

The Veil of the Sun

V 3.5, September 2003

Officially, the Queen's Halls in Newkeep are maintained by the College of Concescent Lore, and the priesthoods of Lydia and Lirr, with occasional - mostly material or financial - support from the priesthood of Boccob.

What few realize is that quite a number of the people that man the Queens Halls are affiliated with the Iron League, and are in fact spying for its states.

Some of the supposed priests of Boccob (and almost the entire congregation of Lirr) are actually holy men and women of the Oeridian goddess Johydee. Naming themselves the Veil of the Sun, they are sworn to protect their people - the Oeridans, mostly - from the evil deprivations of its tyrannical rulers.

To the people of New Keep, it is no secret that not all the members of the Halls are what they seem - but even for those who know the truth it is hard to determine who is a simple gatherer of lore, or who serves as a secret agent for the Iron League. Most feel the distinction is only a formal one, anyway. Most members of the Halls may know of the underground movement, and even guess at its members, but they do not forward their suspicions. Even the Lydian's do not reveal what they know or suspect.

Joining the underground movement, the spy network of the Iron League, is not that easy, as a person's trustworthiness has to be proven, as well as his capabilities to aid the organization.

However, it is not unusual for people to get enlisted by the Queen's Halls to perform a task. Quite often, they never even find out that they have been aiding the Veil.

But sometimes, heroes may get drawn in deeper, and these may eventually be brought into the organization's folds.

Note that membership of the College is not a requirement for membership of the network.

Goal

The network's main aim is the protection of the people of Sunndi, regardless of race or ethnic background (though most in the network are suspicious of the Suel, due to the Scarlet Brotherhood's presence in the area). In a broader sense, this extends to the members of the Iron League. The network hopes that cooperation will lead to prosperity and peace.

Interestingly, the network is not opposed to the idea of a reunited kingdom, and in favor of opening up trade with the North. However, neither Ahlissa nor the northern Kingdom is completely trusted, and their heads of state are despised for their lust for power and willingness to sacrifice their people for their own gain.

For now, the aim is the liberation of Onwall, the decimation of the Scarlet Brotherhood, and the revival of the Iron League.

Ranks

There are a number of ranks in the League. The hierarchy is rather small, partly due to the size of the organization, and partly to minimize the bureaucracy that is known to plague the more formal parts of the League.

The ranks only apply within the Veil. The various chapters in the Iron League (of which the Veil is only one) are strictly separate. The Veil has "jurisdiction" over Sunndi, the Jade Mask over Onnwal. Agents of one should not really be on active service in the other chapter's patch, and as such they wield no authority over one another, even if the hierarchy closely matches. In addition, agents can only be part of one chapter - this to better safeguard one secrets and members.

The following ranks can be attained:

Rank	Requirements
Grey Veil (' Greys')	4 ranks in one of Diplomacy/Bluff/Disguise, 2+ ranks in the other two, OR Cleric of Johydee ^{*/**}
White Veil (' whites')	8 ranks in one of Diplomacy/Bluff/Disguise, 4+ ranks in the other two, 1/2 year Grey Veil membership
Silver Veil (' Sheens')	12 ranks in one of Diplomacy/Bluff/Disguise, 6+ ranks in the other two, 1 year White Veil membership
Onyx Veil or Mask	Leadership, 16 ranks in one of Diplomacy/Bluff/Disguise, 8+ ranks in the other two, 1 year Silver Veil membership, must be a Cleric of Johydee or a Mask of Johydee, must be invited by the Veil

(*) Clerics and other divine casters whose spells are granted by Johydee are considered part of the Veil's structure even if they do not qualify for membership of the Veil itself. These clerics may follow orders and act on the Veil's behalf, but cannot use the organization's benefits nor progress in rank unless they fully qualify.

(**) 'Clerics of Johydee' includes all divine casters that draw their power from Yohydee, including Paladins and Contemplatives, and Masks of Johydee. Levels of prestige classes that increase divine caster level stack for purposes of determining a cleric's level.

Members of the Veil of the Sun

Requirements

In order to join the Veil, a member must:

- Have any Good alignment.
- 4 ranks in one of Diplomacy/Bluff/Disguise, 2+ ranks in the other two.
- Swear fealty to the Iron League, and take an oath (enforced by *geas*) to fight the enemies of the league, among which are the Scarlet Brotherhood and the supporters of Ivid the Undying, to the best of their abilities.
- The Veil of the Sun is a branch of the Iron League.
For safety reasons, a character can be a member of only one Iron League branch. I.e. a character cannot be a member of both the Veil of the Sun and the Jade Mask.
- Joining grants the rank of **Grey Veil**.
To attain higher ranks in the veil, more requirements are needed.
- To attain **White Veil** Rank :
 - o 8 ranks in one of Diplomacy/Bluff/Disguise, 4+ ranks in the other two
 - o 1/2 year Grey Veil membership
- To attain **Silver Veil** Rank :
 - o 12 ranks in one of Diplomacy/Bluff/Disguise, 6+ ranks in the other two,
 - o 1 year White Veil membership
- To attain **Onyx Veil** Rank :
 - o Have the Leadership feat
 - o 16 ranks in one of Diplomacy/Bluff/Disguise, 8+ ranks in the other two
 - o 1 year Silver Veil membership
 - o Must be either a Cleric of Johydee or a Mask of Johydee
 - o The Veil chooses a member for this rank. This means the Sunndi Triad decides whether a PC can attain this rank or not.

