

THE NAMELESS REALMS

Part 1 of the
Adventures from
The Emerald
Serpent Campaign

AT1 The
Subtle Revenant

New Monster:
Bender Surrogate

Gazetteer NR7
The City of Taux

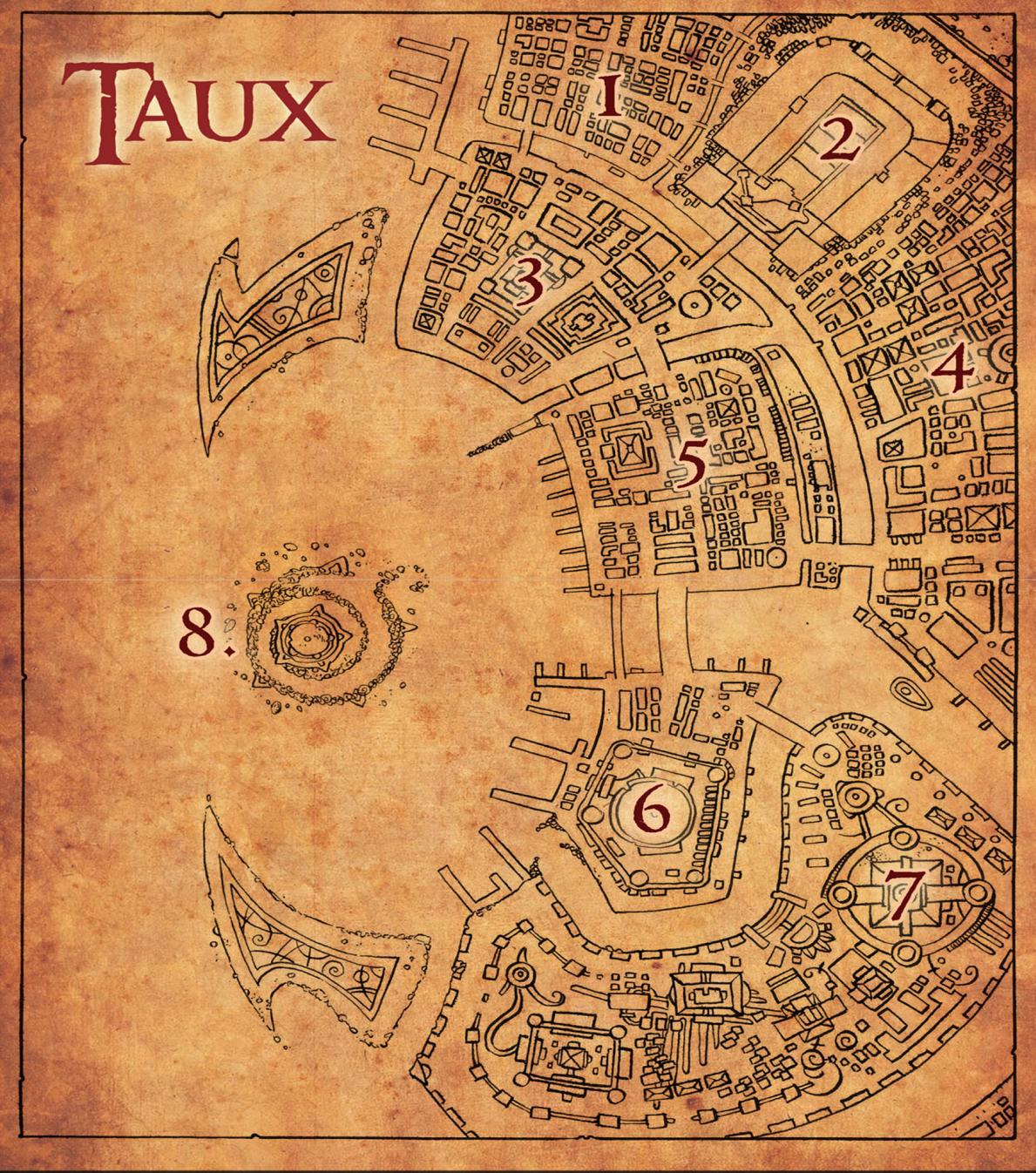
An Adventure for Levels
5-7 in both
1E & 5E Format

THE
NAMELESS
REALMS.

