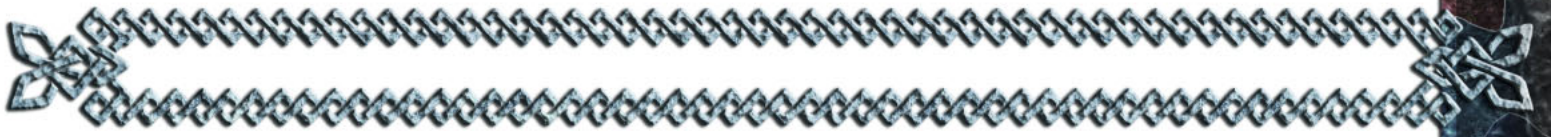


Kingdoms of Kalamar



BLACK AS THE
BRIGHTEST FLAME



BLACK AS THE BRIGHTEST FLAME

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This is a work of fiction. Names, characters, places and incidents either are the product of the authors' imaginations or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.



ABOUT THIS MODULE

This adventure module takes place in the City-State of Geanavue, a prosperous city founded on the wealth of miners, stonemasons, metalsmiths and gemcutters. From its beginnings, Geanavue has been a place of law, order and ready defense. Geanavue today is a prosperous, industrious and law-abiding independent city that influences a large slice of the western shore of Reanaaria Bay. Geanavue is home to roughly 3,700 humans, around 2,000 dwarves, approximately 1,700 gnomes, and about 800 half-elves, with a scattering of some 200 beings of other races. More information about Geanavue can be found in Appendix D: the City-State of Geanavue.

Though Geanavue has never had a formal social ranking system, society has inevitably sorted itself into higher and lower ranks designated by family wealth and influence. The wealthiest of families are known as the Talasaara. They fiercely contend with Castle Geana for increasing their power and maintaining it against “upstart” newly wealthy families. Talasaaran youths who spend their time getting into brawls and vandalizing or thieving for sport are generally known as “blackflames.” Some blackflames also delight in secret societies, but almost all are proud to be hated and feared by the poorer citizens.

Also common in Geanavue are members of the Blackfoot Society, a loose-knit group of anti-monarchists. They dispute the popularly held belief that royal families have the divine right to rule. The Society’s goal is the overthrow of all monarchies, whether oppressive or benevolent. It is these two groups, and those who manipulate them, that are the focus of this adventure.

The Adventure sets forth the background, locations and characters of the adventure. It helps to reference the maps when reading certain location entries.

Appendix A: NPCs and Monsters provides statistics for each new NPC and/or monster the player characters might encounter.

Appendix B: Watchman Variant Class discusses a new variant class common to the city of Geanavue, as well as other cities. This appendix also provides sample statistics for the various guards.

Appendix C: New Magic Item covers Aadreaan’s Ledger, a particular magic item that the characters may find during this adventure.

Appendix D: The City-State of Geanavue gives a general overview of Geanavue.

Appendix E: Glossary lists some common terms and Reanaarese words for reference, and to add even more flavor to the adventure.

WHAT YOU NEED TO PLAY

This module assumes that you have access to several official Dungeons & Dragons books: the *Player’s Handbook* (PHB), the *Dungeon Master’s Guide* (DMG), and the *Monster Manual* (MM). This product uses updated material from the v.3.5 revision of the D&D rules. It is also useful to have the *Kingdoms of Kalamar Campaign Setting Sourcebook* (KCS) and the *Kingdoms of Kalamar Player’s Guide* (KPG).

PREPARATION

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in read-aloud boxes contains important notes for the Dungeon Master (DM) and background campaign information. Monster and non-player (NPC) statistics are provided with each encounter in abbreviated form, with full statistics in the appendices. Full monster statistics for standard monsters are located in the *Monster Manual*.

Encounter Level: This adventure is designed for a party of four to six characters of 5th to 6th level (between 24 and 30 total levels). If need be, of course, you may increase the difficulty of the challenges for players of a lower or higher level.


BLACK AS THE BRIGHTEST FLAME

“Black as the Brightest Flame” is a D&D adventure designed for four to six characters of 5th to 6th level (between 24 and 30 total levels). This adventure has many roleplaying opportunities where charismatic player characters (PCs) and players alike shine. Likewise, several encounters rely on stealth and subtlety. For best results, the party should include at least one PC with the Diplomacy, Gather Information, and Sense Motive skills and at least one PC that excels in stealth and infiltration.

“Black as the Brightest Flame” is placed in the KINGDOMS OF KALAMAR campaign setting, in the peaceful city of Geanavue on the western side of Reanaaria Bay, but is easily adapted to any similar campaign world that has a city ripe with intrigue. Though not mandatory for the enjoyment of this adventure, it is highly recommended that the DM be familiar with the KINGDOMS OF KALAMAR Campaign Setting Sourcebook and the accessory, *Geanavue: The Stones of Peace*. Likewise, some rules are taken from the *Kingdoms of Kalamar Player’s Guide* (KPG) and *Stealth & Style* (S&S) but these skills, feats, and other references can be exchanged for core rules equivalents or ignored entirely if these accessories are not available. You, the Dungeon Master, need to have a copy of the revised D&D *Player’s Handbook*, revised *Dungeon Master’s Guide*, and the revised *Monster Manual* for this adventure.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Abbreviated monster and NPC statistics are provided with each encounter. Detailed statistics for key Non-Player Characters (NPCs), as well as monsters and other material are included in an appendix at the back of this book.

Locations featured or mentioned in the adventure are followed by a letter/number code to help easily find them on the City of Geanavue map and by the page numbers on which the locations are described in *Geanavue: The Stones of Peace*. For



example, Feleatur's Falconfly is followed by (N18, *Geनावue* page 19), meaning it can be found on the City of Geनावue map grid, at the intersection of the letter "N" which runs horizontally across the top of the map and the number "18" found running vertically on the left side. The number "19" is the page on which the Falconfly's description can be found in *Geनावue: The Stones of Peace*.

The DM should read this adventure entirely at least once before playing in order to ensure smooth play, as there are many aspects relating to flavor and culture important to this adventure. Be sure to consult the glossary for definitions of common terms and words in other languages. The following information is for the Dungeon Master only.

ADVENTURE BACKGROUND

After making a small fortune by falsifying several contracts and the wills of four recently deceased wealthy merchants, Lord of Lies Baatireevaur, a onetime cobbler turned cleric of Zaavarel the Confuser of Ways, vanished from Geनावue. Disgusted by the maladroit intrigues of the Talasaara, Geनावue's self-styled nobility, and the peace-loving attitude of the citizens, Baatireevaur invested his ill-gotten funds and left Geनावue to travel Tellene. After several years of perfecting his cruel deceptions, the Lord of Lies returned to Geनावue with a devious plan to infiltrate the Hall of Oaths, usurp the Grand Esquire's position as the leader of the church, and discredit several Talasaaran houses all in one grand deception.

Baatireevaur came to Geनावue in the guise of a malnourished and traumatized Keeper of the Word from the forlorn city of Giilia to the north. He claimed to have fled the city with a handful of desperate followers, yet he was the only refugee to survive the exodus through Giilia's ghoulish-infested sewers. This lie proves most convenient since no one can contact the churches in Giilia to confirm his story. The Lord of Lies, using his extensive knowledge of religion and the Keepers of the Word, was welcomed into the Hall of Oaths at the rank of Reverend. He has since advanced to the rank of Esquire.

The Lord of Lies and his most-capable recruit, Able Deceiver Taofoor, have found several others faithful to the Confuser of Ways within Geनावue. Among the most attractive and eager new Impostors is Teelia, a failed leather worker with a flare for acting and clandestine activities. With their aid, Baatireevaur's wicked scheme is ready to be set in motion.

Disguised as members of the Blackfoot Society, the Impostors recruited a handful of malcontents to aid them in a series of attacks against minor political locations and personages. These attacks fueled much speculation and gossip within Geनावue and most citizens believe the Blackflames, a group of destructive and troublesome Talasaaran youths, are responsible for the recent vandalism. Counting on the jealousy and curiosity of the youthful Blackflames, Able Deceiver Taofoor secretly approached Saamuut, the clumsy heir to the Huuriikol noble house and an enthusiastic Blackflame. The Able Deceiver, calling himself Revolution and disguised as a charismatic leader of the Blackfoot Society, told Saamuut that if the Blackflames want to know who is responsible for the recent crimes and want

to join the activities, they must come to Aladiise Cemetery one hour after dusk on the festival of Warmfires (the 26th of Frosting).

ADVENTURE SYNOPSIS

Castle Geana hires the PCs to investigate a rise in vandalism and assaults on government locations and employees. They must gather information to ascertain what the public knows of the assaults. Most Geनावese believe that the group of young miscreants known as the Blackflames are responsible for the recent violence.

The PCs acquire information from Reolain "The Whisperer" Heleveor (a notorious information broker and one of Geनावue's "dangerously wealthy") that leads them to a Blackflames meeting at Sick Horse Fountain. The PCs find that the Blackflames are not responsible for the violence but are envious of those who are. One of the less prominent Blackflames, Saamuut of House Huuriikol, reveals that the Blackfoot Society committed the crimes and that their leader, a man calling himself Revolution, contacted him personally. He also says that all Blackflames who wish to join the Blackfoot Society need only come, without their bodyguards, to the old Vaulait family crypt in Aladiise Cemetery at midnight the next night.

The PCs enter Aladiise and have a chance meeting with a cleric of the Harvester of Souls masquerading as the cemetery caretaker. He leads the PCs through Aladiise to the Vaulait crypt and politely asks that they get rid of the interlopers so he can "finish his work." The Harvester shows the PCs a collapsed section of wall in the back of the Vaulait crypt through which they can enter unseen and then disappears without a trace.

Entering the crypt through the crack in the wall proves to be treacherous. The wall is unstable and a pair of monstrous spiders lives in the lower crypts. Once inside the Vaulait mausoleum, the PCs eavesdrop on the meeting between the Blackflames and the Blackfoot Society. The charismatic leader of the Blackfoot Society dramatically introduces himself and announces that, with the aid of the Blackflames, he intends to discredit the House of Geana in the eyes of the citizens of Geनावue. On Revolution's command, the Blackfeet overwhelm the young Talasaarans, drag them onto the stage, drug them, and bind them. Then they drag Grand Esquire Arunaar Eireko of the Hall of Oaths onto the stage, still drowsy from being drugged and abducted earlier.

In true villainous-fashion, Revolution gloats upon how the Grand Esquire was captured and that a fake ransom note, signed "The Blackflames of Geनावue," is on its way to the Castle. He knows that the Emerald Eagle refuses all ransoms and that the Hall of Oaths will have to petition its followers and the citizens of Geनावue for the ransom money. When that happens, the common folk and perhaps even the Keepers of the Word will turn on the Lord of Geनावue. While the Castle, the Talasaarans, and the Hall of Oaths are in turmoil, the Vaulait mausoleum is set ablaze, killing the Grand Esquire and the Blackflames in an "accident" apparently caused by a group of panicked and incompetent Talasaaran youths in over their heads.

Revolution's true plan is far more devious than what he tells the Blackflames. Revolution is actually Able Deceiver Taofoor, a cleric of Zaavarel the Confuser of Ways. The rest of the supposed Blackfoot Society representatives are either Impostors or malcontents duped into believing they have joined the Blackfoot Society. The leader of the Impostors - Geanavue's resident Lord of Lies, Baatireevaur - spent several years devising a twisted plan to usurp the Hall of Oaths, disgrace the House of Geana, and discredit as many Talasaaran houses as possible with the same grand deception. In the aftermath of the chaos, the Lord of Lies, who is already solidly entrenched within the Hall of Oaths, will assume the position of Geanavue's Grand Esquire unless the heroes can expose the Impostors.

CHARACTER HOOKS

Getting the PCs involved with the intricate web of intrigue unfolding in "Black as the Brightest Flame" may not be easy. The reason the PCs become involved in the adventure ultimately depends on the needs of your campaign, but here are a few adventure hooks to help you do so.

The city is abuzz with speculation, rumors, and accusations about who is to blame for the recent vandalism and assaults. If the party has a reputation for trustworthiness in Geanavue, and is in good standing with the Castle and the Watch, a messenger approaches the PCs and arranges a meeting with Courtier Vaarnsen at Feleatur's Falconfly.

If the PCs are new to Geanavue, they quickly hear about the recent crimes and that Lord Haar wants the assaults upon Castle property and employees stopped. The Castle is offering a reward of 100 glint to whoever comes forth with information leading to the apprehension of the guilty party. Asking a watchman or courtier about the reward leads the PCs to the meeting with Courtier Vaarnsen at Feleatur's Falconfly.

The PCs know a Castle employee that has been assaulted (perhaps a member of the kitchen staff, one of the stable hostlers, or a courtier) who wants them to find the assailants and bring them to justice before it happens to someone else. The victimized employee sets up the meeting at Feleatur's Falconfly with Courtier Vaarnsen.

BEGINNING THE ADVENTURE

Harvest season is coming to an end and the southeast trade wind drives frigid air into Reanaaria Bay. The month of Frosting is ending and the approaching festival of Warmfires signals the coming of winter and the tightening of belts across northern Tellene, even in a prosperous city such as Geanavue.

By whatever means the PCs learn of the meeting with Courtier Vaarnsen, they are directed to Feleatur's Falconfly (N18, Geanavue page 19), a darkhouse where patrolling minstrels easily mask the sounds of furtive deals being made within well-protected rented rooms. Courtier Vaarnsen has chosen the "Falconfly" for its guarded meeting rooms and

because the Talasaara have not yet learned its true value. Since even the Castle believes the recent crimes against the Crown to be the work of the Blackflames, the Falconfly seems the best choice for such a meeting. As the PCs approach the Falconfly, read or paraphrase the following aloud:

The frost-covered cobblestone of Hamaukul Taraane shows signs of recent repair. As you approach the darkly stained and weathered front door of Feleatur's Falconfly, you see a work crew in the distance quitting for the evening. They are obviously chilled to the bone as dusk quickly cools the busy street.

Chatting patrons, giggling dancing girls, clanking tankards, and the clatter of rolling dice can be heard from the Falconfly - though all are slightly muffled by the melodious sound of the establishment's wandering minstrels.

FELEATUR'S FALCONFLY

1. ENTRY HALL (EL 0)

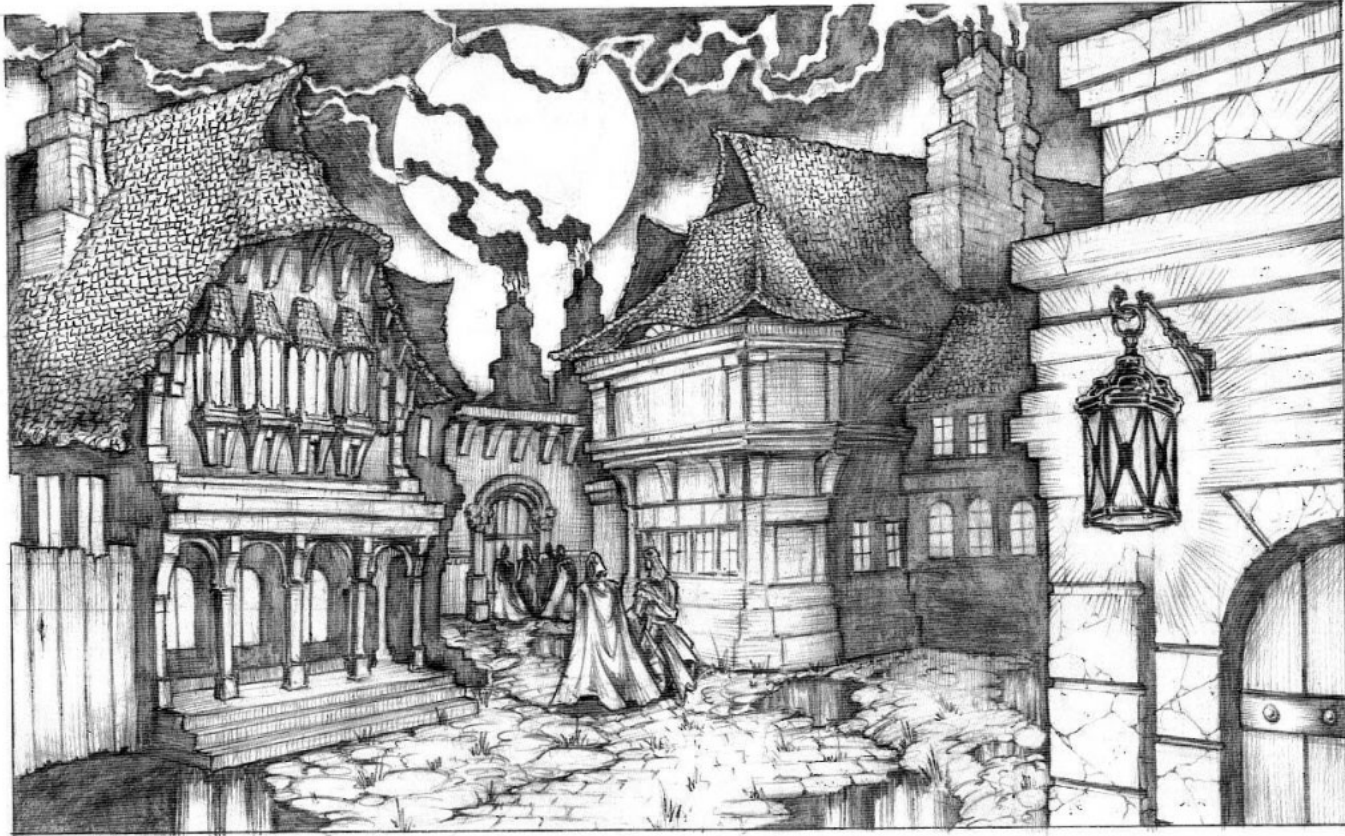
As the PCs enter, read or paraphrase the following.

The heavy oak door opens into a small, dimly lit foyer littered with winter cloaks and coats. Beyond the foyer and to the left, a crowded taproom filled with sturdy round tables and rustic wooden chairs echoes the conversations of many Geanavese. In the center of this pipe-smoke and celaar-scented taproom, two wrought iron filigreed staircases spiral up to the second floor where upbeat music and enthusiastic gambling are heard. Many doors lead out of the taproom and beside each door stands an armed and imposing sentry. Directly across the taproom, a well-stocked bar sits next to a door that obviously leads to a kitchen. Working the bar is a thin Reanaarian man with shoulder-length black hair and a neatly trimmed mustache. The swarthy bartender notices you and nonchalantly waves you over.

When the PCs approach the swarthy bartender, read the following aloud:

The smoothly handsome bartender leans forward as if he is about to let you in on a private joke, but instead welcomes you with a bottle of Aasaaran ousoo and a glass for each of you.

"Welcome to the Falconfly! I am Feleatur, proprietor of this modest establishment and friend to those seeking food, drink, gambling, or 'company' of the warmest kind," he says with the flair of an earnest businessman as he slides the first of the ousoo-filled



glasses toward you. “Now, which of these comforts can I provide for you this brisk evening?”

If the PCs say they are here to meet Courtier Vaarnsen, Feleatur’s mood becomes slightly more serious as he finishes filling the glasses. Read the following aloud:

“Oh yes, the good Courtier is expecting you. There, in my best whispering room, across the taproom,” Feleatur quietly says while motioning to a door on the far side of the crowded drinking hall. “Now, drink your ousoo before you go. It’s on the Courtier after all. Just whisper ‘flamefinder’ to the guard at the door.”

Feleatur: Feleatur is a mysterious man from the pirate city of Aasaer. He is said to have seemingly endless funds but no aspirations of joining the “elite” of Geanavue. There is some speculation as to where Feleatur made this capital. In the past, some gossipmongers labeled him a “loose-lipped seller of secrets,” but the Falconfly’s reputation for being a place where secrets are “secure as a Baethel lock” has disproved that hypothesis. Under no condition, short of magical coercion, will Feleatur discuss the business of those who rent his “whispering rooms.”

Feleatur: Male Reanaarian human expert 6; hp 29. See Appendix A.

Development: If the PCs spend time in the Falconfly, a wealth of gossip and useful information can be overheard. Feel free to use a few excerpts from the RumourQuest™ section of Geanavue: The Stones of Peace to add subplots and flavor into your campaign.

2. TAPROOM (EL 5)

The smoky drinking hall is somewhat crowded and one must weave between the rustic chairs, chattering revelers, and energetic barmaids to cross the room. The patrons of the Falconfly all seem cheerful, or at least contented, except for two dour-looking dwarves ahead of you. Their disdain toward everyone in the room is evident and, as you pass their table, both utter guttural comments apparently directed toward you.

Scowling Dwarves: Two followers of the Emperor of Scorn sit near the center of the taproom. These dwarven bigots, Purger Falkaft Gramdal and Master Hand of the Guild of Stonemasons and Miners Begris Tallhammer, cannot help but scowl at and quietly curse every non-dwarf (or dwarven ally of non-dwarves) that passes their table. A passing character hears their scathing comments with a successful DC 20 Listen check. They speak Dwarven, so if the attentive character does not speak Dwarven, he or she will not understand what the hateful duo are saying -

though their abhorrence is unmistakable. Insults a PC may overhear are, for example, “The only good human is a dead human,” or “May jackals feed on all human children,” or “Damn their kind for living on dwarven sweat,” or “I’d gut him like Old Teaval last month.”

If questioned about their attitudes or offensive comments, the two dwarves deny making derogatory remarks, blaming a hard day at work for their harsh stares and attitudes. If a PC speaks Dwarven and proves that the comments were heard and understood, Purger Gramdal remains calm and tries to make amends by buying the offended PC a drink, all the while trying to discover the PC’s name and as much information about her as possible in order to seek a not-so-public revenge later. Begris Tallhammer, on the other hand, is not so controlled and lunges at the PC with his half-filled metal tankard in hand.

If a melee erupts, the Falconfly’s security arrives to break it up in 1d3+1 rounds to insure that the Watch is not summoned, which is never good for business. Purger Gramdal stays out of the fight unless someone on the PC’s side jumps in or if he can use a subtle spell without being noticed. When the fight is over, the Purger quickly apologizes for his friend’s actions and drags Tallhammer away kicking and screaming or unconscious (whichever is appropriate). Either way, Purger Gramdal already plans to repay the insolent humans for the embarrassing infraction.

Purger Falkaft Gramdal: Male hill dwarf expert 6/cleric 2 (Peasor the Emperor of Scorn); hp 58. See Appendix A.

Begris Tallhammer: Male hill dwarf expert 3/fighter 1; hp 38. See Appendix A.

Development: Purger Gramdal and Master Hand Tallhammer seek retribution for any slight toward them from “lesser” species or any dwarf that takes the side of what they consider “the enemy.” If the PCs seem formidable, Purger Gramdal recruits several other human-hating dwarves in Geanavue to aid in terrorizing the PCs. The followers of the Emperor of Scorn have killed in the name of their hateful god before and, if given the opportunity, gladly do so again.

3. THE WHISPERING ROOM (EL 0)

When the PCs say the password (“flamefinder”) to the guard, they are led down a tapestry-covered hallway to the whispering room. When they enter the room, read the following aloud:

As the heavy door swings open, a bell chimes over the entrance, signaling your arrival. The “whispering room” has no windows and is only dimly illuminated by a single lantern on the large table in the center of the room and decorative glass-covered sconces on each wall. Stout, velvet-cushioned chairs surround the table. The echo of wandering musicians can be heard - though slightly muffled - as if the minstrels were just beyond the walls.

An unassuming Reanaarian man sits at the table. Glancing up from a leather binder filled with parchment, the lantern light emphasizes his need for a shave and his thinning brown hair. After casually closing the binder, he stands and greets you in a friendly profes-

sional manner.

“Good evening, friends,” he says with an educated tone. “The Emerald Eagle commends you for coming to this meeting on such short notice. I am Courtier Vaarnsen, the voice of Lord Haar of the Basalt Throne in these dealings. Please be seated.”

The Courtier asks for their names and a little about their backgrounds. When each PC answers, he makes notes in his binder and nods approvingly. The Courtier is an experienced diplomat and is excellent at reading people. If a PC is dishonest about her name or background, have the PC make a Bluff skill check opposed by Courtier Vaarnsen’s Sense Motive skill check (+7 bonus). If the Courtier wins, he immediately stops the meeting and puts the PC on the spot, asking her why she lied. The Courtier gives the PC one more chance at honesty (with the same opposed skill check if the PC decides to lie again). If the PC is found to be deceitful again, the Courtier summons the guard at the end of the hall and has her removed. The job the PCs are about to be offered is of the utmost importance to the Lord of Geanavue and the Courtier has no intention of hiring thugs, fools, or liars for this mission. When the PCs are ready to continue, read the following aloud:



Courtier Vaarnsen

Closing his binder, the Courtier begins. “Now, as most of you may know, Geanavue has recently endured a series of assaults upon several civic locations and Castle employees. Though the city is no stranger to the occasional guild riot or petty vandalism, these attacks are different. All five attacks have been well planned and each has increased in severity. The last attack left Courtier Aelsa, a personal friend of mine, bleeding in the street only a few paces from her doorstep. Lord Haar wants to put an end to these senseless attacks. The Watch has no leads, and with the citizens of the city afraid to speak, it may be some time before they have anything to offer other than security. What the Castle needs is a group of attentive “eyes and ears” that the city does not know to be members of the Watch or the Castle. A group of freelancers with nothing obvious to gain from overhearing loose tongues in the Paurutaa, the inns, or late-night tanitor houses is what the Castle needs to have among the frightened Geanavese. What the Castle needs is you, my friends.

I am authorized to offer each of you 10 glint per day to gather what information you can about these malicious assaults. If your information leads to the capture of the enemies of the Crown, you will be

awarded another 100 glint to divide among you however you wish. What say you? Do you accept Lord Haar's generous offer?

The offer of 10 glint per day is the Courtier's final offer. If the PCs haggle for more they are escorted out like any liars before them and the Courtier finds other adventurers to do the task. If the PCs accept the Castle's offer, they are each given 10 glint and told that if bribes are needed to acquire information they will be reimbursed.

The Crimes: If the PCs ask for information about the crimes, Vaarnsen gives them the following information with the understanding that the Castle and the Watch are still investigating the crimes (in many cases discreetly through the use of Geanavue's spy network known as the Ready Sword). The PCs are not to interfere with the investigations but questioning people near the crime scenes is encouraged.

Crime 1: Several pennants and tabards were stolen from the tailor shop of Lewao "Bannermaker" (T19, *Geanavue* page 104). Investigators realized that only items meant for the Castle and the Watch were taken while other, more valuable, items meant for the Talasaara were untouched. The investigators also found a glint, a Geanavese gold coin, with a slash upon its "Emerald Eagle" side. This meant nothing at the time but later proved to be the assailants' calling card.

Crime 2: A Castle maid reported being followed home one evening. She said the stalkers wore the tabards of Geanavue's city watch but when they came closer, she realized that they carried swords and daggers instead of the standard clubs and poles. She knew this was unusual and quickly ducked into the Rest of Emperors (F6, *Geanavue* page 18, 109) where she awaited a quickly summoned Watch patrol. The false watchmen were nowhere to be found.

Crime 3: The famed Arch of Beasts (G13, *Geanavue* page 13, 105, 110), the main entrance to Castle Geana, was found smeared with dung and pig's blood one morning after a particularly foggy night. Citizens quickly accused followers of the Vicelord for the atrocity but no suspects or witnesses have been found. A slashed glint was found in the mouth of a carved serpent.

Crime 4: Metaroo, a long-time Castle cook, was found severely beaten in an alley next to a butcher shop on Maalan Maar (J6), just a block northeast of the Castle. He was struck from behind and saw no one. A slashed glint lay on Metaaro's bloody forehead.

Crime 5: The firebombing of the northern Tareetuir (T16, *Geanavue* page 103), one of the toll towers guarding the Loona Dolaar, left several horses and a handful of watchmen badly burned. Dux Vaalerat saw the flaming lantern crash into an arrow slit, sending glass and flaming oil into the room, but was unable to see who threw it and

was too badly burned to pursue them. A slashed glint was found in a small puddle of lantern oil outside the tower.

Crime 6: The attempted murder of Courtier Aelsa happened only two nights ago. As usual, Aelsa took a carriage from the Castle to her home on the corner of Taaragil Maar and Alaun Maar (M5). After the carriage rolled away, a group of black-cloaked assailants leapt from the alley that leads to the well behind her home. Courtier Aelsa was stabbed three times and left for dead. If not for a group of outlander merchants happening upon her and their proximity to Ilaaar the Home Foundation (K4, *Geanavue* page 92), she would not have survived. A slashed glint was discovered in a pool of the Courtier's blood.

If the PCs decide to investigate the crime scenes themselves, crime 6 is the only location that yields any useful information. See encounter 6 under Quest for Knowledge below.

Courtier Vaarnsen: Courtier Vaarnsen stands 5 1/2 feet tall and is in very good shape. He is in his mid thirties and has a few wrinkles to prove it. His short sun-bleached hair is thinning on top and he always seems to need a shave. Due to an incident while in Loona a few years ago, Vaarnsen's left shoulder aches when the weather gets cold.

He sometimes presents himself as a carefree socialite who does his job halfheartedly (and half competently) but nothing could be further than the truth. Vaarnsen is a no-nonsense kind of person and he takes his job very seriously. Vaarnsen loves the city of Geanavue and does whatever he can to preserve the city's welfare. He truly hates several members of the Talasaara and has many enemies among their ranks.

Born and raised an orphan in the port town of Loona, Vaarnsen moved to Geanavue in his early teens to work as an apprentice to a maker of musical instruments. His talents as a musician were quickly noticed and encouraged. While working in local taverns, Vaarnsen's charisma and charms were noticed by a Castle courtier, who later recruited him.

Vaarnsen is quick and unpredictable in combat. He prefers to attack by surprise—sometimes in the middle of a conversation or while pretending to be on an opponent's side.

