

Justin Alexander

CITY SUPPLEMENT 3:
ANYOC



CITY SUPPLEMENT 3: ANYOC

Author: Justin Alexander
Cartography: Justin Alexander
Symbol Design: Margaret Frazer

Cover Art: Thomas Cole - The Architect's Dream

Playtesters: David Blackmer, Vance Miller, David Smith,
Ben Tallen, Noe Tallen

Westgate maps made with Dundjinni software, "<http://www.dundjinni.com>"

Copyright 2008 - Dream Machine Productions
www.thealexandrian.net/dreammachine

APPROACHING ANYOC

Over the past several leagues the River Anya has slowly meandered down from the northern horizon until, now, it runs almost parallel to the road. Before you the walls of Anyoc stand, gleaming white in the bright light of the sun. Above the walls, somewhere near the center of the city, you can see three structures of great size. They are of the same stone as the wall, and from here it seems as if they are almost a continuation of that same structure. The sight makes it feel as if you are riding into a great and impregnable citadel, cast from pure light...

ENTERING ANYOC

As you pass through the inner gates of the wall, you are struck by a sudden cascade of color: In a single glance you capture fully half the city as it sweeps up and away from you along the side of a gently sloping hill. Pale purples mix with soft blues and faded greens; pinkish reds stand in contrast to burnished gold. And atop the hill, where it crests at a distance of what must be half a mile, are three buildings of white stone which seem to dwarf all else within the city's walls. Anyoc bears the marks of age, as if every curved wall bears an infinity of memories. People sweep past you - a constant flow of traffic in and out of the gate through which you have passed.

HISTORY OF THE CITY

Anyoc as it is known today was founded nearly seven hundred years ago by three noble families: The Ansell, the Sael, and the Legat. They were drawn to the banks of the river Anya by the towering stone walls which had stood there for time untold, and for the nexus of southern trade routes and the traffic of the river which came together there.

Over the years which have passed since then, the walls of Anyoc have been repaired and the city itself has grown to fill them. The kingdom of which the city was once capital waned until it was no more than a province within a far larger realm, but the three noble families remained, and Anyoc still flourished as a center of trade and culture for the region.

But before Anyoc was a capital, it was a village crouched inside ancient walls. And, as the walls themselves attest, that small village was built upon the ruins of a far older civilization.

Long ago, in days dimmed by the thick mists of time, the site where Anyoc now stands was home to another great city: A black city which served dark and evil powers. For long centuries, before it was forgotten, it was said that the walls of that nameless city towered above its streets to a height of five hundred feet, and every inch of them was stained black with blood.

Such evil cannot stand forever, however. There came a time when the forces of light and good returned to the city

and cleansed it - defacing the temples of its gods and razing its twisted edifices, leaving nothing but desolation where a city once stood. But the black walls, it was said, could not be forced by any mortal hand - and so they stood, even when the city they had guarded had fallen utterly.

In respect for the history and stories which lived on, those walls stood tenantless for uncounted generations. But, in the end, the black stain faded, the tales were slowly forgotten, and people returned once more to the falling walls. And so it was that a village was founded. And so it was that that village became a great city.

ARCHITECTURE

The sight of Anyoc is famed throughout the many lands, for she was built anew with fairy stone. This cherished rock, quarried from mines which lie near and to the west of the great city, was altered untold millennia ago in arcane fires whose power and source is long forgotten. It bears the appearance of sandstone, but the endurance of granite, and it comes in seven types - *taylos*, which is the faded green of a wood beneath the sun; *vaylos*, which is the faint violet of an evening cloud; *saelos*, which is the pale red of a friendship rose; *kadlos*, which is the golden color of burnished copper; *anlos*, which is the blue of a noontime sky; *bahslos*, the black midnight stone; and *essabas*, the star stone, which is of purest white.

Of the first six, works can be found throughout the city. But the use of the seventh stone - or any stone of hueless white - is forbidden within Anyoc, save to the Wall itself and to those buildings which stand upon the Green: The Palace, the Temple, and the House of the Guard (see area 3).

The buildings of Anyoc are seldom higher than they are long. But in many cases this is not a significant restriction - entire sections of town are dominated by buildings which run the entire length of blocks, and which easily reach a height of four or five stories. Often these taller buildings will be terraced - with each subsequent level smaller than the ones below, and the remaining space rendered as an outdoor porch or salon. In some cases these terraces will create the impression of a pyramid, but generally the terraces are aligned along one side of the building to complement the angle of the hill. In contrast to the terraces, other sections of Anyoc see buildings which have been slowly expanded - until they cross over the tops of streets, meet, and join one another. And extended eaves are common throughout the city.

The exterior appearance of structures in Anyoc is dominated by curves - arches and domes are frequent motifs. The interiors, however, are often more traditional in their rectangular construction (although still dominated by the faded colors of the fairy stone). Pillars are frequently used both outside and inside. Perhaps all of these diverse traditions can be best seen in the most typical design for an entryway: A double door of oak, recessed beneath an eave behind an arch or set of pillars.

Lanterns

Two hundred years ago, Anyoc was plagued with a scourge of undead, another remnant of the ancient city which had once stood on the site. After a number of fierce raids, the undead were driven out - but not before their horrific actions had imprinted themselves firmly into the minds of Anyoc's citizens. Those events are still referred to as the Year of the Dead, and the cautions they bred into the people of Anyoc remain as cultural artifacts: The dead are buried outside the city walls; the members of the guard carry ceremonial flasks of holy water; and small monoliths of fairy stone, marked with runes of protection, can still be seen here and there throughout the city. (Many will make signs of piety to these long-powerless monoliths as they pass them, thinking to earn good luck).

The most notable impact of the Year of the Dead, however, was the first Lighting of the Lamps. In an effort to combat the dark shadows in which death lurked that black year, the people of Anyoc lit lanterns at dusk. Over the years, this tradition has held, and the lanterns have become works of art in their own right and a symbol of great pride for the city.

The basic design of the lanterns is simple: A thin enclosure of paper guards the inner flame from the night winds, casting a faint, but pervasive, light. Today, the paper of the lanterns can be found in a variety of shapes and hues (usually complementing or contrasting the buildings about which they are hung). Black ink is often used to mark the lanterns with runes of protection or simple iconic designs.

ORGANIZATIONS

THE GOVERNOR

Undoubtedly the most powerful figure in Anyoc, the Governor holds secular authority over the city and the surrounding countryside. The current governor, Milan Cerand, has served in the position since his appointment from the capital twenty years ago. While his power remains greatest within the city (the nobles tend to hold greater sway outside the walls), Cerand has worked to reform a number of societal injustices over the years - and has grown beloved by the people.

In recent years, however, levies from the capital have grown while investment has decreased. Faced with an unpleasant choice, Cerand has chosen to reduce the funding for various public servants rather than raise taxes on the populace as a whole. This has made him somewhat unpopular in some quarters, particularly with the Guard.

THE COUNCIL OF NOBLES

In theory, the Council is an informal body. Supposedly, the noble families no longer have a role in the governing of the city, confining their authority only to their own vast land holdings. In reality, the nobles have never given up their position of power in Anyoc's affairs. The Council offers advice to the Governor, and the Governor frequently pays at least some heed to their wishes. Governors who have failed to do so in the past have not always survived - either figuratively or literally - the resulting noble displeasure.

The senior members of the Sael, Legat, and Ansella families each hold a seat on the Council. Five other noble families with minor holdings in the region (the Netal, the Talet, the Dewyn, the Hacoun, and the Syric) also sit on the council, holding two votes among them which may only be cast if they stand in unison (something which almost never happens in actual practice).

Keta Sael, Gabrayel Legat, and Mekayl Ansella are described individually on pages 5-7.

CHURCH OF ANYOC

The current Church of Anyoc dates back roughly two hundred years, to a period of religious turmoil which finally resolved itself during the Year of the Dead. At the time, three religious factions were active in the city - the Order of the Hawk (supported by the Legat), the Order of the Falcon (supported by the Sael), and the Order of the Dove (supported by the Ansella). During those tumultuous events, corruption was revealed within the Order of the Dove, revealing that its highest servants had sold themselves to dark powers. The Order of the Hawk and the Order of the Falcon united against a common threat, purging the Order of the Dove and forming the modern Church.

THE GUARD

The structure of the guard is relatively simple: The current Captain of the Guard, Nathanael, is served by six lieutenants - each of whom oversees one section of city. Each of the lieutenants, in turn, is immediately responsible for the guardsmen themselves. There are roughly 250 guardsmen in Anyoc.

The guard is charged, both by imperial and provincial authority, with keeping law inside the city walls. During a time of peace they are also charged with the protection of the city itself, which includes manning the walls. (During a time of war they would be supplemented or replaced in this task by true imperial troops).

Uniforms: Members of the guard wear a loose fitting uniform of black with a red sash tied around the waist and across the shoulder. Lieutenants wear shirts with silver cuffs, while Nathanael wears a shirt with golden cuffs. Guardsmen also have the option of wearing padding and a chain shirt beneath their uniform, although this is usually only done in situations where an imminent threat is expected.

Character: Governor Cerand

Key Info: Milan Cerand is a strong, charismatic man. He is honestly committed to reform, and rules with a loose - but iron - grip.

Quote: "We appreciate your aid in this time of trouble. Believe me when I say it will not be forgotten."

Background: When Cerand came to Anyoc he considered his appointment as Governor purely temporary - a step to bigger and better things. In short order, however, he fell in love with the city and its people, and has worked tirelessly ever since for its improvement.

Politically Cerand is essentially opposed only by the Council of Nobles. While his power is theoretically absolute within the city walls, the nobles have a wide variety of avenues by which they exercise their powers and make their presence felt in the politics of Anyoc. Cerand blames them for the corruption of the city's bureaucracy, but despite years of work is still unable to rid himself of their influence.

Cerand is married to, and deeply in love with, Tara, the younger daughter of a noble family from elsewhere in the empire. They have three children: Liam, Edrick, and Sara.

Appearance: Cerand is approaching his fiftieth birthday. He's of an average build and height. His brown hair has begun to gray around the temples, and his eyes are crinkled with the lines of many smiles.

Roleplaying Notes: Governor Cerand is a passionate, idealistic man. He will welcome with open arms anyone who stands to aid Anyoc in times of trouble. He is also politically savvy, however, and will not burn any bridges unless he considers it absolutely necessary.

GOVERNOR CERAND

CR 2

LG Male human - Aristocrat 3

Senses: Listen +7, Spot +8

Init: +1 (Dex)

Languages: Ancient Common, Common, Elven, Giant

AC: 11, touch 11, flat-footed 10 (+1 Dex)

Hit Points: 12 **HD:** 3d8

Fort +1, **Ref** +4, **Will** +7

Speed: 30 ft.