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of the
genre

THE CITY OF TAUX

TAUX



1. SERPENT WALL DISTRICT
2. THE BLACK GATE DISTRICT
3. GOLD JAGUAR DISTRICT
4. SMOKE DRAGON DISTRICT
5. TURQUOISE TURTLE DISTRICT
6. HARBOR DISTRICT
7. HAUNTED TEMPLE DISTRICT
8. STAR TOWER

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Introduction

As I've often said when I provide the opening for these Folio modules, this is your sandbox. However, in this case, there were a lot of other kids in this sandbox before you, so you might have to watch your step! Taux is a diverse and dark city, named by Alan Dean Foster and brought into being as short fiction by Julie Czerneda, Todd Lockwood, Juliet McKenna, Dave Gross, Martha Wells, Harry Connolly, Rob Mancebo, Lynn Flywelling, Howard Tayler, many others, and of course myself.

We spent months developing distinct races, city culture, legends, magic, and all other manner of things that created a city rich with intrigue and depth. Todd Lockwood, Jeff Laubenstein, and Janet Aulizio spent countless hours sketching and blending real-world cultures to find the right look for the city and its people. And I, as the creative director and editor, had to find a way to bring everything together so as to make sense to the reader.

Taux was never an easy endeavor for those working to create it, but it was a labor of love that every person could be very proud of. It is my desire to now translate what was written in hundreds of correspondences over the two anthology projects into an easily playable RPG format. I think I've managed to do enough to make that happen, while still maintaining the elements that make Taux so special.

I hope you enjoy what follows, and I encourage you to read *Tales from the Emerald Serpent* and *A Knight in the Silk Purse*, the foundation works this module series is based on. With those under your belt, I think Taux will come alive as a place for you and your players to have many great adventures, above and beyond what you find here.

Scott Taylor

STYLE OF PLAY

I want to get to this first off, because I know some have criticized my Folio works for being ‘on rails’, meaning there isn’t a great deal of choice for players other than to play things as written. Well, my response to that is ‘What is a module for if not to provide a linear adventure?’ Folio #11 is certainly no different than what you might find in Roslof Keep, although I’ve worked this trilogy around an ongoing story instead of a deep delve. What I’ve really tried to get away from is the concept of ‘murder hobos’ (the semi-affectionate name given to most adventuring parties bound on delving and killing monsters for treasure). Instead, I’ve put Folio #11 into a narrative format that I hope you can utilize to tell a story for the characters that they can eventually feel a part of (and one I hope will appear in the third volume of the Taux anthologies). So, keep in mind, this isn’t about the fights as much as it will be about the city, the players, the alliances and enemies, and the effect all will have on Taux as a whole.

EXPERIENCE POINTS

It is my determination that this trilogy won’t be experience point heavy, meaning the ‘reward’ for play is the adventure itself and the feel of being included in something bigger within the anthology world of Taux. Therefore, I’ve listed the adventure

for characters levels 5–7, and I will keep all volumes of the trilogy within those boundaries as purely encounter experience shouldn’t total enough to move levels a great deal beyond 7th. However, if as a role-play award, you as the DM wish to award larger sums for great play, I fully support that, although keep in mind it might require you to adjust some encounters later in the trilogy.

DUELS

Taux is a city built on an ancient tradition of dueling. In fact, one of the three great dueling schools in the Nameless Realms is located in Taux. The practitioners of this school, or guild, are known as Razors because their style employs a single edge rapier and no weapon in their off-hand. Razors attempt to win duels by wounding opponents, having them bleed until death or capitulation. As dueling is so well-practiced among the nobility of Taux, much honor is placed on the practice, and many disputes are still settled in this traditional style.

However, the governing city guard, or Sturgeons as they are called for the fish symbol on the breasts of their blue and silver livery, do not agree with open combat on the streets. Thus, dueling is often settled in private, otherwise those involved might spend nights in jail or face a murder tribunal.

Rules in duels can vary greatly, from first blood to death, but one thing is always clear,



cheating is an act that will bring the bulk of the guilds and even free-blades against you. For the purposes of gameplay, there are two other great dueling schools that sometimes show up on the streets of Taux to test their mettle—the Ebontra School, specializing in dual wielding rapier and dagger offensively, and the Findalynn School whose followers fight with a rapier and defend with an off-hand dagger.