Courtier Vaarnsen: Male Reanaarian human bard 3/rogue 4/fighter 2; hp 56. See Appendix A.

QUEST FOR KNOWLEDGE

In this part of the adventure, the PCs must scour Geanavue for the information and rumors that eventually lead them to the vandals. This is an opportunity to spotlight several of the interesting locations in Geanavue and to use more excerpts from the RumourQuest™ section of *Geanavue: The Stones of Peace*. A few recommended rumors from the RumourQuest™ section include: 01, 05, 07, 08, 10, 11, 13, 14, 19, 22, 23, 27, 29, 39, 40, 46, 58, 63, and 77. Feel free to add your own folktales, local superstitions, adventure seeds, and campaign flavor throughout this part of the adventure.

The following encounters introduce specific Geanavue locations and rumors that directly affect this adventure by moving the PCs forward with their investigation. The following encounters have a specified Encounter Level (EL) that can be

used to gauge how difficult the available rumor or information is to obtain. EL o encounters may grant information simply by overhearing a conversation on the street or in a tavern while a higher EL suggests that the PCs may have a much harder time gathering the available intelligence, perhaps even resorting to combat.

4. GOSSIP AT THE LOONA DOLAAR (EL 4)

This encounter happens at the busy intersection between the Loona Dolaar (T10, *Geanavue* page 103) and Muratuur's Welcome (S10, *Geanavue* page 18). The PCs can get a valuable eyewitness account of the assault upon Courtier Aelsa if they can deal with a pair of cantankerous thugs. When the PCs enter the crowded intersection, read the following aloud:

As usual, the bustling intersection between the Loona Dolaar and the grand inn known as Muratuur's Welcome booms with raucous activity. Anxious travelers entering the Stones of Peace gaze enthusiastically at the prosperous city before them as merchant caravans gather before the gate, on their way to the contemptible, yet necessary, port town of Loona.

Over the ever-present objections to the 1 glint "gate fee" that all outgoing wagons must pay when leaving Geanavue, you hear the casual chitchat of a nearby group of merchants in line to leave the city.

"A blade right through her belly she had!" exclaims a Reanaarian tradesman in the Merchant's Tongue. "If it weren't for Jadesh and me, she might have bled dry before the Watch came upon her there on the cold street."

"You? You were half-blinded by celaar and Aasaeran brandy when we passed that street," protests a tall merchant of obvious Deji heritage. "Even after I pointed the poor lass out and summoned the Watch, you still saw three of her! I'll tell you this, my friends," the Deji continues with a lowered voice and more serious tone, "in my frightened state, I did not tell the Watch all that I saw that night."

As the merchant continues, the caravan moves closer to the gate, making his voice imperceptible in the hustle and bustle of the surrounding crowd.

Deji Merchant: The merchant is an old Deji named Jadesh from the city of Thygasha. He is ostensibly in Geanavue to trade valuable cloth and spices from the eastern side of the Bay but, in actuality, he has come to introduce Thygasha's coveted silver sand (for more information, see Goods and Gear, Chapter 9: Concoctions) to the wealthy of the Stones of Peace. After introducing silver sand to eager revelers at the Door of Dreams and scouting several potential locations for a business front, he is on his way home to acquire more of the intoxicating sand to bring back to Geanavue and its fervent citizens. Unknown to Jadesh, he is being followed by a pair of Loonan thugs eager to relieve him and his companions of what riches they have earned.

Jadesh: Male Deji human expert 3; hp 10. See Appendix A.

If the PCs approach Jadesh and question him about what he saw, he is very reluctant to answer. If a PC makes a successful DC 15 Diplomacy or Intimidate check (reward players who roleplay the interaction well with a bonus to the check), Jadesh says the following:

Cautiously, the old merchant leans to you and speaks in Merchant's Tongue, his eyes darting around the crowd as if sure he is being watched. "Three blades in the night is what I saw," mumbles the nervous Deji. "Each dressed in black with cowls and long cloaks. The bloodied dagger was held by the smallest of the three—a woman by the build—a demon in disguise more likely. This is the work of the Veiled Priesthood, I'd bet. The Seller of Souls found a buyer that cold night!"

Loonan Thugs: Dalree, a malicious and irritating cutpurse from Loona, and his dim-witted but intimidating companion, Taalivuur, have been following Jadesh and his group of merchants for two days. Unable to yet get his hands on the Deji's heavy coin purse, Dalree is desperate to get close to the merchant before he leaves Geanavue.

If the PCs enter the crowd in an attempt to hear the rest of Jadesh's story, Dalree becomes infuriated as they move in front of him and Taalivuur. He accuses the PCs of "cutting in line" and being "unacceptably rude." If the PCs do not immediately move, Dalree orders Taalivuur to forcibly move them. In the resulting chaos, Dalree attempts to cut Jadesh's purse and escape. The two thugs have an agreement to meet behind Meaker's Sarave (R10, *Geanavue* page 103), just down Noolar Maar, if things go badly.

Dalree: Male Reanaarian human expert 2; hp 10. See Appendix A.

Taalivuur: Male Reanaarian human warrior 3; hp 21. See Appendix A.

The Crowd: The bustling intersection between the Loona Dolaar and Muratuur's welcome is difficult to navigate and easy to lose someone in. If a combat breaks out in the crowd (especially if highly visual spells are cast), the mass of frightened travelers and animals becomes a hazard that acts on its own initiative. Starting one round after the combat begins, on the crowd's initiative count, everyone involved in the melee must make a successful DC 10 Strength, Dexterity, or Balance check or be knocked prone as if by a trip attack. On the crowd's initiative, a prone character must make a successful DC 15 Reflex save or Tumble check to avoid being trampled for 1d6 points of damage.

Furthermore, ranged attacks made at opponents in the frenzied crowd have a -4 penalty (unless the attacker has the Precise Shot feat) and a character using the crowd for cover gets a +4 AC bonus. Due to the large number of people and hectic movement, the crowd may be used to make a Hide check.

Frenzied Crowd: CR 1; animate; location trigger; DC 10 Strength, Dexterity, or Balance check or be knocked prone; DC

15 Reflex save or Tumble check to avoid being trampled (1d6); multiple targets; -4 to ranged attacks; +4 cover bonus to AC.

Development: Dalree carries a grudge to his grave. If any PC gets the drop on him, insults him, or lays a hand on him he goes out of his way to make that character's life miserable. The only way to be rid of this annoying pain in the backside is to have him incarcerated for a long, long time or kill him outright.

5. WEARY WATCHMEN (EL 2)

While gathering information or simply getting a quick bite to eat at Saeree's (C10, *Geonavue* page 110), a rustic but excellent tavern and tanitor-house with a "home-cooked" menu at 10% below normal cost in Geonavue, the PCs overhear a group of off-duty watchmen discussing the crimes. The PCs may befriend their deputy commander and get his account of some of the investigations.

The "old-style" atmosphere of Saeree's tavern and tanitor-house delivers delicious "home-cooked" meals and relaxing conversation. The appetizing aroma of hot-spiced keevin and fresh, palm-sized persimmon cakes with blackberry jam fills the air. Sweet pipe smoke dances around the richly stained hickory rafters, sifting into the dining area from a shadowy alcove where two elderly craftsmen play a quiet game of bautroo slats. A wide hearth and many lanterns comfortably heat and illuminate the tavern.

A few feet away, at a large round table, sits a squad of off-duty watchmen. The six cotaars and one dux are having a few drinks and bowls of hot keevin after a long cold day on the street as you overhear a bit of their conversation.

"So, Dux Ruutag, you say you were at the toll towers when it happened?" asks a young cotaar inquisitively. "No, Neerot, I arrived about a half hour after the fire," answers the older, distinguished-looking dux. "When I arrived, the blaze was out, the broken glass had just been found, and Dux Vaalerat was being cared for. His hands and face were horribly burned." "Do you dare guess who is responsible for the attack?" asks another cotaar on the edge of his seat. "I don't have to guess!" says Dux Ruutag in a heated manner. "I know who brings this senseless violence to our peaceful city!"

With that bold statement, Dux Ruutag slides his chair closer to his subordinates, looks around the room and with a hushed voice expresses his thoughts as to who is the guilty party.

A PC can eavesdrop on Dux Ruustag's conversation by making a successful DC 15 Listen check and a Bluff check with a +4 circumstance bonus. Dux Ruustag notices that the PCs are eavesdropping if he matches or exceeds the PC's Bluff check with an opposed Sense Motive check. If Dux Ruustag notices someone being "overly attentive" to his conversation, he immediately questions that character as to his or her intentions.

If the heroes tell Dux Ruustag the truth (that they have been hired by the Castle to investigate the resent vandalism) and also make a successful DC 15 Diplomacy check, the cotaars leave and Dux Ruustag joins the PCs at their table to tell them the following:

"You all seem trustworthy and obviously care about the welfare of Geonavue and its citizens. For that, I will tell you what I know of these crimes," Dux Ruutag says, sliding a chair up to your table.

"The first crime that I personally investigated was the defacing of the Arch of Beasts. At first glance, with the obscene way many of the animals were defaced and the blood splashed upon them, I mistook the crime for the work of the Insulters—the followers of the Vicelord. I later deduced that, in the dense fog that night, the vandals had taken their time defacing the Arch. The work had meaning and was premeditated. They must have known the schedule of the Castle guards and worked between shifts. This is not the haphazard way of the Insulters. On the other hand, there is a group in the city that knows the Castle well enough and can pass unopposed long enough to do such a despicable act." Then Dux takes a long swig from his tankard of warm celaar then quietly continues. "The attack on Metaaro, a long-time Castle cook, was my next investigation. The poor man was beaten about the head and back by what appeared to be more than one assailant. Unfortunately, being struck from behind, he scarcely saw his attackers and remembers very little. Lying on Metaaro's bloody forehead was found a single glint, with the "emerald eagle" side of the coin slashed deeply by a sharp blade. No other leads have surfaced from this crime."

With another gulp, Dux Ruutag finishes his drink and continues. "The last thing I know is that the fire in the northern Tareetuir was no accident. Shards of glass were found just beyond the arrow slit on the north side of the tower and many watchmen smelled lantern fuel in the air. A merchant passing the Tareetuir at around the same time swears that he saw shadowy figures creeping away to the south as the flames grew."

"These bold and malevolent actions lead me to believe that the Blackflames, a group of Talasaaran whelps who terrorize the good folk of Geonavue out of boredom or need to feel powerful, have become more brazen as of late and mean to make statements beyond their normal acts of tyranny. These spoiled progeny have money, time, and devotees enough to make whatever wicked schemes they can imagine come true. Unfortunately, the Watch is powerless to seize or even question the Talasaara without a reliable witness to testify against them or catching them in the act of such blatant misdoings."

Upon that, Dux Ruutag hands his tankard to a passing barmaid and excuses himself from the table. "Good

luck to you my friends,” he says with a meager smile. “You are working toward the same goal as I but in far different ways. Heed this! Beware the Talasaara, for as a whole, they are a ruthless lot with no care for those they tread upon.” Dux Ruutag excuses himself, raises his hood, and leaves.

Saeree and Staff: The owner of this “old style” establishment is a rotund, motherly woman from the uplands named Saeree (LG female Reanaarian expert 5). Her nosy nature, naivety, and high-pitched voice can be annoying at times but Saeree always means well. She is one of the best cooks in Geanavue.

Saeree’s staff includes three friendly and competent waitresses named Naeteeva (homely but professional), Kiilee (rotund but brilliant), and Reana (gorgeous but dumb as a rock).

Watchmen: Dux Ruutag is in his mid-30s, with weathered skin and short-cropped hair. He is ruggedly handsome but in need of a shave. He has a deep, gravelly voice and a straight-to-business personality. Ruutag has no family but cares for trainees (rotaars) as if they were his own sons. The cotaars are all intelligent young men that take their job seriously. They are tired and just a little cranky from patrolling all day in the cold. Use the sample watchman class statistics given in *Appendix B* for Dux Ruutag and the cotaars if needed.

Dux Ruutag: Male Reanaarian human watchman 3; hp 30. See *Appendix B*.

Cotaars (6): Male or female Reanaarian human watchman 3; hp 15. See *Appendix B*.

Elderly Craftsmen: Raizee (LG male Reanaarian human expert 10, bautoo slates +16) and Buteero Mezaresh (CG male Reanaarian/Svimohz human expert 12, bautoo slates +17 (see below)). Raizee is a retired doctor who lives above his old office (D10) across the maar from Saeree’s. His son, Taalou (LN male Reanaarian human expert 3), now runs the business and is gaining a good reputation due to frequent consultations with his father. Buteero is an expert brewer specializing in Svimohzish ales. He owns the Mezaresh Brewery (D12) south of Saeree’s on Huuleen Maar. Buteero will cheat if he thinks he can get away with it, but a character can catch him with a successful DC 27 Spot check. If caught, Buteero admits it and buys the accusing character a drink with no hard feelings.

Bautroo Slates: This strategic game of triangular, stackable dominos originated in Svimohzia and found its way to Reanaaria Bay less than 100 years ago. The object of Bautroo Slates is to add numbered slates to a pile in sequences that total 5, 7, or 11 while blocking your opponent with even-numbered slates. The slates are drawn blindly from a black bag one at a time and if the slate cannot be played, the player must hold the slate until it is playable. The player with the highest total

number of slates in their stack when all the slates are used or when no player can total 5, 7, or 11 wins. Slates that are not played by the end of the game are subtracted from the number of slates in a player’s pile.

6. COURTIER AELSA’S HOME (EL 4)

If the PCs investigate the scene of Courtier Aelsa’s attack, they may find a witness to the crime. Unfortunately, the witness is an angry spirit that seeks revenge upon its murderer. When the heroes arrive on the street where Aelsa was attacked, read the following aloud:

Through the marks left from a few days of bustling traffic, a faint bloodstain is still visible upon the cobble stone street before Courtier Aelsa’s home. Even now, wagons clatter through the intersection just north of the house. A grand mansion with dragon-maw water spouts and serpent-ridged rooftops stands across the street to the west. Another noble estate with high-rising towers and majestic marble arches fills the entire block north of the Courtier’s modest home. A dark, mud-filled alley leads between the Courtier’s home and the dwelling to the south.

Bloodstain: The bustling traffic of Geanavue has nearly erased the bloodstain and all other traces of the crime. The PCs will be unable to find any tracks or clues unless they look in the alley that leads to the well behind Aelsa’s home.

Grand Mansion and Noble Estate: The imposing, serpentine mansion on the west side of Taaragil Maar is Tarameir (L5, *Geanavue* page 63), the high house of the Calara merchant family (*Geanavue* page 83). The estate on the north side of Alaun Maar is Healaar Hau (L4, *Geanavue* page 108), the high-towered city seat of the Navaelo Talasaaran family (*Geanavue* page 73). No one at either location saw the attack on the Courtier but a guard at Tarameir heard the attack from his post and arrived on the scene just after the merchants found the Courtier.

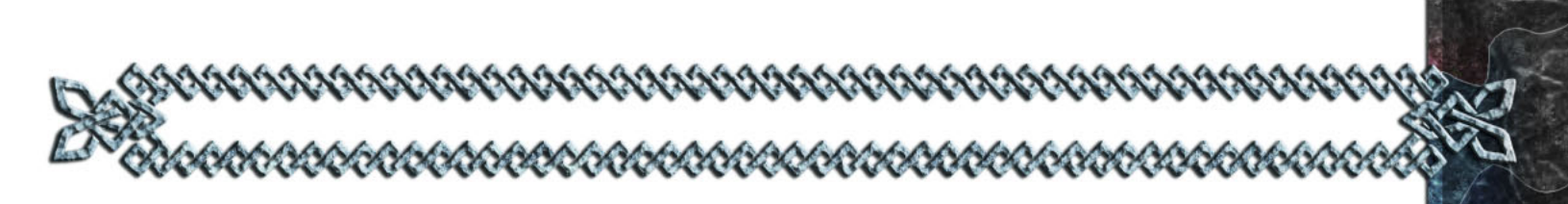
Mud-filled Alley: A successful DC 10 Search check discovers recent footprints in the alley. A DC 15 Survival check is needed to track the footprints from the edge of the street to the well behind the home. Once the PCs reach the well, a successful DC 20 Knowledge (local) check ascertains that the distinctive boots worn by Geanavue’s City Watch left some of the tracks while many different types of boots made the other footprints. Unfortunately, the footprints are just a way to lure the heroes to the well area and are inconsequential to the investigation.

When the PCs investigate the well area behind the Courtier’s home, read the following aloud:

Hidden amid the tight circle of unassuming homes is an ancient city well. The base of the well is stained grayish green by persistent molds and years of water seepage. It seems to blend seamlessly with the cracked



Dux Ruutag



and worn ring of cold-gray cobblestone that surrounds it. A wooden bucket, attached to the well with a frayed hemp rope, sits on the edge of the well. A soft, rusty-brown ring bleeds down the side of the well from the bucket's metal rim.

Signs of neglect show upon the backs of the homes surrounding the well. Tall grass grows around the foundations of some homes and the doors and porches of other houses look as though they have not seen passage in quite some time. Most windows facing the well have curtains or shutters drawn tight. The windows of the house directly east of the well are boarded up, though large cracks between the boards reveal darkness beyond.

The Well: This well is seldom used anymore due to the eerie feeling people get while in the area. A thin layer of ice sits atop the water in the well but simply dropping the bucket onto it is enough to break it. The water in the well is perfectly safe and very refreshing.

While in the area around the well, characters get the feeling they are being watched and any animal companions or familiars become uneasy due to an angry spirit watching them through the boarded-up window of the house just east of the well.

Angry Spirit: A rusalka, the vengeful spirit of a young woman named Rianoo that was drowned in her bathtub five years ago by her secret lover, is bound to the now-stagnant water in which she died. This includes the bathing room in which her murder occurred, and the flooded cellar she was able to enter when a part of the bathing room floor rotted through, and the water she died in spilled down into it. The tub sits below the boarded window that overlooks the well area and Rianoo occasionally watches those that come to the well to fetch water.

Rianoo was watching the well the night of Courtier Aelsa's assault. She heard and saw a couple of things that the PCs may find useful and is willing to make them a gruesome deal. After the heroes examine the well and the surrounding area, a cold mist creeps into the area. At this point, the rusalka's mist is not yet thick enough to cause confusion but Rianoo is ready to release it if needed. Secretly make a Spot check for each PC. The PC with the highest check notices Rianoo's damp, ghastly white eyes staring at them through the window. When she is noticed, Rianoo speaks the following (in Reanaarese) in a whispering, waterlogged voice:

"There have been more souls at this well in the last few days than in the past few years," a woman whispers from the darkness beyond the boarded window, her voice grossly distorted as if her lungs were filled with water. A faint slosh, like a serpent gliding through stagnant water, can be heard as her colorless eyes lean closer to the window. She stares at you unblinkingly through the rotten wood barricade and speaks. "First, those in black with daggers and malice in their eyes come to the well. Then, the wide-eyed watchmen

come, questioning everyone in sight but finding nothing of worth. Now, more inquisitive souls come to the water who may find what the others did not if they care to make poor, dead Rianoo a deal." A torpid drop of liquid streams down her brow and drips into her still-unblinking eye. She waits for an answer as a faint gurgle emits from her waterlogged body.

If the PCs attack the rusalka, she releases her confusing mist and retreats to the flooded cellar. The heroes must follow her into the lightless, water-filled cellar if they want to make this a combat encounter. If the PCs question Rianoo about her "deal," she speaks directly to the female PC with the highest Diplomacy (or Charisma) score. If there are no female PCs, she speaks the following to the least physically threatening male PC:

Her watery, alabaster eyes sink slightly back into darkness, then the woman speaks. "Years ago, my secret lover, Vaatiroo Hadruuzi of the Guild of Importers and Exotics drowned me in this very room! He promised me, again and again, that he would leave his miserable wife and be with me forever. He bade me keep our affair secret so that he could arrange the divorce, and not lose honor in the eyes of his fellow Goldcoins and his family. But this was all a lie! He never made the arrangements and, after a year of waiting, I questioned his intentions. Vaatiroo drowned me so no one would hear me scream, all the while scolding me like a child for my insolence and impatience!"

"I will tell you what I witnessed around the well a few nights ago, and show you what the watchmen missed," she says convincingly. "But you must bring me Vaatiroo so that I can enact my revenge! I will send him to the same watery grave he condemned me to so long ago! With that, I will leave this cursed world, never to return."

Water seeps through the wooden boards as she drifts eagerly forward again. "You can find the murderer at Fairwinds Hall, the headquarters of the Goldcoins!" She snaps, becoming more animated at the thought of sweet revenge. "But wait," she murmurs to herself, perhaps second-guessing her own deviousness, "he will be too protected there. The Door of Dreams is where Vaatiroo revels too much, drops his guard, and will be ripe for the taking! Bring him to me and I will tell you all I know."

The heroes have a morale dilemma to deal with. Do they abduct a prominent member of an influential Geanavese guild so a vengeful undead creature can act as his judge, jury, and executioner, do they try to destroy the rusalka themselves, or do they ignore Rianoo's plea and continue on their information gathering mission? If they make a deal with the rusalka, they can find Vaatiroo in the main gambling hall at the Door of

Dreams (see encounter 8 under Door of Dreams below). Rianoo does not hesitate to use her charm person ability on the PCs if they do not seem to be sympathetic to her plight. As stated above, if the PCs attack Rianoo, she flees to the flooded cellar and uses all of her abilities against them if they follow. If they ignore her plea for revenge, she haunts the well area and begins preying on innocents who come to the forlorn well until the next group of adventures come along who may be more sympathetic to her plight.

Rianoo the Rusalka: hp 33. See appendix A and *Dangerous Denizens* 122.

7. JEALOUSY AND ACCUSATIONS (EL 0)

As the PCs travel northwest on Laaria Seeral, at the intersection with Causiliik Seeral and right between Boereea's Hoolon (J16, *Geanavue* page 113) and Ereduur Hau (J17, *Geanavue* page 84, 113), they come upon a disturbance in the street. The heroes inadvertently learn of the Whisperer, one of the most notorious information brokers in Geanavue.

Ahead of you, at a congested intersection, spectators hoot and jeer as an attractive young woman thrusts her finger threateningly into the face of an infuriated and obviously embarrassed young man. The woman suddenly unleashes a volley of profanity upon the man that quickly sends gasping mothers rushing from the crowd with their hands tightly over their children's ears.

In the middle of the woman's Vicelord-pleasing tirade the man unexpectedly bellows, "ENOUGH! Come out with it Seelora, what do you accuse me of this time?" The crowd stands motionless, waiting for Seelora's answer.

"I accuse no longer, Taodoor!" Seelora squeals. "I know you were with HER at the Door of Dreams last night!" "You know nothing of the sort!" Taodoor replies halfheartedly. "Where have you gotten this fallacious information?" He says while defiantly raising a mug to his mouth.

"From the Whisperer of Asainaer Tower," Seelora answers triumphantly to the overwhelming approval of the crowd. "I paid well for this information and now you will pay ten-fold for your betrayal!" With that, Seelora slaps the mint-scented beverage from his grasp—which splashes into the crowd—and storms away.

If a PC questions anyone in the crowd about the Whisperer of Asainaer Tower, read the boxed text below to the player. If the PCs do not think to inquire about the Whisperer, you may have the players make a Charisma check for their PCs and read the following aloud to the player with the highest roll:

A chuckling old Reanaarian woman turns to you and speaks. "Taodoor's keevin is surely stewed now! The Whisperer is never wrong and everyone knows it. Reolain has been buying and selling information for years and I've never heard of anyone asking for a refund. That sly 'word broker' has made enough glint selling secrets over the years to nearly buy a whole floor of the Asainaer [the central tower at the Door of Dreams]."

Feuding Couple: The foul-mouthed and haughty young woman, Seelora Paerit (NE female Reanaarian human aristocrat 2), is the youngest daughter of Paerit Hoolon (E16, *Geanavue* page 86, 114) and is spoiled accordingly. Seelora is a dark beauty with jet-black hair and eyes, olive skin, and a body built for sin. She is accustomed to getting her way and seeks revenge upon any ex-lover or acquaintance that wrongs her in any way. She strongly desires to be with Serulier Arioohon, the heir to the Arioohon Talasaaran house but he knows her reputation and avoids her like a plague.

The unfaithful young man is Taodoor Haelinool (CG male Reanaarian human aristocrat 3), the heir of the Haelinool house and Ereduur Hau (J17, *Geanavue* page 84, 113). He made the mistake of becoming Seelora's lover and has been trying to get out of the relationship for over six months. In that time, he has become infatuated with a waitress at Boereea's Hoolon, which may end up getting her killed if Seelora has her way. Ereduur Hau is a grand manor built of stone and covered in golden stucco. The Haelinools are wealthy wine merchants and supporters of the Beliinar Talasaaran house, but Taodoor cares little for the boisterous Beliinuars.

Chuckling Old Woman: This talkative old crone, named Taleeva (N female Reanaarian human commoner 3), has been a cleaning lady at the Door of Dreams for many years. She has seen things at the Door of Dreams that would make stalwart adventurers cry for their mothers, yet she makes an effort not get involved. She also knows that the Whisperer's room has a burgundy door.

Boereea's Hoolon (J16, *Geanavue* page 113): A tanitor house that serves mint-and-juice flavored ice water. The owner has a weakness for attractive Svimohz waitresses (as does Taodoor Haelinool).

Development: Information gained in this encounter is integral to the continuation of the adventure. The heroes must learn who the "Whisperer" is and how to contact him.

The Door of Dreams

Of all the self-indulgent, seedy locations in the Stones of Peace, the Door of Dreams (F16-17, G16-17, *Geanavue* page 16) is well known throughout Geanavue (and beyond) for being a lawless den of inequity unmatched in even many larger, depraved cities. The "Door," as it is often called, is the hedonistic playground of Talasaaran youths and those wishing to find a glaringly stark contrast to the peaceful, conservative City of

Geanavue. One can find nearly any flavor of depravity behind the decorative round doors of the Door of Dreams, if they crave it enough, or if they appear susceptible to the right wicked eyes.

The Door of Dreams is a chaotic, sprawling edifice born from the connection of four sprawling mansions. Five towers climb from the structure, the Asainaer (F16, *Geanavue* page 17) being the oldest and tallest with five stories. Each story has high ceilings and many balconies overlooking the grand central hall.

Many of the encounters below can happen in any order or not at all. The PCs have been led to the Door of Dreams by a couple of earlier encounters (the vengeful rusalka from encounter 6 or the old crone from encounter 7) and they undoubtedly have a job to do. If the heroes are here to abduct Vaatiroo, go to encounter 8 and drop in whatever other encounters you like (except encounter 9 since they will be back for that later in the adventure). If they never met the rusalka in encounter 6 (or met her and refused her vengeful deal), the heroes are here to speak to the Whisperer. If that is the case, go to encounter 9, using any unused encounters on the way that you see fit.

The following descriptions and encounters assume that the heroes go to the Door of Dreams at night, during peak hours. If this is not the case, you will need to paraphrase as appropriate. When the PCs approach the Door of Dreams, read or paraphrase the following aloud:

Icy wind howls across Laaria Seeral as a luxurious Talasaaran coach splashes half-frozen sludge upon all those beneath its exalted station. Its brass-rimmed wheels roll to a stop in front of the massive, multi-hued,

five-towered structure known as the Door of Dreams.

A cluster of waiting patrons, standing before an oversized circular door painted with a pink-and-purple-mist-and-star motif, step aside as a handsome young Reanaarian man with striking features and flowing chestnut-brown hair escorts three dazzlingly attractive and luridly attired ladies to the door unopposed. The two stone giant doormen greet him cordially. As the giants roll the great circular door aside, the din of grating wood and a mistuned harpsichord echoes into the street. Two hostesses, every bit as attractive and seductively dressed as the trio of women escorted by the young Talasaaran, usher him and his escorts inside while removing his cloak and whispering playfully in his ear.

The PCs must wait in line for only 10 minutes to get into the Door of Dreams. The wait passes quickly thanks to the jubilant crowd and efficient doormen.

Handsome Young Talasaaran: The young Talasaaran is Raarisitor Eluudaas (*Geanavue* page 63), the good-natured heir to the Eluudaas Talasaaran house (*Geanavue* page 62), a consummate ladies man, and an aspiring adventurer. The heroes may get a chance to befriend him in encounter 10.

The Circular Door: The trademark circular door of the Door of Dreams (F17, *Geanavue* page 16) is painted in misty pink-and-purple hues with tiny mica stars scattered upon it that glitter as the door is rolled aside to allow entrance into the establishment. Stretched across the door and secured to wooden pegs, are many



wires of varying thickness that emit a discordant yet otherworldly sound as the door moves.

Trademark Door: 2 inches thick; Hardness 5; hp 20; Break DC 23.

The Doormen: The two massive stone giant doormen also act as bouncers when needed. Their names are Brunt and Torim. They are members of the Stone Fists (*Geanavue* page 26), who are healing after a battle with the fire giants of the Sotai Gaglia Headlands (*Geanavue* page 26).

Stone Giants (2): hp Brunt 131 (currently 75), Torim 119 (currently 52), see *Monster Manual* page 124.

Obtrusive weapons, such as polearms and bows, must be checked at the door, where a numbered tag is attached to the weapon and the owner is given a like-numbered ticket. As DM, you be the judge on what weapons are allowed into the Door, but remember, the anything-goes attitude of the Door stops just short of murder and wanton bloodshed. Dead patrons and the resulting city watch investigations make for bad business. For those wishing to stay incognito during their time at the Door of Dreams, an ordinary black cloak with hood may be rented for the evening at a cost of one copper piece (1 cp).

When the PCs enter the Door of Dreams, read the following aloud:

As soon as you enter the Door of Dreams, the aromatic mixture of burning incense, strong wine, flavored tobaccos, roast pork, and overly perfumed revelers assaults your nostrils. Your visual senses fair little better as the smoky air stings your eyes, turning the aberrant occupants in the shadowy recesses of the sin-filled halls into blurry flesh-colored shapes performing unidentifiable acts.

