1d8+8/17-20)

Ranged +1 *composite longbow* +12/+7 (1d8+4/x3)

Base Atk +10; **Grp** +13

Attack Options Cleave, Power Attack

Combat Gear *potion of heroism*, *type I necklace of
fireballs* (1 5d6, 2 3d6, Ref 14 for half)

Knight of the Chase Spells Prepared (CL 4th):

1st—*entropic shield*, *shield of faith*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha
10

SQ insight of vengeance, Nemoud's brethren, special hindrances

Feats Alertness, Badge of Bondage, Cleave, Improved Initiative, Melee Weapon Mastery (slashing), Power Attack, Shield Specialization (heavy), Shield Ward, Track, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +2, Climb +2, Handle Animal +4, Listen +3, Ride +5, Spot +3, Survival +5, Swim -3

Possessions combat gear plus +1 *keen longsword*, +1 *composite longbow* (+3 Str), +1 *chainmail*, +1 *heavy steel shield*, 20 arrows, type I *necklace of fireballs*, *Quaal's feather token* (anchor)

Insight of Vengeance When fighting with a longsword or a shortspear, a Knight of the Chase gains a +1 insight bonus to attack rolls.

Special Hindrances A Knight of the Chase must always follow the Code of the Chase. Should a senior cleric of Trithereon determine that the knight has acted against the code, the character may not attain another level in this class until the senior cleric willingly casts *atonement* upon him.

KHESTON, NEMOUD'S BRETHREN, ADVANCED RIDING DOG

N Medium magical beast

Init +2; **Senses** low-light vision, scent; Listen +5, Spot +5

Languages —; empathic link

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

HP 40 (10 HD) (hp half of master's)

Fort +11, **Ref** +5, **Will** +4; improved evasion

Speed 40 ft. (8 squares)

Melee bite +12 (1d6+3)

Base Attack +10; **Grapple** +12

Attack Options trip

Abilities Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 6

Special Qualities deliver touch spells, empathic link, improved evasion, share spells

Feats Alertness, Track

Skills Jump +8, Listen +5, Spot +5, Swim +3, Survival +5

Trip (Ex) A war-trained riding dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip fails, the opponent cannot attempt to trip the dog.

6: THINGS GO BAD

THE HAND

CR 11

Male Suel human fighter 2/rogue 3/assassin 6

LE Medium humanoid (human)

Init +7; **Senses** Listen +0, Spot +7

Languages Ancient Suel, Common

AC 18, touch 13, flat-footed 18 (+3 armor, +2 natural, +3 Dex); Dodge, improved uncanny dodge

hp 70 (11 HD)

Fort +7; **Ref** +11, **Will** +3; evasion, +3 vs. poison

Spd 30 ft. (6 squares)

Melee +1 *short sword* +11/+6 (1d6+3/19-20) and dagger +10 (1d4+2/19-20)

Base Atk +8; **Grp** +10

Attack Options death attack (Fort DC 17), sneak attack +5d6

Combat Gear 2 doses of deathblade venom (injury, Fort DC 20, 1d6 Con/2d6 Con)

Assassin Spells Known (CL 6th):

3rd (1/day) – *deep slumber*, *misdirection*, *nondetection*

2nd (3/day) – *cat's grace*, *darkness*, *invisibility*, *spider climb*

1st (4/day) – *feather fall*, *disguise self*, *obscuring mist*, *true strike*

Abilities Str 14, Dex 17, Con 13, Int 12, Wis 10, Cha 8

Special Qualities poison use

Feats Dodge, Improved Initiative, Improved

Toughness, Quick Draw, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

Skills Balance +9, Disguise +23, Escape Artist +14, Hide +17, Move Silently +17, Spot +7, Tumble +13

Possessions combat gear plus +1 *short sword*, +1 *leather armor*, +1 *dagger*, *amulet of natural armor* +2, *hat of disguise*

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 17 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+6 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use (Ex) Assassins do not risk poisoning themselves when applying poison to a blade.

MZEEV

CR 10

Male kobold assassin 8/expert 3/warrior 2

NE Small humanoid (dragonkin, reptilian)

Init +4; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Draconic, Gnome

AC 24, touch 16, flat-footed 24 (+5 armor, +2 shield, +1 natural, +1 size, +4 Dex, +1 deflection); Dodge, improved uncanny dodge

hp 41 (13 HD))

Weaknesses light sensitivity

Fort +5; **Ref** +11, **Will** +4; +4 vs. poison

Spd 30 ft. (6 squares)

Melee +1 *short sword* +16/+11 (1d4-1/19-20)

Ranged light crossbow +15 (1d6/19-20)

Base Atk +10; **Grp** +4 (+10 BAB, -2 Str, -4 size)

Attack Options death attack (DC 21), sneak attack
+4d6

Special Actions hide in plain sight

Combat Gear *oil of magic weapon*, *wand of fox's cunning* (2 charges), *wand of invisibility* (2 charges)

Assassin Spells Known (CL 8th):

4th (1/day) – *dimension door*, *freedom of movement*, *greater invisibility*

3rd (4/day) – *deeper darkness*, *false life*, *magic circle against good*, *nondetection*

2nd (4/day) – *cat's grace*, *darkness*, *invisibility*, *pass without trace*

1st (4/day) – *disguise self*, *obscuring mist*, *swift invisibility*, *true strike*

Abilities Str 7, Dex 18, Con 8, Int 16, Wis 8, Cha 9

Special Qualities poison use

Feats Dodge, Skill Focus (Hide), Stealthy, Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +15, Craft (trapmaking) +5, Diplomacy +8, Disguise +27, Hide +35, Jump +6, Move Silently +20, Search +4, Spellcraft +8, Tumble +18

Possessions combat gear plus +1 *short sword*, light crossbow, 10 bolts, +1 *mithral chain shirt*, +1 *light wooden shield*, disguise kit, camouflage kit, *ring of protection* +1, *cloak of elvenkind*, *hat of disguise*, *gloves of dexterity* +4

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 21 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+8 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su) An assassin can use the Hide skill even when observed. As long as he is within 10 feet of some sort of shadow, an assassin

can hide himself from view in the open without having anything to hide behind.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Poison Use (Ex) Assassins do not risk poisoning themselves when applying poison to a blade.

3: A ROOM WITH A VIEW**ATAXERXES****CR 14**

Tiefling rogue 6/shadowdancer 8

NE Medium outsider (native)