RELIC

This adventure actually revolves around the recovery of an ancient relic created by the lord-priests of the old Tolimic city. In Taux, such relics are highly prized, but are also considered incredibly dangerous as they tend to have latent abilities that manifest over time. For the purposes of this adventure, only the positive parts of the relic will come into play, but as the trilogy presses forward, more power and curses will likely come forward to play for and against the players.

Adventure Synopsis

As many of the stories in the anthologies prove, living in Taux is no easy thing. It doesn't take much for a sturdy soul to run afoul of intrigues and plots that are always in motion around them. To this point, one of the characters will find himself in an unexpected duel with a local, a duel that

will end poorly for the unfortunate sod who tangled with the player. Once the duel is over, only then will the players discover the true identity of the victim. He is Brace Vash, of House Vash, and there is little doubt that repercussions will now be in play.

Seeing that laying low is the best option, a local fixer named Lareo will attempt to get the characters to a safe house until this all blows over. At the safe house, however, they will be attacked and forced to flee across the city rooftops around the Black Gate. Afterward, one of Lareo's agents will find the players and tell them there may be a way out. House Vash has lost a relic in the city and wants it back. Trading said item might make the Vash forget the players' actions.

Going to the jai-ruk bridges, the characters will recover the relic, then bring it to a meeting place in the Ghost Towers. Once there, they will unwittingly summon a shadow creature from the city's stone and be forced to defeat it. It is only after this action that agents from House Vash will arrive looking to clean up loose ends by eliminating the party and acquiring the artifact.

CAMPAIGN BACKGROUND

City of Taux

Remember, this is just the first part of a trilogy, so as you are playing here, keep that concept in mind as there is more story that follows in Folio #12 & Folio #13. However, for setting the stage, I'll refer you to a few pieces needed to understand the history of Taux and the situation it currently finds itself in.

Formerly the Tolimic City of Taux, this stand-alone metropolis rests at the tip of the Free Coast and once served as a way station between a dozen large nations all over the northern Halo Ocean. More than half a century before the current date, during the final days of the Five Year War that banished all the old gods from the world, the population of the city was destroyed by a necromantic surge of energy. The tale of that destruction is as follows:

Near a century ago in the Nameless Realms timeline a council of Moon Priests and a coven of Tome-Mages theorized that, like the Afterglow Sea that resides beyond the Elemental Plane of Water, there should be another plane of existence behind each of the known Elemental Planes—Fire, Water, Earth, Air, Positive Radiance, and

City Size: Population:

60,000+ (15% are non-human)

Negative Shadow. Because Taux sat so close to the 'Ebon Swamp' which is known to bubble up with Negative Elemental energy, they decided to dedicate a portion of their resources to discovering this 'other plane' from the secret subterranean conduits in Taux. Years passed, and the two Orders built a series of tunnels beneath the surface of Taux that could be used to amplify elemental transmissions. Then, on a night corresponding with the closest proximity of the Negative Elemental Plane to the planetary sphere, they performed a monumental magical ceremony that would project elemental energy beyond the Negative Elemental Plane, hoping to find another source of raw magical power there. The theory was that some reverb would come back that proved its existence and they could use that for further contact. Nine hours after the elemental burst, just as the city woke in the predawn gloom for work, a nightmare scream struck the city in an apocalyptic wave. Every living thing within a hundred miles was obliterated; all souls flash-burned into the stone of the landscape around them. Since that day the city and surrounding lands have been quiet, but the souls still remember, now trapped forever in the walls of their cursed city...

Today, Taux is once again a thriving port city, although instead of Tolimic humans, it is populated from many cultures all over the Halo and beyond, each trying to make a profit on the mass of cargo that moves through the free city without taxation. Although still haunted by the spirits of the past, the current inhabitants try to quiet the stones, and they live with strange whispers at night or the sounds of cries from vacant rooms.

Districts

Black Gate District

The Ullamalitzli Stadium that once housed 75,000 fans and is now home to perhaps 7,000 squatters who have built tenements in the stadium proper.

Gold Jaguar District

The high class district cut by the prestigious Ruby Lane. Here is where the very wealthy of Taux live and play in the former homes of the greatest nobility the Tolimic ever possessed.

Turquoise Tortoise District

A middle to upper class merchant district of the city and home to the Grand Bazaar of Taux.