In moments, you become acclimated to the environment and the expansiveness of the Door is fully realized. A cavernous, high-arched chamber opens up before you. The floor of the hall is alive with revelers in the heat of a drum-and-woodwind-driven dance that resembles an alcohol-induced mixture of open warfare and the bizarre mating rituals of wild animals. Serving girls, with heavy trays held high, weave through the riotous crowd with the skill and grace of highly trained battlefield veterans.

High above the dancers, a weblike network of catwalks sag under the weight of mysteriously cloaked patrons, bounding acrobats, rushing servants, and meagerly clothed escorts flaunting their wares for all to peruse. Ornately decorated balconies litter the walls of the great hall. Upon them, lavishly dressed aristocrats—some wearing intricately designed masks and cloaks—drink and scoff at the undulating masses below them.

A dull violet glow emanates from magically powered lanterns and candelabras hung above the catwalks and the many stairwells and hallways granting escape from the activities of the great hall. The entire chamber swirls with an ethereal violet-hued mist.

Unless otherwise noted, the following features are common throughout the Door of Dreams.

Exterior Superior Masonry Walls: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 20.

Interior Wooden Walls: 6 in. thick; Hardness 5; hp 60; Break DC 20; Climb DC 21.

Good Wooden Doors: 1-1/2 in. thick; Hardness 5; hp 15; Break DC 16 stuck, 18 locked; Open Locks DC 25.

Good Wooden Secret Doors: 1-1/2 in. thick; Hardness 5; hp 15; Break DC 20; Search DC 25.

Stone Pillars: 2 ft. thick; Hardness 8; hp 250; Break DC 45; Climb DC 20. Grants a +2 cover bonus to AC and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources).

Wooden Catwalks: 1-1/2 in. thick; Hardness 5; hp 40; Break DC 20; Climb DC 20.

THE DREAM STALKERS

The main security force within the Door of Dreams is a subtle and mostly unseen group of rogues known as the Dream Stalkers. These shadowy “peacekeepers” wear grotesque skull masks and work under orders to quell only the most dangerous disturbances, such as uncontrolled rioting, murder, rape, and arson. Most combats, and especially duels, are allowed to rage on well past the drawing of first blood, but when a situation is sure to end in the loss of life or the destruction of property, the Dream Stalkers emerge from the shadows. Their methods are swift, brutal, and painfully effective. Some of their targets refuse to ever enter the Door of Dreams again and a small few have not been seen in *Geanavue* since their indiscretions at the Door.

The leader of the Dream Stalkers is a tall, fearsome man named Raagar. He usually wears his skull mask while on duty to add to his already intimidating persona, but most regulars at the Door already know who he is and that he is to be feared. Raagar supplies the Dream Stalkers with the sleep venom they use on the darts they fire from their hand crossbows, for he claims that he alone knows how it is manufactured.

Raagar: Male Reanaarian human fighter 2/rogue 5; hp 43. See *Appendix A*.

Typical Dream Stalker: Male Reanaarian human rogue 2; hp 9; See *Appendix A*.

8. ABDUCTING VAATIOO (EL 5)

If the PCs made a deal with Rianoo, the rusalka in encounter 6, they have come to the Door of Dreams to abduct the murderous Vaatioo and bring him back to the rusalka so he can pay for his crime. Vaatioo is well known in the Door of Dreams. The PCs can find him in the main gambling hall on the ground floor within 30 minutes of entering the Door, minus the total of a Gather Information check. When Vaatioo is tracked down, read the following aloud:

The smoky, dimly lit gambling hall booms with the chatter of intoxicated gamblers, the clatter of tumbling dice, and the clickety-clack of spinning wheels of fortune. Motley assemblages of gamblers gather round each table with the anticipation of being tonight's next big winner. In the far left corner of the hall, before the room's largest wheel of fortune, an overly rambunctious entourage surrounds a garishly dressed gambler. The crowd wails his name in unison, "VAATIROO," as he bets a flamboyant amount of glint on the wheel's next spin.

Vaatiroo: This ostentatious and charismatic gambler is indeed the murderer of the now undead Rianoo. He lives a life of luxury and excess as a powerful member of the Guild of Importers and Exotics (also known as the Goldcoins). Shortly after he drowned Rianoo, his wife was also killed in an arranged "accident." Since then, he has reveled in his newfound freedom.

Vaatiroo is a handsome man in his early forties, but he is just now showing signs of his age. His brown hair is obviously dyed and he is clean-shaven. He has thick eyebrows and deeply set, dark brown eyes. His light skin and unmarred hands hint that he has never done an honest day's work in his entire life.

If questioned about Rianoo, Vaatiroo denies ever knowing anyone by that name, but a successful DC 24 Sense Motive check can see that he is unnerved by the question. Vaatiroo is an accomplished liar and intimidator. When the PCs attempt to take him, he does everything in his power to escape, which includes calling for his four bodyguards, intimidating onlookers into aiding him, and even offering 100 glint to anyone that aids him or to the PCs to leave him alone.

Vaatiroo Hadruuzi: Male Reanaarian human expert 4; hp 18. See Appendix A.

Goldcoin Bodyguards (4): Male Reanaarian human warrior 2; hp 12 each. See Appendix A.

Treasure: If a battle erupts in the gambling hall, many coins fly about the room and onto the floor as the combatants bump tables and bystanders. An enterprising and quick character has 1d4 rounds to pocket stray coins before the Door of Dreams security arrives. A character can "collect" a number of glint each round equal to his Sleight of Hand check.

Development: Vaatiroo Hadruuzi has enough influence and power in Geanavue to cause the heroes many problems if they attempt to capture him and he escapes. If he eludes their grasp, and Rianoo's revenge, Vaatiroo goes into hiding and attempts to find out as much as he can about the PCs in order to deal with them accordingly. Vaatiroo quickly becomes a very influential and rich thorn in the characters' sides.



Vaatiroo

If the PCs bring Vaatiroo to his undead ex-lover, he panics and becomes completely hysterical. He confesses to the crime and begs the PCs to either let him go or to even take him to the authorities. If the PCs give Vaatiroo to the rusalka, she instantly pulls him through the boarded up window and drags him down into the flooded cellar. She watches him slowly drown and then rises back to the surface to speak to the PCs with a contented look on her twisted sallow face.

By destroying her murderer, Rianoo is released from her undeath. For a moment, before her soul begins its eternal rest, her hate-driven chaotic evil alignment changes back to neutral good as it was in life and she upholds her deal with the PCs. She tells them the following account of what she witnessed the night of Courtier Aelsa's attack:

"I did not see the actual assault upon the poor courtier, but the attackers prepared themselves by the well for a short time before moving into the alley beside her home. Dark cloaks hid their faces, but I could tell that the leader was a woman. The other two ruffians, whose names I didn't hear, simply called her "Riot." They spoke vaguely of other crimes and of the chaos they will cause when their final target is eliminated. By their comments, I assume that they were talking about a man of some influence and power in Geanavue. I noticed that Riot brought the two men some kind of pastries to eat while they waited. I know it sounds strange, but the men seemed very pleased and ate them there by the alley. As a matter of fact, the courtier came before one of the men was finished with his pastry, so he threw it onto the roof of the courtier's home."

Rianoo becomes less frightening as she speaks and her voice seems less watery and softer. Her hate is gone and she is ready to leave the Material Plane. As an added reward, she gives her kiss of Wisdom to the PC who first agreed to bring Vaatiroo to her.

Ad Hoc XP Adjustment: If the PCs manage to abduct Vaatiroo without resorting to violence, such as with the subtle use of a charm person spell or with a well-placed sleep spell, feigning that Vaatiroo is drunk and they are taking him home, award the PCs 10% more XP for this encounter.

9. WORDS FROM THE WHISPERER (EL 3, 12 IF COMBAT OCCURS)

When the PCs approach the Whisperer's door, read the following aloud:

After ascending the wide spiral stairs for four floors, the climb finally ends in a shadowy hallway filled with round doors of various vivid colors. Decorative star-and-moon-shaped mobiles sway lazily above each door. The cacophony of sounds from the chaotic revelry below echoes through the hall and seems to make the

glowing mobiles dance and chime as if blown by a summer breeze. The Whisperer's burgundy-hued door is at the end of the hall.

When the PCs approach the Whisperer's door, read the following aloud:

As you approach the burgundy door, it suddenly rolls aside into the wall. In the now wide-open round doorway, a short plump man wearing a gore-stained butcher's apron dangles helplessly - at least two feet off the floor - from the massive gray hands of a grim-faced stone giant.

"Wait, Trag!" The portly butcher shouts, his sweat-covered face contorting from fear and the velocity at which he is thrown down the hall toward you.

Flying Fat Butcher: The man being thrown down the hall toward the heroes is Deaboo (CN male Reanaarian human expert 2), a local butcher and part of Reolain's information network for a couple of years. Lately, Deaboo has been fabricating rumors to get more money from Reolain, but all it earned him was a few months of hard times for his business and a toss out of Reolain's apartment.

Trag launched Deaboo straight down the middle of the hall and, although Trag didn't throw him with all his might, Deaboo is still hazardous to the heroes. Each character in Deaboo's path must make a successful DC 15 Reflex save or be knocked prone.

When Trag realizes what happened, he apologizes. If the PCs are respectful and reveal that they are here to see Reolain, Trag leaves for a moment to see if Reolain is accepting visitors. Moments later, Trag returns and escorts them into the apartment foyer, checks them for weapons and takes any they may have, and then leads them to meet the Whisperer. When Trag leads them through the apartment, read the following aloud:

The lavish apartment is the epitome of tasteful decadence. Every piece of furniture is brilliantly made yet well placed and practical. Chandeliers and sparsely placed wall sconces fill the dwelling with magical light, eliminating most shadows and creating a mood of safety and comfort. Large decorative mirrors hang from nearly every wall and on many ceilings.

After winding through several halls and a couple of doors - through which your giant guide barely squeezes through - you pass through a grand pair of double doors onto a large balcony overlooking the Door of Dreams' turbulent feast hall four floors below. At a small round table in the center of the balcony, sits an unpretentious Reanaarian man slicing a succulent joint of honey-baked pork. Behind him stands another stone giant wielding a large stone club. This one looks much younger and more muscular than the one leading you.

"Bravo!" The man ardently yells toward a daring troop of tightrope walkers performing just beyond the balcony. He then sits his utensils down, wipes his mouth, and bids you to join him.

"Good evening my friends," he says with an inquisitive tone. "I am Reolain Heleveor. How can I help you or how can you help me?"

The Whisperer: This enigmatic man is Reolain Heleveor (*Geanavue* page 82), a successful information broker desperately aspiring to join the ranks of the Talasaara. Even after being threatened by many nobles whose secrets became his "property," Reolain still deals in Talasaaran intelligence. Though his main business these days is selling guild secrets to rival businesses, he has not abandoned his eyes and ears within the Talasaaran houses. The Whisperer recently "befriended" Daaritibuuko Unadeen and acquired several valuable bits of information from the young Blackflame during their drunken revelries here at the Door of Dreams.

If asked about the recent crimes, the Blackflames, or Daaritibuuko himself, Reolain insures the PCs that he knows when and where a Blackflame meeting is to occur, but before he says another word, he demands 300 glint for the information. He can be bartered down to 100 glint. If the PCs pay this, Reolain also demands that under no circumstances is Daaritibuuko to be harmed or implicated in any wrongdoings. If the PCs balk at this request, Reolain gives their money back and bids them good evening. Also, if a PC lies when agreeing to Daaritibuuko's immunity, he or she must make a Bluff check opposed by Reolain's Sense Motive check. If Reolain wins, he calls the deal off and has his stone giant bodyguards escort the PCs out of his apartment.

Reolain "The Whisperer" Heleveor: Male Reanaarian human expert 6; hp 29. *See Appendix A.*

Stone Giant Bodyguards: Druk and Trag are about 12 feet tall and weigh about 1,500 pounds each.

Druk: Male stone giant; hp 97. *See Appendix A.*

Trag: Male stone giant fighter 3; hp 206. *See Appendix A.*

If and when the information is paid for, read the following aloud:

I can honestly say that I have no idea who is committing the recent crimes against Geanavue but I can tell you that the Blackflames are gathering at the Meavur [Sick Horse Fountain], tomorrow evening just before midnight. Daaritibuuko Unadeen will be there, among many other influential Talasaaran youths and, as I have said before, he is not to be harmed or implicated in any way to any crime, guilty or not. You have given your word and I will hold you to it.

Mysterious Girl: Reolain then stands and regretfully asks that the heroes leave so that he can tend to important business. As Trag leads the heroes out, each PC can attempt a DC 20 Spot

check to notice an attractive young girl watching them pass from a door down a short dark hallway. If she is noticed, she slowly closes the door and will not open it again until they are gone. Trag allow no one to approach the door under any circumstance. If a PC's Spot check result was 15 or higher, he or she also notices that the girl's face was horribly bruised and lacerated.

The mysterious girl in the door is Teeliila Calamaer (CN female Reanaarian aristocrat 3), the oldest daughter of Vaxea Calamaer (*Geanavue* page 82), another of Geanavue's dangerously wealthy. Vaxea is a tyrannical lover of pain and his favorite victims are his family and servants. After an early evening of terrorizing the rest of the household, Vaxea stormed into Teeliila's room and spent the night teaching her who was the "true head of the household." She escaped to the Door of Dreams two days later and convinced Reolain to hide her until she can leave Geanavue. The Whisperer agreed, but only if Teeliila told him everything she knew about her father and the Muahuuro Talasaaran house, which her father strongly supports.

Treasure: Both Druk and Trag are "taking 10" on their Spot checks while the PCs are present. A would-be thief must make a successful DC 23 Sleight of Hand check to pilfer a small art item (such as an ivory statuette or a ceramic egg decorated with gold and silver inlays) from Reolain's apartment. If a PC successfully takes an item, roll 3d6x10 to determine the gold piece value of the item.

Development: The Whisperer is a self-serving scoundrel but, if the heroes make a good impression, he may consider employing them later as information gatherers or even less-conspicuous bodyguards when traveling outside Geanavue. Reolain is definitely not an individual the PCs want gathering information about them to sell to the highest bidder.

10. A TALASAARAN IN TROUBLE (EL 7)

In this encounter, the PCs have a chance to foil an attempt on the life of a Talasaaran. If successful, the PCs make an influential ally whose family deals in the importation and trading of magic items into Geanavue. As the heroes move through a crowded area of the Door of Dreams, read or paraphrase the following aloud.

As you push your way through the bustling crowd, you see the handsome young Talasaaran that you first saw at the front door. His lovely escorts continue through the crowd, but he has apparently stopped to fix an unbuckled bootstrap. He quickly drops to one knee, fastens the strap, and springs back to a stand while rubbing his hands together to signal a job well done. Though adept at buckling bootstraps, the young aristocrat is oblivious to the black-cloaked assailant slithering through the crowd behind him with a viciously curved dagger poised to strike him in the back.

The PCs need a successful DC 20 Spot check to notice the assassin in time to be able to roll initiative and make a standard action in the surprise round. Unsuccessful characters cannot react in the surprise round.

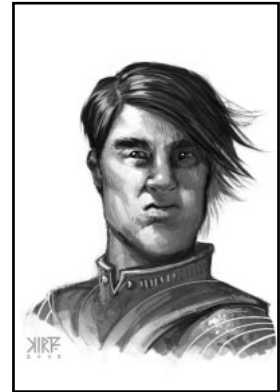
Handsome Young Talasaaran: The young Talasaaran is Raarisitor Eluudaas (*Geanavue* page 63), the good-natured heir to the Eluudaas Talasaaran house (*Geanavue* page 62), a consummate ladies' man and an aspiring adventurer. Raari, as he is called by his closest friends, is eager to find an exciting way to fill his empty life and distinguish himself among the Talasaaran heirs. Perhaps aiding a group of adventurers to fight evil in the city, or accompanying them on missions to acquire arcane relics for his family, would be what he needs. Either way, the young heir may not live through this attempt on his life if the PCs do not come to his aid. If he is able, Raarisitor joins the fight after the surprise round.

Raarisitor Eluudaas: Male Reanaarian human aristocrat 4; hp XX; See Appendix A.

Agaaren Belinuar (*Geanavue* page 60), the hot-tempered, cunning, and thoroughly evil heir to the Belinuar Talasaaran house (*Geanavue* page 59), hired the assassin. The Belinuar and Eluudaas families have been bitter rivals for several generations and the young Belinuar heir decided to usher in a whole new generation of hate and spite between the houses with the sudden death of the Eluudaas heir. For this sensitive work, Agaaren enlisted the aid of a member of the Knives of the Avenger, an assassins' guild in Loona sponsored by the House of Knives. The assassin, Dzuura "Bloodgullet," followed Raarisitor for over a week but has not been able to strike until now. She feels that she will be able to slay the Talasaaran and easily escape in the chaos of the Door of Dreams.

Dzuura "Bloodgullet": Female Reanaarian human rogue 5/assassin 2; hp 40.; See Appendix A.

Tactics: Dzuura coats her blade in black adder venom and casts true strike just before being seen by the PCs. If she is attacked, Dzuura takes the attack on Raarisitor on her initiative in the surprise round (if she is able) while the spell is still in effect. Whether she strikes Raarisitor or not, Dzuura attempts to immediately flee, preferring to try again another day than fight the PCs, the Door's security force, and even Raarisitor if he is still conscious. She uses her jump spell to flee upward onto the catwalks and the balconies of the Door of Dreams, and her feather fall spell to leap from a lofty window or balcony to evade pursuers. Dzuura will die before she reveals her employer or any of the other members of the Knives of the Avengers.



Raarisitor Eluudaas

SICK HORSE FOUNTAIN

The Meaavur (N16, *Geanavue* page 20) is Geanavue's largest public fountain. The seemingly pain-stricken, 12-foot high stone horse vomiting water into the center of the fountain has caused the Meaavur to become known as Sick Horse Fountain



to outlanders. It is an ideal place for surreptitious meetings, duels, and out-of-control gossip. Common knowledge in Geनावue is that excitement doesn't stray far from the sparkling green-and-black-marble basin of Sick Horse Fountain.

12. MEETING AT THE MEAAVUR (EL 7)

If all went well in the meeting with the Whisperer (encounter 9), the PCs come to Sick Horse Fountain prepared to eavesdrop on a meeting of the young Talasaaran reprobates known as the Blackflames. This encounter assumes that the PCs arrive at the Meaavur before the Blackflames and hide as close as possible to the fountain to listen in on the meeting. If the heroes handle this encounter in a different manner (which would be highly dangerous), change the read-aloud text and the actions of the NPCs accordingly. When the PCs are in position around the Meaavur, read the following aloud:

The bustling streets around Sick Horse Fountain slowly calm as dusk becomes evening and a bitter chill fills the air. Over the constant spattering of the fountain, a handful of local craftsmen can be heard sharing gossip before they go home to lock themselves in their workshops until morning. Though their conversation is slightly muffled, you can tell that they are in no hurry to get back home this evening. Time passes slowly as traffic around the fountain is reduced to the occasional peddler's cart or lone horseman strolling through the streets, though the gossiping craftsmen chatter on. Finally, just before

midnight, the cobblestone comes alive with the clatter of hard-soled boots and the rumble of well-crafted carriage wheels. Out of the darkness, a dozen black-cloaked figures cautiously enter the square—three of them from each of the four surrounding streets. As the dozen menacing figures slowly converge on the Meaavur, the craftsmen end their late-night gossip session and hastily leave the area without speaking another word.

The cloaked figures meet on the east side of the fountain, whisper to one another for a moment, and then quickly disperse to search the surrounding alleys and obvious hiding places.

Cloaked Figures: The twelve, cloaked figures are the personal bodyguards of four members of the Blackflames. Their job is to secure the area and make sure no unwanted guests witness the meeting. The bodyguards enter the square from four different streets - Deasaa Taraane, Pelaun Maar, Aulovin Taraane, and Pereet Seeral. In groups of three, the dozen guards search the area for “unwanted eyes and ears.” Any PC hiding around the square must make a successful DC 14 Hide check to remain unseen (the guards are taking 10 on their Spot checks). The guards attempt to remove anyone they find from the area and if the PCs resist in any way, the guards attack. If combat erupts with one group of guards, another group comes to assist in 1d3 rounds.

Blackflame Bodyguards (12 total in 4 groups of 3): Male Reanaarian human fighter 2; hp 16. See Appendix A.

Precariously Balanced Crates: The alleys around the Meaavur are cluttered with trash and larger obstacles. If any of the PCs hide in an alley, they may find a stack of old rotting crates to hide behind (which grant them a +4 to their Hide checks). The only problem is that a pack of easily spooked rats lives within the crates. When a character moves behind the precariously balanced stack of crates, they must make a successful DC 15 Move Silently check to avoid frightening the rats. If the check fails, the rats make a cacophony of squeaks and hisses that automatically alert the searching bodyguards. There is a 50% chance that the crates come crashing down upon the PC as the rats panic and scurry about. A character with the wild empathy ability (such as a druid or ranger) can attempt a DC 20 wild empathy check to calm the rats. If the check is successful within one round after the rats are panicked, the bodyguards ignore the brief disturbance.

Precariously Balanced Crates: CR 1/2; Reflex DC 10 (1d6).

Shortly after midnight, the Blackflame bodyguards finish their sweep of the alleys and potential hiding places surrounding the Meaavur. If they finish their job without finding the PCs, the notorious Blackflames enter the scene.

When the cloaked figures finish patrolling the area, they once again converge on Sick Horse Fountain. After a brief conversation, four of the figures step toward the streets from which they came and each unveils a miniature, faintly glowing lantern. Each of the four small lanterns shine with a different colored, muted light—blue, green, red, and violet. Almost on cue, four beautifully crafted carriages roll toward the Meaavur. The carriages are ebony black, trimmed in brass and ivory, yet they are bereft of heraldry or any other distinguishing marks. A faint lantern glow can barely be seen within the carriages through their thick black-velvet curtains and even the drivers wear wide brimmed hats and high-collared coats. The four carriages glide to a stop, forming a circle on the western side of Sick Horse Fountain. The cloaked figures divide themselves among the carriages in groups of three as a lone figure emerges from each carriage.

The Meeting: Four of the most prominent Blackflames, Daaritibuuko Unadeen (*Geanavue* page 76), Saamuut Huuriikol (*Geanavue* page 67), Serulier Ariooon (*Geanavue* page 59), and Viigaa Vanidaol (*Geanavue* page 78) are at this meeting. Each of these despicable aristocratic brats is described below.

Hearing what is said in the meeting proves to be very difficult because of distance (+1 to the Listen DC per 10 feet) and the splashing water of the fountain (+5 to the Listen DC, or +10 for PCs hiding in the fountain's waters). The nearest hiding places to the meeting are the shadows by the occupied home southwest of the fountain (30 feet away), inside the abandoned home connected to the tailor shop east of the fountain (40 feet away), in the shadows of Careful Hands Carters north of the fountain

(40 feet away), and the corner of the occupied home to the west of the fountain (60 feet away).

If a character attempts to sneak to the edge of the fountain for a better listening position, she must make 3 successful DC 11 Move Silently checks to get there unheard by Daaritibuuko (everyone at the meeting is taking 10 on their Listen checks and he has the highest bonus, even with the modifier for the splashing fountain). To reach the fountain unseen, a character must cross the empty cobblestone square with no cover, relying completely on the darkness to mask her movements. This risky jaunt also requires three successful DC 15 Hide checks (everyone is “taking 10” on their Spot checks as well, but Viigaa has the highest bonus, though he is considered distracted) and gets the character within 20 feet of the meeting.

If the sneaking character's goal is to move behind one of the carriages, she must make 3 successful DC 11 Move Silently checks as above, but using a carriage for cover is much easier than crossing the open cobblestone square to the fountain. The sneaking character must only make 2 successful DC 11 Hide checks to get within 10 feet of the Blackflames.

The meeting is quick, sometimes volatile, and to the point. Some highlights of the conversation and the Listen check DCs needed to hear them are listed below:

(DC 5) Three of the Blackflames, Daaritibuuko, Serulier, and Viigaa are desperate to find out who has been perpetrating the crimes against the Crown of Geanavue. Daaritibuuko accuses Serulier and Viigaa of committing the crimes without him and threatens them with bodily harm. Serulier draws a rapier with lightning speed, holds it to Daaritibuuko's throat, and denies any involvement. Viigaa laughs and calls for Serulier to cut him, but then denies his own involvement as well. Saamuut giggles but otherwise stays quiet.

(DC 10) Serulier sheaths his rapier and gives a brief overview of the crimes, denying involvement in any of them but showing obvious envy toward the unknown responsible terrorists. The other Blackflames agree, except Saamuut, who curtly chuckles.

(DC 10) The Blackflames, and even some of their bodyguards, brainstorm a quick list of traitorous gangs and organizations that could be responsible for the crimes. Street gangs in nearby Loona are mentioned [such as the Black Sail and the Stab], as well as the Insulters, the Challengers of Fate, and the Captains' Table of Thirteen. As the list grows, so does Saamuut's uncontrollable laughter. The other Blackflames demand to know what he finds so funny.

(DC 15) Saamuut smugly leans against a carriage and quietly begins detailing what he knows of the crimes. The gangly young aristocrat proudly reveals that the leader of the mysterious vandals, a man who has a noble's demeanor and a horrifically scarred face, and is called Revolution, appeared in his bedchambers last night. Saamuut says that any Blackflame who wishes to join Revolution and his organization should come to the old Vaulait family

crypt in Aladiise Cemetery at one hour after dusk tomorrow night. According to Revolution, that is when all will be revealed and set in motion.

(DC 10) The other Blackflames question Saamuut about Revolution but he has no more information. Saamuut is determined to go to the meeting with Revolution, and after some discussion, the rest of the Blackflames nervously agree to go as well. With this accord, the meeting quickly comes to a close.

The Blackflames: The four Blackflames attending the meeting are described below. If the PCs are discovered, combat erupts. The Blackflames attempt to escape in their carriages and let their bodyguards handle the interlopers. If threatened and cornered, all of the Blackflames (except perhaps Saamuut) can defend themselves. Serulier is downright dangerous in combat and Viigaaal can be a cold-blooded killer when the mood strikes him. What the PCs must realize is that assaulting any of these nauseatingly spoiled Talasaaran youths will become a legal nightmare. Simply laying a hand on a Talasaaran carries harsh repercussions in Geanavue (see *The Powers of the Talasaara* on page 56 of *Geanavue: The Stones of Peace*).

Daaritibuuko: The heir to the House of Unadeen is a smooth-tongued and moderately handsome man in his early twenties. He stands 5 feet 4 inches tall and has a thin, boyish build. "Daarit's" shoulder-length, jet-black hair is wild and unkempt - which matches his personality. He is prone to uncontrolled fits of rage that can only be quelled by killing, torture, and vandalism. Most anything unexpectedly causes Daaritibuuko to burst into a violent rage, and most people become uncomfortable when around him for more than a few moments. When acting as a Blackflame, Daarit wears a charcoal-gray, knee-length cloak, dark clothing, and a black scarf over his face.

Daaritibuuko Unadeen: Male Reanaarian human aristocrat 2/rogue 3; hp 21. See Appendix A.

Boar: hp 25. See Appendix A.

Saamuut: The heir to the House of Huuriikol is a tall, gangly, and unattractive young man in his late teens. He has dark, brownish-red hair that he wears parted in the middle, and dull gray eyes. Saamuut is filled with self-loathing over his clumsiness and lack of "meaningful" skill. He is desperately trying to fit in with anyone to get the respect he feels he deserves as a member of the Talasaara. When out at night as a Blackflame, Saamuut wears a dark-blue cloak over his normal clothing and he keeps his hood drawn tightly around his face.



Daaritibuuko



Saamuut

Saamuut Huuriikol: Male Reanaarian human aristocrat 2; hp 7. See Appendix A.

Serulier: The heir to the House of Arioohon is 5 1/2 feet tall with an athletic build. His thick blonde hair hints toward Fhokki ancestry, but the family disavows any such dalliances. Serulier is a spoiled and cruel young man in his mid twenties that considers everyone else to be nothing but "crawling worms" for him to tread upon. He is an excellent swordsman and fights with rapier and dagger. When acting as a Blackflame, Serulier wears dark clothing under a long black-leather cloak. He always lets those he murders see his face before they die.



Serulier

Serulier Arioohon: Male Reanaarian human aristocrat 3/swashbuckler 4; hp 75. See Appendix A.

Viigaaal: The heir to the House of Vanidaol is a lazy instigator and semi-successful thief. He is a rather plain-looking man in his early twenties who excels at having others do his dirty work for him and coming out squeaky-clean. Stormbird is quiet and controlled in all but the most dangerous situations and seems almost emotionless until you get to know him. His curly brown hair and black eyes are always hidden at Blackflame gatherings by a darksuit, a full-length dark cloak, and a stylized "bird of prey" mask he had made many years ago.

Viigaaal "Stormbird" Vanidaol: Male Reanaarian human aristocrat 4/rogue 3; hp 21. See Appendix A.

Ad Hoc XP Adjustment: If the PCs use surveillance magic such as clairaudience/clairvoyance in this encounter, they avoid taking many risks and automatically hear the conversation highlights above. Grant such shrewd characters a 10% XP bonus for the encounter.



Viigaaal

Aladiise Cemetery

Information gained at the Blackflame meeting (encounter 12) leads the heroes to the forlorn place known as Aladiise Cemetery (*Geanavue* page 8), south of Geanavue. The PCs should make their way through Aladiise unseen while they search for the Vaulait family crypt, a massive structure that has long outlived the extinct Talasaaran house for which it is named.