Init +8; **Senses** darkvision 60 ft.; Listen +16, Spot +16**Languages** Ancient Baklunish, Common, Infernal**AC** 20, touch 15, flat-footed 20 (+5 armor, +4 Dex, +1 deflection); Dodge, Mobility, trap sense +2, improved uncanny dodge**hp** 78 (12 HD)**Resist** cold 5, electricity 5, fire 5**Fort** +5; **Ref** +15, **Will** +4; defensive roll, evasion, slippery mind, trap sense +2**Spd** 30 ft. (6 squares)**Melee** +1 *flaming scimitar* +16/+11 (1d6+6 plus 1d6 fire/18-20)**Ranged** +1 *composite shortbow* +15/+10 (1d6+4/x3)**Base Atk** +10; **Grp** +15**Attack Options** sneak attack +3d6**Special Actions** hide in plain sight, *shadow illusion*, shadow jump 80 ft., summon shadow**Combat Gear** *potion of cure serious wounds*, *wand of glitterdust* (50 charges, DC 20 Use Magic Device check to activate)**Spell-Like Abilities** (CL 14th):1/day – *darkness***Abilities** Str 20, Dex 18, Con 12, Int 15, Wis 10, Cha 6**SQ** slippery mind**Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Stealthy**Skills** Bluff +8, Disguise +16, Escape Artist +20, Hide +29, Listen +16, Move Silently +27, Perform (dance) +6, Spot +16, Tumble +20, Use Magic Device +14**Possessions** combat gear plus +1 *flaming scimitar*, +1 *composite shortbow* (+3 Str), 20 arrows, +2 *studded leather armor*, *hat of disguise*, *boots of elvenkind*, *cloak of elvenkind*, *ring of protection* +1, *belt of giant strength* +4**Defensive Roll (Ex)** Once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.**Hide in Plain Sight (Su)** A shadowdancer can use the Hide skill even when observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without having anything to hide behind.**Shadow Illusion (Sp)** A shadowdancer may create visual illusions once per day, as per the spell *silent image*.**Shadow Jump (Su)** A shadowdancer has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 40 feet each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.**Slippery Mind (Ex)** If a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.**MASYAF, SHADOW COMPANION**

NE Medium undead (advanced, incorporeal)

Init +2; **Senses** darkvision 60 ft; Listen +9, Spot +9**Languages** —**AC** 13, touch 13, flat-footed 1 (+2 Dex, +1 deflection); Dodge**HP** 42 (7 HD)**Immunities** nonmagical attacks, turning and rebuking, undead immunities**Fort** +2, **Ref** +5, **Will** +6**Spd** fly 40 ft. (good) (8 squares)**Melee** incorporeal touch +6 melee (1d6 Str)**Base Attack** +3; **Grp** —**Attack Options** strength damage**Abilities** Str —, Dex 15, Con —, Int 6, Wis 12, Cha 13**SQ** incorporeal traits**Feats** Alertness, Dodge, Weapon Focus (touch)**Skills** Hide +12 (+16 in areas of shadow, +8 in sunlight), Listen +9, Search +4, Spot +9**Strength Damage (Su)** The touch of a shadow deals 1d6 points of Strength damage to a living creature. A creature reduced to 0 Strength dies. This is a negative energy effect.**5: THE INDIGNANT****TRANETH ETALI****CR 12**Male Oeridian human fighter 6/Knight of the Chase 6
CG Medium humanoid (human)**Init** +5; **Senses** Listen +3, Spot +3**Languages** Common, Old Oeridian**AC** 24, touch 16, flat-footed 22 (+2 Dex, +7 armor, +5 shield, Shield Specialization, Shield Ward)**hp** 94 (8 HD) (118 with *potion of bear's endurance*)**Fort** +13; **Ref** +5, **Will** +6**Spd** 20 ft. (4 squares) (base speed 30 ft.)**Melee** +1 *keen longsword* +21/+16/+11 (1d8+8/17-20)**Ranged** +1 *composite longbow* +14/+9/+4 (1d8+4/x3)
or

masterwork shortspear +16 (1d6+3/x2)

Base Atk +12; **Grp** +15)

Attack Options Cleave, Power Attack

Special Actions flight of Krelestro

Combat Gear *potion of heroism*, *type III necklace of fireballs* (1 7d6, 2 5d6, 4 3d6, Ref 14 for half)

Knight of the Chase Spells Prepared (CL 6th):

2nd – *aid*, *sound burst* (DC 13)

1st – *divine favor*, *entropic shield*, *shield of faith*

Abilities Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 10

SQ insight of vengeance, Nemoud's brethren, special hindrances

Feats Alertness, Badge of Bondage, Cleave, Improved Initiative, Melee Weapon Mastery (slashing), Power Attack, Shield Specialization (heavy), Shield Ward, Track, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +2, Climb +2, Handle Animal +4, Listen +3, Ride +5, Spot +3, Survival +7, Swim -3

Possessions combat gear plus +1 *keen longsword*, +1 *composite longbow* (+3 Str), +2 *chainmail*, +2 *heavy steel shield*, 20 arrows, *type III necklace of fireballs*, masterwork shortspear, *Quaal's feather token (anchor)*

Flight of Krelestro (Su) Once per day, a Knight of the Chase can affect a shortspear as if a *true strike* spell had been cast upon it. If the spear has previously been *blessed* by a cleric of Trithereon, its range increment is tripled. The act of imbuing a shortspear with the Flight of Krelestro is a move action that provokes attacks of opportunity. The effect lasts a number of rounds equal to the Knight of the Chase's class level or until the spear is used in combat.

Insight of Vengeance When fighting with a longsword or a shortspear, a Knight of the Chase gains a +1 insight bonus to attack rolls.

KHESTON, NEMOUD'S BRETHREN,

ADVANCED RIDING DOG

N Medium magical beast

Init +2; **Senses** low-light vision, scent; Listen +5, Spot +5

Languages —; empathic link, speak with master

AC 25, touch 12, flat-footed 122 (+6 armor, +2 Dex, +7 natural)

HP 47 (12 HD) (hp half of master's)

Fort +12, **Ref** +6, **Will** +5; improved evasion

Speed 40 ft. (8 squares)

Melee bite +14 (1d6+3)

Base Attack +12; **Grapple** +14

Attack Options trip

Abilities Str 15, Dex 15, Con 15, Int 8 (4, +4 KotC), Wis 12, Cha 6

Special Qualities deliver touch spells, empathic link, improved evasion, share spells

Feats Alertness, Track

Skills Jump +8, Listen +5, Spot +5, Swim +3, Survival +7

Possessions +1 chainmail barding

Trip (Ex) A war-trained riding dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip fails, the opponent cannot attempt to trip the dog.

6: THINGS GO BAD

THE HAND

CR 13

Male Suel human fighter 2/rogue 3/assassin 8
LE Medium humanoid (human)

Init +8; **Senses** Listen +0, Spot +7

Languages Ancient Suel, Common

AC 20, touch 14, flat-footed 20 (+4 armor, +2 natural, +4 Dex); Dodge, improved uncanny dodge

hp 82 (13 HD)

Fort +7; **Ref** +13, **Will** +3; evasion, +4 vs. poison

Spd 30 ft. (6 squares)

Melee +1 *short sword* +14/+9 (1d6+4/19-20, +2d6 vs. humans) and dagger +14 (1d4+3/19-20)

Base Atk +10; **Grp** +12 (+10 BAB, +2 Str)

Attack Options death attack (Fort DC 19), sneak attack +6d6

Combat Gear 2 doses of deathblade venom (injury, Fort DC 20, 1d6 Con/2d6 Con)

Assassin Spells Known (CL 8th):

4th (1/day) – *dimension door*, *freedom of movement*, *modify memory*

3rd (3/day) – *deep slumber*, *deeper darkness*, *misdirection*, *nondetection*

2nd (3/day) – *cat's grace*, *darkness*, *invisibility*, *spider climb*

1st (4/day) – *feather fall*, *disguise self*, *obscuring mist*, *true strike*

Abilities Str 14, Dex 18, Con 13, Int 12, Wis 10, Cha 8

Special Qualities hide in plain sight, poison use

Feats Dodge, Improved Initiative, Improved Toughness, Quick Draw, Stealthy, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Finesse

Skills Balance +12, Disguise +25, Escape Artist +17, Hide +22, Move Silently +22, Spot +7, Tumble +16

Possessions combat gear plus +1 *human bane short sword*, +2 *leather armor*, +2 *dagger*, *amulet of natural armor* +2, *hat of disguise*

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 19 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is

rendered helpless and unable to act for 1d6+8 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su) An assassin can use the Hide skill even when observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to hide behind.