Melee: unarmed strike +2 (1d3 nonlethal)

Ranged: +3

Space: 5 ft.

Reach: 5 ft.

Base Atk: +2

Grapple: +2

Str 10, **Dex** 12, **Con** 11, **Int** 17, **Wis** 15, **Cha** 16

Feats: Iron Will, Lightning Reflexes, Run

Skills: Bluff +6, Diplomacy +9, Gather Information +8,

Knowledge (arcana) +4, Knowledge (history) +6,

Knowledge (local) +6, Knowledge (nobility) +7,

Knowledge (religion) +4, Listen +7, Sense Motive

+8, Spot +8

Possessions: courtier's outfit, 5d6x10 gp

Character: Lord Keta Sael

Key Info: Lord Sael is old, decadent, and extremely intolerant of anyone in the world with a station lower than his own (which, in his opinion, is just about everyone).

Quote: "Yes... That's very interesting. Now if you will excuse me, I do believe the dinner bell has rung."

Background: The members of the Sael family have been the largest land-owners in the area around Anyoc for centuries. Keta Sael has been the family patriarch for nearly six decades. Keta inherited his position as head of the family at a time when the Sael had become bloated - its immense power diversified through a number of petty, bickering nobles. Through a series of carefully planned marriages and alliances, Sael successfully focused the family's power in himself.

Appearance: Ironically, as Keta worked to trim the Sael family, he became increasingly decadent and exorbitant in his own life. Today Keta weighs more than 300 pounds, and seldom takes part in any activity which would require him to leave the comforts of his own, richly decorated mansion. Those who know him rarely see him without food and drink near at hand.

Roleplaying Notes: Sael is expansive, but his outrageous behavior is still - to at least some degree - concealing a powerful mind. Sael will not make enemies of anyone he thinks may have value to him in the future, but he has little tolerance for anyone he considers below him. Even then, he possesses a biting, yet subtle tongue, and many don't realize that they have been insulted until after Lord Sael has departed.

LORD KETA SAEL

CR 2

LN Male human - Aristocrat 3

Senses: Listen +4, Spot +9

Init: +0

Languages: Common, Elven, Goblin

AC: 10, touch 10, flat-footed 10

Hit Points: 15 **HD:** 3d8+3

Fort +3, **Ref** +2, **Will** +5

Speed: 30 ft.

Melee: unarmed strike +1 (1d3-1 nonlethal)

Ranged: +3

Space: 5 ft.

Reach: 5 ft.

Base Atk: +2

Grapple: +1

Str 8, **Dex** 10, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12

Feats: Alertness, Iron Will, Skill Focus (Diplomacy)

Skills: Bluff +8, Diplomacy +10, Listen +4, Gather Information +7, Knowledge (local) +9, Knowledge (nobility) +10, Sense Motive +8, Spot +9

Possessions: noble's outfit, 10d6x100 gp

Character: Lady Gabrayel Legat

Key Info: Lady Legat enjoys power, and gains it through an impressive network of spies and informants.

Quote: "Take care of it. Immediately."

Background: Gebrayel's grandfather placed an astonishingly large number of informants near to the members of the other noble families, the governor, and other figures of power during his lifetime. His daughter, Ayabeth, expanded these resources into a full-fledged intelligence network loyal only to the Legats. When Gebrayel inherited from her mother she continued to expand and refine this network. As a result, over the past fifty years, the Legats have built a solid base of power through blackmail, manipulation, and cunning.

As for Gebrayel herself, she loves power and over the years she has accumulated a great deal of it. Her fingers can be found - directly and indirectly - throughout the political, economic, and social structures of Anyoc. It is thanks to her, more than anyone else, that the Council of Nobles continues to wield such strong power within the city-state.

Appearance: Gebrayel is now in her early fifties - tall and wiry with steel gray hair. She usually dresses conservatively but expensively, taking advantage of the best clothiers and jewelers of both Anyoc and the imperial capital.

Roleplaying Notes: Lady Legat is sly, subtle, and cunning. It is difficult to keep anything hidden from her piercing gaze. Her voice is laced with stone, and there are those who would rather be struck a physical blow than suffer beneath one of her sharply controlled tongue-lashings.

LADY GABRAYEL LEGAT CR 4

LN Female human - Aristocrat 5

Senses: Listen +10, Spot +12

Init: +4 (Improved Initiative)

Languages: Common, Dwarven, Elven

AC: 10, touch 10, flat-footed 10

Hit Points: 25 **HD:** 5d8

Fort +1 **Ref** +4 **Will** +7

Speed: 30 ft.

Melee: unarmed strike +3 (1d3 nonlethal)

Ranged: +3

Space: 5 ft.

Reach: 5 ft.

Base Atk: +3

Grapple: +3

Str 10, **Dex** 11, **Con** 11, **Int** 16, **Wis** 15, **Cha** 18

Feats: Alertness, Endurance, Improved Initiative

Skills: Bluff +10, Diplomacy +10, Forgery +8, Gather Information +9, Knowledge (arcana) +4, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nobility) +10, Knowledge (religion) +4, Listen +10, Sense Motive +10, Spot +12

Possessions: Noble's outfit, 10d6x100 gp

Character: Lord Mekayl Ansella

Key Info: Mekayl is the youngest noble on the Council, and he still possesses a certain degree of idealism. Unfortunately, he finds himself under a great deal of pressure from not only the senior members of the Council but from within his own house.

Quote: "Do you really think so? That's wonderful!"

Background: Lord Mekayl inherited from his father only three years ago and is viewed with more than a slight disdain by the established figures of power within the city - not only Lord Keta Sael and Lady Gebrayel Legat, but also many of the nobles within his own house. Despite this he remains idealistic. He is also, to a very real degree, naïve.

Mekayl suffers from a weakened political position as a result of his fractured house, but he throws what little support he can to Governor Cerand - a man he believes to hold the best interests of Anyoc at heart, just as he does.

Unlike the other nobles on the Council, Mekayl is not the head of House Ansella. In the years since the founding of Anyoc, the lands around the city-state have come to represent only a small portion of the family's holdings. Mekayl represents only the portion of the Ansella family still located near Anyoc, and he is forced to contend with higher elements within the family when they choose to interfere in his affairs.

Before his death, Mekayl's father arranged a marriage between Mekayl and Lady Elyssa Fellhart - the daughter of a noble family from a foreign kingdom. This marriage is part of an extensive effort to increase good relations with Lady Elyssa's kingdom, and the Ansellas have benefitted considerably at the Imperial capital as a result of the marriage arrangements. The date for this marriage is now rapidly approaching, and the enemies of the Ansella would benefit greatly if it could be disrupted.

Appearance: Mekayl is only twenty-three. He stands 6' 2" tall, with a tussled mop of blond hair. His large, blue eyes and baby-faced good looks make him popular with the young women of Anyoc, but generally do little to help him establish any sense of authority or gravitas in the eyes of the other nobles.

Roleplaying Notes: Mekayl is extremely earnest and passionate about everything he does. He's also young,

and that contributes to his animated, open way of talking. He makes friends easily, something which is not always to his credit. There are times when he wishes that he were free of responsibility - able to wander wherever his heart might take him. He eagerly devours the tales of any adventurers who happen to cross his path.

LORD MEKAYL ANSELLA CR 1/2

Male human - Aristocrat 1

Senses: Listen +3, Spot +5

Init: +2 (Dex)

Languages: Common, Elven, Halfling

AC: 12, touch 12, flat-footed 10 (+2 Dex)

Hit Points: 11 **HD:** 1d8+3

Fort +0, **Ref** +5, **Will** +2

Speed: 30 ft.

Melee: masterwork dagger +3 (1d4+1)

Ranged: +3

Space: 5 ft.

Reach: 5 ft.

Base Atk: +1

Grapple: +2

Str 12, **Dex** 14, **Con** 10, **Int** 15, **Wis** 10, **Cha** 16

Feats: Lightning Reflexes, Skill Focus (Sleight of Hand), Toughness

Skills: Bluff +4, Diplomacy +6, Gather Information +4, Knowledge (local) +5, Knowledge (nobility) +5, Listen +3, Sleight of Hand +6, Spot +5

Possessions: masterwork dagger, noble's outfit, 5d6x100 gp

Character: High Priest Lemal

Key Info: The High Priest of the Church of Anyoc, Lemal is respected by everyone who knows him. The people of Anyoc look frequently to him for guidance, particularly in times of trouble.

Quote: "Yes, I am sure the gods watch over us. But that doesn't free us from responsibility."

Background: When Lemal first joined the Church he was nothing more than a simple scribe. For many years he excelled in the routine tasks of his position. He became known favorably by many within the Church, but he was never considered for any greater role - nor did he wish it.

Whether by chance or fate, however, another path was chosen for the young Lemal: A rare and powerful holy text was mistakenly left on his table, and when he read of its pages his soul was opened to the divine power of his god, allowing him to cast spells and placing him on a path to greater power within the order.

Over the years, Lemal has adapted to his new role well, considering himself a chosen disciple of his god, and working as diligently in his new role as he did in his last. But there are still times when he misses the duties of a simple scribe.

Ten years ago Lemal was elevated to the position of High Priest in Anyoc, and it appears - for the moment, at least - that he has at last come to rest in his proper position.

Appearance: Lemal is now an elderly man, slightly portly, with white hair and a friendly bearing. His face is creased with the lines of many smiles, and his hands are large and gentle.

Roleplaying Notes: Lemal is deeply religious, believing fervently in the powers and compassion of his god. He welcomes anyone who has not given him cause to mistrust them, and seeks to help those in need.

HIGH PRIEST LEMAL

CR 9

LG Male human - Cleric 9

Senses: Listen +3, Spot +3

Init: +0

Languages: Celestial, Common

AC: 12, touch 12, flat-footed 12 (*ring of protection* +2)

Hit Points: 35 **HD:** 9d8

Fort +6, **Ref** +6, **Will** +11

Speed: 30 ft.

Melee: unarmed strike +8/+3 (1d3+2 nonlethal)

Ranged: +5/+0

Space: 5 ft.

Reach: 5 ft.