Aladiise was once the beautiful burial ground for Geanavue's common and influential citizens alike. The sturdy, ornately decorated, gates to Aladiise stand 30 feet from the Zoan Road. The two gates are 12 feet high, 8 feet wide, and weigh 420 pounds each. Due to years of neglect, the once-grand gates are covered with vines, moss, briars, and honeysuckle. The gates were locked years ago and have not been opened since. Opening the gates requires at least 10 minutes of clearing the

foliage, and even then, the gates emit a deafening shrill of scraping metal if not profusely oiled beforehand. The low southern fields of Aladiise were reserved for poor folk while artisans and respected citizens were laid to rest on the rocky slopes along the Zoan Road. The elaborate mausoleums of wealthy Geanavese families are scattered along the lush northern slopes viewable from the southernmost walls of the city. Unless otherwise noted, the following features are common throughout Aladiise:

Wrought Iron Gates: 2 in. thick; Hardness 10; hp 40; Break DC 25; Open Locks DC 20; Climb DC 15.

Rusted Lock: Hardness 10; hp 25; Open Locks DC 20.

Wrought Iron Fence: 3 in. thick; Hardness 10; hp 30; Break DC 25; Climb DC 20.

Stone Walls: 1 ft. thick; Hardness 8; hp 90; Break DC 35; Climb DC 15.

Light: A few of the mausoleums on the northern hills feature continual flame spells over their entryways. A light fog often covers the southern fields and reflects moonlight in such a way that causes it to glow dimly.

Sound: Every sound seems to echo unendingly within Aladiise. Creatures living in the shadowy areas of the cemetery create constant distractions and false alarms. The low clatter of metal on metal can be heard on occasion when the wind blows.

Odor: A damp stale odor permeates Aladiise, especially in the southern fields.

Temperature: Aladiise always seems to be 10 degrees cooler than the surrounding areas. Shadowy areas are always cool and damp, even in the summer.

Detections: Occasionally, a faint aura of evil can be detected within Aladiise from some of the malevolent characters that enter the dismal place to plan or commit dark deeds. The continual flame spells (see Light, above) emit an aura of faint evocation.

13. A HARVESTER IN DISGUISE (EL 0 OR 7)

As the PCs move through Aladiise Cemetery and come close to “his” mausoleum, either Butcher Izvan Yahul notices the heroes as they approach, or the PCs notice him peering through the mausoleum gate first. Yahul has a +3 Spot score and the PCs need a successful DC 15 Spot check to notice him. When the PCs and Yahul are aware of one another, read or paraphrase the following:

A tall Svimohz man stares at you through the filigreed gate of a nearby mausoleum. He is dressed in unassuming clothes and a stained white apron. With a nervous smile, he quietly opens the gate and motions for you to come inside.

The Tall Svimohz: This seemingly unpretentious man is Butcher Izvan Yahul, an exceptionally vicious and sadistic cleric of Xiznoom the Harvester of Souls. Yahul masquerades as a fishmonger in Geanavue during the day and murders innocent abductees on the slopes of Aladiise at night in the

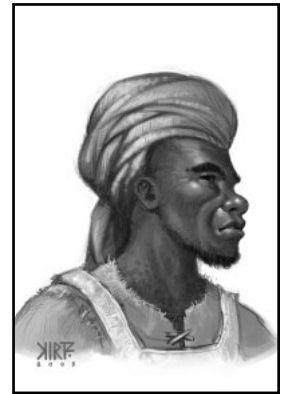
name of the Ruler of the Dead. The PCs can make a DC 20 Knowledge (local) check to remember seeing Yahul selling fish on the streets of Geanavue.

Oddly, the Butcher and the PCs have roughly the same goal. Yahul wants the interlopers in the Vaulait mausoleum out of Aladiise and he is willing to help the PCs if it helps remove them. If Yahul is questioned about what he is doing in Aladiise at night, he says that he has recently taken on a second job with the city as a caretaker for the cemetery. He complains that they are keeping him from his “work” and that he is already behind schedule.

Yahul offers to lead the PCs to the Vaulait mausoleum and to show them a cracked section of wall in the back of the crypt through which they can enter unseen. He politely asks the PCs to get rid of the interlopers so he can “finish his work.” After he shows the PCs the opening into the lower crypt, he slinks away to safety as soon as he can. If the heroes trust Yahul and attempt to enter the Vaulait mausoleum through the crack in the wall, go to encounter VI.

Butcher Izvan Yahul: Male Svimohz human cleric 7 (Xiznoom the Harvester of Souls); hp 38; See Appendix A.

Tactics: Yahul tries to avoid combat but if the PCs somehow discover his true identity, he flees to the back of the crypt where his equipment is hidden. He escapes if he has the opportunity, but will not hesitate to take a few souls for the Harvester if he gets the chance.



Izvan Yahul

14. VAULAIT FAMILY MAUSOLEUM

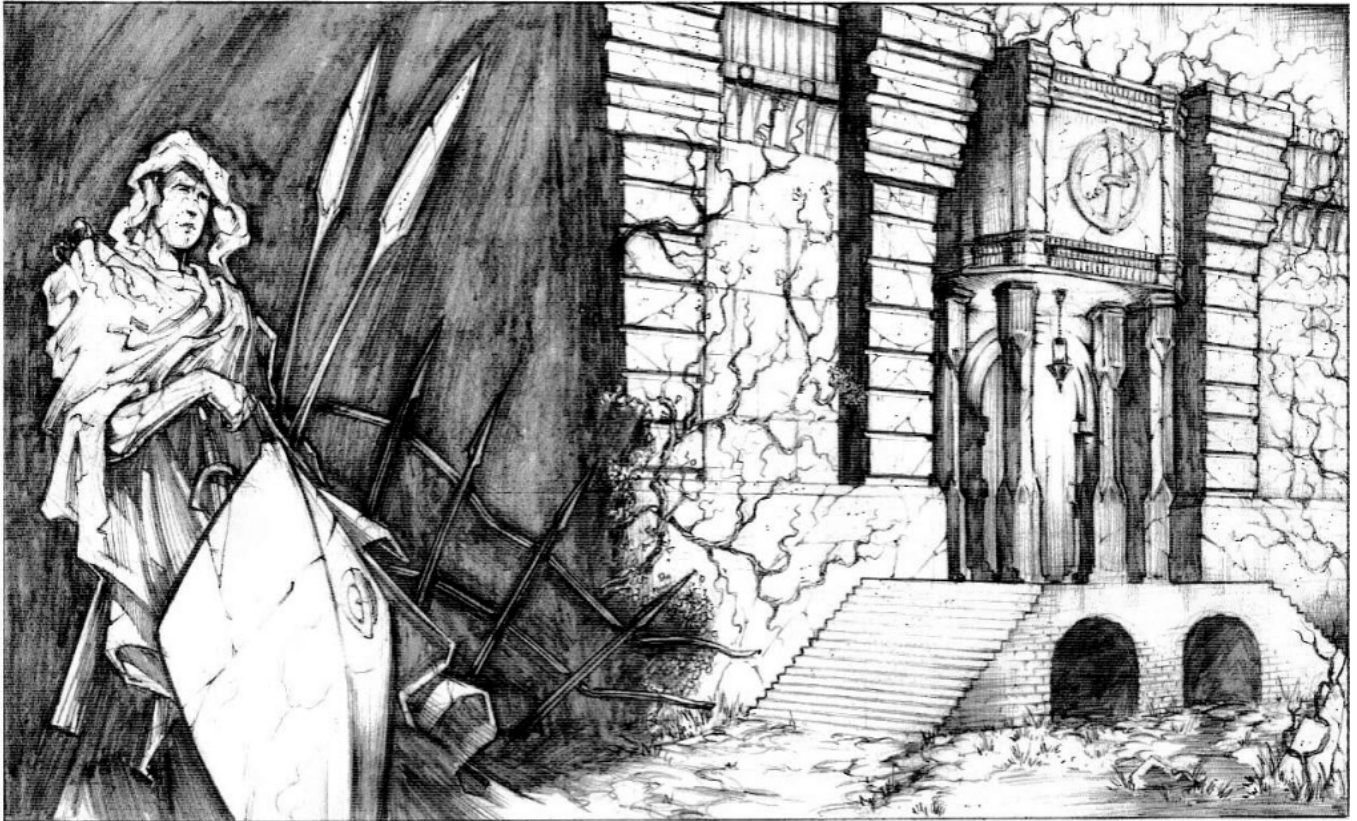
This long-unused mausoleum was abandoned after the last member of the Vaulait Talasaaran house died in a tavern brawl in YND 616. Over the decades, it fell into disrepair and the lower crypts are now home to several monstrous vermin. A few weeks ago, after Lord of Lies Baatireevaur told him to secure a place

outside the city for them to plan their intricate deception, Able Deceiver Taofoor made his way into the mausoleum and set up a base of operations for the Impostors. The mausoleum is difficult to see from the Zoan Road, so passing travelers or Fist patrols have not yet discovered the new inhabitants.

Thick vines and briar bushes cling to the outside walls of the gray-stoned structure, hiding the continual flame

HEROES DISCOVERED

If the PCs are discovered within the Vaulait mausoleum, the Impostors attempt to capture them unless doing so proves too risky. If captured, the PCs are brought to the congregation hall (area V6), drugged, and then questioned by the Able Deceiver. (If you desire, you may use the rules for torture on pages 37 and 38 of the Book of Vile Darkness to determine whether the PCs divulge their mission under duress.) Whether the Able Deceiver extracts information from them or not, he intends to burn them alive with the Blackflames and the Grand Esquire.



lantern over the entrance and the mausoleum's splendid architecture. The stairs leading up to the entrance are especially treacherous due to the vines and crumbling steps. The interior of the mausoleum is cool and damp. The temperature inside is always a few degrees cooler than the rest of Aladiise (which has an eerie chill to begin with) and the stench of mildew, dust, and long-dead bodies fill every chamber. Many continual flame lanterns still shine throughout the upper level of the mausoleum as brightly as the day they were created. Sound echoes ominously throughout stone confines of the mausoleum, granting Listen checks get a +2 circumstance bonus. Unless otherwise noted, the following features are common throughout the mausoleum:

Walls: 1 ft. thick; Hardness 8; hp 60; Break DC 30; Climb DC 15.

Doors: 2 in. thick; Hardness 5; hp 20; Break DC 23 stuck, 25 locked.

Locks: Hardness 10; hp 30; Open Locks DC 20.

V1. A TIGHT SQUEEZE (EL 2)

The large crack in the mausoleum wall is covered with vines and tall grass. If Butcher Izvan Yahul from encounter 13 shows the PCs the crack, they automatically find it. Otherwise, the PCs need a successful DC 15 Search check to find it. After the vines and grass are cleared away, read the following aloud:

Behind the clinging vines and thick weeds, you find a large jagged crack in the mausoleum wall. Many stones

around the crack seem loose and lean inward upon one another. Looking through the crack reveals only darkness beyond.

Signs of Passage: A successful DC 20 Search or Survival check notices an old trail made by the monstrous spiders entering and leaving the crypt through the crack. A character with the Track feat can follow the trail away from the mausoleum and in many directions around Aladiise until the trail becomes too faint to follow. A successful DC 30 Survival check by a character with the Track feat determines that very large spiders made the trail.

Cracked Wall: The PCs can enter the crypt by squeezing through the crack in the wall but it is only big enough for Medium-sized characters or smaller. Loose stones surround the crack and each PC must make a successful DC 15 Escape Artist check to squeeze through without causing a section of the wall to collapse. Characters may take 10 on this check if they are not under pressure but remember that a character's armor check penalty modifies the check. Small creatures get a +4 bonus to the Escape Artist check, Tiny creatures get a +8 bonus, and Diminutive and Fine creatures may pass through the crack unhindered.

If a character fails the Escape Artist check, the surrounding wall collapses and alerts everyone in the crypt. The falling stones deal 3d6 points of damage and bury the character. A successful DC 15 Reflex save halves the damage and keeps the character from being buried. A buried character takes 1d3 points of non-lethal damage each minute until she falls uncon-

scious or is freed. If the character falls unconscious, she takes 1d6 points of lethal damage each minute.

Attempting to free a buried character is a full-round action. Freeing a buried character takes a number of Strength checks totaling 40 or more. A buried character may add to this total with his or her own Strength or Escape Artist checks (player's choice). Characters may not take 10 on these checks.

Collapsing Wall Trap: CR 2; mechanical; touch trigger; repair reset; Escape Artist DC 15 (3d6 plus buried, falling stones); Craft (stonemasonry), Knowledge (architecture and engineering), or Search DC 20 to notice; Craft (stonemasonry), Knowledge (architecture and engineering), or Disable Device DC 20 to bypass.

Development: If the wall collapses, everyone in the mausoleum is alerted to the PCs' presence.

Ad Hoc XP Adjustment: If the PCs have the forethought to cast a silence spell, or similar magic, to eliminate the sound of the collapsing wall, award them XP as if it were a CR 3 trap.

V2. LOWER CRYPTS (EL 4)

When a character enters the crypt with a light source or darkvision, read the following aloud:

This large rectangular chamber is filled with a dense layer of dust and thick spider webs that fill every corner and cling to every surface. Two rows of ornate marble sepulchers run the length of the room.

Webs: When a character moves into the chamber he must make a successful DC 20 Spot check to notice a large web stretched before him. If the check is failed, he stumbles into the web and becomes trapped. A trapped character has a +5 bonus to escape or burst the webbing since he has plenty of things to grab while pulling free. A successful DC 13 Escape Artist check is needed to wiggle free of the web and a successful DC 17 Strength check is required to break free using brute force. Each

5-foot section of the web has 12 hit points and damage reduction 5/—.

Marble Sepulchers: The lid of each tomb is carved with the same ornate design; a faceless and genderless noble wearing a flowing gown with a sword in its right hand and a shield bearing the "Buckle and Stars" emblem of the Vaulait family in the left. The words "Always Bravely" are carved in the sides of each tomb in the Reanaarese tongue. Each sepulcher lid weighs 400 pounds and sliding one aside requires a successful DC 15 Strength check.

Marble Sepulchers: 5 in. thick; Hardness 8; hp 65; Break DC 30, Strength DC 15 to remove lid.

Monstrous Spiders: For several years an entire nest of monstrous spiders lived in the crypt. Within the last couple of years, two spiders devoured the entire nest and are the only ones remaining. They have grown too large to leave the crypt through the crack in the wall or the bars on the gate and they barely manage to survive on what creatures stumble into their webs. As soon as a character touches the webs, the spiders sense their location with their tremorsense and converge hungrily upon them.

Large Monstrous Spiders (2): hp 28, 20; *Monster Manual* 209.

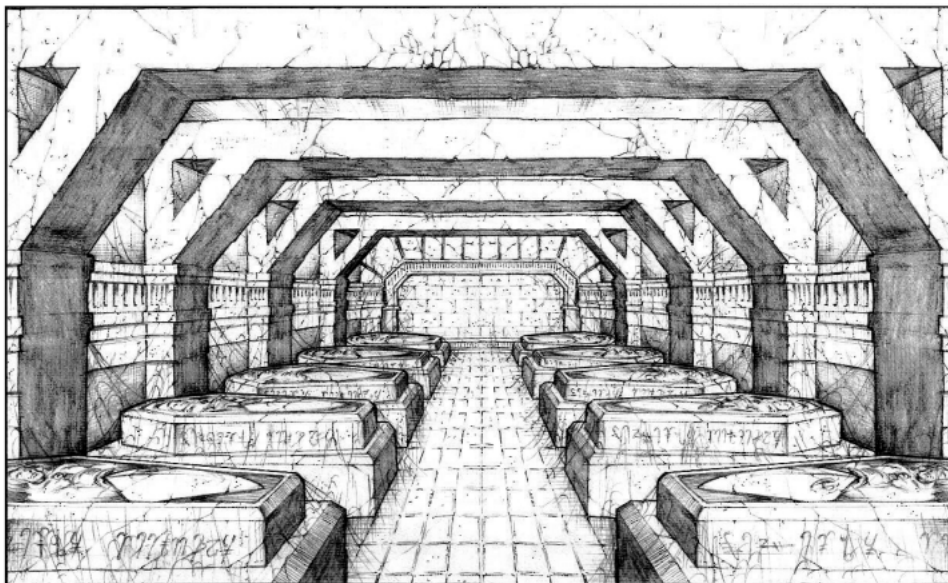
Treasure: Although these crypts hold the less-influential members of the Vaulait family and a few esteemed servants, four sepulchers of your choosing contain notable treasures. Feel free to add items as you see fit, such as a treasure map that leads the PCs to another adventure or the deed to a long forgotten mine that could possibly yield the heroes a fortune or overwhelming terror.

Sepulcher # 1: A delicate female corpse inside this tomb wears a platinum and diamond diadem worth 300 gp. Her burial gown, though old and fragile, was beautifully crafted and its design was before its time. If taken undamaged, several prominent clothing designers in Geanavue will pay as much as 100 gp for the dress. The flamboyantly foppish aristocrat, Bouzaar Aaraageem (*Geanavue* page 81), will gladly pay twice that amount.

Sepulcher #2: A respected bodyguard of the Vaulait family is entombed here. A masterwork longsword lies beside him and he wears a suit of masterwork chain-mail armor.

Sepulcher #3: One of the Vaulait family's favorite court jesters is entombed here. He was renowned for his slapstick comedy and his clumsy buffoonery was legendary. No one knew - including the deceased - that his simple silver ring of clumsiness (see *Dungeon Master's Guide* page 276) was the reason for his graceless routines.

Sepulcher #4: The old woman buried in this tomb was one of the Vaulait family's most eccentric aunts. She was buried with her most prized possession, an emerald-studded brass-and-ivory chamber pot with a flip-lid shaped like the head of a laughing



dragon. Peculiar as it is, this opulently crafted vessel is worth 550 gp.

Several years ago, a pair of halfling grave robbers found the crack in the wall and attempted to rob the crypt. The spiders made short work of them but their remains and equipment can be found with a successful DC 18 Search check for each halfling. One of the desiccated tomb raiders wears Small-sized masterwork studded leather armor and still grips a Small-sized +1 undead-bane short sword. He also has a set of thieves' tools. The other unfortunate halfling has a wand of ray of enfeeblement (CL 3, 15 charges) and a scroll case containing three arcane scrolls; silent image (CL 1), expeditious retreat (CL 2), and fox's cunning (CL 3). He holds a blank piece of parchment in his bony hand.

Development: If a noisy battle erupts with the spiders or if the PCs break any of the sepulcher lids, the guards in area V4 are alerted if they make a successful DC 10 Listen check.

Ad Hoc XP Adjustment: If the PCs take precautions to silence the battle with the spiders that assures that the guards in area V4 are not alerting, award them XP as if it were a EL 5 encounter.

V3. LOCKED GATE (EL 0)

An ornately designed iron gate with a formidable-looking lock stands before you. It appears as if the gate has not been opened in a very long time.

Ornate Gate: This strong gate bars the way into or out of the lower crypts. The key to the gate was lost long ago and since Able Deceiver Taofoor saw the monstrous spiders in the crypt, he has made no effort to open it. The gate's lock faces the hallway and is hard to reach through the bars from inside the crypt. If anyone in the crypt attempts to pick the lock, they have a -4 penalty to the Open Lock check.

Wrought Iron Gates: 2 in. thick; Hardness 10; hp 40; Break DC 25; Climb DC 15.

Lock: Hardness 15; hp 30; Open Locks DC 20.

Development: If the PCs force the gate open, the guards on the upper level (area V4) are automatically alerted unless magical precautions were taken to eliminate the sound.

V4. INATTENTIVE IMPOSTORS (EL 2)

Two dark-cloaked guards stand at the top of the stairs, intently watching the activities in the large entry chamber and whispering quietly to each other.

Guards: Though dedicated to their job, these two clerics are not very good guards. They are too busy discussing which of the would-be Blackfoot members attending the meeting could make converts for the Impostors and which will need to die

when the grand deception is accomplished. An attentive PC that speaks Reanaarese can hear and understand bits of their conversation with a DC 25 Listen check.

Impostors (2): Male Reanaarian human cleric 1 (Zaavarel the Confuser of Ways); hp 5. See Appendix A.

Development: If the guards hear noises in the lower crypts, they go to area V3 to investigate. If the PCs are spotted before they get through the gate, the guards quickly but quietly alert Impostor Teelia. If the PCs are spotted after they get through the gate, the guards attack.

V5. MAUSOLEUM DOORS (EL 0)

If the PCs attempt to enter the mausoleum through these doors, read the following aloud:

The moss and vine-covered stairs lead up to two oversized oak doors with thick iron bandings and large brass handles. Though weathered and rusted, the doors appear to be a formidable barrier. An ornamental iron lamp hangs above the doors. It is etched with symbols of small stars-and-buckles and it radiates a dim sapphire glow that illuminates the doors and the top of the stairs.

Ornamental Lamp: This lamp has a continual flame spell cast upon its interior that shines through panes of thick azure-colored glass. The lamp is worth 200 gp but it is heavy (15 lb) and can only be removed from its mount with 2d6 minutes of work, a crowbar, and a significant amount of noise.

Oversized Doors: These large doors are 8-feet tall, 4-feet wide, and are made of aged white oak. The current residents do not have a key to the door and placed a bent iron rod round the brass handles to hold them closed.

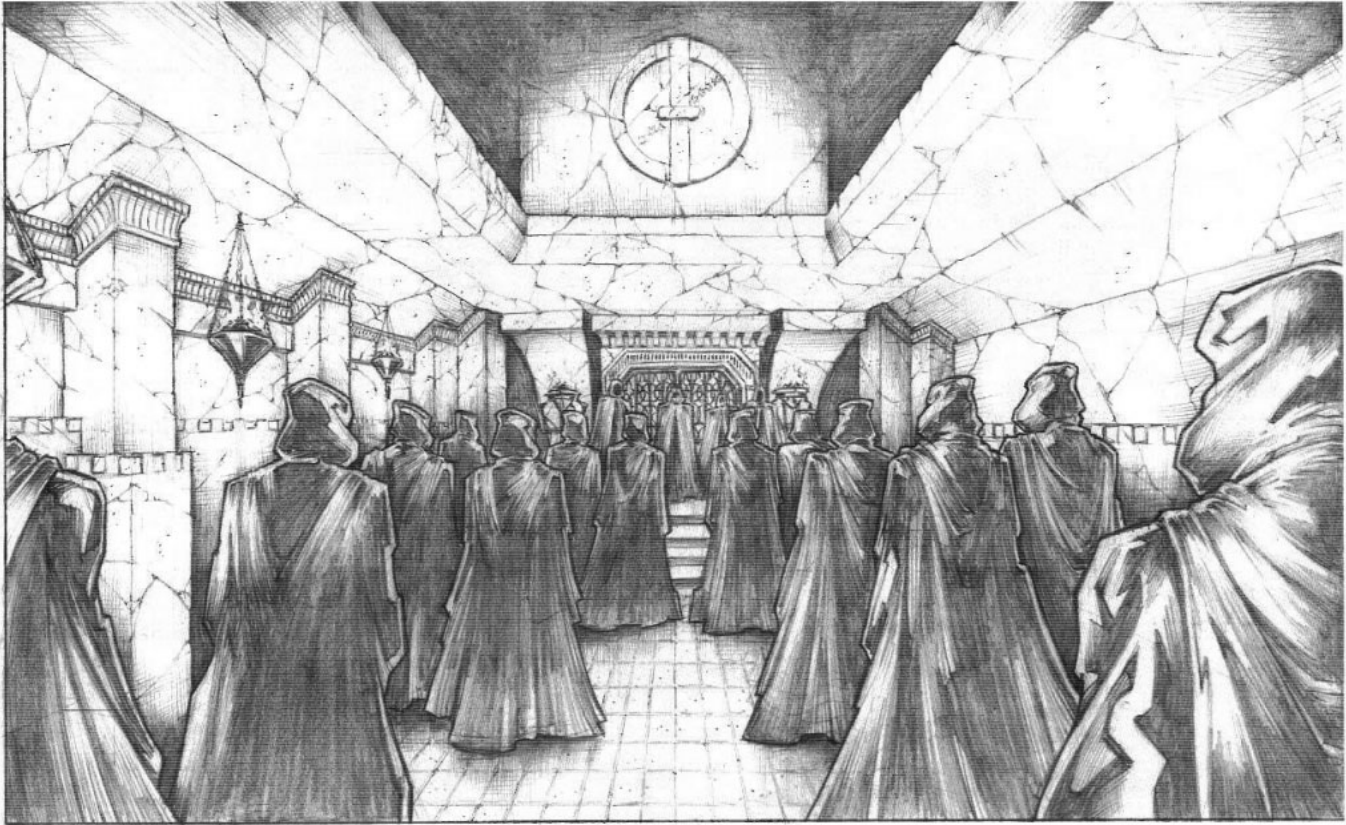
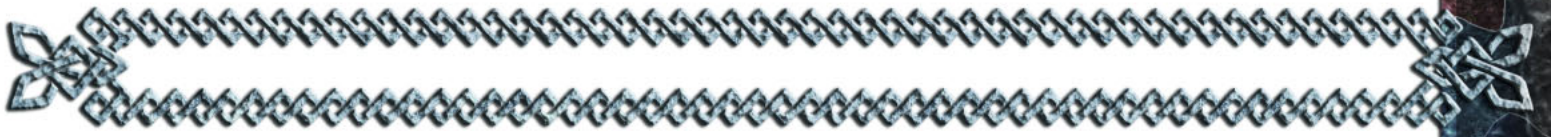
Oversized Wooden Doors: 3 in. thick; Hardness 5; hp 35; Break DC 30 (iron bar).

Development: Two of the Impostors described in area V6 are posted on the other side of these doors. Unless the PCs are very quiet, attempting to open the doors automatically alerts the guards.

V6. CONGREGATION HALL (EL 8)

By the time the PCs reach this area, the Blackflames have arrived. According to Revolution's instructions to Saamuut, they are without their bodyguards and servants. The Blackflames also had their weapons confiscated "as a show of good faith." When the PCs are in position to witness the meeting between the Blackflames and the Blackfoot Society, read the following aloud. If any of the Blackflames were eliminated in encounter 12, paraphrase the text accordingly.

Six decorative lamps with intricate stars-and-buckles motifs hang in shallow alcoves along the walls, dimly illuminating this large chamber with a cold cerulean



glow. Stone buttresses extend upward from the lamp alcoves to the highest point of the vaulted ceiling some 25-feet above. A wide stage is on the far side of the chamber with a few stone steps leading up to it from the main floor. The stage has low rails of carved mahogany and two shoulder-high iron braziers stand on either side. The braziers burn with a deep-maroon glow and fill the hall with the aroma of cinnamon and pine. At the back of the stage, two wonderfully elaborate cast-iron gates stand slightly ajar. The same azure glow that fills this chamber can be seen beyond them. Two figures wearing black cowls and clothing stand silently before the gate.

The four Blackflames you saw at Sick Horse Fountain stand before the stage, surrounded by a group of over a dozen people shrouded in black apparel. Though the Blackflames demand to see the man named Revolution, the group remains silent and resolute in the face of the influential Talasaarans. Just when the Blackflames threaten to leave, the gates at the back of the stage swing open with a low metallic moan.

Decorative Lamps: Each of these six elaborately crafted lanterns has a continual flame spell cast upon its interior that shines through panes of thick azure-colored glass. The lamps are worth 150 gp each and though heavy (6 lb), the lanterns can easily be removed from their hooks.

The PCs now have 2 rounds to move to a better vantage point or otherwise act. Remember that while everyone's attention is

upon the stage, the hall is deathly quiet and sound carries very well inside the mausoleum (+2 to Listen checks). After 2 rounds, if the PCs have not been discovered, read the following aloud:

After a dramatic delay, the guards on the stage step aside. A figure—obviously a woman—wearing a stylish darksuit and a black-masked cloak steps onto the stage and utters four simple words, “I bring you Revolution.”

With the bravado of a circus performer, a fair-skinned Reanaarian man with long black hair and a thin beard and mustache steps into the burgundy haze of the stage. Dreadful scars cover the left side of his face, slightly deforming his left eye and nostril. In contrast to the others in the hall, he wears a dark-blue cape over a courtier's uniform of an unknown court.

When the brief applause subsides, the charismatic man speaks in a tone worthy of a master thespian or veteran diplomat. “Welcome, Blackflames. I am Revolution, and we are the Blackfoot Society,” he announces with a wave of his hand over his silent congregation. “The way I see it, we strive for the same goals in not-so-different ways. You use chaos and upheaval to cause trepidation in Geनावue and we strive to use the same tools to bring down the House of Geana.” Approving cheers rise and fall before Revolution continues. “We are here to disgrace the House of Geana so gravely that the citizens of Geनावue have no choice but to turn against the monarchy of the Emerald Eagle, leaving the



Talasaara to divide the city and its demesnes among themselves. It's heartbreaking to think that you young fools will not live to see that day," he adds jokingly as the Blackfeet begin to chuckle.

Revolution suddenly points at the open-jawed and bewildered Blackflames and demands, "seize them in the name of the Blackfoot Society!"

The heroes can interrupt the following events at any time, but the longer they wait the more they learn of the villains' twisted plot. Unfortunately, if the PCs wait until after the Blackflames are poisoned, they will be of no help to them in a fight (unless the PCs can somehow neutralize the poison). If the PCs are defeated, see the sidebar "The Heroes Discovered."

On Revolution's command, the Blackfeet draw clubs and move to overwhelm the Talasaarans. Saamuut is the first to fall, dropping to the floor in fetal position and screaming about what his father will do to the insolent Blackfoot Society. Daaritibuuko flies into a mad frenzy, cursing and swinging wildly at anyone that comes near him. Serulier bravely stands his ground and punches the first Blackfoot that steps forward square in the nose. Viigaa calmly produces a punching dagger—seemingly from out of thin air—and sinks it deep into the belly of a charging Blackfoot.

In moments, the Blackflames are overwhelmed, beat into submission, and dragged onto the stage.