Poison Use (Ex) Assassins do not risk poisoning themselves when applying poison to a blade.

MZEEV

CR 12

Male kobold assassin 10/expert 3/warrior 2

NE Small humanoid (dragonkin, reptilian)

Init +4; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Draconic, Gnome

AC 27, touch 19, flat-footed 27 (+6 armor, +2 shield, +1 natural, +1 size, +4 Dex, +3 deflection); Dodge, improved uncanny dodge

hp 47 (15 HD)

Weaknesses light sensitivity

Fort +6; **Ref** +12, **Will** +5; +5 vs. poison

Spd 30 ft. (6 squares)

Melee +2 *short sword* +18/+13/+8 (1d4/19-20)

Ranged mwk light crossbow +17 (1d6/19-20)

Base Atk +11; **Grp** +5

Attack Options death attack (DC 23), sneak attack +5d6

Special Actions hide in plain sight

Combat Gear *oil of magic weapon*, *wand of fox's cunning* (2 charges), *wand of invisibility* (2 charges)

Assassin Spells Known (CL 10th):

4th (3/day) – *dimension door*, *freedom of movement*, *greater invisibility*, *poison*

3rd (4/day) – *deeper darkness*, *false life*, *magic circle against good*, *nondetection*

2nd (4/day) – *cat's grace*, *darkness*, *invisibility*, *pass without trace*

1st (4/day) – *disguise self*, *obscuring mist*, *swift invisibility*, *true strike*

Abilities Str 7, Dex 18, Con 8, Int 16, Wis 8, Cha 9

Special Qualities poison use

Feats Deceitful, Dodge, Skill Focus (Hide), Stealthy, Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +17, Craft (trapmaking) +5, Diplomacy +10, Disguise +31, Forgery +5, Hide +36, Jump +6, Move Silently +27, Search +4, Spellcraft +10, Tumble +20

Possessions combat gear plus +2 *short sword*, masterwork light crossbow, 10 bolts, +2 *mithral chain shirt*, +1 *light wooden shield*, disguise kit, camouflage kit, *ring of protection* +3, *boots of*

elvenkind, *cloak of elvenkind*, *hat of disguise*, *gloves of dexterity* +4

Death Attack (Ex) If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a DC 23 Fort save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+10 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su) An assassin can use the Hide skill even when observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to hide behind.

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Poison Use (Ex) Assassins do not risk poisoning themselves when applying poison to a blade

5: THE INDIGNANT

BRUTES

CR 1

Male orc fighter 1
LN, NE, LE, N Medium humanoid (orc)
Init +1; **Senses** Listen +1, Spot +1; darkvision 60 ft.
Languages Common, Orc

AC 20, touch 11, flat-footed 19 (+1 Dex, +5 armor, +4 shield)
hp 13 (1 HD)
Fort +4, **Ref** +1, **Will** -1

Speed 20 ft. in breastplate (6 squares), base movement 30 ft.
Melee flail +5 (+1 BAB, +4 Str) (1d8+4)
Base Atk +1; **Grp** +5
Combat Gear *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 10, Wis 8, Cha 6
Feats Alertness, Toughness
Skills Climb -8, Intimidate +2, Swim -8
Possessions combat gear plus "stick" (sap), flail, tower shield, breastplate

SERTERN ETHUEL AILDOLIN

CR 3

Male elf swashbuckler 3
LN Medium humanoid (elf)
Init +6; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Draconic, Elf

AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex)
hp 24 (3 HD) (3d10+3)
Immunities sleep spells and effects
Fort +4; **Ref** +4, **Will** +2; +2 vs. enchantments

Spd 30 ft. (6 squares)
Melee mwk rapier +6 (1d6+2/18-20) or
Melee mwk rapier +4 (1d6+2/18-20) and mwk dagger +4 (1d4+1/19-20)
Ranged mwk longbow +6 (1d8/x3)
Base Atk +3; **Grp** +5
Attack Options insightful strike, Two-Weapon Fighting
Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 12
SQ grace +1
Feats Improved Initiative, Two-Weapon Fighting, Weapon Finesse
Skills Balance +8, Climb +8, Listen +3, Search +2, Spot +3, Tumble +8, Use Rope +8
Possessions combat gear plus masterwork rapier, masterwork dagger, masterwork longbow, 20 arrows, +1 *studded leather armor*

Insightful Strike (Ex) A swashbuckler is able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Targets immune to

sneak attacks or critical hits are immune to the swashbuckler's insightful strike.

PATRIOTIC KNIGHTS

CR 2

Human fighter 2
NE Medium humanoid (human)
Init +2; **Senses** Listen +0, Spot +0
Languages Common

***AC** 20, touch 16, flat-footed 18
hp 17 (2 HD)
Fort +4; **Ref** +2, **Will** +2
Spd 20 ft. (4 squares)
***Melee** Mwk Guisarme +2 (2d4+3/x3) or heavy mace +2 (1d8+2)
Ranged dagger +4 (1d4+2/19-20)
Base Atk +2; **Grp** +4
Combat Gear

Abilities Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8
Feats Combat Expertise, Improved Trip (trip +6), Iron Will, Weapon Focus (Guisarme)
Skills Climb +1, Intimidate +3, Jump +6, Swim -2
Possessions Scale mail, guisarme, heavy mace, dagger (3)
* Includes 2pt combat expertise.

SNIPER

CR 3

Halfing ranger 3
NE Medium humanoid (halfling)
Init +5; **Senses** Listen +6, Spot +6
Languages Common, halfling

AC 18, touch 16, flat-footed 12
hp 21 (3 HD)
Fort +5; **Ref** +9, **Will** +3

Spd 20 ft. (4 squares)
Melee Shortsword +4 or +2/+2 shortsword (1d6+1 & 1d6/19-20)
Ranged Mwk light crossbow +11 (1d6+2/19-20)
Base Atk +3; **Grp** +4
Special Atk Favored enemy (human) +2
Combat Gear *potion of cats grace*(used, included in statistics)

Abilities Str 12, Dex 21, Con 13, Int 10, Wis 12, Cha 8
Feats Crossbow Sniper, Endurance, Two-Weapon Fighting, Weapon Focus (light crossbow)
Skills Climb +5, Hide +15, Jump +9, Knowledge (nature) +5, Move Silently +13, Tumble +7
Possessions Combat gear plus 2 shortswords, leather armor, dagger, light crossbow, 20 bolts.

6: THINGS GO BAD

SB MONKS

CR 6

Human Monk 6
LE Medium humanoid (human)
Init +3; **Senses** Listen +3, Spot +3
Languages Ancient Suel, Common

AC 16, touch 16, flat-footed 13
hp 48 (6 HD)
Fort +6; **Ref** +8, **Will** +7; Evasion. +2 vs. saves against enchantments.