Base Atk: +6/+1

Grapple: +8

Special Actions: spontaneous casting (cure), turn undead 5/day (+2, 2d6+11, 9th)

Combat Feats: Combat Casting

Combat Gear: flask of holy water

Metamagic Feats: Heighten Spell, Maximize Spell

Cleric Spells (CL 9, +1 CL for good and healing spells):

5th (DC 18) - *mass cure light wounds, raise dead*

4th (DC 17) - *cure critical wounds, restoration, tongues*

3rd (DC 16) - *continual flame, create food and water,*

daylight, invisibility purge, magic circle against evil

2nd (DC 15) - *bull's strength, calm emotions, consecrate,*

cure moderate wounds, hold person, shield other

1st (DC 14) - *bless, bless water, cure light wounds, detect*

undead, divine favor, sanctuary

0th (DC 13) - *create water, detect magic, detect poison,*

guidance (x2), mending

Domains: Good, Heal

Str 14, **Dex** 9, **Con** 10, **Int** 12, **Wis** 16, **Cha** 14

Special Qualities: aura (good)

Feats: Brew Potion, Combat Casting, Heighten Spell, Maximize Spell, Scribe Scroll

Skills: Concentration +7, Craft (scribe) +9, Diplomacy +12, Knowledge (arcana) +4, Knowledge (religion) +12, Spellcraft +4

Possessions: holy symbol, flask of holy water, *ring of protection* +2

Aura (good): Lemal has a particularly powerful aura of good (see the detect evil spell for details).

Character: Nathanael, Captain of the Guard

Key Info: Nathanael is a man hardened by experience, but with a warm heart which stops him from becoming cold. As Captain of the Guard in recent years he has been forced to do more with less.

Quote: "I could use your help. But I won't beg for it."

Background: Nathanael has served as Captain of the Guard for six years, and was a member of the Guard itself for nearly twenty years before that. He gained his current position when his one-time mentor, Assaud, the previous Captain of the Guard, was killed in a common street brawl. Nathanael has a strong sense of duty, but during his tenure he has seen nothing but a shrinking budget and a growing crime rate. Despite the growing difficulties of his position, Nathanael has managed the Guard as best he could and his men love him for it.

Things have not been easy at home for Nathanael, either. On several occasions he has voluntarily accepted a cut in his own wages rather than firing his own men. His wife, Matya, and his five year old son, Andrius, are the twin beacons of his life, but he feels as though he has failed them.

Appearance: Nathanael is a large, heavily muscled man. His chest and arms bear a multitude of scars, but he generally keeps these hidden from sight. His face, framed with light brown hair, has been both hardened and worn in recent years. There is a constant tension lurking behind his deep brown eyes.

Roleplaying Notes: Nathanael is under constant pressure, but he is also possessed of an iron resolve which lets him keep his emotions under sharp control at all times. He has a deep sense of duty to his position, his city, and his men.

CAPTAIN NATHANAEL CR 4

NG Male human - Fighter 4

Senses: Listen +6, Spot +6

Init: +6 (+2 Dex, +4 Improved Initiative)

Languages: Common, Elven

AC: 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

Hit Points: 30 **HD:** 4d10

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

Speed: 30 ft.

Melee: masterwork longsword +8 (1d8+3)

Ranged: light crossbow +6 (1d8)

Space: 5 ft. **Reach:** 5 ft.

Base Atk: +4 **Grapple:** +7

Combat Feats: Cleave, Combat Reflexes, Power Attack

Combat Gear: flask of holy water, *potion of cure light wounds*

Str 16, **Dex** 14, **Con** 10, **Int** 12, **Wis** 12, **Cha** 14

Feats: Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack

Skills: Bluff +5, Move Silently +5, Listen +6, Search +3, Sense Motive +4, Spot +6

Possessions: flask of holy water, light crossbow, longsword, *potion of cure light wounds*, 3d8 gp in loose coin

ANYOC GUARDSMAN CR 1/2

LN Female/Male human - Warrior 1

Senses: Listen +6, Spot +5

Init: +1 (Dex)

Languages: Common

AC: 12, touch 11, flat-footed 11 (+1 Dex, +1 padded)

Hit Points: 6 **HD:** 1d8+1

Fort +3, **Ref** +1, **Will** +2

Speed: 30 ft.

Melee: longsword +3 (1d8+2)

Ranged: +2

Space: 5 ft. **Reach:** 5 ft.

Base Atk: +1 **Grapple:** +3

Combat Feats: Combat Reflexes

Combat Gear: flask of holy water

Str 14, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 9

Feats: Alertness, Combat Reflexes

Skills: Listen +5, Spot +5

Possessions: flask of holy water, longsword, 2d8 gp

ANYOC GAZETTEER

Anyoc is built upon a hill which once stood singly upon a broad plain. The hill rises gently to its highest point upon the Anyoc Green. The Green is at precisely the same height as the walls which surround the city.

THE WALLS OF ANYOC

When Anyoc was rebuilt, its walls were clad anew with slabs of essabas and those walls stand still, unmarred by time. In legend it is said that, before the founding of the present city, there was a time when the walls stood more than 500 feet high. Today, however, they stand only 300 feet above the surrounding plain, and the common folk-tale holds that the remainder was broken off and toppled at some point in the distant past. In truth, however, the lower sections of the wall have simply been buried by the slow accumulation of dirt and time.

The walls are fifty feet thick.

Gates: Westgate and Eastgate (by which the North Road enters and leaves the city) are the largest and most often used. Northgate and Southgate, on the other hand, are smaller - their roads serving more local traffic. All four gates, however, are similar - sharing a set of common features with Westgate (area 1).

Towers: Every fifty feet along the wall there is a tower from which a defense may be launched in case the city is besieged. In fact, although they are referred to as "towers", these structure are actually built into the wall itself - providing nearly thirty floors of arrow slits, armories, and other defensive emplacements, as well as access to the top of the wall itself. (Because large portions of the wall have been buried, the towers also feature extensive basements. These have been converted and restored - to varying extents - over the years.)

Many of these towers connect with one another to one degree or another (frequently through secret or concealed passageways). Today, however, almost all of the towers stand sealed, empty, and deserted, and even those which remain open have generally fallen into disrepair: The city simply lacks the funds and personnel to maintain such a massive defensive infrastructure.

THE ANYA

The Anya River runs beneath the walls and through the city. The river is approximately thirty feet across and about ten feet deep at the point where it enters the city from the west, before swelling and slowing as it etches its course around the hill and turns to the south. By the time it exits the city to the south, however, it has sped and narrowed once again.

At the points where the river crosses beneath the wall, there is between three and five feet of clearance (depending on the season and the level of the river). A series of narrowly spaced bars have been set at these points to prevent people from entering the city illegally by this means. Smugglers, however, have recently cut away several of the bars beneath the surface of the river where it enters the city from the west: Although everything looks fine above the water, beneath the surface the smugglers now have a relatively easy means of entering the city without attracting the attention of the guard.

In Your Campaign

As a relatively generic fantasy city, Anyoc can be easily slipped into virtually any fantasy kingdom or empire of at least moderate size. It's designed to function as a regional capital, and it shouldn't take much effort to change Governor Cerand's title and tweak the local politics to make it fit right in. Just find a convenient river and road and plop it down. With a little extra effort, Anyoc could also be used as an independent city-state or the central capital of a larger realm: Governor Cerand could just as easily be King Cerand, Lord Excellent Cerand, or Syr Cerand.

1. WESTGATE

At one time Westgate was, essentially, a miniature military installation, with its own command structure, barracks, and supplies. The recent reductions in the guard's funding, however, have forced Captain Nathanael to reassign the guardsmen previously on duty here to other tasks in the city. For the moment, at least, Westgate stands largely abandoned.

1. North Road. The North Road is a major trade route, running between several major cities to the west of Anyoc before entering the city through the gate. The gate itself is essentially a tunnel running through the wall – approximately ten feet high, twenty feet wide, and fifty feet long. A heavy portcullis of iron can be lowered on either side of the wall (hardness 10, 60 hp, Break DC 28). At least two guards stand on duty at the gates at all times. Strong, sturdy doors – capable of being barred from the inside with two beams of oak – can be found in the north and south walls of the gate (stone, 4-in. thick; hardness 8, 60 hp, Break DC 30). At night, torches are set every ten feet along the tunnel.

2. Guard Room. These two rooms serve as an off-duty area for the gate guards. Gate duty is usually handled in hourly, rotating shifts, so even though the guards don't currently live in the gate structure (see below), there are usually two additional guards using these rooms (playing cards, napping, or the like).

3. Armory. These two rooms are used to store additional arms and armor, as well as other equipment.

4. Gate Commandant's Office. If Westgate were fully staffed, this office would be used by the Gate Commandant. Currently, however, the office is abandoned.

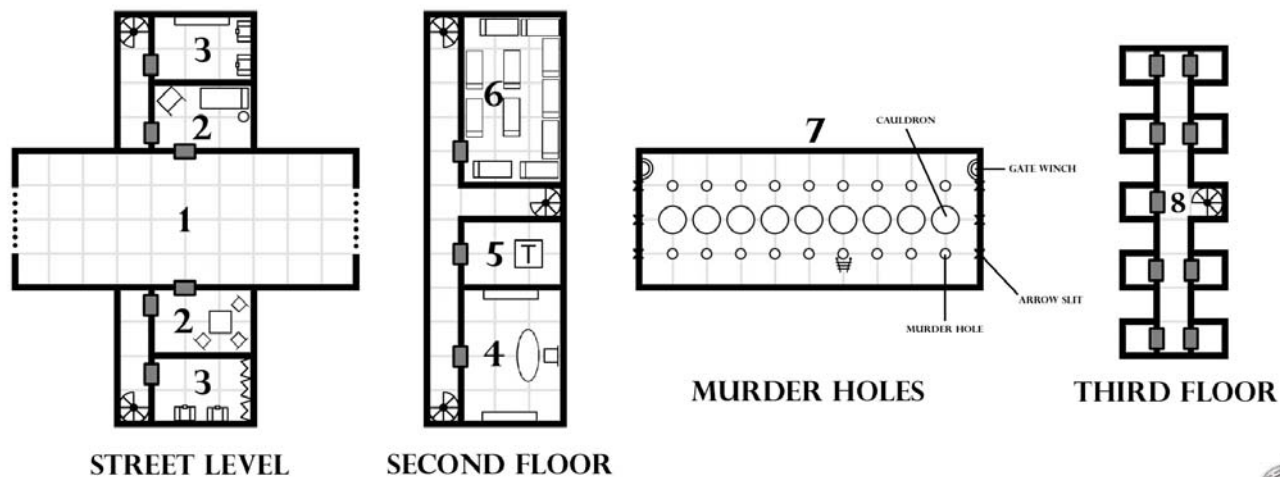
5. To Murder Holes. This room contains a trapdoor in the floor, leading down to the murder holes (area 7).