The Blackfeet bind the Blackflames while Riot gleefully coats a dagger with a viscous fluid (blue whinnis poison, *Dungeon Master's Guide* page 297) and slashes each one.

Once the Blackflames are secured, Grand Esquire Arunaar Eireko of the Hall of Oaths is dragged from the high crypts (area V6) onto the stage. He is still unconscious from being drugged earlier. The Blackflames become lethargic as the poison begins to affect them.

In true-villainous fashion, Revolution begins gloating to the drugged and bound Blackflames about how the Grand Esquire was captured. He explains that the Grand Esquire leaves the Hall of Oaths each night—a few hours after dusk—to walk unattended down Dealoot Maar to a small pastry shop on Noolar Maar named The Sweetest Tooth (Q9). He brags that Riot started working at The Sweetest Tooth a couple of weeks ago and quickly gained the trust of the Grand Esquire when she showed interest in learning more about the Hall of Oaths. When the Grand Esquire came in for his nightly tart earlier this evening, Riot added a potent combination of poisons (striped toadstool and oil of taggit) to his pastry. By the time the Grand Esquire reached Vaneelaar (Q7, *Geanavue* page 76, 104), the home of Daaritibuuko's own family, he was unable to resist abduction.

Revolution explains that hiding the Grand Esquire under a wagonload of fertilizer made smuggling him out of the city and into Aladiise an easy task and that a street urchin has already delivered a ransom note to the Castle. Visibly amused by his own guile, he states that the ransom note is written in the Grand Esquire's blood in his own copy of *The Word* and demands 25,000 glint be paid by noon tomorrow or the Grand Esquire's head will be found in Geanavue.

For generations, to discourage terrorist acts, the Castle has denied all ransom demands no matter how dire the consequences, Revolution explains. This abduction will be no exception to that rule. When the Castle refuses to pay the ransom for the enormously popular Grand Esquire's safe return, though that amount of coin would be trivial to their bulging coffers, the Hall of Oaths will have to petition its followers and the citizens of Geanavue for the ransom money. When that happens, the royalty of Geanavue will come under attack by the populace.

Lastly, he reveals that he has no intention of collecting the ransom. He intends to untie the Blackflames as soon as they fall unconscious and then set the tomb ablaze, killing the Grand Esquire and the Blackflames in an "accident" that will appear to be caused by a group of panicked and incompetent Talasaaran youths in over their heads.

Revolution's true plan is more devious than what he tells the Blackflames. Revolution is actually Able Deceiver Tafoor, a cleric of Zaavarel the Confuser of Ways, and the rest of the Blackfoot Society leaders are also Impostors. Geanavue's resident Lord of Lies, Baatireevaur, has spent the last few years devising a twisted plan to eliminate and take the place of the Grand Esquire and to discredit as many nobles as possible with one elaborate deception. Lord of Lies Baatireevaur is already solidly entrenched within the Hall of Oaths. With the death of the Grand Esquire, he intends to become Geanavue's next Grand Esquire.

Revolution: "Revolution" is the alias used by Able Deceiver Tafoor in his roll as the leader of the Blackfoot Society in Geanavue. Revolution appears as a light-skinned Reanaarian with long black hair and a thin beard and mustache. The left side of Revolution's face is horribly scarred by what appears to be a torch burn. This is all a disguise, of course, to conceal the Able Deceiver's true clean-cut look. If the PCs get within 10 feet of Revolution and the hood of his cloak is down, they may make a DC 27 Spot check to notice that his scar, hair and beard are all a disguise. Anyone with 5 or more ranks in Disguise gets a +2 synergy bonus to this Spot check.

Able Deceiver Tafoor: Male Reanaarian human cleric 5 (Zaavarel the Confuser of Ways); hp 30. See Appendix A.

Riot: Impostor Teelia chose the name "Riot" for her alias as the second-in-command of the Blackfoot Society in Geanavue, and "Aleaal" for her job at the Sweetest Tooth. She wears a wig of long curly brown hair over her own short black hair and makeup to slightly change her facial features. She also wears tight clothing, padded to make her more curvaceous, while posing as the "mild-mannered" Aleaal.



Able Deceiver Tafoor



Imposter Teelia

When appearing as Riot, she always wears a black-masked cloak. If the PCs are within 10 feet of Teelia with her mask off, they may make a DC 20 Spot check to see her disguise for what it is. Anyone with 5 or more ranks in Disguise gets a +2 synergy bonus to this Spot check.

Impostor Teelia: Female Reanaarian human cleric 3 (Zaavarel the Confuser of Ways); hp 18. *See Appendix A.*

Blackfoot Agents: These newly recruited devotees to the Great Deceiver pose as nameless Blackfoot Society agents. They wear masked cloaks and are ordered to keep complete anonymity during this ruse. Two of the Impostors guard the main doors, two guard the stairs leading down to the lower crypts, and two are on the stage guarding the gates into the high crypts.

Impostors (6): Male and female Reanaarian human cleric 1 (Zaavarel the Confuser of Ways); hp 5. *See Appendix A.*

Insurgents: These locals have been meticulously chosen as new Blackfoot Society agents because of their records of lawlessness and penchant for civil insurgency. They know nothing of the Impostors but are willing to fight to bring down the aristocracy or any other authority figures of Geanavue. These are cutthroats and criminals that the Impostors plan to rid themselves of when this deception is done.

Minions of the Great Deceiver (13): Male and female Reanaarian human commoner 1; hp 3. *See Appendix A.*

the hall, two lamps shine down upon an impressive sepulcher shaped like a supine man in plate armor holding a shield before him.

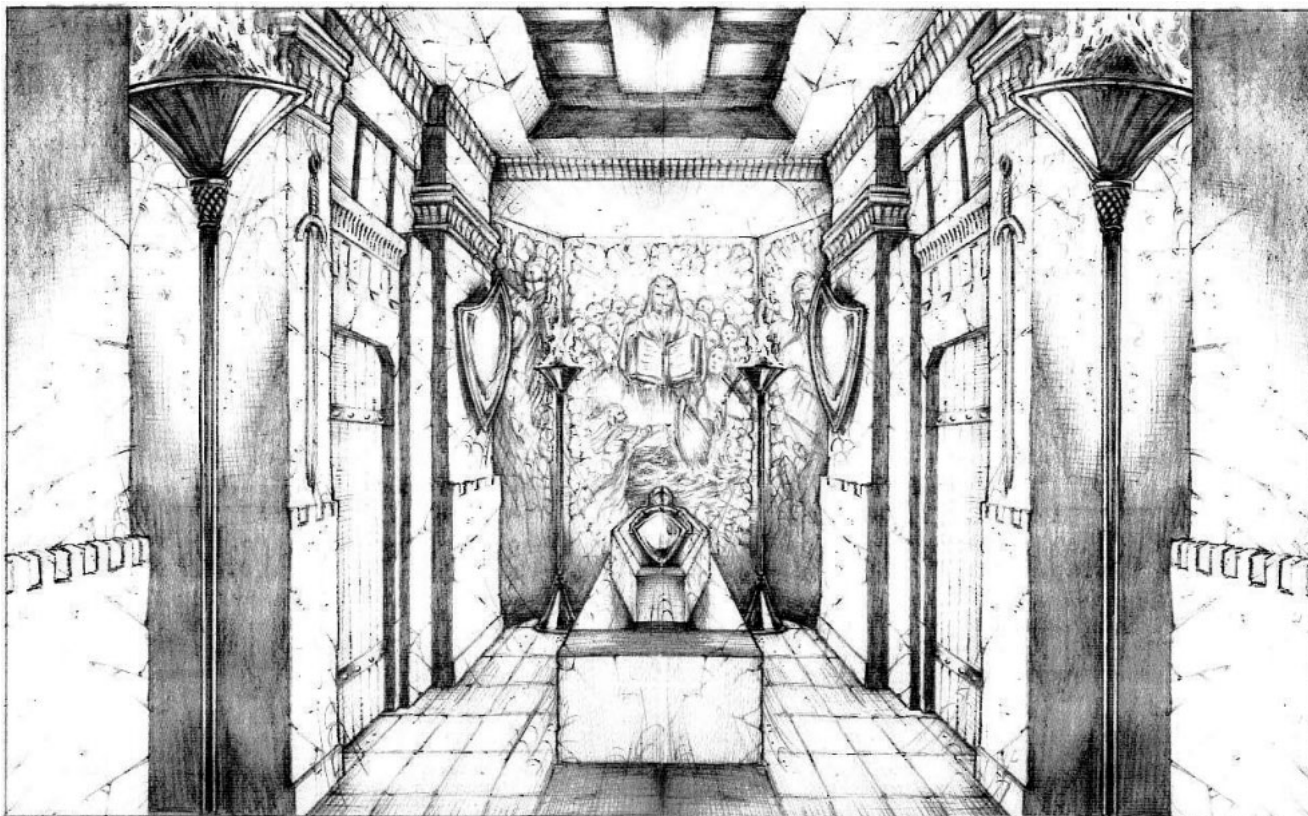
A crumbling and faded fresco covers the wall behind the sepulcher. It portrays a valiant man doing a number of brave and heroic deeds. In one scene, the man rides a jet-black steed and wields a lance and shield while fighting a giant serpent. In another scene, he fights a pair of rampaging fire giants while poised precariously atop a large crag of stone. The heroic figure stands at the helm of a white-sailed ship, pointing toward a badly damaged pirate vessel as it sinks beneath the waves in yet another scene. In another, he looks slightly older than in the other murals; he wears torn robes and holds a book triumphantly before a chamber filled with rejoicing people. In the final image, the man is old but still has an air of strength and confidence as he stands before the cornerstone of an unfinished manor house.

Ornamental Lamps: Each of these five lamps have a continual flame spell cast upon their interior. The panes of glass are azure colored, but the lamps are open on the bottom (which allows white light to shine down upon the fresco). The lamps are worth 150 gp each and though heavy (6 lb), the lanterns can easily be removed from their hooks.

Sepulcher: This elegant marble tomb holds the remains of Naeroo the Hammerhanded, the heroic patriarch of the Vaulait family line and first person to be laid to rest within the mausoleum. The warrior-noble was buried with his weapons and armor, but thanks to greedy tomb-robbing ancestors in the

V7. VESTIBULE OF THE HONORED DEAD (EL 0)

Ornamental lamps, like those in the congregation hall, hang in shallow alcoves along this short hallway. Between each alcove is a wooden door. At the end of



Vaulait lineage, Naeroo's sepulcher holds no treasure. If a character is curious as to what is inside, the sepulcher lid weighs 550 pounds and slides out of the way with a successful DC 18 Strength check.

Marble Sepulcher: 5 in. thick; Hardness 8; hp 70; Break DC 30, Strength DC 18 to remove lid.

Fresco: The great Reanaarian artist Baaterinoo Teulaa painted the mural with egg tempera on smooth wet plaster in YND 172. It is over 570 years old and extremely fragile. A DC 30 Barding Knowledge or Knowledge (art/music) check identifies the mural's history and that it would be priceless to collectors and art enthusiasts. If anyone touches the fresco, there is a 10% cumulative chance that a large chunk of it crumbles to the floor, ruining one of the scenes forever. A successful DC 20 Craft (painting) check and at least two months of work are needed to restore the fresco to its original beauty.

V8. CRYPT OF LAAKILAAK THE YOUNG (EL 0)

A simple stone sepulcher sits alone in this unadorned and solemn chamber. There are two lines of text chiseled into the side of the tomb in Reanaarese.

Sepulcher: This simple tomb holds the remains of Laakilaar, the last of the Vaulait family line and the last person to be entombed within the mausoleum. The top inscription on the side of the sepulcher reads, "Here lies Laakilaar the Young, who lived and died by the blade." The lower line of text says, "Always Bravely."

He was killed in a tavern brawl in YND 616. The Vaulait fortune was all but lost when Laakilaar died, and he was laid to rest in a simple stone sepulcher with nothing but his best Godday outfit. This sepulcher lid weighs 300 pounds and slides out of the way with a successful DC 12 Strength check.

Stone Sepulcher: 4 inches thick; Hardness 8; hp 40; Break DC 20, Strength DC 12 to remove lid.

V9. CRYPT OF BUUDELAAR THE EXCESSIVE (EL 0)

This decorative chamber holds a large sepulcher, obviously made to hold an obese man. The carved, rounded lid resembles an overflowing cornucopia. Chiseled into the side of the tomb are two lines of text in the Reanaarese language. Many baskets sit about the room, filled with now-dehydrated foods and other offerings.

Sepulcher: This is the tomb of Buudelaar, Laakilaar's dim-witted and overindulgent father. Thanks to Buudelaar, his son was left very little with which to carry on the family name. The top inscription on the sepulcher reads, "Here lay Buudelaar the Excessive, who lived life with an overflowing flagon." The lower line says, "Always Bravely."

Stone Sepulcher: 4 inches thick; Hardness 8; hp 45; Break DC 22, Strength DC 14 to remove lid.

Treasure: If a character succeeds at a DC 20 Search check in this room, she finds a ruby worth 250 gp hidden behind a large basket.

V10. CRYPT OF AADREAAK THE QUICK (EL 0)

A delicate sepulcher of marble and alabaster sits against the far wall of this chamber. Two lines of text, written in the Reanaarese language, are chiseled into the side of the tomb.

Sepulcher: The renowned Vaulait-family matriarch, Aadreaan, is entombed here. She earned her nickname, "The Quick," for her brilliant intellect and swift wit. She was said to be one of the brightest minds in the Vaulait line. Unfortunately, her parenting skills and ability to choose a faithful mate were rather impaired. The top inscription on the sepulcher reads, "Here lay Aadreaan the Quick, whose mind was as sharp as any blade." The lower line says, "Always Bravely."

Alabaster Sepulcher: 4 inches thick; Hardness 8; hp 40; Break DC 20, Strength DC 12 to remove lid.

Treasure: Aadreaan was so displeased with her children and spouse before she died that she worked with the Parish of the Prolific Coin to hide most of her holdings and investments from them. As always, she scribed the transactions in her magically protected ledger. When she knew her death was near, she secretly paid the craftsman of her sepulcher to hide the ledger in its base.

A detect magic spell used in this chamber reveals a faint aura of abjuration magic within the base of the tomb. If the PCs break the sepulcher, they find a black-leather-bound ledger with the buckle-and-stars emblem embossed upon the front. The ledger is 10 inches wide, 14 inches tall and appears to have around 50 pages. If a character opens the ledger, they find more than meets the eye (see *Aadreaan's Ledger* in Appendix C).

Development: Aadreaan's Ledger is filled with many ancient financial transactions (written in the Svimohzish language) that are out of date and worthless. At your discretion, some of the transactions could be forgotten IOUs that the characters could attempt to collect. As another option, the ledger could contain the deed to an abandoned manor in Geanavue that the PCs could use as a base of operations. Xeanar Hau (J7, *Geanavue* page 107, 139) a haunted house known as Silverspires House to outlanders, would be a perfect choice for such a windfall.

V11. CRYPT OF GAIVEROO "CATFRIEND" (EL 0)

This chamber holds an odd-looking sepulcher, the carved lid of which resembles a lounging housecat. Two chiseled lines of text, written in the Reanaarese language, appear on the side of the tomb.

Sepulcher: This is the burial place of Gaiveroo “Catfriend,” an eccentric, feline-loving fop with a heart of gold. During his time as head of the Vaulait house, Gaiveroo rescued hundreds of children from the violent streets of Loona and perhaps thousands of stray cats. Of course, the only thing people remember is his almost-fanatical affinity for felines. The top inscription on the sepulcher reads, “Here lies Gaiveroo ‘Catfriend,’ who loved all and saved many.” In contrast to the other tomb inscriptions, the bottom line says, “Always Kindly.”

Feline Sepulcher: 4 inches thick; Hardness 8; hp 40; Break DC 20, Strength DC 12 to remove lid.

and shield is in good hands, her spirit can rest. On the other hand, if the PCs seem overwhelmed by this adventure, the DM may instead choose to have Valenia accompany them through the rest of the adventure.

If a character professes to have no moral problem with slavery, he must make a successful DC 15 Diplomacy check to keep Valenia from becoming unfriendly and preaching about the injustice of slavery. If her sermon is interrupted, the disruptive character must succeed at a DC 15 Diplomacy check or she becomes hostile and may attack.

If a character is a follower of the Overlord, she immediately attacks.

Valenia: hp 32; see Appendix A.

V12. CRYPT OF VALENIA THE EMANCIPATOR (EL 5)

A plain stone sepulcher is in this room. An eagle’s claw, the symbol of the Guardian, is carved deep into the wall above the tomb. Chiseled into the side of the tomb are two lines of text, written in the Reanaarese language, reading “Always Bravely.”

Sepulcher: Entombed within this chamber is Valenia, one of the most heroic members of the Vaulait family since its founder, Naeroo. She was a devout Messenger of Liberty that traveled Tellene on a quest to abolish slavery. She gained notoriety in the Face of the Free when she boarded a slave ship off the coast of Pel Brolenon, single-handedly slew three Bringers of the New Order, and freed over 100 slaves. Unfortunately, Valenia was poisoned during the battle and died from the toxin before aid could arrive.

Plain Sepulcher: 4 inches thick; Hardness 8; hp 45; Break DC 22, Strength DC 14 to remove lid.

Undead Valenia: Emancipator Valenia felt so strongly that her quest was unfinished when she died that she now lies dormant in the tomb as a variant (good-aligned) swordwraith, awaiting someone willing to take her place in the unending fight against slavery. If the characters use a detect undead spell in the room, they detect a strong aura within the sepulcher. Valenia only arises if the lid of her tomb is opened. She then springs to unlife and questions the PCs’ moral outlook on slavery.

If a PC is a devout follower or cleric of the Guardian, she bids him well and gives him Shacklerender, her +1 keen longsword, and her +1 heavy steel shield to aid him in his fight against evil. Shacklerender is an elven-made steel longsword with a thin blade and a pommel made to look like the outstretched claw of an eagle. The shield has the eagle-claw symbol of the Guardian across it. Once she is certain that her sword

V13. EMPTY CRYPT (EL 0)

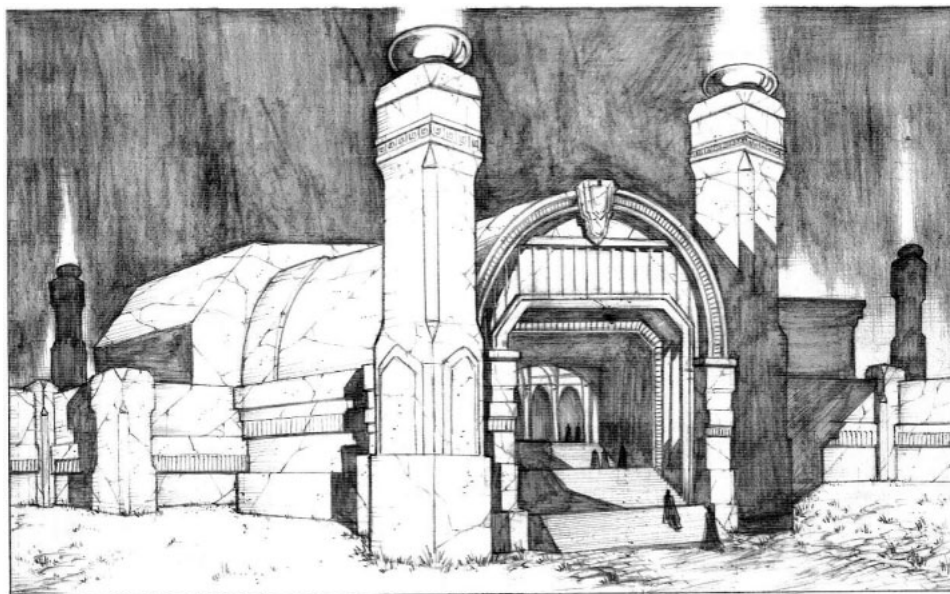
This chamber is empty except for a low stone dais built to hold a sepulcher.

After the last member of the Vaulait family, Laakilaar, was killed in YND 616, the mausoleum was sealed. This chamber will never hold a sepulcher unless an heir to House Vaulait is found.

THE HALL OF OATHS

Geanavue’s Hall of Oaths (Q6, *Geanavue* page 104), known as Elaolaar Hau to locals and Honorgate House to outlanders, is a grand, arch-roofed hall with twin towers standing on either side. Twelve clerics of Foornaar the Speaker of the Word reside in Elaolaar Hau. Grand Esquire Arunaar Eireko leads these Keepers of the Word. He is an enormously popular Reanaarian from Zoa who preaches that, “secrets are evil,” and energetically fights guild corruption.

Lord of Lies Baatireevaur has infiltrated the Hall of Oaths, and through the use of deception and magic, he has succeeded



in discrediting many of the other Keepers in the eyes of the Grand Esquire while making himself appear as a devoted and almost-flawless disciple of the Speaker of the Word. Baatireevaur came to the Hall of Oaths at the rank of Venerable, but through these deceptions, he has quickly risen to the rank of Esquire. If anything should happen to the Grand Esquire, Baatireevaur gains control of the Hall of Oaths and many of the faithful citizens of Geanavue.

15. THE LORD OF LIES (EL 8)

Through his crystal ball, Lord of Lies Baatireevaur watches his grand deception unfold from the relative safety of his chambers in the Hall of Oaths. He watches Able Deceiver Taofoor or Impostor Teelia throughout the meeting with the Blackflames and knows the instant that the PCs get involved. He told his followers that if things go wrong, he would meet them at the Stormcrown, a tavern in Loona's Bowery district. In truth, he has no intention of risking himself if the deception is foiled and he is exposed. If the PCs rescue the Grand Esquire, Baatireevaur quickly leaves Geanavue and heads for an abandoned tavern in the outlands north of the city to recover and plan his next deception.

Even if the PCs interrogate the surviving Impostors (through magical or mundane means) and learn that the Lord of Lies is posing as an Esquire in the Hall of Oaths, they must find some extraordinary means of transportation to travel from Aladiise to Geanavue before Baatireevaur leaves the city. Chances are, the PCs arrive too late and find only discarded robes, a shredded copy of The Word, and the realization that a false-hearted mastermind and cleric of the Confuser of Ways is at large - patiently waiting for a chance to strike again.

If the PCs somehow get back to Geanavue in time to intercept the Lord of Lies, it is almost impossible for them to find him on the busy city streets. The Lord of Lies is a master of disguise and with his hat of disguise (see *Dungeon Master's Guide* page 258), he has a Disguise score of 29 when taking 10 on his Disguise check.

The Lord of Lies: When in his "true" form, Baatireevaur is a completely average-looking man in his early forties. He has brown hair, brown eyes, and an average face with average features. He has an unimposing demeanor that most people find dull and unsophisticated. Baatireevaur's normalcy allowed him to develop the ability to adapt to almost any social situation, from that of a lowly beggar to a flamboyant noble. In Baatireevaur's scheming mind, he is an artist. The lives of the naïve and innocent are his canvas, deceit is his medium, and the Confuser of Ways is his muse and unholy inspiration. As other clerics of Zaavarel, he often wears clerical vestments of other religions, but wears a hideous mask when revealing his status as a worshipper of Zaavarel.

Lord of Lies Baatireevaur: Male Reanaarian human cleric 8 (Zaavarel the Confuser of Ways); hp 36. See Appendix A.

Hypocrite: Male fiendish rattlesnake; hp 20. See Appendix A.

CONCLUDING THE ADVENTURE

If the PCs rescue the Grand Esquire and the Blackflames, Lord Haar of Geanavue requests that they meet with him in Castle Geana. The meeting is a grand feast in the PCs' honor, during which the heroes meet Lord Haar and many influential Castle officials. Lord Haar is very anxious to hear about the entire adventure and has a Courtier on hand to record important names and accusations. When the feast is over, Lord Haar awards the heroes 1,000 glint each for their valorous actions and offers more in the future if the PCs can be called upon to aid the city. He also grants clemency to any PC that attacked a Talasaaran during the meeting at Sick Horse Fountain. However, if a Talasaaran was killed, the best he can do is exile the guilty person from Geanavue, saving them from imprisonment or possible execution under the strict rights of the Talasaara.

It is likely that the PCs never encounter the Lord of Lies but at least know of his existence by interrogating the Impostors. If Baatireevaur escapes, which is almost guaranteed, he immediately plots his revenge against the heroes, the Grand Esquire, and even the city of Geanavue. The heroes soon learn that the Lord of Lies is as vengeful as he is deceitful.

If the PCs fail to stop the Impostors, four powerful Talasaaran houses are in turmoil while recovering from the loss of their heirs in a botched kidnapping. The citizens of Geanavue openly turn against the nobles, calling for trade embargos and guild sanctions against them. Also, the Hall of Oaths slowly declines as the Lord of Lies replaces the current Keepers of the Word with Impostors. From his new position, the Lord of Lies corrupts as many moral followers of the Speaker of the Word as possible before ruining the reputation of the temple itself. With any luck, High Peace Maker Khazuk, the high cleric of the House of Solace, sees that something is amiss at the Hall of Oaths and sends a group of adventurers to investigate the new Grand Esquire.

APPENDICES

APPENDIX A: NPCs AND MONSTERS

Note: Feats marked with B are bonus feats, while items marked with KPG mean that the item can be found within the Kingdoms of Kalamar Player's Guide. If you do not have access to the KPG, you may substitute the appropriate item with one from the PHB or DMG.

Able Deceiver Taofoor: Male Reanaarian human cleric 5 (Zaavarel the Confuser of Ways); CR 5; Medium humanoid; HD 5d8+5; hp 30; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +3; Atk/Full Atk +4 melee (1d6+1, +1 ghost



Baatireevaur

touch returning club) or +6 ranged—10 ft (1d6+1, +1 ghost touch returning club); SA rebuke undead, spontaneous casting (inflict spells); SQ aura (strong evil); AL CE; SV Fort +5, Ref +3, Will +8; Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 14.

Skills: Bluff +10 (+14 speaking), Concentration +3, Craft (jewelry) +5, Diplomacy +6 (+10 speaking), Disguise +6 (+8 acting), Hide +6, Knowledge (arcana) +5, Knowledge (religion) +7, Spellcraft +7.

Feats: Armor Proficiency (all) (B), Channel Negative Energy (A Thousand Doubts) (KPG), Glib Tongue (KPG), Iron Will, Shield Proficiency (B), Weapon Proficiency (simple) (B).

Languages: Abyssal, Dwarven, Gnomish, Merchant's Tongue, Reanaarese.

Cleric Spells Prepared (5/5/4/2; save DC 12 + spell level): 0—detect magic, guidance (x2), read magic, resistance; 1st—command, divine favor, entropic shield, obscuring mist, spellscatter* (KPG); 2nd—hold person, invisibility*, owl's wisdom, sound burst; 3rd—nondetection*, protection from energy. *Domain spell.

Domains: Oblivion (KPG) (sow doubt 1/day, touch attack, Will DC 14, lasts 5 rounds), Trickery (Bluff, Disguise, and Hide are class skills).

Rebuke Undead (Su): Taofoor can rebuke undead 5 times per day, affecting 2d6+7 HD of undead each time. He receives a +2 synergy bonus to rebuking checks for his Knowledge (religion) skill.

Possessions: +1 ghost touch returning club, leather armor, silver hissing snake medallion (25 gp), copy of Invisible Lives (75 gp), masterwork disguise kit, vial of quickclean (Stealth & Style), explorer's outfit, 57 glint.

Begriss Tallhammer: Male hill dwarf expert 3/fighter 1; CR 3; Medium humanoid; HD 3d6+12 plus 1d10+4; hp 38; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +3; Grp +6; Atk/Full Atk +6 melee (1d3+3, unarmed strike) or +6 melee (1d4+3/19-20, dagger) or +3 ranged; SQ dwarf traits; AL NE (Peasor the Emperor of Scorn); SV Fort +7, Ref +1, Will +3; Str 17, Dex 11, Con 18, Int 12, Wis 10, Cha 7.

Skills: Craft (stonemasonry) +5, Craft (stonework trap) +6, Climb +7, Concentration +7, Disable Device +5, Intimidate +3 (+8 with Str), Knowledge (dungeoneering) +7, Profession (miner) +5, Search +6, Swim +5, Use Rope +2.

Feats: Armor Proficiency (all) (B), Endurance, Improved Unarmed Strike, Shield Proficiency (all) (B), Weapon Focus (dwarven urgrosh) (B), Weapon Proficiency (simple, martial) (B).

Languages: Dwarven, Merchant's Tongue, Reanaarese.

Dwarf Traits (Ex): Darkvision 60 ft.; stonecunning +2; weapon familiarity (dwarven waraxe and urgrosh) +4 bonus on ability checks to avoid being bull rushed or tripped; +2 bonus on saving throws against poison, spells, and spell-like effects; +1 bonus on attack rolls against orcs and goblinoids; +4 bonus to AC against giants; +2 bonus on Appraise or Craft checks related to stone or metal.

Possessions: Dagger, artisan's outfit, belt pouch, 27 glint, 20 rosaara. Begriss has a masterwork urgrosh at his apartment.

Blackflame Bodyguard: Male Reanaarian human fighter 2; CR 2; Medium humanoid; HD 2d10+4; hp 16; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 15; Base Atk +2; Grp +5; Atk/Full Atk +6 melee (1d8+3, longsword) or +3 ranged—80 ft. (1d8/19-20, light crossbow); AL CE (polytheistic); Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 15, Int 10, Wis 12, Cha 8.

Skills: Climb +5 (-2 in armor), Intimidate +4 (+9 with Str), Listen +4, Ride +3, Spot +4, Swim +5.

Feats: Alertness, Armor Proficiency (all) (B), Improved Unarmed Strike, Point Blank Shot, Shield Proficiency (B), Weapon Focus (longsword) (B), Weapon Proficiency (simple, martial) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Chainmail, heavy steel shield, longsword, light crossbow, 10 bolts, cold weather outfit, 4d6 glint each.