Spd 50 ft. (10 squares)
Melee unarmed +7 (1d8+2) or +5/+5 unarmed (1d8+2)
Base Atk +4; **Grp** +6
Combat Gear *potion of cat's grace*, *potion of shield of faith* (+2)
Special Atk Slow fall (30 ft)

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 14, Cha 8
Feats Deflect Arrows, Extra Stunning, Fists of Iron, Improved Toughness, Improved Trip (+5), Stunning Fist (5/day, DC 15) Weapon Focus (unarmed)
Skills 35 skill points Balance +10, Disguise +1, Escape Artist +, 11, Hide +9, Jump +9, Listen +3, Spot +3, Tumble +10
Possessions Combat gear plus *gauntlets of ogre power*.

7: STAIRWAY TO HEAVEN

CALLISTO GRIMWOLD

CR 3

LN Medium humanoid (human)
Init +3; **Senses** Listen +5, Spot +8
Languages Ancient Suloise, Common

AC 18, touch 11, flat-footed 17
hp 24 (3 HD)
Fort +4; **Ref** +4 (+2 without *potion of cat's grace*), **Will** +2

Spd 30 ft. (6 squares)
Melee mwk longsword +6 (1d8+1/19-20)
Ranged mwk longbow +9 (1d8+1/x3) (+7 without *potion of cat's grace*)
Base Atk +3; **Grp** +4
Attack Options Combat Expertise
Combat Gear

Abilities Str 13, Dex 16 (12 without *potion of cat's grace*), Con 13, Int 13, Wis 12, Cha 13
Feats Alertness, Combat Expertise, Dodge, Skill Focus (Spot), Weapon Focus (longsword)
Skills Intimidate +7, Knowledge (history) +4, Listen +5, Ride +7, Spot +8
Possessions combat gear plus masterwork longsword, masterwork longbow, 'special arrow', 20 arrows, heavy steel shield, chainmail, dagger, *lesser bracers of archery*

Poison Callisto's special arrow is coated with Carrena (Injury, Fort DC 25, 3d6 Con/3d6 Con). If the person struck by the arrow dies, a *soul bind* effect upon the arrow activates. The target must make a DC 25 Will save to resist this. If the *soul bind* is successful, the arrow blinks out of existence.

OVERSEER

CR 1

LN Tiny Aberration
Init +2; **Senses** Listen +0, Spot +3
Languages Ancient Suel, Common

AC 15, touch 14, flat-footed 13 (+2 size, +2 dex, +1 natural)
hp 9 (2 HD)
Fort +0; **Ref** +2, **Will** +3;

Spd 20 ft. (4 squares)
Melee bite +5 (1d4-2)
Base Atk +4; **Grp** -9
Special Atk Attach, death grip, domination

Abilities Str 6, Dex 14, Con 11, Int 12, Wis 11, Cha 18
SQ Invisibility
Feats Weapon Finesse
Skills Climb +1, Hide +13 (+18 when attached), move silentle +5, search +4, spot +3
Possessions -

Attach (Ex): If an overseer hits a victim with it's biting pincers, it automatically attaches itself to the victim's body. An attached overseer is considered flat-footed
Death Grip (Su): If the overseer is killed or removed, it inflicts its host 1d6 points of damage per hour it has been attached (minimum 1d6, maximum 10d6). This damage is raw magical damage and not subject to damage reduction or energy resistance. A succesful Fortitude saving throw (DC 11) halves the damage done.
Domination (Su): An attached overseer may attempt to dominate is victim using it's feelers. The victim must make a Will save (DC 15) or be *dominated* as per the *dominate monster* spell. The link between host and overseer is telepathic.
Invisibility (Su): The overseer, when attached to a host can become invisible, as per the spell *invisibility*, as a free action.

NASRANITE WATCH MEMBER CR 1

Male human warrior 2
LN Medium humanoid
Init +1; **Senses** Listen +2, Spot +2
Languages Common

AC 16, touch, 11, flat-footed 15
(+4 armor, +1 shield, +1 dex)
hp 15 (2 HD)
Fort +4, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)
Melee Longsword +5 (1d8+1/19-20)
Range Crossbow +3 (1d8/19-20)
Base Atk +2; **Grp** +4
Combat Gear *potion of cure light wounds*

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 11
Feats Toughness, Weapon Focus (longsword)
Skills Climb +4, Handle Animal +2, Intimidate +4, Jump +3, Profession (Watchman) +1, Ride +3, Swim +0
Possessions combat gear plus longsword, light crossbow, dagger, sap, 10 bolts, chainshirt, small steel shield, signal whistle, bull's eye lantern

APPENDIX 2: NEW RULES ITEMS

FEATS

Badge of Bondage [Regional]

Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisites: You body must bear some obvious sign of your former bondage – whip scars on your back, an owner's brand on the neck, etc.

Regions: Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, Olman, Onnwal, The Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Zeif.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Source: *Dragon* #315, 51.

Crossbow Sniper [General]

You re skilled in lining up accurate, deadly shots with your crossbow. Perhaps you add custom-made sights to your weapon, or you have learned to maximise the stability and precision the weapn offers.

Prerequisites: Proficiency with hand, light or heavy crossbow. Weapon focus with hand, light or heavy crossbow. Base attack bonus +1

Benefits: When using crossbow where you have weapon focus feat, you gain a bonus on damage rolls equal to 1/2 your dexterity modifier.

Source: *Players handbook* 77.

Extra Stunning [General]

You gain extra stunning attacks

Prerequisites: Stunning Fist, base attack bonus +2

Benefits: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Source: *Complete Warrior* page 98.

Fist of Iron [General]

You gain extra stunning attacks

Prerequisites: Improved unarmed strike, Stunning Fist, base attack bonus +2

Benefits: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt).

You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

Source: *Complete Warrior* page 99.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Monster Manual* IV, 203.

Melee Weapon Mastery [General]

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Weapons with two damage types (such as the morningstar, which does bludgeoning and piercing damage) the benefits of Melee Weapon Mastery (bludgeoning) and Melee Weapon Mastery (piercing) do not stack. But the bonuses from this feat do stack with those gained from Weapon Focus and Weapon Specialization.

Special: You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Melee Weapon Mastery is a prerequisite for feats such as Crushing Strike, Driving Attack, Slashing Flurry, and Weapon Supremacy.

Source: *Player's Handbook* II, 81.

Shield Specialization [General]

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisites: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy, or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player's Handbook* II, 82.

Shield Ward [General]

You use your shield like wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Source: *Player's Handbook II*, 82.

SPELLS

Invisibility, Swift

Illusion (Glamer)

Level: Assassin 2, Bard 1, Duskblade 2, Hexblade 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You become invisible, vanishing from sight, even from darkvision. If you are carrying gear, that vanishes, too.

Items you drop or put down become visible; items picked up disappear if tucked into the clothing or pouches you wear. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that you carry but that extends more than 10 feet from you becomes visible.

Of course, you are not magically silenced, and certain other conditions can render you detectable (such as stepping in a puddle). The spell ends if you attack any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on your perceptions.)

Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, you can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If you attack directly, however, you immediately become visible along with all your gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

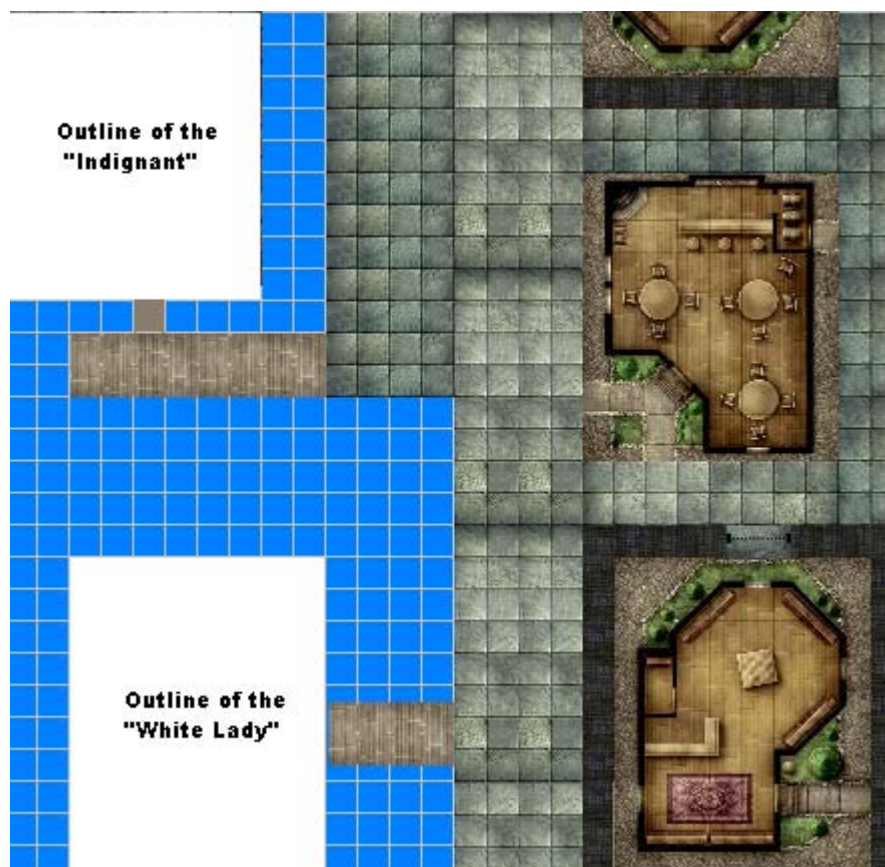
Source: *Spell Compendium*, 125.

DM MAP #1 – A ROOM WITH A VIEW



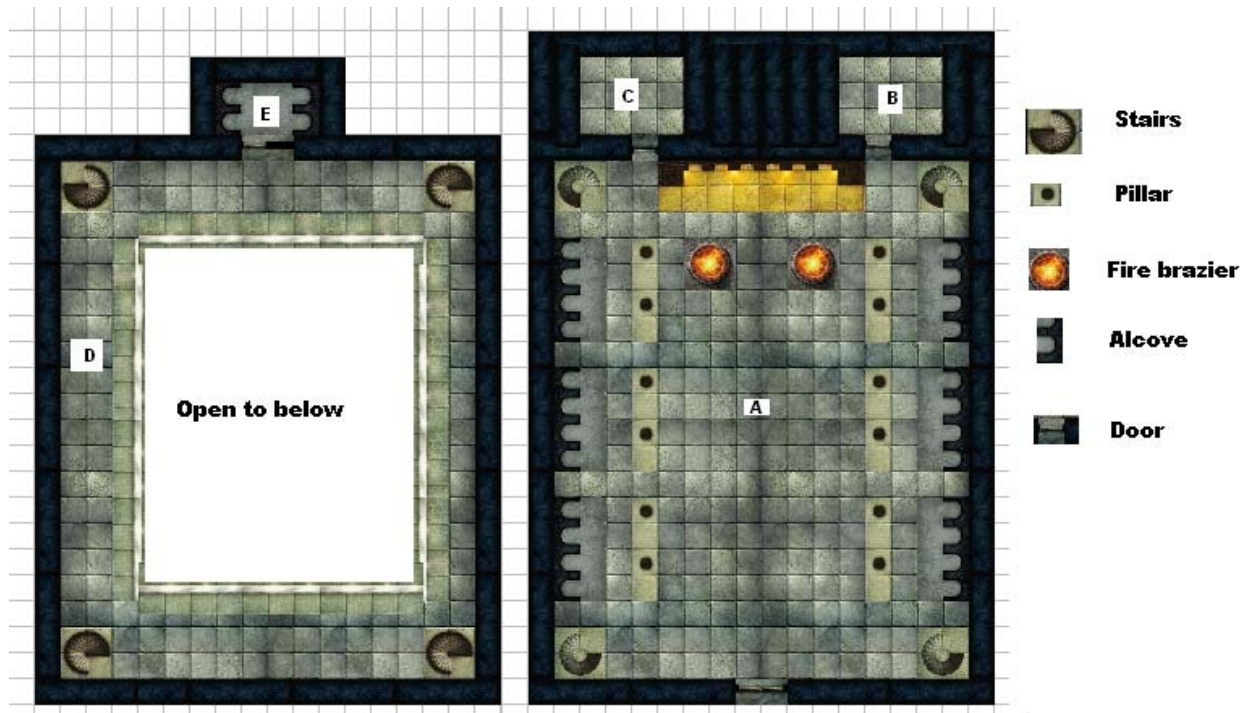
1 square = 5 ft.

DM MAP #2 – THE INDIGNANT



1 square = 5 ft.

DM MAP #3 – TEMPLE OF WEE JAS



1 square = 5 ft.

DM MAP #4 – STAIRWAY TO HEAVEN



1 square = 5 ft.

DM AID #1 –NAERIE CITY

👑 Naerie City (Small City): Conventional (Prince Barzhaan and his Advisory Council. The priesthood of Zilchus wields strong influence in the city as well); AL LN; 15,000gp limit; Assets 4,875,000gp; Population 6500; Mixed (Humans O/S (5681), Halfling (282), Elf (174, grey/wood), Dwur (156), Half-Orc/Orc (131), Gnome (68), "others" (8).

Authority figures: Prince Barzhaan, leader of House Haxx (LN male Ftr14). Yarleven, High Priest of Zilchus (LN male Clr13).

Important characters: Wanworth of House Oedil (LE male Ari4/War6), Commander of the Naerie City Garrison; Admiral Aente (NG female Ftr1/Rog2/Clr6 of Osprem), Navy Commander; General Morres of House Oedil (LE male Ftr12), Commander of the Army; Captain Belva (LN female Ftr10), leader of the Nasranite Watch; Darvander of House Haxx, cousin of Barzhaan (NG male Brd8). Damar Rocharion (LN male Ftr8/Ran2), second-in-command of the Nasranite Watch. Taryl Silverwing (CG female elf Clr8 of Corellon Larethian), leader of the Olven community. Aromund (NG male Clr9 of Sotillon), High Priest of the Velaeri. Frulhen (NG female Clr8), High Priestess of Osprem in Naerie City. Towrin Ghan (LN male Ftr5/Exp3), Head of the Royal Guild of Merchants of Aerdy in Naerie; Arem (LE male Clr7/Ftr1/Blackguard1), leader of Hextor's Temple in Naerie City. Diordis (NG female Clr6), head of Lydia's Temple in Naerie City.

Temples: Zilchus (god of Power, Prestige, Money, Business & Influence), Heironeous (god of Chivalry, Justice, Honor, War, Daring and Valor), Hextor (God of War, Discord, Massacres, Conflict, Fitness and Tyranny), Lydia (goddess of Music, Knowledge and Daylight) Osprem (goddess of Ships, Sea Voyages and Sailors), Procan (God of Seas, Sea life, Salt, Sea Weather and Navigation), Sotillion* (goddess of Summer, South Wind, Ease and Comfort), Xerbo (god of Sea, Sailing, Money and Business), Corellon Larethian (Elves, Music, Craft, Arts & War) *Temple of Winds is dedicated to other Velaeri as well (Atroa, Telchur, Velnus & Wentu) but Sotillion is most popular.