6. Barracks. These barracks are capable of housing up to 20 men – the full complement Westgate was designed for.

7. Murder Holes. The ceiling in this cramped room stands only six feet tall, forcing some of the taller guardsmen to stoop. Cauldrons of oil – capable of being lit and poured into the gate area below – are kept ready at all times. The winch mechanisms for the gate are also located in this area, and arrow slits allow the guardsmen to shoot down at enemies attempting to assault the gate below.

8. Cells. These rooms are still used to temporarily detain any troublemakers attempting to pass through the gate until such time as they can be transferred to more permanent facilities in the Atalian (area 3). The doors are made of iron (2-in. thick, hardness 10, 60 hp, Break DC 28, Open Lock DC 25).

MAP - WESTGATE



2. CITY GATES

In addition to Westgate, three other gates lead through the walls of the city: Eastgate, Northgate, and Southgate. All of these gates are built along the same design.

Eastgate: Essentially a mirror image of Westgate, Eastgate also sees heavy traffic along the North Road.

Northgate: Northgate is less traveled than Westgate and Eastgate. As a result, there is no hourly rotation of the guards (and only two guards are on duty at any time).

Southgate: Southgate is primarily used by local farmers bringing their goods to the East Market. Unusual individuals coming to this gate are typically viewed with a little more suspicion and interest than they would receive at the other gates.

3. THE ANYOC GREEN

At the center of the city, at the very top of the hill, is the Anyoc Green: A wide, triangular green sward more than 200 feet across. It is faced, on its three points, by the Governor's Palace (to the north), the Temple of Anyoc (to the southwest), and the Atalian (to the southeast).

Running between these three buildings and along the three sides of the Green are the Gardens of Anyoc. From the outside the Gardens appear as three-story tall walls of *essabas*, forging the Palace, Temple, and Atalian into a central citadel above the city. Standing on the Green, however, the Gardens seem to climb away from the viewer in a series of three terraces – each terrace bedecked in an amazing display of flowers, vines, and greenery. Stairs and decorative, meandering paths lead through the beautiful displays of horticultural skill.

The entire citadel is encircled by the Green Road, away from which run the Governor's Way, the Divine Avenue, and the Soldier's Path (from the Palace, the Church, and the Atalian, respectively).

The Governor's Palace: The *essabas* buildings around the Green were all built roughly five hundred years ago. While the exterior of the palace has remained largely unchanged, however, the interior is another story: Five centuries in the care of a constant succession of rulers have seen a wide variety of construction projects, each aimed at tailoring the palace to the personal tastes and needs of whoever happened to be in charge at the time.

Originally the palace was ten stories high, and that largely remains true. But each floor has been broken and rebuilt so many times that a hallway might be on the first floor in some cases and the third in another, depending on how the rooms around it have been built and rebuilt. Several rooms, most notably the throne room, have remained unchanged, but around these areas of stability the rest of the palace has become a twisted maze of chambers and corridors. It is even said that there are areas of the palace which have been sealed off and forgotten for centuries.

The Temple of Anyoc: Like the palace, the Temple of Anyoc was built five centuries ago. Although its architecture has remained relatively consistent over the years, the building has been controlled by a number of different religions. Sometimes, in fact, it has been home to multiple factions at the same time.

In recent years, however, a certain amount of stability has settled over the city's primary religious establishment. The temple has been controlled by the Church of Anyoc for nearly two hundred years (see page 3).

The ground level of the temple consists of a variety of public worship areas. Above these public areas are the residences of various priests and acolytes. The topmost floors of the temple are currently home to a monastic order responsible for the care of the various reliquaries and sanctuaries of the Church.

Beneath the temple there once existed a series of catacombs. These catacombs were emptied and sealed following the Year of the Dead.

The Atalian (House of the Guard): The Atalian, like the Palace and the Temple, is built of *essabas* – an impressive edifice designed to house an entire legion of imperial troops. Today, however, the Atalian (also known as the House of the Guard) is largely deserted – serving only as the center of operations for the City Guard. Not only does the guard constitute less than a tenth the number of men the Atalian was built for, but many of the guard live in private residences around the city, further compounding the sense of abandonment. Indeed, most of the upper levels of the building haven't been visited regularly in decades.

The basement levels of the Atalian serve as the city prison.

4. THE PURPLE LOTUS

The Purple Lotus is a famous athsai salon known for catering to wandering heroes and their ilk. The crowd in its common room is considered raucous by some, but those who frequent the Lotus think of it as friendly and mirthful. Newcomers, it is certain, are always met with open arms and a warm fire unless they give cause for worse.

The salon is owned and operated by a man named Assadre - a tall, thin man with a bald pate, dark eyebrows, and a gentle voice. His appearance gives the initial impression of coldness, but those who know him will testify to his warmth and compassion.

The Lotus is built of ancient *vaylos*, giving it the dusky purple color from which it takes its name. Those who pass through its doors, however, enter a room with walls of polished blackoak. Low stone tables are laid out throughout the room, surrounded by cushions on which most of the patrons sit. A well-stocked bar runs along one wall (specializing, of course, in athsai), with a door behind it leading to an equally well-stocked kitchen. A stair leads up to an open-air terrace (which is particularly popular on starry nights). The salon also features a number of small, yet comfortable rooms which are rented out at the rate of 1 gp per night.



5. WEST MARKET

There are two major markets in Anyoc, known as the West Market and the East Market. Each is located along the North Road, attracting the attention of Anyoc's citizenry as well as the merchants and travelers who pass along the caravan route. Operating a stall in one of the markets requires the purchase of a market pass from the Governor. A pass must be renewed each year, and generally costs between 100 and 400 gp (depending on the size of the stall, the type of business, and so forth).

The West Market, the larger of the two markets, is located at the major crossroads between the North Road and the Soldier's Path. West Market serves as the primary agricultural market for Anyoc: The various merchants operating here purchase the goods of the rural farmers around Anyoc, and then sell them at market to the citizens and businesses of the city. In some cases a number of farmers will band together to operate a stall collectively in West Market. In other cases an entire rural village will operate a collective stall. Most, however, are content to sell their goods through the merchants, and the cost of a market pass is usually prohibitive to any individual farmer (although there are a few whose holdings are large enough to do this).

In addition to agricultural produce, West Market is also known for its clothiers and provisioners.

Athsai Salons

Athsai salons are named after athsai, a sweet drink with a sharp aftertaste. They can be found throughout the region surrounding Anyoc. The Purple Lotus is a fairly typical example of their design, although like any other type of establishment they can vary from the lower to the upper classes.

Athsai is made from the pale red nectar of the crimson bee (see below). The nectar is generally kept at a cooler temperature, although this isn't strictly necessary. Just before the drink is served, the lightest touch of the crushed lotus bloom of the athsai vine is added. This causes the nectar to thicken to a dark amber. Athsai lowers inhibitions, heightens the senses, and acts as a mild stimulant. The taste of the drink is based primarily upon the color of the lotus, while its quality is largely determined by the nectar.

Crimson Bee: The crimson bee, as the name suggests, is a dark red in color. It exists in symbiosis with a small carnivorous pitcher plant known as an oak's bloom (because it is most commonly found growing on the bark of oak trees). During the summer the bee collects nectar from a variety of flowers, and delivers it to the pitcher of the oak's bloom. The oak's bloom uses the nectar to trap and digest its prey. During the winter the oak's bloom dies, leaving its seeds buried in the bark of the tree and the frozen nectar as a food source for the crimson bee until the next spring.

6. EAST MARKET

The East Market is found at the point where the North Road and the Divine Avenue become one, before leaving town via the Eastgate. It is smaller than the West Market, but specializes in more expensive goods. Adventurers may take primary interest in the arms, armorers, and jewelers, but a wide variety of exotic and masterwork craftsmen can be found here. Most of the moneychangers in Anyoc also operate in the area around East Market, but these are generally found to the east of the market itself.

The area just south of East Market is home to a large number of warehouses. Space in these warehouses is frequently rented to various merchants operating stalls in the market itself, allowing them to protect their most expensive goods. Other warehouses service merchants and goods passing along the caravan routes of the North Road.

7. SOUTH BRIDGE

South Bridge is a wide, fixed arch bridge about 30 feet across that carries the traffic of the North Road as it crosses the Anya River southeast of the citadel.

South Bridge is also located at the center of the University of Anyoc (area 8). As part of the university, an effort has been made to make the bridge particularly appealing to the eye. The bridge is constructed primarily of *anlos* and paved with *vaylos* – a beauty of pale blue and violet. Indeed, the sight of South Bridge is famed along the North Road, and the structure stands as an emblem of pride for both the University and the city as a whole.

8. UNIVERSITY OF ANYOC

The University of Anyoc was founded nearly three hundred years ago, and was originally housed in the Atalian (large segments of which had already been abandoned, see area 3). About 150 years ago the university moved to its present location.

Today the university occupies about a dozen buildings spread out around South Bridge – on both sides of the Anya River and the North Road. It features acclaimed instructors in medicine, alchemy, arcana, philosophy, law, physics, architecture, and history.

9. NORTH OF THE RIVER

Within the city walls, the Anya River can be crossed on foot in only two ways: The North Bridge (area 10) and the South Bridge (area 7). As a result, the sections of the city that lie north of the river – except for those immediately around the two bridges – have been generally isolated from the rest of the city to a large extent (despite the boats which regularly work their way between the piers on one side of the river and the other).

The inevitable result of this separation has been a general decay in those areas of the city: The guard doesn't patrol there as regularly as it does elsewhere; crime rises as a result; those capable of living elsewhere seize any opportunity to escape the crime; and the cycle perpetuates itself.

Under the watch of both Governor Cerand and Captain Nathanael, efforts have been made to clean up this section of town. They have met with some success, generally spreading the areas of "respectability" which exist around North Bridge and South Bridge and dampening the darker elements elsewhere. But "north of the river" is still a disreputable place, and a haven for the criminal elements of Anyoc.

10. NORTH BRIDGE

The narrow North Bridge lies along the Governor's Way, just shy of Northgate. The bridge itself is a fixed arch, built of a plain, gray stone.

11. RAMSHACKLE BRIDGE

Twenty years ago, a group of citizens living north of the river banded together and attempted to build an unauthorized bridge crossing the Anya River. They were hoping that, by opening the area north of the river to new traffic, they could break the cycle of decay that plagued the region.

The governor ordered the city guard to intervene. But the situation quickly escalated from a state of civil unrest to open rioting. The governor ordered the city guard to stand down and the Ramshackle Bridge – as it came to be known – was completed.

Unfortunately, six months later the bridge collapsed. Some whispered of foul play or noble conspiracies, but the truth was that the bridge hadn't been constructed very well in the first place. No effort was ever made to replace the bridge, and all that remains today are some random pylons and rotting piles of wooden debris that jut jaggedly out of the river.