Initial Costs

- The Veil selects the member - a member cannot request membership itself. Essentially, this means the Sunndi triad has the right to refuse characters that do not fit the organization. While a player may request membership for a character, the character itself needs to await the time when he or she is approached. In general, this can only happen at the end of a regional or meta-regional scenario or mini-module.

- A prospective member should have a recommendation from a current member before he will be approached. Recommendations can be obtained by expending one influence points (with the Veil of the Sun) or one favor with a member of this organization.
- After being approached, it takes time before the Veil has sufficiently screened the character. After the PC has been played in six scenarios (and has not proven unsuitable), the organization again approaches the character for a final test.
- The member should then pass a screening test, a short period in which the member is given small assignments that proof her worth. Actual screening has started days, weeks, or even months before the member is even approached. Often the choice has already been made, and the test is merely for confirmation. This test takes 2 TU to complete.

Permanent Costs

- A member spends at least 4 Time Units each year performing tasks for the Veil. Tasks include gathering information, watching and shadowing people, courier service, and occasional desk jobs. Specific regional modules may count towards these TU's.
- Follow the orders of their superiors in the Veil, and perform tasks put forth by the organization.

Benefits

- As part of the network, members are generally well informed and capable of finding others that can aid them in their mission. They may draw on the knowledge of local informants and network members. This gives them the following benefits:
 - o +1 competence bonus to Gather Information in Irongate, Onnwall, or the Iron Hills
 - o +2 competence bonus to Gather Information in Sunndi
 - o +4 competence bonus to Gather Information when the member can contact another (non-PC) member of the Iron League's branches (i.e. a member of the Veil of the Sun or the Jade Mask)
- Members of the Veil may take advantage of special training sessions, which allows them to take the following feats, from the Class guide books:
 - o Defenders of the Faith: *Reach Spell*,
 - o Tome & Blood: *Subdual Substitution*
 - o Song & Silence: *Alluring, Charlatan, Disguise Spell, Jack of All Trades, Multicultural, Shadow, Subsonic, Trustworthy*

The first feat taken is for free. Each additional feat the character takes costs one additional TU to master.
- Access to the following spells:
 - o Defenders of the Faith: *Chain of Eyes, Brain Spider*
 - o Song & Silence: *Listening Coin, Zone of Silence*
- Access to the following magical items:
 - o DMG: *Hat of Disguise, Cloak of Charisma +2*
 - o Song & Silence: *Possum Pouch*
- Access to the following non-magical items:
 - o Tome & Blood: *disappearing ink, phantom ink (all)*
 - o Song & Silence: *double-sided clothes*
- In addition, the Veil is able to train its members in the following prestige classes:
 - o Song & Silence: *Spy Master*
 - o Living Greyhawk Journal (Dragon 302): *Mask of Johydee*
- Besides these prestige classes the following core prestige class is also very appropriate, and mentors can be found in the organization :
 - o Defenders of the Faith: *Divine Oracle*
 - o Sword & Fist: *Ghostwalker*
- Members of the Veil of **White Veil** rank or higher gain access to Ferral, the restricted secret language of the Iron League. A member can take Ferral as a normal language. Note that except for bards,

Speak Language is a cross-class skills and cost 2 skillpoints.

In addition to the normal costs, the member needs to spend 1TU following an instruction class.

- Members of the Veil of **White Veil** rank or higher gain access to the following magical items:
 - o DMG: *Circlet of Persuasion, Ring of Invisibility, Ring of Mindshielding, Cloak of Charisma +4*
- Members of the Veil of **Silver Veil** rank or higher gain access to the following armor enhancement:
 - o DMG: *Glamered Armor*
- Members of the Veil of **Silver Veil** rank gain some influence on the Sunndian justice system through the Veil. This influence can be used once a year to lower the punishment of an offence appointed by Sunndian law by one degree, provided the offence was due to an action that furthers the Iron League's cause (i.e. breaking and entering when trying to unmask a Scarlet Brotherhood Agent). The influence can be used to the benefit of someone other than the Veil member, but only if the Veil member was witness of the offence.
The offence can not have been any crime that resulted in the death sentence or permanent exile and banishment. The favor can be used in the Sunndian delta and the Hollow Highlands, but not in the Glorioles. It's use may also be attempted in Onnwal, Irongate, and the Iron Hills, though success in these states is not guaranteed.
- Members of the Veil of **Onyx Veil** rank are provided by the Veil with support to fulfill diplomatic missions in the higher circles. This includes additional background information, introductions to important people, and legal or heraldic documents – forged, if needed.
The support grants a +1 competence bonus on Diplomacy and Knowledge (Nobility and Royalty) when dealing with a target that the character has previously requested support for.
A character may request information on one target (one person of influence) per scenario played, provided time is available to give the support. The target's name should be noted on the cert, and the bonuses apply from that moment on.
- Members of the Veil of **Onyx Veil** rank gain access to the following magic items:
 - o DMG: *Celestial Armor, Cloak of Etherealness, Cloak of Charisma +6, Robe of Blending*