Note: This article looks at Naerie City in early 597CY. It is unlikely that this document will change much in the future.

A Brief History of Naerie

-323 CY: Kingdom of Zelred founds the port of Langshallow. It is later renamed Idee in honor of Saint Idee.

- 76CY: Naerid of House Cranden conquers the town of Idee and renames it Naerie.

584 CY: Idee is conquered by the Scarlet Brotherhood and is re-named Obedient State of Idee. Elder Brother Vasiliek becomes the new ruler.

586 CY: Troops of the South Province reach Naerie City; Vasiliek killed in combat with Barzhaan of House Haxx.

588 CY: Idee is officially added to the United Kingdom of Ahlissa, becoming the Principality of Naerie.

598 CY: Current Year

Overview

Naerie City is the largest town in the whole Principality and thus functions as the center of trade and seat of power for the ruling House Haxx. It has a population of some 6,500 individuals, Oeridian and Suel being the most numerous human groups with occasional Flan. Some Hepmonaland Suel arrived to Principality as a result of the war and now form an underclass of the society.

The Principality of Naerie differs much from other areas of the United Kingdom. Foremost, it was once a part of County of Idee, a bitter enemy of the Great Kingdom. As such, its ruler Prince Barzhaan has made sure that certain unsavory traits of the kingdoms heartlands do not become common in Naerie. So far he has been successful and the population has been content, not the least for the gratitude it still feels for its liberation from the Scarlet Sign.

Naerie is the edge of an empire. It is a relatively small coastal area with quite a few people, it is rich in natural resources and has thousands of soldiers in arms. In the south, the Azure Sea is contested by the fleets of the Scarlet Sign and Naerie, both striving to make sure that enemy soldiers never set foot on their homeland. In the west and east, Sunndi and rest of the Iron League are kept separated by the Ahlissan power, preventing a unified threat against the nightingale throne.

Yet the internal threats might form the greatest threat. Idee Volunteer insurgents, Sunndian rabble-rousers, competing noble houses and ever

present threat of Scarlet Sign infiltrations keep prince Barzhaan busy, which so far prevents him from achieving his ultimate goal; an attack on the Kingdom of Shar, one that Prince Reydrich himself swore to achieve.

Rulership and Law

Power in the city of Naerie rests firmly in the grasp of the prince. However, the Royal Guild of Merchants of Aerdy, along with Advisory Council holds limited power in the internal affairs of the principality.

The Prince

Prince Barzhaan is the head of House Haxx, a rising star within the United Kingdom of Ahlissa. Originally a vassal of the Chelors of the South Province and Prince Reydrich, House Haxx began its rise to power when Great Kingdom was nearing its end during reign of Ivid V. Their first stroke of luck was when the Rachern Haxx, daughter of Darsem Haxx (Previous ruler of House Haxx) married a then relatively minor noble Xavener of Darmen. The other was when Graf Reydrich was assassinated. Darsem Haxx was the leader of Oligarchy that took control after this. Scarlet Brotherhood managed to assassinate him but his son and heir, Barzhaan, assumed control and oversaw the conquest of Idee. When Xavener was made an overking, House Haxx was granted rulership of Idee, now known as principality of Naerie.

The Prince has been married to Isabella of House Darmen (N female human Ari7) for over two decades, further tying the two houses together. Unlike Overking Xavener, Barzhaan has been blessed with two male heirs; Garen (Born 576CY) and Heitius (Born 579CY). To reduce tensions within the principality, Barzhaan has assigned members of all noble houses to important duties to avoid being accused of favoritism.

Advisory Council

Barzhaan has a group of advisors whom he discusses matters of politics with; Members of this body are Admiral Aente, General Morres, Yarleven, Towrin Ghan of the Royal Guild of Merchants of Aerdy and the heads of all the noble Houses. The latter usually send their trusted emissaries instead of coming themselves. Since nobles can rarely agree on matters and most of the people sitting in it are loyal to Barzhaan, it suits him well. He can make occasional concessions but ultimately making sure his agenda and that of his closest ally, Yarleven, are not threatened. Barzhaan's goal for now is to keep Naerie a stable and prosperous place.

Those working for the Advisory Council (as opposed to sitting in it) wear a badge decorated with a round field striped alternating yellow and green, four stripes of each with the top one being yellow. The border is a stylized chain, and in the middle of the badge is a black ship with a yellow scroll underneath. On the top left of the ship is a small shield with a white

bull on a blue field. (Blazon: A roundel barry, Or and vert, overall a ship sable surmounted by an inescutcheon azure, a bull passant argent, above a scroll Or within a chain argent in bordure).

Royal Guild of Merchants of Aerdy

Along with the House of Darmen and the priesthood of Zilchus, the Royal Guild of Merchants is part of the dominant power block in the United Kingdom of Ahlissa.

As such, the Royal Guild's wealth is legendary throughout the central Flanaess. Its members participate in and regulate trade throughout the United Kingdom. In addition, the Royal Guild is beginning to set up links with both the Free State of Onnwal and the Kingdom of Sunndi as part of a complex arrangement called "Naerie Compact" that guaranteed Sunndian and Ahlissan aid to Onnwal in their war against Scarlet Brotherhood (which has pretty much ended with destruction of Scant in 595CY).

Members of the Guild are invariably merchants in their own right, or officers of the Guild charged with seeking out new markets for development. Many are priests of Zilchus, and Guild offices can often be found in close proximity to places of worship dedicated to the Great Guildmaster.

Like elsewhere, all merchants are ultimately responsible to the Royal Guild. However, to preserve the stability of the Principality, merchants are forbidden to trade slaves while within the Principality, as it would increase support for the Idee Volunteers. Such practice was not legal in Idee, and most likely will never be a reality in Naerie either. Some illegitimate trading does happen within the work camps with Brotherhood captives used for projects they are not supposed to.

A sub-faction of the Royal Guild, the South Aerdy Trading Consortium also exists. The heads of Noble Houses and a few wealthy traders & privateers also belong to it. They managed to acquire special privileges from the Royal Guild by agreeing to invest into developing infrastructure of the Kingdom instead of paying taxes to the Royal guild. While development does happen, this is also abused with fake projects and other means. Those who belong to both guilds are called 'Golden Capons'.

In general, members of SATC pay a fraction of the usual fees required by Royal Guild. Charter has been signed to last until 605CY and it is unlikely that it will continue after that. Yarleven, high priest of Zilchus, himself is one of the 'Golden Capons' and has profited greatly from the arrangement between SATC and Royal Guild.

Religion

The faith of Zilchus, the god of Power, Prestige, Money, Business and Influence, is the dominant religion of the Kingdom and its priesthood is the

strongest in Naerie. However, that does not mean it is the most popular. Osprey, goddess of Ships, Sea Voyages and Sailors, was very popular in the Old Idee and her worship is perhaps the most populous in Naerie. Worship of Lydia, goddess of Music, Knowledge and Daylight, is also highly popular because her priests travel the countryside, teaching common folk many useful skills. Oeridian and Suloise agricultural gods are both worshipped, along with the sea gods Procan and Xerbo.