Crossing the Ramshackle Bridge: Over the years, a variety of street urchins and other unsavory fellows have learned how to cross the Ramshackle Bridge by leaping from one piece of debris to the next. This is a fairly difficult task, but those who have learned the knack of it often use the trick to cross the river quickly or to escape from the pursuit of the city guard.

To cross the Ramshackle Bridge requires three Balance checks (DC 18) and three Jump checks (DC 18). Those who have crossed the bridge before gain a +2 circumstance bonus to these checks.

Those who spend 1 minute studying the bridge before attempting to cross it can make a Spot check (DC 25) to reduce the number of required checks to two Balance checks (DC 15) and two Jump checks (DC 15). While crossing the bridge, characters can make an additional Spot check (DC 20) to gain the same benefit the next time they cross the bridge.

12. STREET OF TRADE

Near the southern base of the North Bridge, running perpendicular to the Governor's Way and parallel to the river, is the Street of Trade. For generations now, this is the place where craftsmen, artisans, and professionals of all types have chosen to open and maintain their shops and practices. The Street of Trade habitually draws traffic across the North Bridge, particularly from the farmers and rural populace living north of the city.

Most of the more successful businesses along the Street of Trade have also been known to operate stalls in the Anyoc Markets.

1. Trade Tavern: This large, three story structure of *kadlos* lies at the western end of the Street of Trade. The lower level is a large tavern with multiple common rooms served from a single circular bar in the center of the building. The upper levels serve as an inn which primarily accommodates traveling merchants.

2. Savarid's Bows. Savarid is an elven bowyer who has kept this small shop open for nearly two centuries. There is little local demand for his masterwork bows, but he finds regular custom from the clans of the Nassanar. The century-long migration cycle of these nomadic elven hunters brings a fresh clan through the area around Anyoc about once every two years. Savarid himself bears the wrist-tattoos of a Nassanar clansman, although these tattoos match none of the clans who pass through Anyoc.

3. Mala's Smithy. Mala is a female dwarf who, following the western fashions, shaves her beard and leaves her scarlet hair unbraided. She has a fierce rivalry with Batakan, who runs the neighboring smithy (see below).

4. Batakan's Smithy. Batakan is an eastern dwarf and a strict traditionalist. Whereas Mala considers her rivalry with Batakan to be a fierce competition, Batakan considers it only one step removed from a blood feud. (Although Mala is quite staid and conservative by human standards, Batakan considers her to be licentious and immoral for her "loose" behavior.)

5. Alchemy's Nook. Thick, pungent (and often noxious) odors fill this shop and frequently pour out into the street around it. The shelves are crammed with both high-quality alchemical equipment and a wide variety of alchemical concoctions. The shop itself, however, only fills one small corner of the building. The rest of the building is broken up into several workshops which serve as working laboratories for an order of alchemists known as the Circle of Tirnet Kal.

6. River Reagents. A young wizard named Jonas River operates this modest shop, selling reagents, scrolls, and his own services as a spellcaster.

7. The Curved Neck. This is the workshop of a blind woman known only as White. White is famed for her masterwork harps, which are known throughout the world for their extraordinary lyrical quality. White herself is beautiful, with long white hair, pale blue eyes, and delicate, porcelain features. She is assisted by an old man named Thom, who acts not only as her agent but as a collector and seller of other fine instruments.

White's finest masterpiece is an artifact known as the *harp of foretelling*, which is kept in a place of honor in the Curved Neck. Crafted from the wood of a goldleaf tree (see sidebar), those who play upon the *harp* can ask of it a single question, which is then answered as per a *divination* or *vision* spell. The answer given by the *harp* is always true (there is no chance of failure), but one can play upon the *harp* only once.

White is said to have been god-touched during the crafting of the *harp*. She was the first to play upon it, and it is said that she wept upon hearing the song it played for her... but no one knows what question she asked of it.

8. The House of Violet Gold. The House of Violet Gold is run by a small guild of goldcrafters. The shop also trades in raw gemstones and other jewelry of all kinds.

9. Anyoc Stables. Ranchers from the surrounding countryside bring their marketable stock to the Anyoc Stables and place them in consignment so that they can be sold to cityfolk. Travelers can also stable their mounts here for a nominal fee of 1 sp per night.

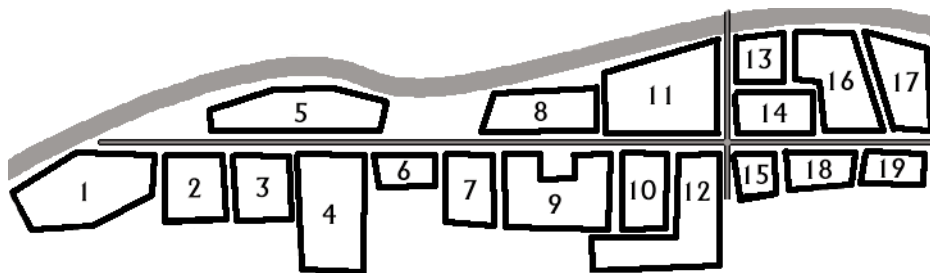
10. Tessarid Glassblowers. The Tessarid family has specialized as glassblowers and crafters for three generations. In addition to glassware of all kinds, they have also become quite skilled at the grinding and shaping of lenses, allowing them to craft high quality telescopes, spyglasses, magnifying glasses, and the like.

The youngest son of the family, Aric Tessarid, has recently perfected, with the help of Lina Belegard (one of the alchemists of the Circle of Tirnet Kal), an alchemical process allowing ruby crystal to be blown and crafted like glass (see sidebar on next page). Although they are still experimenting with the procedure, it has already resulted in many pieces of breathtaking beauty.

Goldleaf

The wood of the goldleaf is a pale ivory laced with veins that glitter like gold dust. Despite its natural beauty, goldleaf is seldom cut for its wood, for it is a rare tree and difficult to seed or cultivate. Instead, goldleaf trees are prized for their leaves, which – although not truly metallic – have the appearance of pure gold. These leaves can be harvested, usually maintaining their appearance for at least one or two years before slowly fading to a dull, dead brown.

MAP - STREET OF TRADE



Ruby Crystal

Ruby crystal occurs naturally in large crystalline growths deep beneath the surface of the earth. Some alchemist's attribute such growths to fallen dragon's blood, while certain myths claim that ruby crystals are the still-living blood of a slain god splattered across the earth in some bygone age.

Whatever the case maybe, ruby crystal has the superficial appearance of the blood red gemstone from which it takes its name, but lacks the hardness of the true gemstone. Although it is occasionally used for faux ruby jewelry, ruby crystal is easily sliced into large sheets and is often used for walls or wall-paneling. The throne room of the Emperor of Fallia is a particularly notable example of this technique, with the entire chamber being crafted to resemble the interior of a giant ruby.

Goodberries and Malberries

Goodberries are a rare but naturally occurring fruit with extraordinary healing properties. Each goodberry, dark purplish-black in color, is about the size of a thumbnail. During the summer season, a typical goodberry bush will yield 5d20 berries.

Eating a raw goodberry heals 1 hit point of damage. A goodberry can also be alchemically infused to function as a *potion of cure light wounds* or even a *potion of lesser restoration* (depending on the alchemical formulas used).

During the winter, goodberry bushes yield pale, translucent white berries known as malberries. Malberries act as a mild poison (ingested, Fort DC 11, 1 Con/1d4 Con). Malberries are also used in the alchemical process for creating deathblade poison (injury, Fort DC 20, 1d6 Con/2d6 Con).

11. The Store. Known simply as the Store, this establishment is run by a trio of halflings. The Store sells a variety of common items - clothing, rope, lanterns, candles, chains, sacks, soap, ink, and the like. For crafted items, the halflings purchase from a variety of individual crafters across the width and breadth of the city.

12. The Great Market. The Great Market is the depot for the selling and buying of trade goods. Local farmers sell their trade goods to the Great Market, which are then resold to merchant caravans and local tradesmen.

13. Trade Circle. The Trade Circle acts in the Governor's name, regulating the practices of trade and managing the collection of taxes and dues within the city of Anyoc. They maintain their public offices here on the Street of Trade at the foot of North Bridge.

14. Lannoc's Hides. Bella Lannoc - a tall, bronze-skinned woman with an athletic beauty - inherited this tannery and leathercrafting shop from her father when he was murdered two years ago. When Timon Lannoc was found eviscerated in his shop, the rumor-mongering was rampant: Some thought he had gotten on the wrong side of a bad loan and others whispered of cult activities. Bella believes that he was murdered by one of the noble families, largely because Timon was often loudly outspoken in his bitter complaints about the aristocracy.

15. Healer's Sign. This small shop is marked by the sign of the healers. Dressed in pale blue robes, these highly skilled apothecaries offer healing services for those who cannot afford the cost of a magical rite. The healers are also known for their sale of goodberries (see sidebar).

16. Dragonsilks. The name of this clothier is merely fanciful. However, this large shop carries a wide array of fashions from across the world. Many are created in the back room of the shop itself, but others are acquired from various trade caravans.

17. The Sword and Dagger. The ground level of this building is a rather ordinary weaponsmithy. But those who know a particular password will be escorted to a hidden stair in the back room of the shop. This stair leads to the basement, which serves as a meeting place for a pair of assassins who operate under the trade names of Amethyst and Ruby.

18. Potter. The nameless sign hanging above the door of this shop depicts a simple kiln. Although there is nothing particularly extraordinary about the shop, it is remarkably productive (leading to rumors of a “magical kiln” and the like). The shop supplies ceramics of various sorts to a wide swath of the city, particularly those families living North of the River.

19. Brotherhood of the Illuminated Word. The monastic order known as the Brotherhood of the Illuminated Word reveres the written word, regardless of its form or language, as sacred. The brotherhood maintains a small monastery in the woods east of the city, but each week two or three of the brothers come to this shop on rotating shifts to serve as public scribes. The gold coin they earn in commissions helps to support the brotherhood and its private collections.

13. HALL OF SHADOW

The Hall of Shadow is the only building in Anyoc built of *bahslos*, the black fairy stone. In truth, it is more like a covered mall than a proper building. Stairs on the eastern and western ends of the Hall lead to a long gallery running through the length of the building. In the center of this gallery is a pool of silvery-black liquid that casts a strange light throughout the Hall. Various small shops lie to either of the gallery, most inhabiting no more than a small niche in the walls.

The shops in the Hall specialize in the dwimmercult. Here can be found dark magicks, poisons (both magical and mundane), mysterious enchantments, rare alchemies, and items bearing strange curses. Those seeking to sell fearful things will find buyers and those who look to buy that which no one else would sell will find their desire.