Boar: CR 2; Medium Animal; HD 3d8+12; hp 25; Init +0; Spd 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +4; Atk +4 melee (1d8+3, gore); Full Atk +4 melee (1d8+3, gore); SA ferocity; SQ low-light vision, scent; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7, Spot +5.

Feats: Alertness, Toughness.

Ferocity (Ex): Fights without penalty to -10 hit points.

Butcher Izvan Yahul: Male Svimohz human cleric 7 (Xiznoon the Harvester of Souls); CR 7; Medium humanoid; HD 7d8; hp 38; Init +4; Spd 30; AC 10, touch 10, flat-footed 10; Base Atk +5, Grp +7, Atk/Full Atk +7 melee (2d4+2 plus 2d6 to humans/x4, +1 humanbane scythe); SA rebuke undead, spontaneous casting (inflict spells); SQ aura (strong evil); AL NE; SV Fort +5, Ref +2, Will +8; Str 15, Dex 10, Con 10, Int 10, Wis 17, Cha 16.

Skills: Concentration +6, Diplomacy +8, Heal +10, Knowledge (arcana) +4, Knowledge (religion) +7.

Feats: Armor Proficiency (all) (B), Brew Potion, Channel Negative Energy (KPG) (shroud's embrace), Combat Casting, Improved Initiative, Shield Proficiency (B), Weapon Proficiency (simple) (B).

Languages: Merchant's Tongue, Reanaarese, Svimohzish.

Cleric Spells Prepared (6/6/5/4/2, save DC 13 + spell level); 0—cure minor wounds, detect magic, detect poison, guidance, resistance, virtue; 1st—bane, cause fear*, cure light wounds, doom, sanctuary, shield of faith; 2nd—death knell*, desecrate, hold person, silence, undetectable alignment; 3rd—animate dead*, bestow curse, dispel magic, locate object; 4th—death ward*, divine power. *Domain Spell.

Domains: Death (death touch—1/day, if Yahul makes a successful melee touch attack against a living creature, roll 7d6. If the total is at least equal to the creature's current hit points it dies with no save.), Destruction (smite—1/day, Yahul can gain a +4 bonus to a single melee attack and a +7 bonus on the damage roll. The smite must be declared before making the attack.)

Rebuke Undead (Su): Izvan can rebuke undead 6 times per day, affecting 2d6+10 each time. He receives a +2 synergy bonus to rebuking checks for his Knowledge (religion) skill.

Possessions: Izvan is wearing a simple peasant's outfit but he has the following hidden in the mausoleum; +1 humanbane scythe, two potions of bear's endurance, clerical vestments, silver holy symbol, belt pouch, 50 ft. hemp rope, flaying knife.

Courtier Vaarnsen: Male Reanaarian human bard 3/rogue 4/fighter 2; CR 9; HD 3d6+3 plus 4d6+4 plus 2d10+2; hp 56; Init +6; Spd 30 ft.; AC 14, touch 14, flat-footed 12; Base Atk +7; Grp +8; Atk +2 keen speed dagger +10 melee or +11 ranged—10 ft. (1d4+3/17-20); Full Atk +2 keen speed dagger +10/+10/+5 melee (1d4+3/17-20); SA bard spells, sneak attack +2d6; SQ bardic knowledge +8 (+10 Geanavue), bardic music 3/day, evasion, trapfinding, trap sense +1, uncanny dodge; AL LN (polytheistic); SV Fort +5, Ref +7, Will +4; Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 15.

Skills: Balance +8, Bluff +12, Climb +5, Concentration +4, Craft (string instrument) +6, Diplomacy +12, Disguise +6, Gather Information +6, Hide +8 (+13 in crowds), Intimidate +7, Knowledge (Geanavue) +7, Knowledge (history) +7, Listen +4, Move Silently +6, Perform (oratory) +8, Perform (string instruments) +8, Ride +6, Search +4, Sense Motive +7, Spellcraft +4, Spot +6, Swim +5

Feats: Armor Proficiency (all) (B), Combat Expertise, Contacts (Geanavue, Loona) (Stealth & Style), Improved Initiative, Investigator, Negotiator, Quick Draw, Shield Proficiency (all) (B), Unremarkable Appearance (Stealth & Style), Weapon Proficiency (martial, simple, whip).

Languages: Dwarven, Fhokki, Merchant's Tongue, Reanaarese.

Bard Spells Known (3/2, base save 12 + spell level): 0—daze, ghost sound, light, lullaby, mage hand, summon instrument; 1st—charm person, comprehend languages, sleep.

Bardic Knowledge (Ex): Vaarnsen can make an Intelligence check with a +8 bonus (+10 if the information pertains to Geanavue) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places.

Bardic Music: 4 times per day, as a standard action, Vaarnsen can use his voice or a string instrument to produce any of the following magical effects.

Countersong (Su): For up to 10 rounds, Vaarnsen can use his voice or a string instrument to counter a sound-based magical effect that allows a saving throw. Each round, Vaarnsen makes a Perform check that any creature within 30 feet of Vaarnsen (including himself) may use in place of its saving throw. If a creature is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it must use Vaarnsen's Perform check for its save instead of its own.

Fascinate (Sp): Vaarnsen can use his voice or a string instrument to fascinate one creature within 90 feet. Nearby distractions prevent the ability from working. To fascinate a creature, Vaarnsen makes a Perform check opposed by the creature's Will save. If the creature's save succeeds, Vaarnsen cannot attempt to fascinate that creature again for 24 hours. If the save fails, the creature sits quietly and listens to Vaarnsen, taking no other actions, for as long as Vaarnsen continues to perform (maximum of 3 rounds). While fascinated, the target takes a -4 penalty on

Listen and Spot checks. Any potential threat allows the creature to make a new Will save against a new Perform check result. Obvious threats automatically break the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): Vaarnsen can use his voice or a string instrument to grant his allies (and himself) a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for as long as the ally hears Vaarnsen perform and for 5 rounds thereafter. Inspire courage is a mind-affecting ability.

Inspire Competence (Su): Vaarnsen can use his voice or a string instrument to grant an ally within 30 feet a +2 competence bonus on skill checks with a particular skill. The effect lasts as long as Vaarnsen performs, up to a maximum of 2 minutes. Vaarnsen cannot inspire competence in himself. Inspire competence is a mind-affecting ability.

Evasion (Ex): If Vaarnsen is wearing light armor or no armor and makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage. If helpless, Vaarnsen does not gain the benefit of evasion.

Trapfinding (Ex): Vaarnsen can use the Search skill to locate traps with a DC higher than 20. Vaarnsen can also use the Disable Device skill to disarm magic traps. If Vaarnsen beats a trap's Disable Device check DC by 10 or more he can bypass it without disarming it.

Trap Sense (Ex): Vaarnsen has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Unless immobilized, Vaarnsen retains his Dex bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Possessions: +2 keen speed dagger, +2 ring of protection, amulet of proof against detection and location, cold weather outfit, dagger sheath, traveler's outfit. The courtier has a masterwork lute, a masterwork mandolin, a disguise kit, and 2,600 gp in assets in his apartment.

Daaritibuuko Unadeen: Male Reanaarian human aristocrat 2/rogue 3; CR 4; Medium humanoid; HD 2d8+2 plus 3d6+3; hp 21; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +3; Grp +1; Atk/Full Atk +2 melee (1d6-2/19-20, masterwork short sword) or +7 ranged—80 ft. (1d8/19-20, +1 light crossbow); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CE (Foobia the Vicelord); SV Fort +3, Ref +8, Will +5; Str 7, Dex 16, Con 13, Int 14, Wis 12, Cha 15.

Skills: Appraise +8, Balance +6, Bluff +10, Diplomacy +4, Disguise +5, Escape Artist +6, Forgery +4, Gather Information +9, Hide +9 (+14 shadow armor), Intimidate +8, Knowledge (local) +5, Knowledge (nobility and royalty) +5, Listen +6, Move Silently +7, Sense Motive +6, Spot +7.

Feats: Alertness, Armor Proficiency (all) (B), Lightning Reflexes, Point Blank Shot, Shield Proficiency (B), Weapon Proficiency (martial, simple) (B).

Languages: Dwarven, Merchant's Tongue, Reanaarese.

Possessions: Masterwork short sword, +1 light crossbow, +1 shadow leather armor, potion of bull's strength (CL 3), rust-

colored bag of tricks (1 boar per week), black darksuit, 5d10 glint.

Dalree: Male Reanaarian human expert 2; CR 1; Medium humanoid; HD 2d6+2; hp 10; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +1; Grp +0; Atk/Full Atk +0 melee or +4 ranged—10 ft. (1d4-1/19-20, dagger); AL NE (Zael the Seller of Souls); SV Fort +1, Ref +3, Will +5; Str 9, Dex 16, Con 13, Int 10, Wis 14, Cha 6.

Skills: Appraise +4, Bluff +1, Hide +8, Knowledge (local) +3, Listen +5, Profession (cutpurse) +7, Use Rope +7, Sleight of Hand +13, Spot +5, Swim +1.

Feats: Armor Proficiency (light) (B), Deft Hands, Skill Focus (Sleight of Hand), Weapon Proficiency (simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Dagger, cold weather outfit, belt pouch, gold and ivory pendant (20 glint), 12 rosaara, 25 smalls.

Dream Stalker: Male or female Reanaarian human rogue 2; CR 2; Medium humanoid; HD 2d6; hp 9; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +1; Atk/Full Atk +3 melee (1d6, club) or +3 ranged—30 ft. (1d4 plus sleep venom/19-20, hand crossbow); SA sneak attack +1d6; SQ trapfinding; AL usually CN (polytheistic); SV Fort +0, Ref +5, Will +0; Str 10, Dex 14, Con 11, Int 10, Wis 11, Cha 10.

Skills: Climb +5, Hide +9, Intimidate +4, Jump +5, Listen +5, Move Silently +9, Open Lock +7, Search +5, Spot +5.

Feats: Armor Proficiency (light) (B), Stealthy, Weapon Finesse, Weapon Proficiency (simple plus hand crossbow, rapier, shortbow, short sword) (B).

Languages: Merchant's Tongue, Reanaarese.

Sneak Attack (Ex): If a Dream Stalker can flank an opponent or attack him while he is denied his Dex bonus to AC, she can strike a vital spot for +3d6 points of damage. A Dream Stalker's hand crossbow attack can count as a sneak attack only if the target is within 30 feet.

Trapfinding (Ex): Dream Stalkers can use the Search skill to locate traps when the task has a DC higher than 20. If she beats a trap's DC by 10 or more with a Disable Device check, she can bypass it without disarming it.

Possessions: Club, hand crossbow, 10 darts, 1 dose of sleep venom, leather armor, skull mask, dark clothing, weighted, black cloak.

Sleep Venom: Injury DC 13 (initial unconsciousness 1d4 hours, secondary none).

Druk: Male stone giant; CR 5; Large giant (earth); HD 9d8+36; hp 97; Init +1; Spd 40 ft.; AC 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18; Base Atk +6; Grapple +19; Atk +14 melee (2d8+13, greatclub) or +14 melee (1d4+9, slam) or +6 ranged—120 ft. (2d6+13, rock); Full Atk +14/+9 melee (2d8+13, greatclub) or +14 melee (1d4+9, 2 slams) or +6 ranged (2d8+13, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60 ft., low-light vision, rock catching +4; AL N; SV Fort +10, Ref +6, Will +4; Str 28, Dex 13, Con 18, Int 10, Wis 12, Cha 11.

Skills: Climb +19, Craft (sculpture) +3, Jump +14, Profession (bodyguard)+3, Spot +7. +4 to Hide checks in rocky terrain.

Feats: Armor Proficiency (light) (B), Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency (B).

Languages: Giant, Reanaarese.

Possessions: Stone greatclub, traveler's outfit.

Dzuura "Bloodgullet": Female Reanaarian human rogue 5/assassin 2; CR 7; Medium humanoid; HD 5d6+10 plus 2d6+4; hp 40; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +4; Atk/Full Atk +8 melee (1d4/19-20, masterwork dagger) or +8 ranged—10 ft. (1d2 plus black adder venom, masterwork shuriken); SA death attack, sneak attack +4d6; SQ evasion, improved uncanny dodge, poison use (+1 save), trapfinding, trap sense +1, uncanny dodge; AL NE (Zael the Unseen One); SV Fort +3, Ref +10, Will +2; Str 10, Dex 16, Con 14, Int 13, Wis 12, Cha 8.

Skills: Balance +11, Climb +8, Disable Device +9, Escape Artist +11, Hide +13, Listen +9, Move Silently +15, Open Lock +11, Search +9, Spot +9, Tumble +12.

Feats: Armor Proficiency (light) (B), Exotic Weapon Proficiency (shuriken), Skill Focus (Move Silently), Stealthy, Unremarkable Appearance (Stealth & Style; +4 bonus to Hide checks in crowds), Weapon Finesse, Weapon Proficiency (simple plus crossbows, rapier, sap, shortbow, short sword) (B).

Languages: Merchant's Tongue, Reanaarese.

Assassin Spells Known (2 per day; save DC 11 + spell level): 1st—feather fall, jump, true strike.

Death Attack: If Dzuura studies her 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 (Dzuura's choice). If Dzuura chooses to kill the victim, he must make a successful DC 13 Fortitude save or die. If Dzuura chooses the paralysis effect, the victim must make a successful DC 13 Fortitude save or be 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.

Evasion (Ex): Dzuura takes no damage if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save.

Improved Uncanny Dodge (Ex): Dzuura can only be flanked by a rogue of at least 11th level.

Poison Use: Dzuura never risks accidentally poisoning herself when applying poison to a blade.

Sneak Attack (Ex): If Dzuura can flank an opponent or attack him while he is denied his Dex bonus to AC, she can strike a vital spot for +4d6 points of damage. Her shuriken attacks can count as sneak attacks only if the target is within 30 feet.

Trapfinding (Ex): Dzuura can use the Search skill to locate traps when the task has a DC higher than 20. If she beats a trap's DC by 10 or more with a Disable Device check, she can bypass it without disarming it.

Trap Sense (Ex): Dzuura has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Dzuura retains her Dex bonus to AC even if she is caught flat-footed or struck by an invisible attacker.

Possessions: Masterwork dagger, 10 masterwork shurikens, +1 studded leather armor, brooch of shielding (72 points left), two doses of black adder venom, dark clothing, floor-length black cloak, 7 glint.

Black Adder Venom: Injury DC 11 (initial and secondary damage 1d6 Con).

Feleatur: Male Reanaarian human expert 6; CR 5; Medium humanoid; HD 6d6; hp 29; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +4; Grp +4; Atk/Full Atk +4 melee (1d6, club) or +4 melee or +6 ranged—10 ft. (1d4/19-20, masterwork dagger); AL LN (polytheistic); SV Fort +2, Ref +4, Will +7; Str 11, Dex 15, Con 10, Int 16, Wis 15, Cha 18.

Skills: Bluff +11, Diplomacy +15, Gather Information +15, Knowledge (geography) +8, Knowledge (local) +10, Knowledge (nobility and royalty) +9, Listen +11, Profession (innkeeper) +12, Sense Motive +13, Sleight of Hand +4, Spot +9, Swim +2.

Feats: Armor Proficiency (light) (B), Glib Tongue (KPG), Natural Mathematician (KPG), Negotiator, Skill Focus (Gather Information), Weapon Proficiency (simple) (B).

Languages: Dwarven, Fhokki, Gnomish, Merchant's Tongue, Reanaarese.

Possessions: Club, masterwork dagger, artisan's outfit.

Goldcoin Bodyguards (4): Male Reanaarian human warrior 2; CR 1; Medium humanoid; HD 2d8+2; hp 12; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +4; Atk/Full Atk +5 melee (1d8+2, heavy mace); AL LE (polytheistic); Fort +4, Ref +0, Will -1; Str 14, Dex 11, Con 13, Int 10, Wis 9, Cha 8.

Skills: Climb +7 (+4 in armor), Intimidate +4 (+7 with Str), Jump +7.

Feats: Armor Proficiency (all) (B), Power Attack, Shield Proficiency (B), Weapon Focus (heavy mace) (B), Weapon Proficiency (simple, martial) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Studded leather armor, heavy wooden shield, heavy mace, 2d6 glint each.

Grand Esquire Arunaar Eireko: Male Reanaarian human cleric 7 (Foornaar the Speaker of the Word); CR 7; Medium humanoid; HD 7d8; hp 42; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +8; Atk/Full Atk +8 melee (1d3, unarmed); SA turn undead, spontaneous casting (heal spells); SQ aura (strong law and good); AL LG; SV Fort +5, Ref +2, Will +7; Str 17, Dex 11, Con 10, Int 10, Wis 15, Cha 17.

Skills: Diplomacy +10, Heal +5, Knowledge (arcana) +4, Knowledge (religion) +7, Sense Motive +7, Spellcraft +3.

Feats: Armor Proficiency (all) (B), Channel Positive Energy (Oathbind) (KPG), Extra Turning, Extend Spell, Leadership, Negotiator, Shield Proficiency (B), Weapon Proficiency (simple) (B).

Languages: Celestial, Merchant's Tongue, Reanaarese.

Cleric Spells Prepared (6/6/5/3/2; save DC 12 + spell level): 0—guidance, light, read magic, resistance, virtue (2); 1st—bless,

command, detect evil, protection from chaos* (L), sanctuary, shield of faith; 2nd—aid, calm emotions, eagle's splendor, hold person, zone of truth*; 3rd—dispel magic (2), magic circle against chaos*(L); 4th—discern lies*, tongues. *Domain spell. (L) Law spell.

Domains: Inquisition (KPG) (+4 on dispel checks), Law (cast Law spells at +1 caster level).

Rebuke Undead (Su): Arunaar can turn undead 10 times per day, affecting 2d6+2 HD of undead each time. He receives a +2 synergy bonus to rebuking checks for his Knowledge (religion) skill.

Possessions: Clerical vestments.

Hypocrite: Male fiendish rattlesnake; CR 2; Large magical beast (extraplanar); HD 3d8; hp 20; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 12, flat-footed 12; Base Atk +2; Grp +6; Atk/Full Atk +4 melee (1d4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison (Fort DC 11, 1d6 Con), smite good; SQ cold and fire resistance 5, darkvision 60 ft., scent, spell resistance 8; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +8, Climb +8, Hide +8, Intimidate +8 (rattle), Listen +5, Spot +6, Swim +8.

Feats: Improved Initiative, Weapon Finesse.

Smite Good (Su): Once per day, Hypocrite can make a bite attack that deals +3 points of damage against a good-aligned foe.

Impostors: Male and female Reanaarian human cleric 1 (Zaavarel the Confuser of Ways); CR 1; Medium humanoid; HD 1d8; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk/Full Atk +0 melee (1d6, club) or +0 ranged—10 ft. (1d6, club); SA rebuke undead, spontaneous casting (inflict spells); SQ aura (faint evil); AL CE; SV Fort +2, Ref +0, Will +3; Str 10, Dex 11, Con 10, Int 11, Wis 12, Cha 13.

Skills: Bluff +8, Craft (various) +2, Hide +5, Knowledge (religion) +2, Spellcraft +2.

Feats: (1) Armor Proficiency (all) (B), Shield Proficiency (B), Skill Focus (Bluff), Skill Focus (Hide), Weapon Proficiency (simple) (B).

Languages: Reanaarese.

Cleric Spells Prepared (3/3; save DC 11 + spell level): 0—guidance, light, virtue; 1st—magic weapon, protection from good*(E), shield of faith. *Domain spell. (E) Evil Spell

Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Rebuke Undead (Su): Impostors can rebuke undead 4 times per day, affecting 2d6+2 HD of undead each time.

Possessions: Club

Impostor Teelia: Female Reanaarian human cleric 3 (Zaavarel the Confuser of Ways); CR 3; Medium humanoid; HD 3d8; hp 18; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +2; Grp +3; Atk/Full Atk +4 melee (1d4+1, dagger) or +4 ranged—10 ft. (1d4+1, dagger); SA rebuke undead, spontaneous casting (inflict spells); SQ aura (moderate evil); AL CE; SV Fort +3, Ref +2, Will +5; Str 12, Dex 13, Con 11, Int 10, Wis 14, Cha 18.

Skills: Bluff +12 (+13 Gorgeous feat), Craft (leatherwork) +3, Diplomacy +6 (+7 Gorgeous feat), Disguise +6 (+8 acting), Hide +3, Knowledge (religion) +3, Spellcraft +1.

Feats: Armor Proficiency (all) (B), Gorgeous (KPG), Shield Proficiency (B), Skill Focus (Bluff), Weapon Focus (dagger), Weapon Proficiency (simple) (B).

Languages: Reanaarese.

Cleric Spells Prepared (4/4/3; save DC 12 + spell level): 0—guidance (x2), resistance (x2); 1st—detect law, forbid (KPG), protection from good*(E), shield of faith; 2nd—eagle's splendor, invisibility*, resist energy. *Domain spell. (E) Evil spell.

Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Rebuke Undead (Su): Teelia can rebuke undead 7 times per day, affecting 2d6+7 HD of undead each time.

Possessions: Club, masterwork leather armor, potion of heroism (CL 5), potion of undetectable alignment (CL 3), vial of oil of taggit, five vials of blue whinnis poison, brass hissing snake medallion (10 gp), copy of Invisible Lies (50 gp), disguise kit, explorer's outfit, 32 glint.

Blue Whinnis Poison: Injury DC 14 (initial 1Con, secondary unconsciousness).

Oil of Taggit: Ingested DC 15 (initial 0, secondary unconsciousness).

Jadesh: Male Deji human expert 3; CR 2; Medium humanoid; HD 3d6; hp 10; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 10; Base Atk +2; Grp +0; Atk/Full Atk +0 melee or +1 ranged—10 ft. (1d6-2, walking stick); AL N (polytheistic); SV Fort +1, Ref +0, Will +5; Str 7, Dex 9, Con 10, Int 14, Wis 15, Cha 15.

Skills: Appraise +8 Bluff +5, Diplomacy +7, Gather Information +5 (+7 in Thygasha), Knowledge (local—Thygasha) +7, Profession (merchant) +8, Spot +7, Sense Motive +6.

Feats: Armor Proficiency (light) (B), Skill Focus (Profession—merchant), Weapon Proficiency (simple) (B).

Languages: Deji, Merchant's Tongue, Reanaarese.

Possessions: Dagger, merchant's outfit, belt purse with 35 glint, four wagons with horses and drivers, 220 gp worth of cloth and spices, metal box with a high-quality lock hidden in one of the wagons (contains five doses of silver sand and 175 gp).

Lord of Lies Baatireevaur: Male Reanaarian human cleric 8 (Zaavarel the Confuser of Ways); CR 8; Medium humanoid; HD 8d8; hp 36; Init +1; Spd 20 ft.; AC 15, touch 11, flat-footed 14; Base Atk +6; Grp +6; Atk +7 melee (1d8+1, +1 adamantine heavy mace) or +7 ranged—80 ft. (1d8/19-20, light crossbow); Full Atk +7/+2 melee (1d8+1, +1 adamantine heavy mace) or +7 ranged—80 ft. (1d8/19-20, light crossbow); SA rebuke undead, spontaneous casting (inflict spells); SQ aura (strong evil); AL CE; SV Fort +6, Ref +2, Will +6; Str 10, Dex 12, Con 10, Int 15, Wis 16, Cha 18.

Skills: Bluff +12 (+16 speaking), Concentration +4, Craft (cobbler) +6, Diplomacy +7 (+11 speaking), Disguise +9 (+11 acting), Forgery +6; Hide +6 (+3 in armor), Knowledge (arcana) +5, Knowledge (religion) +7, Sense Motive +7, Spellcraft +5.

Feats: Armor Proficiency (all) (B), Channel Negative Energy (A Thousand Doubts) (KPG), Deceitful, Glib Tongue (KPG), Leadership, Shield Proficiency (B), Weapon Proficiency (simple) (B).

Languages: Abyssal, Dwarven, Fhokki, Gnomish, Low Kalamaran, Merchant's Tongue, Reanaarese.

Cleric Spells Prepared (6/6/5/5/3; save DC 13 + spell level): 0—detect magic, guidance (x2), light, resistance (x2); 1st—cause fear, disguise self*, entropic shield, protection from good, sanctuary, shield of faith; 2nd—death knell, eagle's splendor, enthrall, invisibility (x2)*; 3rd—bestow curse, cure serious wounds, dispel magic, magic circle against law*(C), summon monster III (fiendish snake, large viper); 4th—chaos hammer*(C), divine power, tongues. *Domain spell. (C) Chaos spell.

Domains: Chaos (cast chaos spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Rebuke Undead (Su): Baatireevaur can rebuke undead 7 times per day, affecting 2d6+12 HD of undead each time.

Possessions: +1 adamantine heavy mace, masterwork lamellar armor, hat of disguise, crystal ball, potion of subversion (KPG), potion of darkvision (CL 4), two vials of alchemist's fire, gold hissing-snake holy symbol (50 gp), copy of Invisible Lives (100 gp), masterwork disguise kit, three vials of quickclean (Stealth & Style), explorer's outfit, hideous mask, 168 glint.

Minions of the Great Deceiver (13): Male and female Reanaarian human commoner 1; CR 1/4; Medium humanoid; HD 1d4; hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk/Full Atk +0 melee (1d4, dagger or club) or +0 ranged—10 ft. (1d4, dagger or club); AL CE, NE, or CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 10, Wis 11, Cha 11.

Skills: Craft (various) +7, Listen 2, Profession (various) +5, Spot +2, Swim +2.

Feats: Skill Focus (Craft), Skill Focus (Profession), Weapon Proficiency (dagger or club) (B).

Languages: Reanaarese.

Possessions: Dagger or club, peasant's outfit, 1d8 rosaara each.

Purger Falkaft Gramdal: Male hill dwarf expert 6/cleric 2 (Peasor the Emperor of Scorn); CR 7; Medium humanoid; HD 6d6+12 plus 2d8+4; hp 58; Init -1; Spd 20 ft.; AC 11, touch 10, flat-footed 11; Base Atk +5; Grp +7; Atk/Full Atk +9 melee (1d6+2/x3, masterwork blacksmith's hammer) or +5 ranged; SQ dwarf traits, rebuke undead, spells, spontaneous casting (inflict spells); AL NE; SV Fort +7, Ref +2, Will +10; Str 14, Dex 10, Con 15, Int 12, Wis 15, Cha 10.

Skills: Appraise +8, Bluff +5, Concentration +7; Craft (blacksmithing) +10, Intimidate +6, Knowledge (architecture and engineering) +5, Knowledge (dungeoneering) +9, Knowledge (religion) +9, Profession (blacksmith) +11, Sense Motive +7, Spellcraft +4.

Feats: Armor Proficiency (all) (B), Channel Negative Energy (rejection) (KPG), Power Attack, Shield Proficiency (B), Weapon Focus (hammer), Weapon Proficiency (simple) (B).

Languages: Dwarven, Merchant's Tongue, Reanaarese.

Dwarf Traits (Ex): Darkvision 60 ft.; stonemasonry +2; weapon familiarity (dwarven waraxe and urgrosh) +4 bonus on ability checks to avoid being bull rushed or tripped; +2 bonus on saving throws against poison, spells, and spell-like effects; +1 bonus on attack rolls against orcs and goblinoids; +4 bonus to AC against giants; +2 bonus on Appraise or Craft checks related to stone or metal.

Cleric Spells Prepared (4/4; save DC 12 + spell level): o—detect magic, resistance (2), virtue; 1st—command, protection from good*(E), sanctuary, shield of faith. *Domain spell. (E) Evil spell.

Domains: Evil (cast evil spells at +1 caster level), Hatred (1/day, for 1 minute, Gramdal gains a +2 profane bonus to attack rolls, saving throws, and AC against a single opponent).

Rebuke Undead (Su): Gramdal can rebuke undead 3 times per day, affecting 2d6+2 HD of undead each time. He receives a +2 synergy bonus to rebuking checks for his Knowledge (religion) skill.

Possessions: Masterwork blacksmith's hammer with carved jackal-head handle, thick leather apron, belt cup and troon, belt purse, artisans outfit, 13 glint (gp), 9 rosaara (sp), 30 smalls (cp).

Raagaar: Male Reanaarian human rogue 5/fighter 2; CR 7; Medium humanoid; HD 2d10+4 plus 5d6+10 plus 2d10+4; hp 43; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk/Full Atk +9 melee (1d8+1/19-20, masterwork longsword) or +8 melee (1d6, club) or +8 ranged—30 ft. (1d4 plus sleep venom/19-20, hand crossbow); SA sneak attack +3d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +1, uncanny dodge; AL CN (Miazaar the Master of Stealth); SV Fort +6, Ref +7, Will +3; Str 13, Dex 17, Con 15, Int 14, Wis 10, Cha 13.

Skills: Balance +11, Climb +8 (+13 with ring), Disable Device +5, Escape Artist +11, Hide +13 (+18 with armor), Intimidate +14, Jump +9, Listen +6, Move Silently +13, Open Lock +9, Search +7, Spot +10, Tumble +9.

Feats: Armor Proficiency (all) (B), Combat Expertise (B), Improved Trip (B), Iron Will, Shield Proficiency (B), Skill Focus (Intimidate), Stealthy, Weapon Finesse, Weapon Proficiency (hand crossbow, martial, simple) (B).

Languages: Dwarven, Merchant's Tongue, Reanaarese.

Evasion (Ex): Raagaar takes no damage if he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save.

Improved Uncanny Dodge (Ex): Raagaar can only be flanked by a rogue of at least 9th level.

Sneak Attack (Ex): If Raagaar can flank an opponent or attack him while he is denied his Dex bonus to AC, he can strike a vital spot for +3d6 points of damage. His hand crossbow attacks can count as sneak attacks only if the target is within 30 feet.

Trapfinding (Ex): Raagaar can use the Search skill to locate traps when the task has a DC higher than 20. If he beats a trap's DC by 10 or more with a Disable Device check, he can bypass it without disarming it.