Ahlissan soldiers of course brought with them the worship of Hextor. Common people see no need for him but temples for have been build to Naerie City & Poelitz among others.

Worship of Heironeous is also popular but because of actions by Staceus of Felten, founder of the Idee Volunteers, the church was forced to make a public acceptance of Ahlissan rulership and revoke affiliation with the Idee Volunteers. Common soldiers still worship him but the Idee Volunteers have moved extensively to Trithereon, God of Individuality, Retribution and Self-Defence, whose worship is outlawed in Naerie. Worshipping of vile cults and deities such as Beltar are also forbidden.

It should be noted that worship of Wee Jas was quite strong among sages and some nobles before the Brotherhood occupation but as it was the only church that supported the occupation, its temples faced extensive purges by Ahlissan soldiers and the vengeful population and now the only established temple can be found in Poelitz.

Trade and Commerce

The Principality has three notable resources; foodstuffs, gold, and copper. The south of the country is extremely fertile and produces much of the foodstuffs that Naerie trades. Naerie has some mineral resources, mining copper in the northwest and gold in the northeast.

Banditry and piracy (mainly on routes across Azure Sea) are the two traditional scourges of trade in Naerie, and the military is kept active by hunting them down. Letters of Marque are given out to ambitious privateers to hunt down pirates.

As cattle breeding is the trade of choice for House Haxx, an ambitious program is underway to improve the cattle in Naerie by breeding with strains brought from the old Haxx homelands in the heartlands of the United Kingdom.

The export of grain and the taxation of commoners are the two main sources of revenue in the baronies. When Prince Barzhaan came to power, general taxes were raised but trade tariffs were reduced. During the last few years taxes have been somewhat lowered since profits from grain export are once again up.

Nobles are exempt from tax in the Principality, but written agreements between the Prince and the Barons stipulate a yearly tribute to the Prince that can take the

form of money, goods, land or soldiery. In reality, this means that Barons who cannot muster enough soldiery or who have no surplus goods must tax their local population to pay the tribute.

The coastal waters are plied by cargo ships transporting grain and other goods between local communities. This sea route extends north to Irongate. With liberation of Onnwal, this route now extends past the ruins of Scant and onto Hardby and Nyrond. Trade to Onnwal still goes to Longbridge on Onnwal's Azure Coast as Scant won't be accepting Ahlissan goods until the town has been rebuilt. The ships of the Nightingale throne patrol the waters of the Gearnat because of the renewed slaver activity in Pomarj.

Common People

Commoners are quite content under Ahlissan rule. The Eddri rulers, relatively nice as they were, still ran a feudal system on Idee, collecting taxes from farmers in form of coin or products. The Scarlet Sign was a shock to many people and troops from the South Province were seen as a return to old ways.

Barzhaan knows that it is not required to keep people under an iron fist. While laws are harsh as is common in Ahlissa, the authorities do not go after people unless there is a reason. As such, most people prefer the rule of Kalstrand to that of Hesuel Ilshar.

The scars of the occupation still run deep within the population. Anyone may sometimes meet situations with pureblooded Suel, which lead to conflicts when paranoid commoners see Brotherhood agents where there are none (though of course exceptions can happen).

Most rural people are farmers, working their feudal obligations in fields. Many do simple secondary jobs as well. Some work in more specialised jobs such as charcoal burners or blacksmiths. Commoners in cities can be found doing nearly any job, from streetsweeper to construction worker. More expert ones generally work as assistants to specialised experts such as shipbuilders or salt makers. Fisher is also a common profession in coastal towns.

Naerie City

Naerie city is divided to several districts though the exact borders of these districts are unclear. Not much effort was ever made to separate them from each other with walls and these days people accept the fact that, for example, the Trade district is around the central square. Many places in the city are brand new, built using the Brotherhood troopers as labor force.

Food and water supply

Surrounding farming communities make sure that Naerie City is kept well fed. In addition, there are a fair number of fishermen in town. While there is not a river near the town to supply water, the Eddri rulers did build several collection points for rainwater within the town, along with wells. In emergency, these

collection points can be filled with the help of two *decanters of endless water*, which are kept in temples of Osprem & Procan. Originally there were three but the third disappeared during the occupation. An ambitious project to build an underground aqueduct that would bring water from the Hollow Highlands was put on hold by occupation but it is speculated that work might start again in few years.

Sanitation

Alongside regular sewers, a large workforce (employing many Hepmonaland savages) in town is responsible for collecting horse dung and human feces that is carted outside the town as fertilizer for farming communities. Many items are re-used in the town. A few peddlers even make a living by collecting trash metal like old nails. Children call these individuals walking coppers as they can occasionally take items they find and sell them. Organic waste which is not used in town is usually carted outside the city where it can moulder.

Locations

1. Palace of the Prince: Prince Barzhaan of House Haxx maintains his court in this massive mansion, surrounded by extensive walls and gardens. It is the original building used by Eddri rules and subsequently, Elder Brother Vasiliek, but has been recently expanded and improved with magical defenses. Two new statues (massive stone statues of Oeridian warriors) are actually said to be stone golems or animated constructs, under the command of Prince Barzhaan. Further information on the nature of magical defenses is a closely guarded state secret but it is suspected that precautions against *teleport*, *scrying* and other such spells have been taken.

The area around the palace is called the Noble Quarter. As the name indicates, this the area where the upper class of the society lives. Most houses here are large and more often than not have gardens surrounding them. Individuals such as Darvander Haxx, Yarleven & General Morres live here

2 Chapel of Heironeous: This is the only chapel of Heironeous in Naerie City. It is quite small but has a large number of worshippers among local population, Nasranite Watch and garrison. It is currently tended by Thanlok (LG male Pal6), replacing the previous priest Remismund (LG male Clr7) who was killed mysteriously in 593CY. After his death, it was revealed that Remismund had been supporter of Idee Volunteers who used chapel as a meeting place. It is unknown if this practice continues..

3. The Bathhouse of Ranet.

This place is named after the long dead Suloise goddess of fire, though very few of the clients know this. It functions as a public bath for the town. The water comes from an underground spring and is circulated through heated pipes in the boiler room. A Suel man Avrat Mogor (LE male Wiz5/Bonded Summoner3) is the owner of the place and well respected in social

circles. It is actually speculated that Avrat uses skills learned from his master (location 24) to run this place and that he has some sort of magical items helping him. Some people argue that there is no underground springs anywhere near the town, at least for operating a bath and that Avrat is using some sort of magical device for his water needs.

4. Star of Aerdy.

One of the best taverns in the town is the Star of Aerdy. The building has stood in this spot for half a century and has always been a tavern. When Idee was independent, it was owned by a family of dwarves and called Iron Flagon. When the Scarlet Brotherhood took over it became a mess hall for worshippers of Bralm and was called the Beehive. The latest owner, Ideean soldier named Wulfric (LN male War2/Exp4), took possession of the place after the occupation (as its previous owners had been killed) and renamed it the Star of Aerdy in honour of the Ahlissan army. Wulfric celebrates the anniversary by offering a special drink called the 'Iron Bee' for his customers. This mixture is a combination of powerful dwarven ale, Ahlissan mead and lots of honey and it is of course drunk from an iron flagon. Interestingly enough, Wulfrics most loyal customers seem to be among Nasranite Watch.