It is also said that the shops of the Hall of Shadow are ever-changing, so that one never finds them to be the same from one visitation to the next, and staffed by strange and inhuman creatures. At other times, the doors of the gallery itself are shut and the Hall locked – although this occurs at odd and unpredictable intervals.

14. BAKER’S COURT

At the eastern end of the Street of Trade is the Baker’s Court. Famous for the superlative taste and quality of its wares, this pleasantly cobbled square is surrounded by a half dozen bakeries, each specializing in a different type of baked good. Even the Governor has been known to personally visit the Court to enjoy Madam Renaud’s sweets.

15. THE NORTH WELL

There is only one well north of the river in Anyoc (see sidebar). As a result, the wide triangle of open space around it has become a gathering place of sorts. Because of its triangular shape, some refer to it ironically as the “Lesser Green”, although the ground there is closer to bare dirt or thick mud.

The North Well is surrounded by poverty. During particularly rough times, it is not unusual to find squatters tents raised here. At other times beggars will plead with those coming from all across the city’s northern end for their drinking water.

Anyoc’s Wells

Scattered throughout the city are ancient wells driven deep into the earth. These distinctive wells are carved from violet *vaylos* and treated with powerful spells which purify the water and keep it free from disease.

ADVENTURE SEEDS

Assassination Web: The PCs are approached by a mysterious man who attempts to hire them to assassinate Governor Cerand. Investigating the job offer will make it appear that Lord Keta Sael is behind the assassination attempt, but this is misleading: The assassination is actually being planned by Lord Tilla Sael, a minor nobleman of the Sael family. Lord Tilla doesn't actually have any meaningful grudge against Governor Cerand: He just wants to pin the crime on Lord Keta. With Keta out of the way, Tilla thinks that he can become the head of the Sael family.

Haunting on the Anya: The spectral figure of a woman, dressed in the noble fashions of a century ago, has been seen floating up and down the length of the Anya River.

Hostage Healers: The city guard nearly catches the brothers Tekof and Cristol, two wanted criminals. Tekof and Cristol manage to kill several guardsmen and then escape, but only after Tekof has been badly injured. Cristol takes him to the Healer's Sign on the Street of Trade (area 12). Unfortunately, Tekof's injuries are beyond the healers' ability to cure. Despite this, Tekof demands that they do something to save his brothers' life. At this point, the PCs could unwittingly enter the scene or the city guard might surround the building. In either case, as tensions rise, the PCs may be the only ones who can intervene before more innocent blood is spilt.

Kobolds in the Walls: A tribe of bestial kobolds have moved into one of the sealed off portions of Anyoc's wall. They have turned several of the interconnected towers into their den. They have, in fact, been living there in secret for many years, but now the tribe is growing large and bold. They have begun venturing out into the city - stealing a variety of food and valuables and posing a general danger to the public safety.

Rift: The Hall of Shadows (area 13) disappears without warning. In its place stands a vortex of chaotic energy. Those brought to examine the vortex (possibly even the PCs themselves) conclude that it is a magical portal... although where it might lead or how it came into existence remains a mystery.

Slavers of Anyoc: The slaver circle known as the Ring of Iron moves into the city. They co-opt the local smuggling organization, smuggling slaves into and out of the city using the underwater passage through the walls (see page 10). They also create a false shop-front in Baker's Court (area 14), using coded phrases to practice the slave trade while appearing to sell nothing more than pastries.

Thieves at the University: An artifact is stolen from one of the research vaults at the University of Anyoc (area 8). Although rare, the artifact is not particularly powerful... although its true purpose may not be fully understood by the scholars at the University.

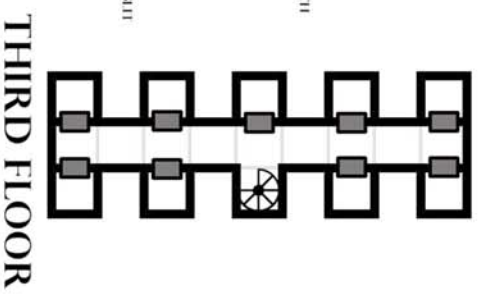
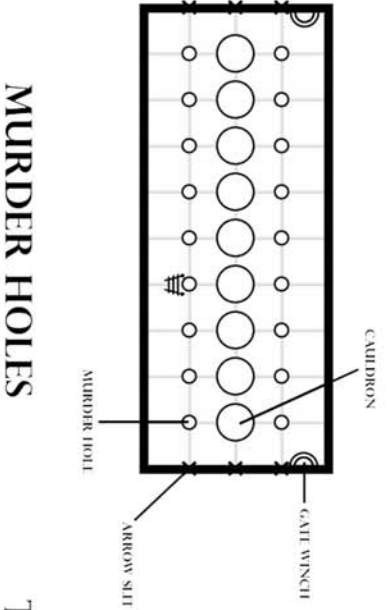
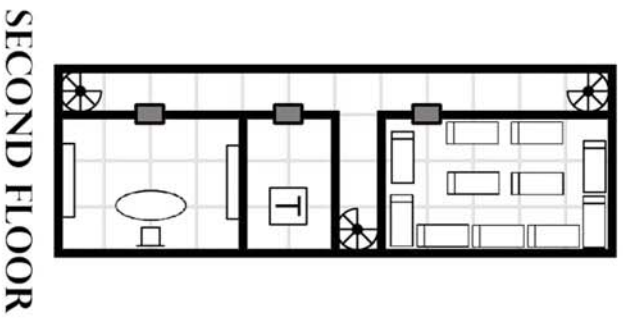
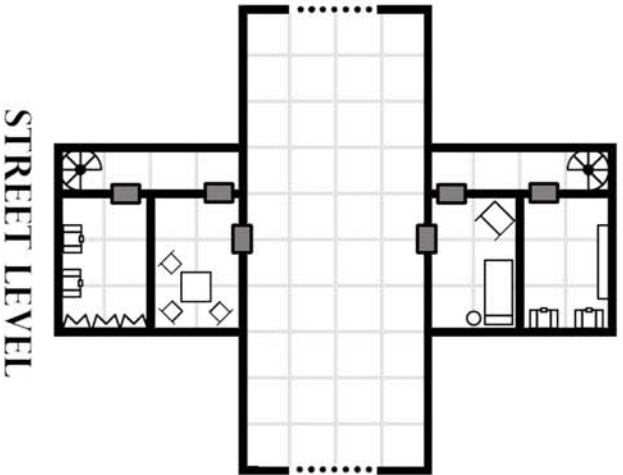
Trouble North of the River: Guardsmen patrolling north of the Anya River have been disappearing. No one knows what's happening to them and Captain Nathanael is growing desperate to learn the truth of it and put a stop to it. Suspicion lies with one of the many gangs in the area, but it could easily turn out to be a magical beast (such as an aranea) or even a demon.

Anyoc's Sewers

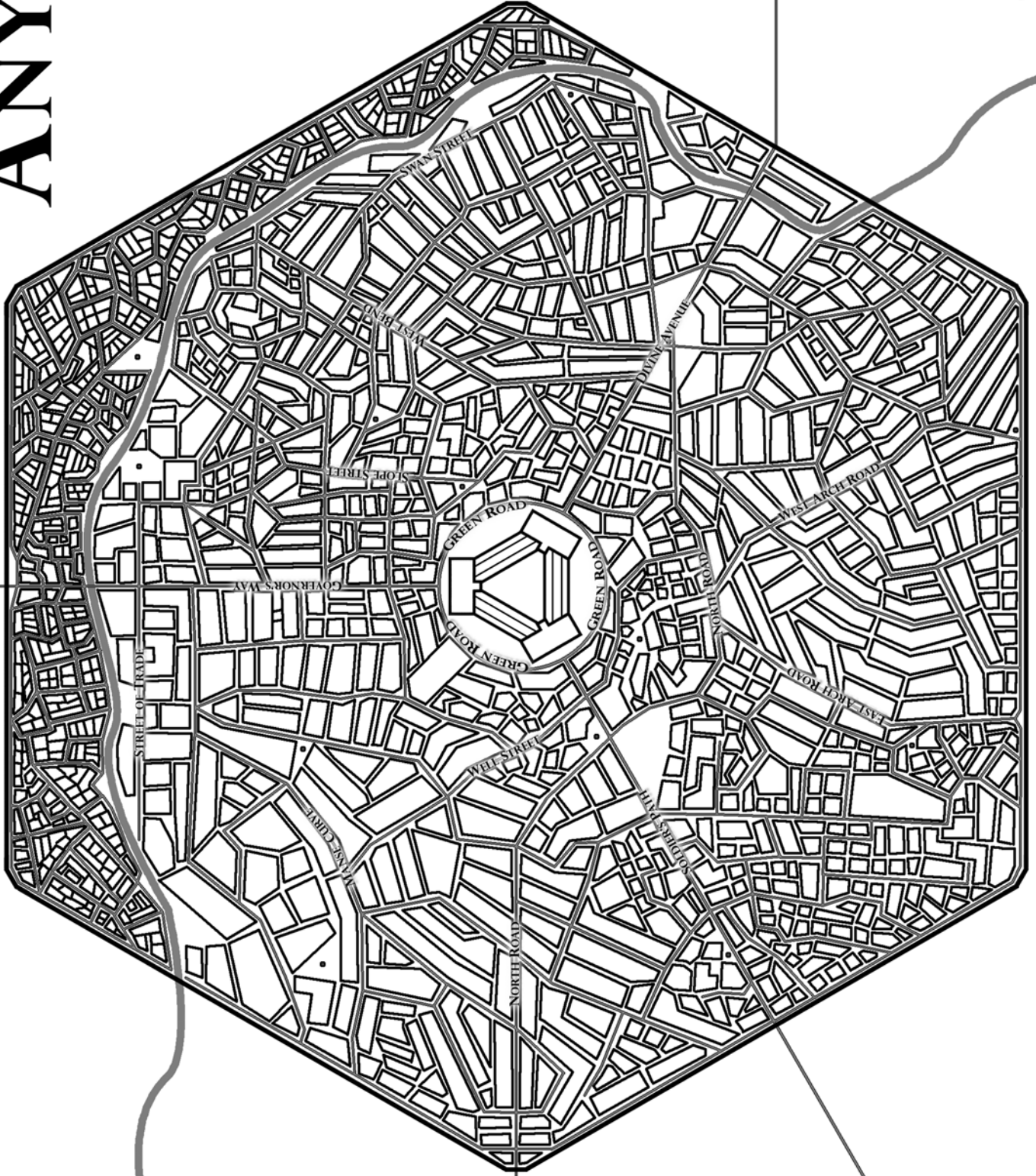
Twisting their way through the hill beneath Anyoc, countless sewer passages wind their way in a seemingly endless labyrinth. Constructed long ago, the secrets of the sewer system have been lost to history, but it is known that a deluge of fresh water flows constantly into the system from near the top of the hill and flows down from there - washing away the refuse of the entire city into passages deep beneath the earth.