Trap Sense (Ex): Raagaar has a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Raagaar retains his Dex bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Possessions: Masterwork longsword, hand crossbow, 10 darts, +1 shadow leather armor, ring of climbing, five doses of sleep venom, skull mask, dark clothing, weighted, black cloak.

Sleep Venom: Injury DC 13 (initial unconsciousness 1d4 hours, secondary none).

Raarisitor Eluudaas: Male Reanaarian human aristocrat 4; CR 3; Medium humanoid; HD 4d8-4; hp 15; Init +1; Spd 30 ft.; AC 14, touch 14, flat-footed 13; Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d6+2/18-20, masterwork rapier); AL CG (polytheistic); SV Fort +0, Ref +2, Will +7; Str 14, Dex 13, Con 8, Int 13, Wis 17, Cha 17.

Skills: Bluff +9, Diplomacy +9, Gather Information +7, Intimidate +11, Knowledge (arcana) +5, Listen +8, Ride +8.

Feats: Armor Proficiency (all) (B), Combat Expertise, Mounted Combat, Skill Focus (Intimidate), Shield Proficiency (B), Weapon Proficiency (martial, simple) (B).

Languages: Dwarven, Elven (low), Fhokki, Gnome, Halfling, Merchant's Tongue, Reanaarese.

Possessions: Masterwork rapier, ring of protection +3 (platinum with a gold inlaid shield design), elixir of hiding, noble's outfit, 55 glint.

Reolain "The Whisperer" Heleveor: Male Reanaarian human expert 6; CR 5; Medium humanoid; HD 5d6; hp 29; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +4; Grp +3; Atk/Full Atk +4 melee (1d6-1/18-20, caneblade) or +3 melee or +5 ranged—10 ft. (1d4-1/19-20, dagger); AL CN (polytheistic); SV Fort +2, Ref +3, Will +8; Str 9, Dex 13, Con 10, Int 15, Wis 16, Cha 17.

Skills: Bluff +12, Decipher Script +11, Diplomacy +14, Disguise +12, Gather Information +17, Knowledge (Geanavue) +11, Knowledge (nobility and royalty) +11, Listen +12, Search +4, Sense Motive +14.

Feats: Armor Proficiency (light) (B), Investigator, Negotiator, Persuasive, Skill Focus (Gather Information), Weapon Proficiency (simple) (B).

Languages: Giant, Merchant's Tongue, Reanaarese.

Possessions: Dagger, caneblade (cane with hidden masterwork rapier blade), ring of mind shielding (platinum with gold inlays), noble's outfit, 5d10 glint.

Rianoo the Rusalka: Female Reanaarian human rusalka; CR 4; Medium undead (aquatic); HD 5d12; hp 33; Init +2; Spd 20 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws); SA confusing mist; SQ darkvision 60 ft., kiss of Wisdom, spell-like abilities, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str 18, Dex 14, Con —, Int 13, Wis 13, Cha 15;

Skills: Hide +10, Listen +10, Spot +8.

Feats: Alertness, Dodge.

Languages: Merchant's Tongue, Reanaarese.

Confusing Mist (Su): A rusalka continually emits a mist as a fog cloud spell cast by a 10th-level sorcerer. Any characters that enter the mist must make a DC 14 Will save or become confused

(as the condition detailed in the *Dungeon Master's Guide*). Other effects of the mist are the same as the *misdirection* spell as cast by a 10th-level sorcerer.

Kiss of Wisdom (Su): A simple kiss from a cured rusalka grants 1 point of Wisdom to one recipient. After it is given, the rusalka fades into the mist, with the mist dispersing soon after.

Spell-Like Abilities: 5/day—alter self, charm person. Caster level 10th; save DC 14 + spell level.

Saamuut Huuriikol: Male Reanaarian human aristocrat 2; CR 1; Medium humanoid; HD 2d8-4; hp 7; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d6+1/18-20, masterwork rapier) or +0 ranged; AL CN (polytheistic); SV Fort -2, Ref -1, Will +2; Str 13, Dex 8, Con 7, Int 8, Wis 9, Cha 10.

Skills: Bluff +2, Gather Information +3, Intimidate +2, Knowledge (arcana) +2, Knowledge (nobility and royalty) +2, Listen +1, Ride +1, Sense Motive +2, Spot +3.

Feats: Alertness, Armor Proficiency (all) (B), Run, Shield Proficiency (B), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Masterwork rapier, +1 mithral shirt, 2 thunderstones, potion of displacement (CL 6), elixir of love with a spray nozzle for inhaled delivery, noble's outfit with a dark-blue cloak, 3d10 glint.

Serulier Ariooon: Male Reanaarian human aristocrat 3/swashbuckler 4; CR 6; Medium humanoid; HD 3d8+12 plus 4d10+16; hp 75; Init +6; Spd 30 ft.; AC 19, touch 15, flat-footed 16; Base Atk +6; Grp +8; Atk +10 melee (1d6+5/18-20, rapier) or +10 melee/ranged—10 ft. (1d4+4/19-20, dagger); Full Atk +8/+3 melee (1d6+5/18-20, rapier) and +8 melee (1d4+4/19-20, dagger); SA insightful strike; AL CE (polytheistic); SV Fort +6, Ref +9, Will +6; Str 14, Dex 17, Con 18, Int 15, Wis 14, Cha 18.

Skills: Balance +8, Bluff +10, Climb +5, Diplomacy +7, Escape Artist +7, Gather Information +9, Intimidate +8, Jump +5, Knowledge (Geanavue) +5, Knowledge (nobility and royalty) +6, Knowledge (fighting styles) +5, Listen +5, Perform (dance) +8, Ride +6, Sense Motive +7, Spot +5, Swim +5, Tumble +10.

Feats: Armor Proficiency (all) (B), Combat Expertise, Improved Feint, Improved Initiative, Shield Proficiency (B), Two-Weapon Fighting, Weapon Finesse (B), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: +1 rapier, masterwork silver dagger, ring of protection +2, amulet of natural armor +1, masterwork studded leather armor, cold weather outfit, 6d6 x10 glint.

Spiders, Large Monstrous (2): hp 28, 20; *Monster Manual* 209.

Stone Giants (2): hp Brunt 131 (currently 75), Torim 119 (currently 52). *Monster Manual* 124.

Taalivuor: Male Reanaarian human warrior 3; CR 2; Medium humanoid; HD 3d8+6; hp 21; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk +3; Grp +10; Atk/Full Atk +6 melee

(1d4+3/19-20, dagger) or +6 melee (1d3+3, unarmed attack); AL N (polytheistic); SV Fort +5, Ref +0, Will +0; Str 16, Dex 9, Con 15, Int 7, Wis 8, Cha 12.

Skills: Handle Animal +5, Intimidate +6, Swim +6.

Feats: Armor Proficiency (all) (B), Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Proficiency (simple, martial) (B).

Languages: Reanaarese.

Possessions: Dagger, cold weather outfit, belt pouch, 2 rosaara, 7 smalls.

Trag: Male stone giant fighter 3; CR 11; Large Giant (Earth); HD 14d8+98 plus 3d10+21; hp 206; Init +2; Spd 40 ft.; AC 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20; Base Atk +13; Grap +25; Atk +21 melee (2d8+12, masterwork greatclub) or +20 melee (1d4+8, slam) or +14 ranged (2d8+12, rock); Full Atk +21/+16 melee (2d8+12, masterwork greatclub) or +20 melee (1d4+8, 2 slams) or +14 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60 ft., low-light vision, rock catching; AL N; SV Fort +21, Ref +7, Will +10; Str 27, Dex 15, Con 24, Int 14, Wis 16, Cha 13.

Skills: Climb +20, Craft (knitting) +8, Hide +5 (+13 in rocky terrain), Intimidate +11 (+18 with Str), Jump +18, Profession (bodyguard) +17, Spot +13.

Feats: Armor Proficiency (light) (B), Cleave, Combat Reflexes, Great Fortitude, Improved Bull Rush, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Shield Proficiency (B).

Languages: Dwarven, Giant, Gnomish, Reanaarese.

Possessions: Masterwork stone greatclub, traveler's outfit.

Vaatiroo Hadruuzi: Male Reanaarian human expert 4; CR 3; Medium humanoid; HD 4d6; hp 18; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +3; Atk/Full Atk +3 melee or +4 ranged—10 ft. (1d4/19-20, dagger); AL LE (Zoolaa the Corrupter); SV Fort +1, Ref +2, Will +4; Str 10, Dex 12, Con 11, Int 14, Wis 10, Cha 15.

Skills: Appraise +9, Bluff +14, Diplomacy +11, Gather Information +9, Intimidate +11, Knowledge (Geanavue) +9, Knowledge (nobility and royalty) +9, Profession (importer) +7, Sense Motive +9.

Feats: Armor Proficiency (light) (B), Negotiator, Persuasive, Skill Focus (Bluff), Weapon Proficiency (simple) (B).

Languages: Deji (northern Khydoban dialect), Merchant's Tongue, Reanaarese.

Possessions: Dagger, noble's outfit, 112 glint.

Valenia (variant Swordwraith): CR 5; Medium undead; HD 5d12; hp 32; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d8+3, keen longsword plus Strength drain); SA Strength damage; SQ darkvision 60 ft., incorporeal jaunt, summon aid, turn resistance +2, undead traits, unnatural aura, vulnerability to daylight; AL LG; SV Fort +1, Ref +2, Will +5; Str 17, Dex 13, Con -, Int 10, Wis 12, Cha 8.

Skills: Hide +6, Intimidate +7, Listen +6, Search +5, Sense Motive +4, Spot +7, Survival +1 (+3 when following tracks).

Feats: Blind-Fight, Improved Initiative.

Languages: Merchant's Tongue, Reanaarese.

Strength Drain (Su): Living creatures struck by Valenia's longsword must succeed at a Fortitude save (DC 14) or suffer 1 point of temporary Strength drain.

Incorporeal Jaunt (Su): Valenia can become incorporeal as a free action and shift back again as (or during) a move. When incorporeal, she can only be harmed by magic, other incorporeal creatures or +1 or better magic weapons. When incorporeal, she also has a 50% chance to ignore damage from any corporeal source, can pass through solid objects at will, her own attacks pass through armor and she always moves silently. Valenia cannot use this ability to move through any solid objects that have been blessed.

Summon Aid (Su): When at half hit points or less, Valenia can let out a mournful wail that alerts all other swordwraiths within 60 feet (none in the mausoleum) to come to her aid.

Unnatural Aura (Su): Animals can sense Valenia's presence within 30 feet, and do not willingly approach any closer. If forced, they become panicked until either they or Valenia move out of that range.

Vulnerability to Daylight (Ex): Valenia is powerless in natural (not magical) sunlight and flees from it unless somehow restrained.

Possessions: +1 keen longsword, +1 heavy steel shield

Viigaaal "Stormbird" Vanidaol: Male Reanaarian human aristocrat 4/rogue 3; CR 6; Medium humanoid; HD 4d8-4 plus 3d6-3; hp 21; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grp +3; Atk/Full Atk +8 melee (1d4-1/x3, +1 punching dagger) or +8 ranged—30 ft. (1d4 plus poison/19-20, masterwork hand crossbow); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL CE (Foobia the Vicelord); SV Fort +1, Ref +6, Will +7; Str 7, Dex 14, Con 8, Int 11, Wis 15, Cha 16.

Skills: Appraise +4, Bluff +8, Decipher Script +3, Disguise +6, Escape Artist +6, Handle Animal +6, Hide +10, Knowledge (Geanavue) +3, Knowledge (nobility and royalty) +3, Listen +5, Move Silently 10, Open Lock +5, Ride +6, Search +5, Sense Motive +4, Sleight of Hand +3, Spot +10.

Feats: Alertness, Armor Proficiency (all) (B), Blind-Fight, Shield Proficiency (B), Stealthy, Weapon Finesse, Weapon Proficiency (hand crossbow, martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: +1 punching dagger, masterwork hand crossbow, 10 bolts, armor, chime of opening (5 uses), elixir of vision, potion of cure serious wounds (CL5, 3d8+5), potion of protection from arrows (10/magic, 20 pts), three doses of saadolos extract, cold weather outfit, 2d6 glint.

Saadolos Extract: Injury DC 18 (unconsciousness for 1 hour - 10 minutes per Con bonus).

the skills and abilities of those classes reveals how terribly ill-suited they are for the job of city watchman.

Warriors and fighters lack Listen and Spot as class skills, the two skills most used to oppose skulking rogues and other nefarious characters. They do not have the Search skill for investigating crime scenes and finding subtle clues or Gather Information with which to question bystanders and acquire needed intelligence. Lastly, Sense Motive, an essential skill for questioning criminals and uncovering the truth, is absent from both the warrior and fighter skill lists.

The class abilities of warriors and fighters are no defense against the most threatening attack of rogues and other dark adversaries—the sneak attack. In addition, these would-be watchmen are ill equipped to move swiftly and unhindered through the bustling city streets and cramped allies they are sworn to protect.

For the reasons stated above, and a few others, the watchman variant class is presented. The watchman has the skills and class features necessary to protect the innocent from the malevolent forces that stalk every city and community.

WATCHMAN

The densely populated cities of the known world can be dark, dangerous places where bloodthirsty rogues prowl the night, and power-mad crime lords prey on the innocent. If not for the moral strength, training, and courage of the watchman, these sinister adversaries would quickly overrun the streets. The watchman is a sworn protector of the people and fights the wicked criminals of her city on their own turf.

Adventurers: A watchman is a guardian of the common folk and a champion of the righteous laws of the land. Some watchmen stay in a chosen city and work with its well-meaning rulers to make their home a safer place. Other watchmen travel from town to town; working against corrupt rulers and challenging the bullying thugs those despots hire to "keep the peace."

Characteristics: A watchman is a master at law enforcement, pursuing criminals, and battling them in their own territory. Crowded streets, dark alleys, or rat-infested sewers are no obstacles for a determined watchman. A watchman champions the hard-working citizens of any town or city and those citizens, in turn, become the eyes and ears of a watchman. A watchman is also an investigator, able to study crime scenes and the faces of bystanders around her to uncover subtle clues that normal people would pass over.

Alignment: Watchmen are sworn to uphold the law of the land and to protect and serve the innocent. A watchman can be lawful good, neutral good, or lawful neutral. Though many characters of other alignments work as constables, sheriffs, and city police, they do not have the dedication, empathy, and will to uphold the law for the good of the people that a watchman exemplifies.

Religion: Most watchmen revere gods who exhibit the virtues of law, order, and protection. The Knight of the Gods is greatly favored, as is the Speaker of the Word, the True, and even the Peacemaker (though only among the Preachers of Peace sect). The Eternal Lantern undoubtedly has the largest

APPENDIX B: WATCHMAN VARIANT CLASS

The Dungeons & Dragons game assumes that warriors and fighters handle law enforcement in the communities found throughout the numerous campaign worlds. A quick study of

following of watchmen. The Order of Light's doctrine of protecting the common folk from the sinister things of the night leads many watchmen to walk the Dark Watch alongside the followers of the Shimmering One.

Background: Many watchmen come from the same city streets that they now patrol. These watchmen bring a certain "street-credibility" with them on their quest to eliminate the dark influences they somehow avoided as children. Most watchmen train with the local police force or military, though a few are trained by retired watchmen who pass on their combat styles to a few worthy students. Even fewer are the watchmen who train themselves while patrolling cities and towns in a never-ending, self-inflicted mission to rid the darkness of all things malevolent.

Races: Humans, with their sprawling cities and strict laws, are the most common watchmen. Dwarves become watchmen to uphold the laws and traditions of their strongholds. Elves often follow their own traditional martial training and seldom become watchmen. Small groups of gnome watchmen may be found patrolling their warrens and surrounding territories. Though few in numbers, half-elves make excellent watchmen, and are often found as high-ranking members of watchmen patrols. Half-hobgoblins and half-orcs often find it difficult to gain acceptance within a community but when they gain the trust of those they protect, these races can make superb watchmen. Halflings who dedicate themselves to protecting their lands make fine watchmen, as do the rare hobgoblins that leave their oppressive homes to uphold that which is lawful and just. Of all the races that become watchmen, the fewest and most distinctive would be the half-githzerai. A small cadre of these enigmatic folk recently joined the city watch in Zoa. They quickly showed their worth by quelling a potentially deadly riot against refugee dwarves before a single life was lost.

Classes: Watchmen are the archenemies of evil rogues, brigands, and anyone who preys upon the weak and innocent. They work well with paladins and law-abiding members of just about any other class. Barbarians have an innate disdain for laws and community and are seldom tolerated by watchmen.

Role: The watchman's main role in an adventuring group is that of an investigator, law enforcer, and secondary combatant. Watchmen do not have the martial or magical capabilities of other classes but they do extremely well in urban environments and when confronted with rogues and other criminals.

job well and to search for clues that untrained eyes would easily miss.

Alignment: Lawful good, neutral good, or lawful neutral.

Hit Die: d8

CLASS SKILLS

The watchman's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the watchman.

Weapon and Armor Proficiency: A watchman is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).



GAME RULE INFORMATION

Watchmen have the following game statistics.

Abilities: A high Charisma helps a watchman deal with citizens and investigate crimes. Wisdom is important because watchmen must be aware of their surroundings and always be alert to the dangers that lurk the city streets. Strength and Dexterity are important for the inevitable combats that occur when apprehending criminals. A high Constitution also helps a watchman in combat, as well as keeping focused on the task at hand while investigating and patrolling. Intelligence is important in that a watchman must have the necessary skills to do her

The Watchman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Enforcement +2, urban pursuit, citizen empathy
2nd	+2	+3	+3	+0	Watchman combat (1st feat)
3rd	+3	+3	+3	+1	Endurance
4th	+4	+4	+4	+1	Contacts, uncanny dodge
5th	+5	+4	+4	+1	Enforcement +4
6th	+6/+1	+5	+5	+2	Watchman combat (2nd feat)
7th	+7/+2	+5	+5	+2	Urban stride
8th	+8/+3	+6	+6	+2	Swift pursuit, contact
9th	+9/+4	+6	+6	+3	Evasion
10th	+10/+5	+7	+7	+3	Enforcement +6
11th	+11/+6/+1	+7	+7	+3	Watchman combat (3rd feat)
12th	+12/+7/+2	+8	+8	+4	Contacts
13th	+13/+8/+3	+8	+8	+4	Improved uncanny dodge
14th	+14/+9/+4	+9	+9	+4	Watchman combat (4th feat)
15th	+15/+10/+5	+9	+9	+5	Enforcement +8
16th	+16/+11/+6/+1	+10	+10	+5	Contacts
17th	+17/+12/+7/+2	+10	+10	+5	-
18th	+18/+13/+8/+3	+11	+11	+6	Watchman combat (5th feat)
19th	+19/+14/+9/+4	+11	+11	+6	-
20th	+20/+15/+10/+5	+12	+12	+6	Enforcement +10, contact

Enforcement (Ex): At 1st level, a watchman gains a +2 bonus on Bluff, Listen, Sense Motive, and Spot checks when using these skills against criminals or those currently engaged in nefarious activities. Likewise, she gets a +2 bonus on weapon damage rolls against anyone actively breaking the laws of a city or location the watchman has sworn to protect. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the enforcement bonus increases by 2.

As part of the enforcement ability, a watchman can deal nonlethal damage with any weapon in which she is proficient without suffering the -4 penalty to attack rolls.

Urban Pursuit: At 1st level, a watchman gains the ability to pursue lawbreakers through urban environments, such as crowded city streets, dark alleys, and indoors. Urban pursuit uses many of the same modifiers as the Track feat found in the Player's Handbook but "tracking" for a watchman is more an act of quickly questioning bystanders, noticing subtle signs of passage, and knowing the environment. Therefore, a watchman may employ her Search skill to trail someone through areas devoid of bystanders and her Gather Information, Intimidate, or Sense Motive skills interchangeably to trail criminals through crowded areas as the situation dictates. A watchman cannot use her urban pursuit ability in a wilderness setting.

Citizen Empathy (Ex): A watchman can add his class level to his Diplomacy check result to help improve the attitude of a law-abiding citizen. The typical citizen has a starting attitude of indifferent, while lower class citizen (slaves, miscreants, vagrants, etc.) are usually unfriendly.

To use citizen empathy, the watchman and the citizen must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing a citizen in this way takes 1

minute, but it might take more or less time depending on the circumstances.

The watchman can also use this ability to influence a criminal who is not currently hostile or knowingly wanted for a crime, but suffers a -4 penalty on this check. When dealing with criminals, the watchman can add his watchman level to his Intimidate skill check instead of Diplomacy if the encounter dictates.

Watchman Combat (Ex): Most cities and large towns have well-trained watchmen who specialize in a specific style of combat. At 2nd level, a watchman begins learning the combat style specific to the locale she has sworn to protect. For example, the watchmen of Geनावue are famous for their club-and-grappling combat style that emphasizes quick submission holds and nonlethal tactics, while the dreaded watchmen of the metropolis of Bet Kalamar use a far-more brutal sword-and-shield style that relies on deadly force and overwhelming numbers.

As a watchman advances, she gains bonus feats that make up her locale's combat style. The DM is free to create appropriate feat progressions for different cities and locations that best fit his or her campaign. The watchman gains these feats even if she does not have the normal prerequisites for that feat. The following feat progression follows the combat style of the Watchmen of Geनावue: 2nd Level—Improved Unarmed Strike, 6th Level—Improved Grapple, 11th Level—Combat Expertise, 14th Level—Quick Draw, 18th Level—Improved Disarm.

Due to its emphasis on grappling and swift movement, the benefits of the Watchman of Geनावue combat style apply only when the watchman wears light or no armor. She loses all benefits of the combat style when wearing medium or heavy

armor. This may differ for the combat styles of other cities at the DM's option.

Endurance: At 3rd level, a watchman gains Endurance as a bonus feat.

Contacts (Ex): At 4th level, a watchman gains a +2 bonus to Gather Information checks in the city or patrol area in which the watchman works. At 8th level and every four levels thereafter (12th, 16th, and 20th level), the watchman gains another +2 bonus, which she can apply cumulatively to a previous area or as a +2 to a new location.

Uncanny Dodge (Ex): Starting at 4th level, a watchman can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a watchman already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Urban Stride (Ex): Starting at 7th level, a watchman may move through any sort of urban obstacle (such as crowds, muddy streets, trash-filled alleyways, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, areas that are enchanted or magically manipulated to impede motion still affect her.

Swift Pursuit (Ex): Beginning at 8th level, a watchman can move at her normal speed while using the urban pursuit ability without taking the normal -5 penalty. She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while in pursuit.

Evasion (Ex): At 9th level, a watchman can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the watchman is wearing light armor or no armor. A helpless watchman does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): A watchman of 13th level or higher can no longer be flanked. This defense denies a rogue the ability to sneak attack the watchman by flanking her, unless the attacker has at least four more rogue levels than the target has watchman levels.

If a watchman character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

The Watchmen of Geanavue

The following statistics show Geanavue's city watch using the watchman variant class above. The notation (B) signifies a bonus feat.

Typical Patrol: 1 Dux, 6 Cotaars, and 2 Rotaars.

Emergency Patrol: 1 Velar, 2 Dux, 10 Cotaars, 4 Rotaars, and 2 Akbash.

Chief Rimea Cotaar "Chief" Corat Nae: Male Reanaarian human watchman 15; CR 15; Medium humanoid; HD 15d8+45; hp 127; Init +3; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +15; Grp +19; Atk +22 melee or +18 ranged—10 ft (1d6+4 plus 1d6 electricity/19-20, +2 shock club); Full Atk +22/+17/+12 melee (1d6+4 plus 1d6 electricity/19-20, +2 shock club); SA enforcement +8, SQ citizen empathy +15, contacts, evasion, swift tracker, urban pursuit, urban stride; AL LN; SV Fort +8, Ref +10, Will +5; Str 18, Dex 11, Con 16, Int 14, Wis 17, Cha 15.

Skills: Climb +7, Concentration +11, Craft (sculpture) +7, Diplomacy +19, Gather Information +16 (+21 in Geanavue), Handle Animal +13, Heal +10, Intimidate +17, Jump +6, Knowledge (Geanavue) +12, Listen +12, Profession (watchman) +18, Search +15, Sense Motive +17, Spot +15, Swim +7, Use Rope +13.

Feats: Alertness, Armor Proficiency (light) (B), Blind-Fight, Combat Expertise (B), Endurance (B), Improved Critical, Improved Grapple (B), Improved Unarmed Strike (B), Investigator, Negotiator, Quick Draw (B), Shield Proficiency (B), Stunning Fist or Club (3/day, Fort DC 20), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Dwarven, Gnomish, Merchant's Tongue, Reanaarese.

Possessions: Masterwork club, masterwork chain shirt, metal open-faced helmet, broad leather belt with large buckle, blind-fold, two short lengths of stout wire, lead-collar, and a capture hood.

Deputy Rimea Cotaar "Deputy Chief" Noen: Male Reanaarian human watchman 10; CR 10; Medium humanoid; HD 10d8+10; hp 58; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +10; Grp +12; Atk +14 melee or +15 ranged—10 ft (1d6+2, masterwork club); Full Atk +14/+9 melee (1d6+2, masterwork club); SA enforcement +6, SQ citizen empathy +10, contacts, evasion, swift tracker, urban pursuit, urban stride; AL LN; SV Fort +8, Ref +10, Will +5; Str 15, Dex 16, Con 13, Int 13, Wis 15, Cha 16.

Skills: Climb +3, Concentration +6, Craft (leatherworking) +3, Diplomacy +8, Gather Information +15 (+19 in Geanavue), Handle Animal +7, Heal +7, Intimidate +13, Jump +4, Knowledge (Geanavue) +6, Listen +8, Profession (watchman) +8, Search +7, Sense Motive +10, Spot +10, Swim +1, Use Rope +8.

Feats: Alertness, Armor Proficiency (light) (B), Blind-Fight, Combat Expertise (B), Endurance (B), Improved Unarmed Strike (B), Investigator, Shield Proficiency (B), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Fhokki, and Reanaarese.

Possessions: Masterwork club, masterwork chain shirt, metal open-faced helmet, broad leather belt with large buckle, blind-fold, two short lengths of stout wire, lead-collar, and a capture hood.

Caalavelar "District Duty Officer": Male or female (mostly Reanaarian) human watchman 8; CR 8; Medium humanoid; HD 8d8+8; hp 48; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +8; Grp +9; Atk +11 melee or +10 ranged—10 ft (1d6+1,

masterwork club); Full Atk +11/+6 melee (1d6+1, masterwork club); SA enforcement +4, SQ citizen empathy +8, contacts, swift tracker, urban pursuit, urban stride; AL LG; SV Fort +7, Ref +6, Will +3; Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 13.

Skills: Climb +1, Concentration +5, Diplomacy +7, Gather Information +10 (+14 in Geonavue), Handle Animal +5, Heal +4, Intimidate +6, Jump +1, Knowledge (Geonavue) +8, Listen +6, Profession (watchman) +7, Search +6, Sense Motive +10, Spot +8, Use Rope +5.

Feats: Alertness, Armor Proficiency (light) (B), Combat Expertise (B), Endurance (B), Improved Unarmed Strike (B), Investigator, Shield Proficiency (B), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Masterwork club, masterwork chain shirt, metal open-faced helmet, broad leather belt with large buckle, blindfold, two short lengths of stout wire, lead-collar, and a capture hood.

Velar "Commander": Male or female (mostly Reanaarian) human watchman 6; CR 6; Medium humanoid; HD 6d8+6; hp 36; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +6; Grp +7; Atk +9 melee or +8 ranged—10 ft (1d6+1, masterwork club); Full Atk +9/+4 melee (1d6+1, masterwork club); SA enforcement +4, SQ citizen empathy +6, contacts, urban pursuit; AL LN; SV Fort +6, Ref +5, Will +3; Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 12.

Skills: Climb +2, Concentration +4, Diplomacy +6, Gather Information +9 (+11 in Geonavue), Handle Animal +4, Heal +4, Intimidate +6, Jump +2, Knowledge (Geonavue) +7, Listen +5, Profession (watchman) +5, Search +4, Sense Motive +6, Spot +8, Use Rope +4.

Feats: Alertness, Armor Proficiency (light) (B), Combat Expertise (B), Endurance (B), Improved Unarmed Strike (B), Investigator, Shield Proficiency (B), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Masterwork club, masterwork studded leather armor, metal open-faced helmet, broad leather belt with large buckle, blindfold, two short lengths of stout wire, lead-collar, and a capture hood.

Dux "Deputy Commander": Male or female (mostly Reanaarian) human watchman 5; CR 5; Medium humanoid; HD 5d8+5; hp 30; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +5; Grp +6; Atk/Full Atk +8 melee or +7 ranged—10 ft (1d6+1, masterwork club); SA enforcement +4, SQ citizen empathy +5, contacts, urban pursuit; AL LN; SV Fort +5, Ref +4, Will +2; Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 12.

Skills: Climb +1, Concentration +4, Diplomacy +6, Gather Information +7 (+9 in Geonavue), Handle Animal +3, Heal +4, Intimidate +5, Jump +1, Knowledge (Geonavue) +4, Listen +5, Profession (watchman) +4, Search +4, Sense Motive +6, Spot +8, Use Rope +4.

Feats: Alertness, Armor Proficiency (light) (B), Endurance (B), Improved Unarmed Strike (B), Investigator, Shield

Proficiency (B), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Masterwork club, studded leather armor, metal open-faced helmet, broad leather belt with large buckle, blindfold, two short lengths of stout wire, lead-collar, and a capture hood.

Cotaar "Bullneck or Constable": Male or female (mostly Reanaarian) human watchman 3; CR 3; Medium humanoid; HD 3d8; hp 15; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11; Base Atk +3; Grp +4; Atk/Full Atk +5 melee or +4 ranged—10 ft (1d6+1, club); SA enforcement +2, SQ citizen empathy +3, urban pursuit; AL LN; SV Fort +3, Ref +3, Will +2; Str 12, Dex 10, Con 11, Int 10, Wis 12, Cha 12.