5: Nasranite Watch Compound: The main Nasranite Watch compound is surrounded by 10ft high stone wall and accessed through two large gates. Several smaller guard houses are located throughout the city but this is the one where one can talk to the Nasranite Watch leaders; Captain Belva (LN female human Ftr10) and Damar Rocharion (LN male Ran2/Ftr8).

After the disaster during Richfest 594CY the Nasranite Watch has recruited several clerics and battlemages to combat any further magical disturbances and guard members underwent further training to tackle such problems.

6. Marketplace: This large square is also known as central square. It is a place where many local farmers and traveling merchants gather to sell their goods. It is also a popular place for sell swords who are looking for a change to hire themselves as caravan guards to merchants who continue to Sunndi or further up the Coast Road. In the square is also a large statue, which shows three blacksmiths (human, elf and dwarf), forging a weapon. It was originally put up by House Eddri to symbolize the Iron League and had many symbols dedicated to member states. The Scarlet Brotherhood defaced the statue but Prince Barzhaan had it restored, but without any Iron League symbols.

The area around market place is called Trade Quarter.

7. Temple of Zilchus: The grand temple for the Moneycounter looks over the proceedings of the market place. Yarleven, the high priest of Zilchus can be found here most of the time.

8. Headquarters of the Royal Guild of Merchants of Aerdy. This house stores much information about shipping routes, local merchants and their activities. Towrin Ghan, guild representative in Naerie can be found here.

9. Temple of the Winds: This large temple has always been dedicated to the Velaeri except the time Scarlet Brotherhood controlled Naerie when it had shrines to Beltar, Pyremius, Llerg and Syrul. Nowadays it has been restored to its original glory and Velaeri are once again worshipped. All faiths have their own sections dedicated in the temple but high priests cooperate in practical matters concerning the temple, with one priest functioning as 'head of temple' for 3 year period. Currently the title is held by Aromund (NG male Clr9 of Sotillon) who was elected in the early 596CY.

10: Chapel of Procan. This slightly dilapidated building houses the local temple of Procan. A priest named Gardienko (CN Clr7 of Procan) can be found here.

11. Harbor: Dozens of ship can be anchored to piers at any given time. Most of the waterfront consists of warehouses and stowers are kept busy as ships from as far as Keoland arrive, bringing cargoes from exotic lands. In recent time, with a help of Brotherhood slave labor, several watchtowers have been build across the harbor. They are topped by ballistas and catapults and form the first line of defence in case of an attack. Master Pilot here is Jave Norntag (N male Com10). Some of the well-known captains who frequent the harbor include Gerdan 'the Lame' (CN male Rog6), Eryn (CN male Clr3 of Xerbo) and Valetta (N Female Rog2/Ran3). A small shrine dedicated to Xerbo is here as well. It is tended by Suel man named Dorelan (Clr5).

12. Chapel of Osprem. This large temple stands near the harbor and is (naturally) very popular with sailors. High Priestess Frulhen (NG female Clr8) maintains the temple and assigns her acolytes for duties at merchant vessels when requested and many times offers free healing to those who need it.

13. Military docks: The elite Azure Squadron is based on this section of the town. It also houses the navy headquarters and office of Admiral Aente. At least one squadron of three caravels is always present. A stonewall was recently build, again using slave labor, to separate this area from rest of the city. Two guarded gates allow access into this area.

14. Breakwater: Using the Brotherhood slave labor, a massive breakwater was constructed further away from the harbor to protect the fleet from attack. It also shelters vessels from storms. If need be, breakwater can be turned into fortified military position.

15. Silver Eel Inn: This inn is one of the many in the waterfront. It is a three-story building and can offer

modest accommodation to those who need it but mainly it is just a drinking hole for sailors, stowers and other commoners.

16. Dog Alley: This area is a red-light district - an area of narrow, lantern-lit passages where women cater to the jaded tastes of men named "wild dogs" in an old Oeridian euphemism. Law enforcement is generally left to the hired fists of the brothel owners and thieves guilds. "The code of silence" applies and Nasranite Watch rarely interferes, except in more severe cases. An infamous case in 592CY saw a raid by Nasranite Watch where two well-known merchants were caught with child slaves. They were subsequently dragged to the street, guilt confirmed with magical means by a cleric of Hextor and then executed on the spot.

17: Burrow & Fey Circle: The demi-humans of Naerie City live in their own area. Halfling & gnome residents call it Burrow while elves call the area Fey Circle. This is purely figure of speech as houses here are pretty much like elsewhere in the town. Few Halfling holes have been built though. Small shrines to Yondalla & Corellon Larethian exist here.

18: Foreigners Enclave: The Foreigners' Enclave is where outlanders with no friends, family, or business contacts in Naerie are assigned living quarters. This usually means refugees and emigrants, though recently elements of Sunndian 11th army where stationed there as well, while waiting for transport to Onnwal. Elsar Irtuva (N female Exp5), refugee from Lordship of the Isles, has established herself as unofficial 'point of contact' to all foreigners arriving here.

19: Temple of Lydia: This temple is painted in bright colors and kept impeccably clean. This temple is the main educational institution in the city and many people send their children here to learn valuable skills. The area outside the temple serves as a ground for each years Richfest celebrations.

20: Breddol the Sage: This old house in Luna Way is the home of Breddol Fhals, aka 'The Sage' (LN male Rog7/Exp2), scholar of great repute and collector of exotic items. Statues are especially close to his heart and he maintains perhaps the finest collection in the entire Principality. Some suspect that quite a few of these statues are actually petrified creatures. Rhengott Fhals (LN male Rog4), who is a nephew of Breddol is responsible for hiring outsiders who work for Breddol.

21. Temple of Hextor: This foreboding building was originally dedicated to Kord when the Scarlet Brotherhood took over. Clerics of Hextor captured it during the fight for the city and summarily executed many captured brotherhood members on its stairs afterwards. These days the banners showing the gauntleted fist of Hextor fly proudly from its pennants.

22. Street of Smiths: This long street starts from the temple of Hextor and extends almost up to south gate. It is the home of for most of artisans of Naerie City. As the name suggests, high quality iron products are available here. However, it also has many specialized shops that sell anything from glass products to high quality artwork. A statue for Fedorik Eddri stood here before the occupation but Scarlet Brotherhood destroyed it.

23: City administration: This building functions as administration centre for city. Of interest is a the city architect Olphan Vinn (LN male Exp6) who is said to have in his possession the most accurate maps of the city, including sewer maps and future building plans for city defences. Treasurer Faal (LN Female Ftr5), leader of tax collectors (perhaps the most hated person of the city) also works here.

24: Home of Eurynymos: This large house is a residence of wizard Eurynymos (CN male Wiz5/Bonded Summoner7) who is well known for his research of elemental planes. His apprentice Cawyr was responsible for Richfest disaster of 594CY but despite protests, Cawyr did not have to pay with his life. Neither Cawyr nor Eurynymos have been seen in public for a while though it is said they both occasionally visit Irongate and Sage Keep.

25. Chapel of Wee Jas: This chapel has been empty for years now, ever since Ahlissan forced killed its priests.

PLAYER HANDOUT #1 –LETTER FOUND IN THE HARBOR

Written in archaic Baklunish

I am sending this letter to you with a ship as I cannot be sure if our associate contacts me in his own way before you receive this.

The mission was completed successfully. However, I found out that my old nemesis is here in Naerie. I know not why, but truly Istus has blessed me in this day. I will postpone my return until I have done what I must. The blond infidel shall die for what he did in Port Toli.

- Ataxerxes