It is suspected that very powerful magicks somewhere beneath the city purifies the sewer water and returns it to the top of the system. Others theorize that the water is magically created or perhaps funneled from the elemental Plane of Water and simply flows out of the sewer system, forming an underground river.

PLAYER'S MAP - WESTGATE



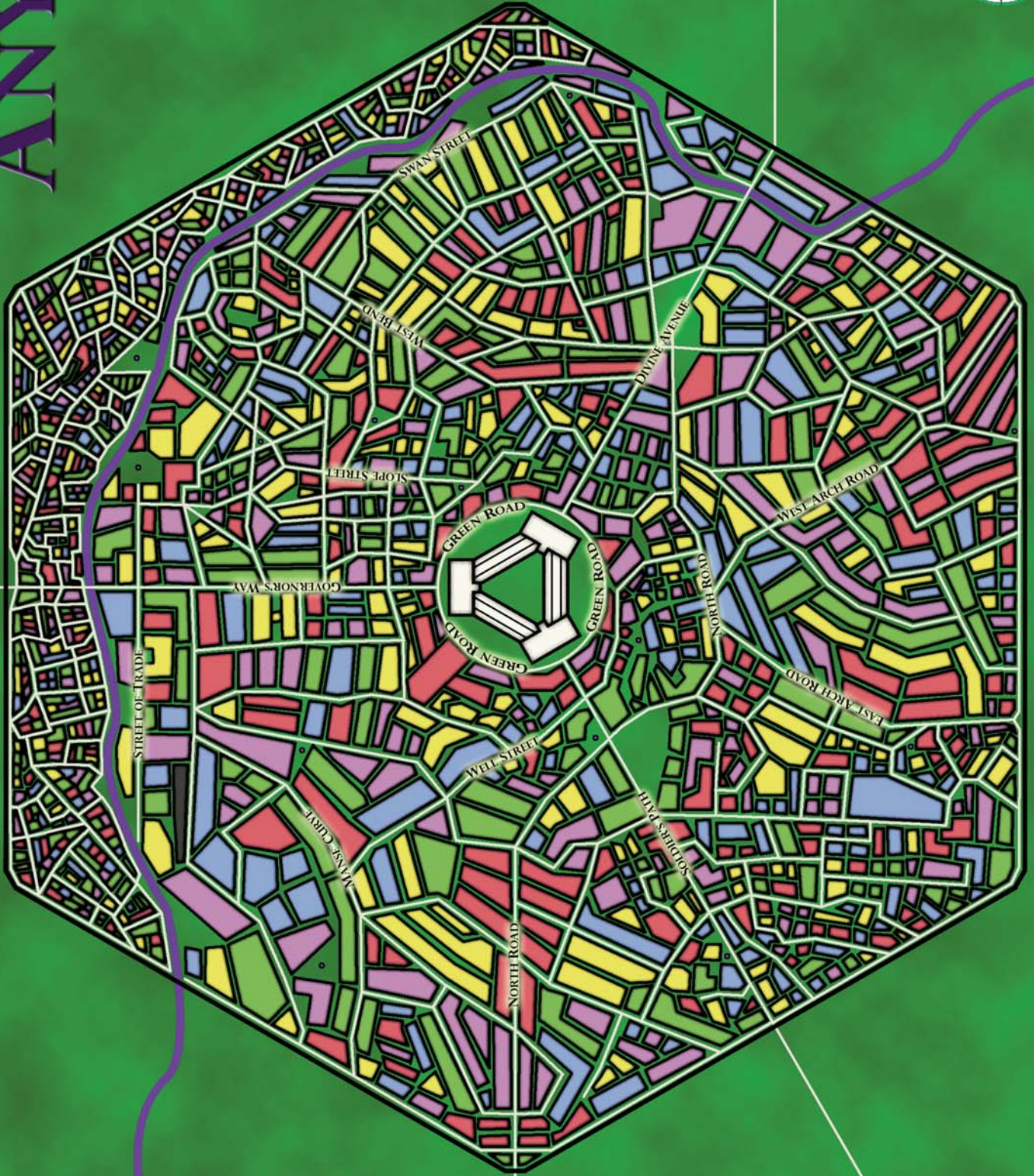
ANYOC

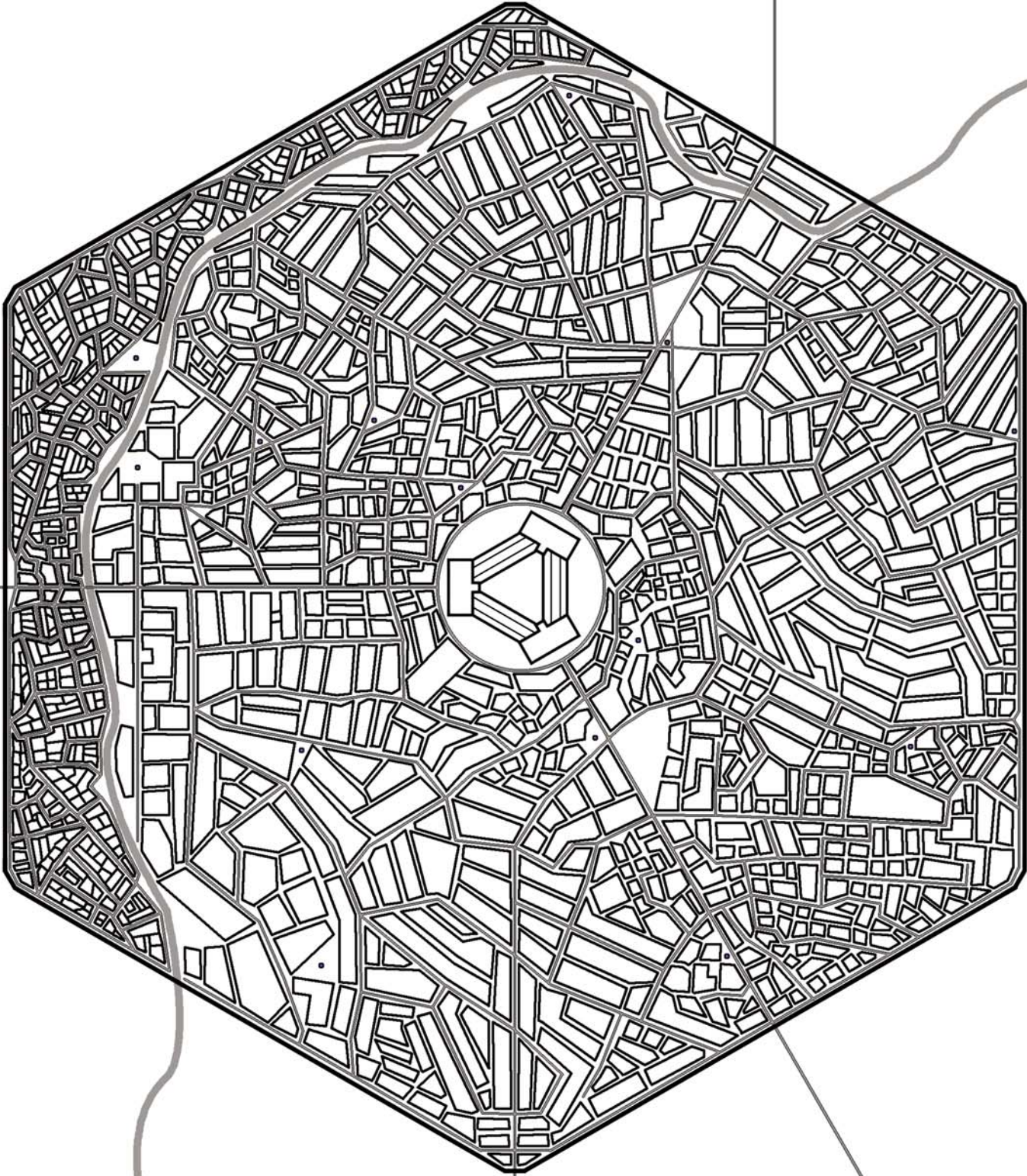


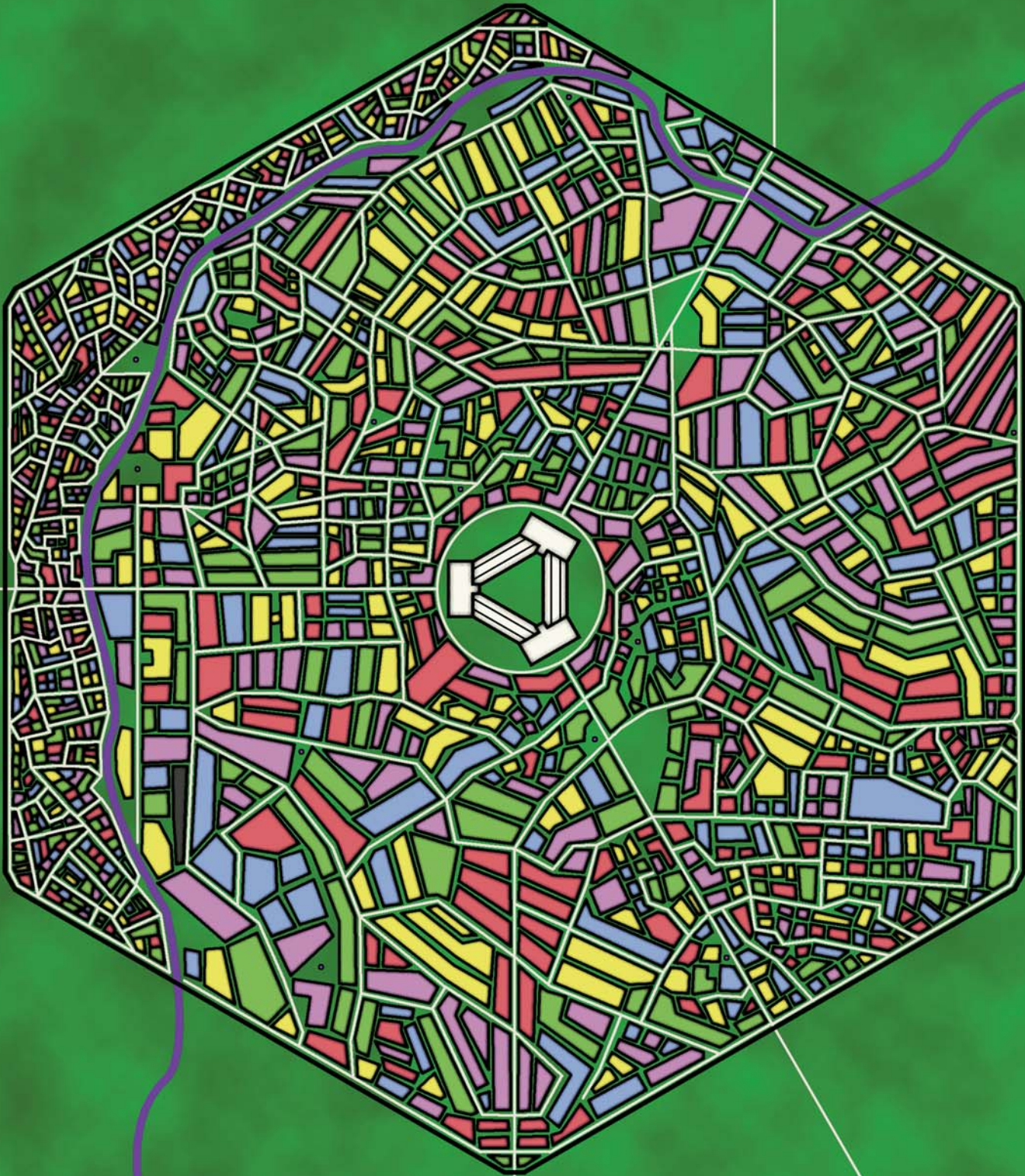
ANYOC



ANYOC



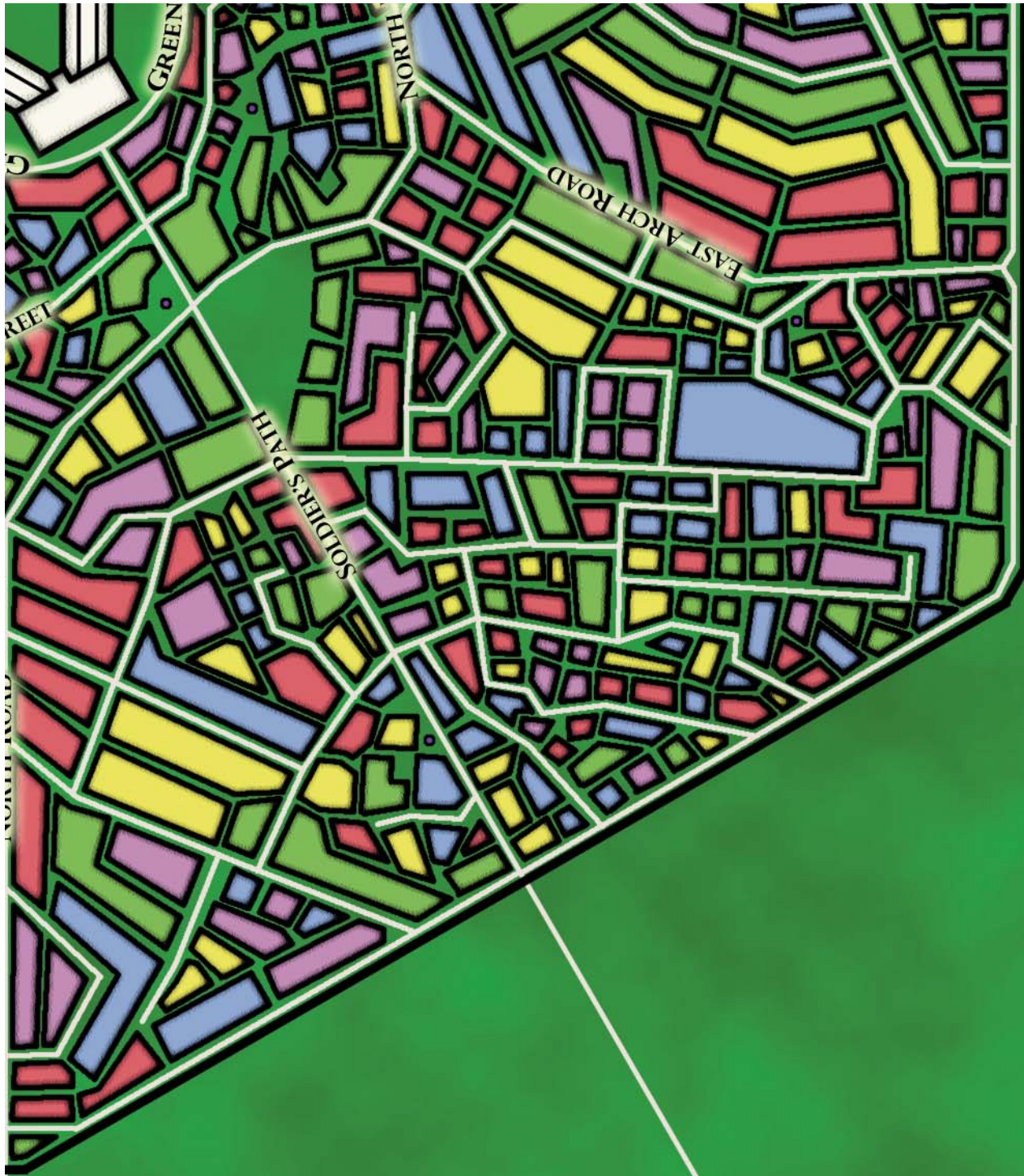




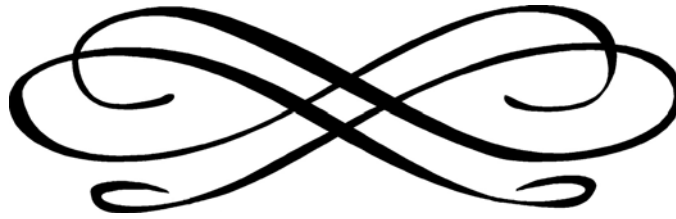


ANYOC





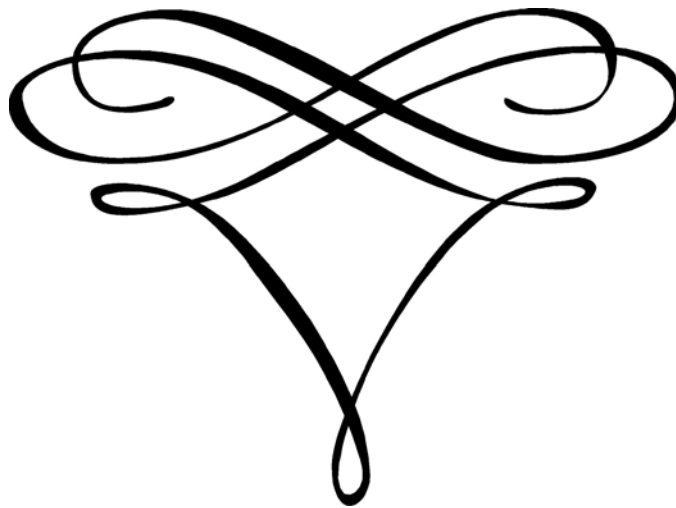




ABOUT THE CREATORS

Justin Alexander, the artist formerly known as Justin Bacon, got his start in the roleplaying industry with Dream Pod 9, contributing to their *Heavy Gear* and *Jovian Chronicles* games. He served as a playtester for 3rd Edition and has produced countless D20 supplements for the game through a variety of publishers, including Atlas Games, Fantasy Flight Games, and Troll Lord Games. He has written articles, reviews, and editorial content for *Realms of Fantasy*, *Pyramid Magazine*, *SHADIS Magazine*, *Games Unplugged*, and RPGNet (among others). He can be visited on the web at <http://www.thealexandrian.net>.

Margaret Frazer is a multiple award-winning and nominated novelist. Her long-running Sister Frevisse Mysteries, starting with *The Novice's Tale*, have been complemented by the Joliffe Mysteries. Her most recent novel is *The Apostate's Tale*. She can be visited on the web at <http://www.margaretfrazer.com>.



LEGAL INFORMATION

Permission to copy, modify and distribute this document is granted solely through the use of the Open Gaming License, Version 1.0a. This document provides an interface to the basic rules and materials needed to create content compatible with the best-selling tabletop RPG system in the world. This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material. The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. More information on the Open Game License can be found at www.opengamingfoundation.org or www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

City Supplement 3: Anyoc, Copyright 2008, Justin Alexander. Published by Dream Machine Productions.

DESIGNATION OF OPEN CONTENT: All text.