Skills: Climb +2, Concentration +4, Diplomacy +5, Gather Information +5, Heal +3, Intimidate +5, Jump +2, Knowledge (Geonavue) +3, Listen +5, Profession (watchman) +3, Search +4, Sense Motive +5, Spot +7, Use Rope +3.

Feats: Alertness, Armor Proficiency (light) (B), Endurance (B), Improved Unarmed Strike (B), Investigator, Shield Proficiency (B), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Club, padded armor, metal open-faced helmet, broad leather belt with large buckle, blindfold, two short lengths of stout wire, lead-collar, and a capture hood.

Rotaar "Trainee": Male or female (mostly Reanaarian) human watchman 1; CR 1; Medium humanoid; HD 1d8; hp 5; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk +3 melee or +2 ranged—10 ft (1d6+1, club); SA enforcement +2, SQ citizen empathy +1, urban pursuit; AL LN; SV Fort +2, Ref +2, Will +1; Str 12, Dex 10, Con 11, Int 10, Wis 12, Cha 12.

Skills: Climb +2, Concentration +2, Diplomacy +3, Gather Information +3, Heal +3, Intimidate +3, Jump +2, Knowledge (Geonavue) +2, Listen +4, Profession (watchman) +3, Search +3, Sense Motive +4, Spot +6, Use Rope +2.

Feats: Alertness, Armor Proficiency (light) (B), Shield Proficiency (B), Weapon Focus (club), Weapon Proficiency (martial, simple) (B).

Languages: Merchant's Tongue, Reanaarese.

Possessions: Club, padded armor, metal open-faced helmet, broad leather belt with large buckle, blindfold, two short lengths of stout wire.

Guard Dog (akbash breed): Medium animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d6+4, bite); SA improved grab, SQ low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +3, Jump +7, Listen +5, Move Silently +2, Spot +8, Swim +3, Survival +1 (+5 when Tracking by Scent), Tumble +2.

Feats: Alertness (B), Skill Focus (Spot) (B), Track.

Improved Grab (Ex): Bite, Medium or smaller opponent only, automatic bite damage each round.

APPENDIX C: NEW MAGIC ITEM

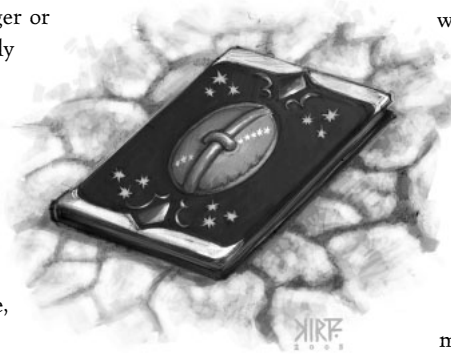
Aadreaan's Ledger: This lightweight tome is bound in fine black leather, and the cover is embossed with the buckle-and-stars emblem of the extinct Vaulait Talasaaran house. The ledger is 10-inches wide, 14-inches tall and appears to have around 50 pages. The ledger is amazingly durable (Hardness 5, hp 30, save bonus +5) and waterproof.

To open Aadreaan's Ledger, a character must hold the tome in both hands and utter the word "Gohlnim" (the Svimohzish name for the Landlord) twice in succession. Failure to do this before attempting to open the tome results in the character being affected by a bestow curse spell (DC 14 Will save negates).

When a character opens the ledger, he finds more than meets the eye. It actually contains 100 pages of fine parchment, and if a page is torn from the ledger or otherwise destroyed, a new page instantly appears at the end of the book.

An arcane spellcaster can use Aadreaan's Ledger as a spellbook without paying the 100 gp per page material cost.

Moderate abjuration, necromancy, and transmutation; CL 7th; Craft Wondrous Item, arcane lock, bestow curse, secret page; Price 15,725 gp; Weight 1.5 lb.



APPENDIX D: THE CITY-STATE OF GEANAVUE

The following information comes from the Kingdoms of Kalamar campaign setting sourcebook, and is intended as an overall guide to the city of Geanavue, where this adventure takes place. Dungeon Masters interested in much greater detail should see the separate supplement: Geanavue, the Stones of Peace, authored by Ed Greenwood.

Population: 8,400, a thorough mixture of humans, dwarves, gnomes, and half-elves, in that order. The people are Reanaarians, although some of the dwarves have come from as far away as Kalamar and the Young Kingdoms. A few of the dwarves are refugees from Irontop.

At a Glance: Castle Geana is one of the crafted marvels of Tellene. The massive stone castle is built of marble blocks that weigh up to thirty tons each. Furthermore, the striations in the stones match their neighbors, and the stones are magically or skillfully placed so closely together that it appears to have been carved from a single block. The entryway, itself a masterpiece unrivaled by men, is a testament to the skill of the stone giant artisans that made it. An arch 24 feet high, with intricate carvings of many natural animals and monsters - but no humans or humanoids - towers over visitors.

Other than the castle, most buildings are of light-colored or whitewashed wood. The people are friendly and welcome strangers, although they prefer that those who wish to trade do so at Loona, the dockside town of 2,200 through which all of Geanavue's trade moves.

Government: Lord Haar of the House of Geana rules the city, as he has done since Y.N.D. 716 (535 I.R.). Lord Haar's son Mearo has been sent to Zoa as an ambassador to negotiate lower port taxes. When he returns, Haar intends to have his son study law with a private tutor for a year or two; then he intends to abdicate. Lord Haar is over 60 and is more than ready to retire as long as no major evil threatens his city-state. While the city is not large, dozens of villages look to Haar and Geanavue as role models, and Haar is not about to let his son assume the reins of power until he is ready.

Economy: The economy bustles to the tune of hammers, chisels, and sanding papers. Stone giants from the Counais, dwarves, and gnomes make items of basalt, marble, obsidian, jet, and small semi-precious stones such as malachite, beryl, and tourmaline. The locals raise sheep, goats and pigs for food and clothing; their surplus provides the stone giants with the same. Additionally, Geanavue is one of the few places on Tellene where prospective buyers may find clocks or devices operated by clockwork.

Military: The military of Geanavue includes just under 300 sturdy gnomish crossbowmen in leather cuirasses, mounted humans and half-elves armed with lance and composite bow, and 40 dwarven footmen with chain-mail, axe, and shield. They share duties with a band of eight to ten stone giants, armed only with throwing boulders and stone clubs. The stone giant chief, called Poat by the people of Geanavue, is also a cleric of The Bear and has gained many converts among the area's gnomes.

Principal enemies include fire giants from the Sotai Gagalia Headlands and a recent rash of attendant creatures - hell hounds and salamanders, especially. The dwarves from the region bring back stories of a hydra, or possibly a pyrohydra, that has taken up residence in one of the mountains as well. Rumor says that an efreet lord named Sultar has joined the fire giants into an alliance of over 300 strong by promising revenge against Kalamar for Kabori's traitorous actions at Kadir Ridge.

Temples: The city is under the near-total influence of the House of Solace. Its High Peace Maker, a dwarf named Khazuk, advocates total peace, even at the expense of one's own life. This philosophy epitomizes the Pacifist sect's view. The dwarf has done much work for the city and since his goals closely coincide with Lord Haar's, Khazuk has become quite important in the city.

On the other hand, his influence has resulted in a conversion of many of the dwarves that used to make up the infantry arm of the military; the number has halved in the past few years alone. An increase in the number of crossbowmen has helped to compensate, but the two troop types serve different purposes, and the countryside is beginning to feel the loss as the fire giants wander more freely.

Mages & Sages: The city has few wizards. Jandy, a female gnome con artist, sometimes distributes some fool's gold or sells magical items imbued with cantrips or other minor enchantments at outrageous prices. She has an outstanding reward (100

gold pieces) and posters paper the city, but nobody really ever knows what an illusionist looks like, so the posters do no good.

Underworld: Rogues looking for an easy mark often hope that Geanavue is the place to be. The city's reputation for pacifism is well known, and thieves hope that the feeling extends to the law enforcement arm as well.

They are wrong.

The police are eager to keep the peace and they are quite proactive. They do not hesitate to approach strangers and introduce themselves, then offer a quiet warning about which taverns to avoid, or which merchants might try to rip off the newcomers. Constables are armed only with stout clubs, but they wear padded armor and travel in patrols of six to ten, so they do not fear a lone thief or even a small gang.

With the thieves and the constables both so eager, crime is omnipresent, but on a low scale. A character might have his pocket picked, but the thief will not be back again, and the character is probably safe for the duration of his stay (unless it is an extended one).

Interesting Sites: Besides large-scale construction and artistically rendered stonework, the city has a reputation for fine clockwork devices. Amidst all the stone stands a five-story wooden tower (rising from a stone base, of course). The uppermost story of the tower contains a giant clock on all four faces. The clock tower, while it advertises the skills of the Engineers Guild, belongs to a wizard named Feseera Lorot. Feseera is also known for his skunk familiar and the fireworks shows he displays on Arrival Day (the 6th of Mustering, a holiday that celebrates the first sighting of the Bay by explorers crossing the Ka'Asas).

Special Notes: Lord Haar has one great fear that he would like to resolve soon. The sack of Irontop struck too close to home for him, and he fears Kalamaran expansion beyond the Ka'Asas. Attacking Zoa would invite retribution from the many powers that rely on Zoa for trade, making Geanavue a likely target should Kalamar expand into the region. Haar fields dozens of spies endeavoring to learn if this scenario is an imminent threat.

APPENDIX E: GLOSSARY

Aaraun: A hearty, hearth-warmed savory soup.

Akbash: A breed of guard dog generally found in the Reanaaria Bay area.

Aladiise: A cemetery outside of the city; most of the poor are buried here.

Asainaer: One of the five towers of the Door of Dreams.

Caalavelar: Translates to "district duty officer" in Merchant's Tongue.

Celaar: An alcoholic beverage common to Geanavue.

Cotaar: Translates to "bullneck" or "constable" in Merchant's Tongue.

Darkhouse: The term for a combined brothel and gambling house.

Dolaar: Translates as "gate" in Merchant's Tongue.

Door of Dreams: Geanavue's most popular inn; many things can be overlooked here.

Dux: Translates to "deputy commander" in Merchant's Tongue.

Emerald Eagle: The symbol of the royal house of Geanavue; this term is commonly used to refer to the royal family.

Feleatur's Falconfly: A darkhouse that competes with the Door of Dreams.

Geanavese: This term refers to anyone from Geanavue or things related to Geanavue.

Glint: The term used to indicate a Geanavese gold coin.

Hau: Translates as "house" in Merchant's Tongue.

Heavuur: A street intersection where folk congregate to be hired or to meet.

Hoolon: Translates as "hall" in Merchant's Tongue.

Keevin: Greasy, crackling-hard brown buns filled with crushed an pan-fried Loonan crabs; a staple food in Geanavue.

Lemaur: Roughly translates to "overall job supervisor."

Loona: A loosely controlled port city within Geanavue's jurisdiction.

Maar: Translates as "street" in Merchant's Tongue.

Meavuur: A fountain nicknamed "Sick Horse Fountain."

Merchant's Tongue: A common human language used by merchants, but becoming popular among all travelers.

Moot: Roughly translates as an "intersection of streets" in Merchant's Tongue.

Raarakes: Public washrooms, below street level.

Reanaarese: Language of the Reanaarese, a human race.

Reanaaria Bay: Large, deep bay in eastern Tellene.

Rimea Cotaar: Translates to "chief constable" in Merchant's Tongue.

Rosaara: The term used to indicate a Geanavese silver coin.

Rotaar: Lowest level rank in the Watch; translates to "trainee" in Merchant's Tongue.

Seeral: Roughly translates as "way" in Merchant's Tongue.

Small: The term used to indicate a Geanavese copper coin.

Talasaara: Term used to indicate the nobles of Geanavue. These families are: Arioohon, Beliuuar, Celaarivan, Daraan, Eluudaas, Faleemaar, Gaonagel, Gaveelo, Huuriikol, Inisabaar, Lakalaur, Malasiikaar, Muahuuro, Navaelo, Oriimar, Taraasur, Unadeen, Vanidaol and Velauril.

Talasaaran: Term indicating people or things belonging or relating to the Talasaara.

Tanitor: These are cook-shops that bake bread and pastries overnight, switch to handpies in the early morning, and before midday begin spit-roasting large beasts to provide joints for evening.

Taraane: Translates as "lane" in Merchant's Tongue.

Troon: A hooked-together ladle, two-tined fork, and sharp carving knife.

Vaanit: Translates to "yard" in Merchant's Tongue.

Velar: Translates to "commander" in Merchant's Tongue.

Watch: The city guards of Geanavue; a shortened form of The Most Watchful Law Officers of Geanavue.

Feleater's Falconfly



Ground Floor

- A. Foyer
- B. Bar
- C. Taproom
- D. Kitchen
- E. Watercloset
- F. Whispering Rooms
- G. Gambling Area
- H. Lounge/dancehall
- I. Feleater's Room



Second Floor

One square equals 5 feet

The Haunted Well

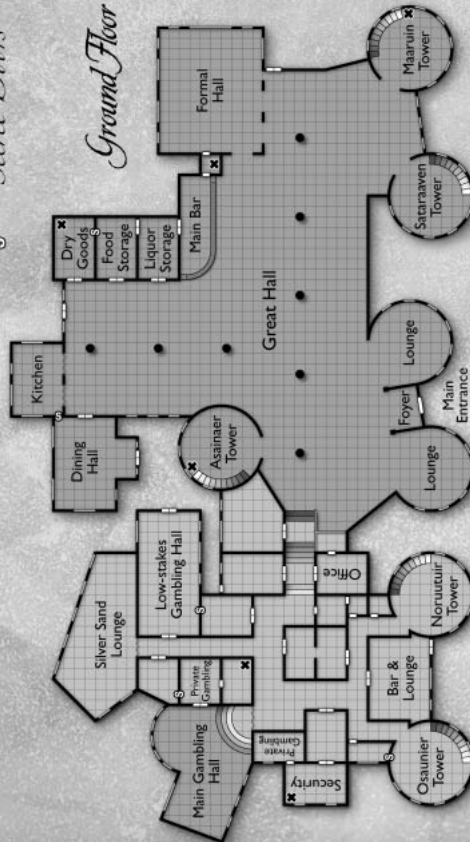


The Door of Dreams

One square equals 5 feet

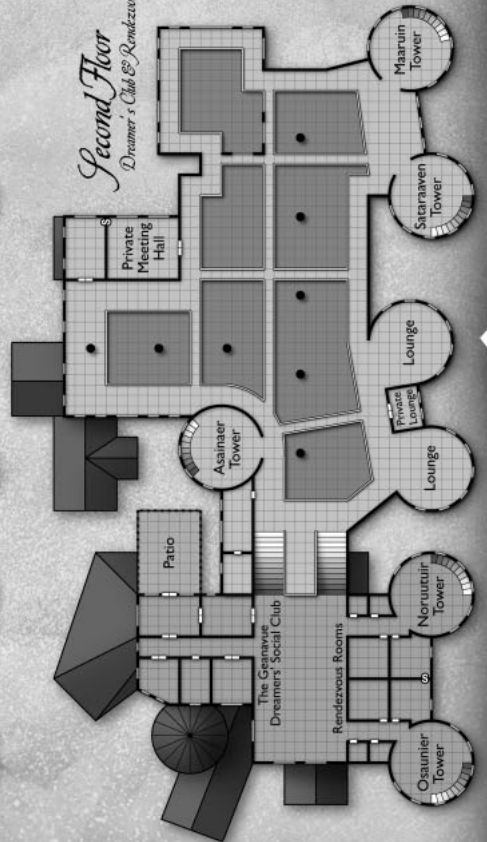
✱ — Fleeway Entrance
S — Secret Doors

Ground Floor



Second Floor

Dreamer's Club & Rendezvous Rooms



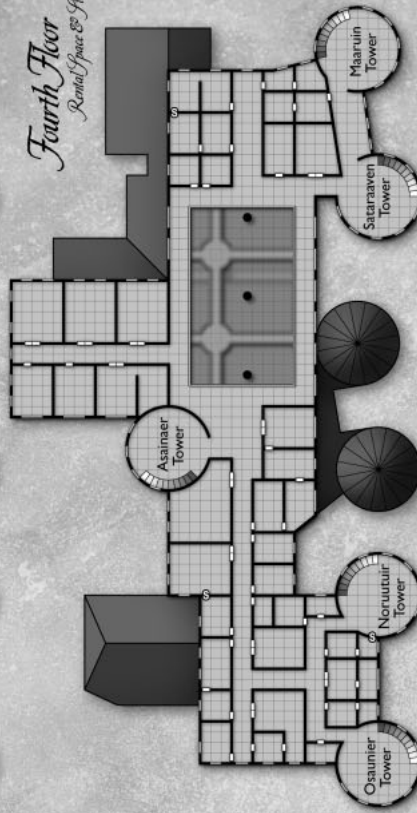
Third Floor

Community Theater



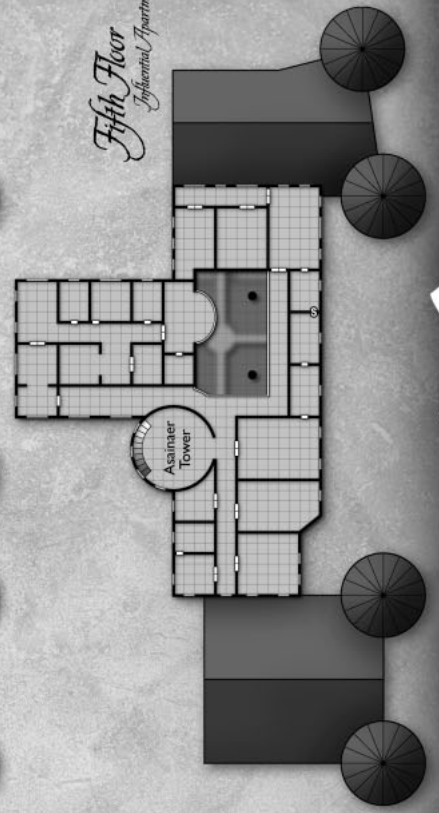
Fourth Floor

Rental Space & Storage

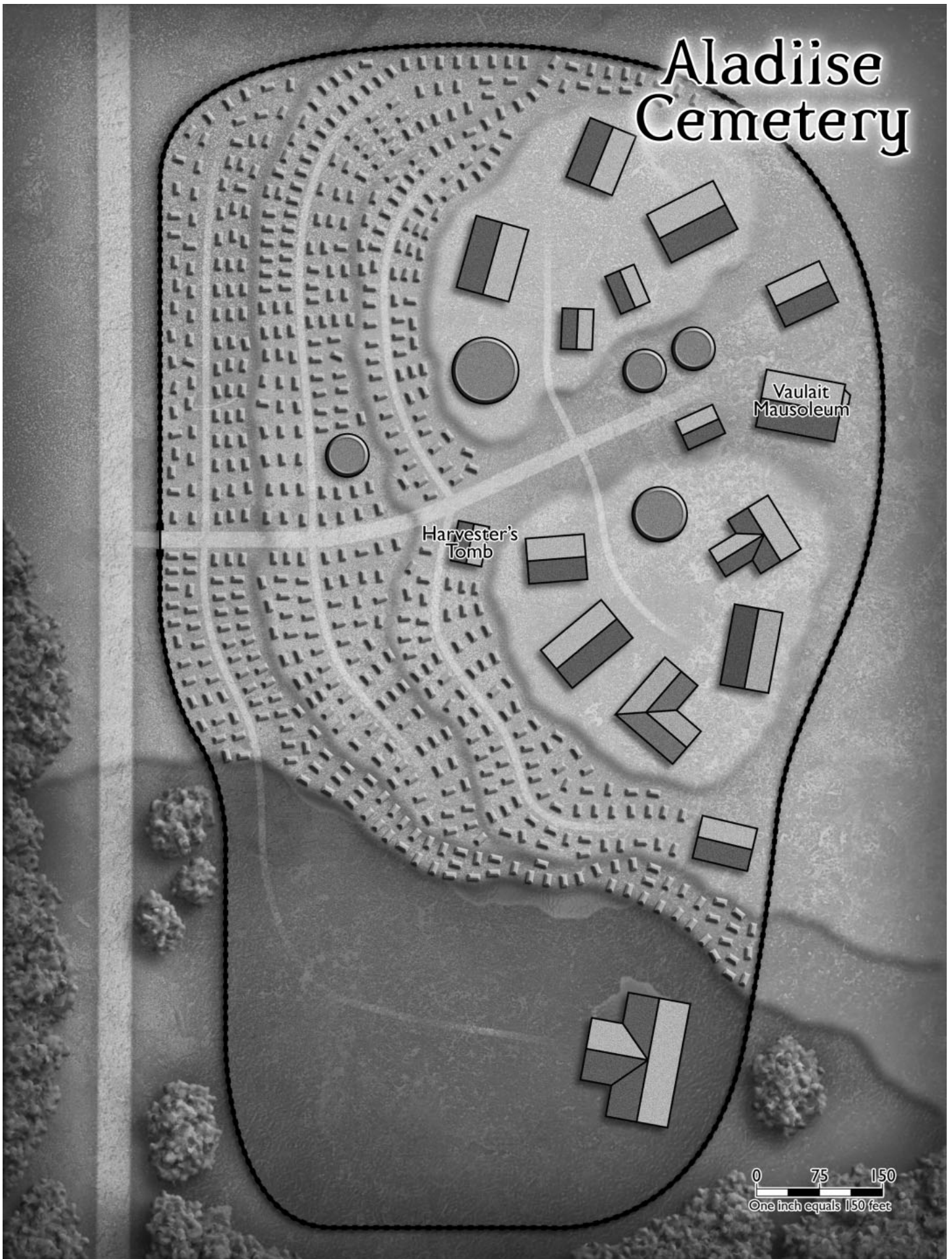


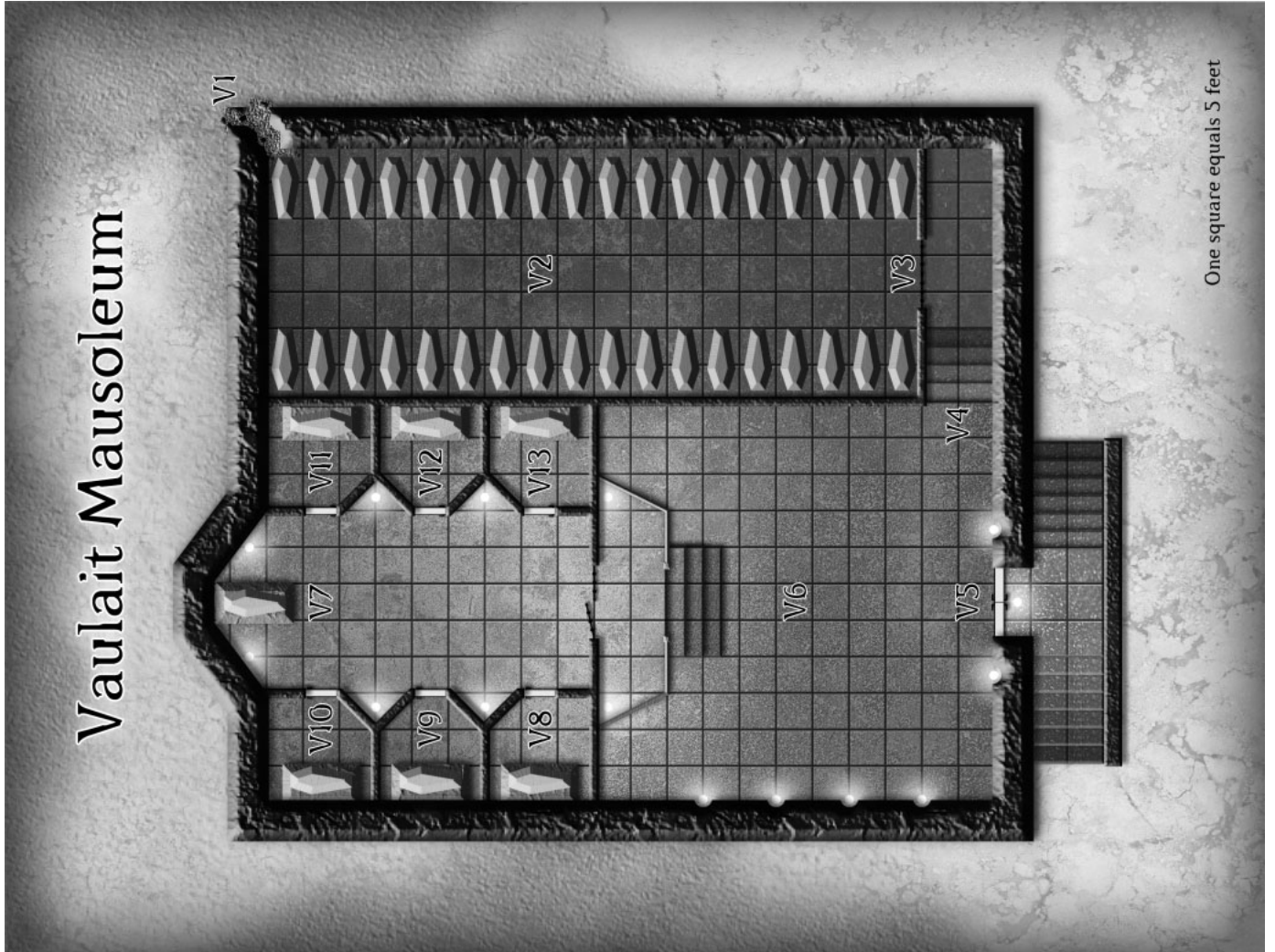
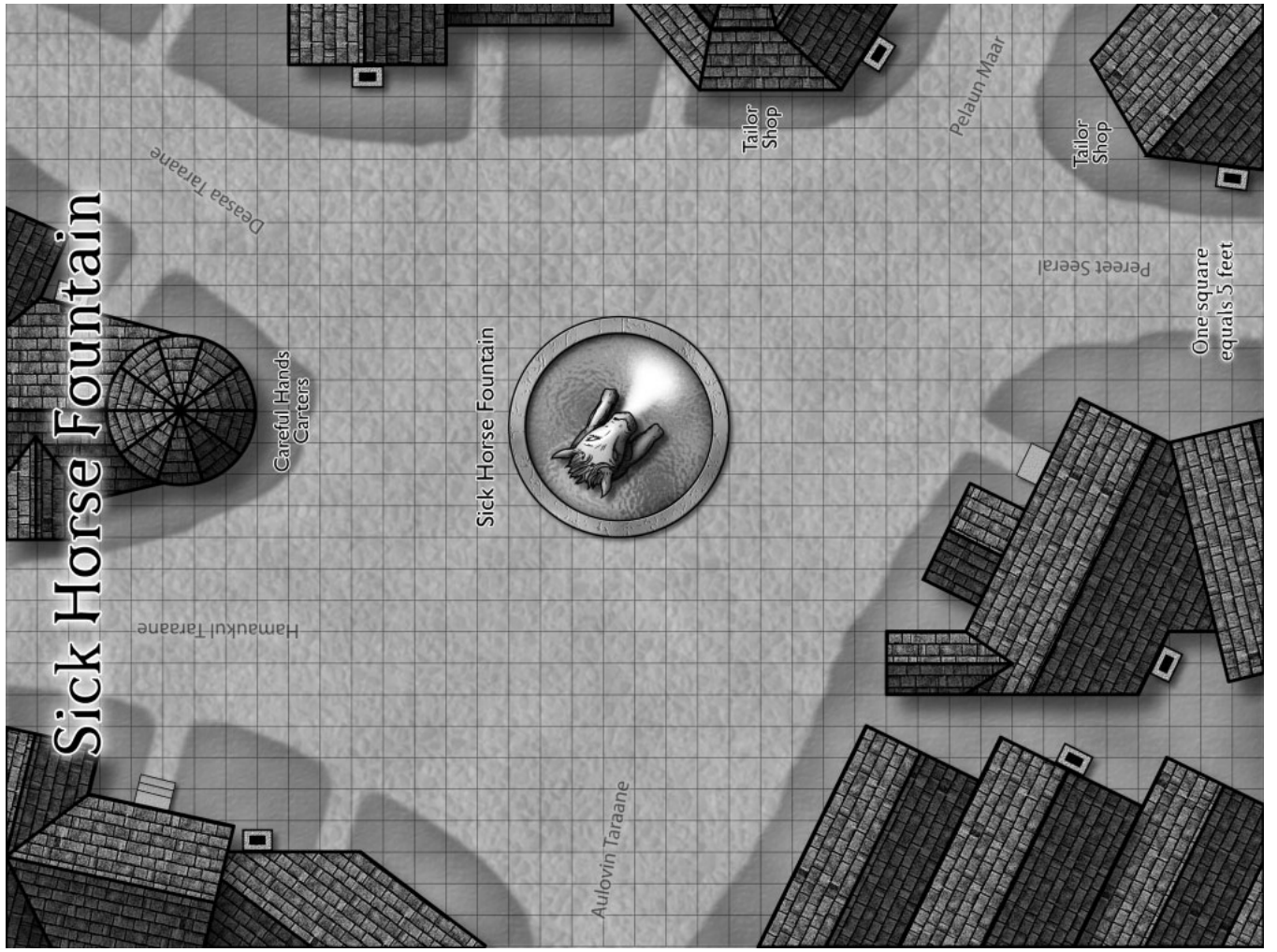
Fifth Floor

Inhabited Apartments



Aladiise Cemetery





BLACK AS THE BRIGHTEST FLAME

In the seemingly peaceful city of Geanavue, mysterious conflicts begin to erupt, placing every citizen in great jeopardy. Only a brave and intrepid group of adventurers can hope to solve the problem, for treacherous information brokers, wealthy nobles, scheming clerics and dangerous creatures and minions all stand in the way. The city calls out for aid, but are you strong enough to face such a challenge? Step inside... if you dare.

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