DESIGNATION OF PRODUCT IDENTITY: The following items are designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Dream Machine Productions logos and identifying marks and trade dress, including all product names, product line names, cover design, and lay-out.

SEPARATE LICENSE: Permission is separately granted to reproduce the cartography in *City Supplement 3: Anyoc* if the section 15 from this product is reproduced faithfully in accordance with the terms of the Open Gaming License and the following declaration is made on either the title page, front cover, or back cover: "Material in this product taken from *City Supplement 3: Anyoc*, an official city supplement by Justin Alexander and Dream Machine Productions."

Permission is separately granted to reproduce the cartography in *City Supplement 3: Anyoc* if the section 15 from this product is reproduced faithfully in accordance with the terms of the Open Gaming License and the following declaration is made on either the title page, front cover, or back cover: "Requires the use of *City Supplement 3: Anyoc*, an official city supplement by Justin Alexander and Dream Machine Productions."

"Replica of the Reinel Compass Rose" created by Joaquim Alves Gaspar. Used with permission under the Creative Commons Attribution ShareAlike 2.5 license. Only the image of the compass rose itself is covered by the use of this license.

CITY SUPPLEMENT 3: ANYOC

Built of the seven fairy stones, the city of Anyoc stands proudly upon its hill. Pale purples mix with soft blues and faded greens; pinkish reds stand in contrast to burnished gold. And its white walls of *essabas* - the star stone - gleam in the bright light of the sun.

But long ago, in days dimmed by the thick mists of time, the site where Anyoc now stands was home to another great city: A black city which served dark and evil powers. It was said that the walls of that nameless city towered above its streets to a height of five hundred feet, and every inch of them was stained black with blood.

And beneath the streets of Anyoc, that ancient evil still waits for the time of its return...

City Supplement 3: Anyoc features a complete fantasy city, including a full description of the city's history, an overview of the major characters and organizations, adventure seeds, and a complete gazetteer featuring more than 30 unique locations.

Also included are full-color, black-and-white, and poster-size (21" x 16") maps of the city. Plus bonus maps of the Westgate military complex and the Street of Trade!



3RD EDITION LIVES!