Harbor District

The port, docks, and wharfs of Taux. Here is the lifeblood of the city, the place where all cultures meet as ships from the entire Halo Ocean trade cargo for shipment all over the world.

The Haunted Temple District

(Ghost Towers)

This scarcely populated district is the home to the poor of Taux. With no place else to go, the destitute gather among the screaming stones of the former Tolimic Temple District.

Serpent Wall District

Situated against the outer wall of the city, and thus wrapping it in a large crescent, this outer district is home to the mass of the middle to lower working class of Taux.

Ebon Fields District

Located outside the main wall of the city, this tangled group of farmland is the only true source of local food Taux possesses. Farmers and cattle-folk work to stave off incursion from the Ebon Swamp as they cling to a meager existence among the lowland marshes that now serve as livestock fields and in some areas rice patties.

The Smoke Dragon District

This district is the home of the base production elements of Taux with some industry having sprung up to use cheap raw materials taken from incoming trade ships and turning them into more expensive trade goods to be shipped out. It is also the home of Sturgeon Keep, where the mercenary army of the city is housed.

Interacting with the City

Many of those dwelling in Taux insist that the city itself is alive, or if not alive, then perhaps at the very least undead. That way of thinking is correct on many levels, as although the city itself has no true soul, there are nearly two-hundred thousand trapped souls in its stone walls and structures. As each soul is tortured in its captivity, most are mad, and if given the opportunity through magic or other means, will attempt to kill those who now prosper in what they see as their tomb. Still, magic isn't readily available to allow for these spirits to interact with the living population in a dangerous fashion, although one living in Taux is always aware of the presence of spirits around them.

1. How the whispering walls work

Many of the stone walls of Taux will whisper, especially at night, when people walk too near them. Some magically adept people, especially

priests or those favored by their gods, will often report seeing movement in the corners of their vision from the walls. Sometimes, spirits will taunt attuned folk, or give them portents of future happenings (usually dark things), and it is even said that for those who come close to death, the spirits will come to them and attempt to manipulate them to assist in whatever troubles still press on their tortured minds.

2. Ghosts

Ghosts do dwell in Taux, although most are confined to the stones and are not a threat. For those that escape, they can become both a bane and a blessing, depending on the nature of their minds when they become free.

3. The Feel of the Environment

Taux is a rich tapestry of a city, and should feel both foreign and familiar, with many races and cultures mixing in the ruins of this ancient Tolimic city. Although this adventure takes place during the evening, be sure to keep the players aware that Taux never sleeps, and the streets are still alive with 'night folk', those who work a much different trade than the day laborers of the city.

Dungeon Master Notes & Suggestions

1. NPC interactions

There are two NPCs in this adventure who appear in the anthologies, Lareo the Eldaryn fixer, and Dethocrates the jai-ruk rogue. If you have access to the anthologies, you can find ready descriptions of these two there, however, the adventures also give a brief description about each interaction to help maintain the feel of the NPCs.

2. Levels

As this is an adventure for characters levels 5–7, it can be assumed that you have either created a specific set of adventurers for the players (perhaps using The Nameless Realms Races supplement) or that players are bringing experienced characters to Taux for the first time. Whatever the case, it is very important that a bond has been established between members of the party before the introduction duel takes place. Without that, characters might balk at helping the duelist who got himself in a bad situation on his own merit. A well designed backstory for the party, and the reason for being in Taux, should be created by the DM before play has begun.

3. Running the Elemental Sparks

In the world of the Nameless Realms, there are various distinct races (as detailed in the Nameless Realms Races supplement). Each is dedicated to a specific element (fire, air, water, earth) and has a varying level of connection to that element. This connection is measured in something called the elemental spark. Humans, who are low fire, are still hot blooded, quick to anger, love, and are always working at something. Eldaryns, who are high fire, are palpably hot, age quickly, and can become pyromancers. Jai-ruks, who are medium earth, are strong, resilient, and are stalwart in their devotion to a cause. If you are running this adventure using the Nameless Realms setting and races, I highly recommend the Nameless Realms Races supplement, and again, reading the fiction resource material.

4. Running the interests of House Vash

House Vash is the greatest of the mercantile houses of Taux, and it holds a very wide series of interests in the city. For all intents and purpose, think of them as an evil corporation that is constantly working to consume, control, and destroy in an attempt for ultimate power and wealth. They are not well-loved, but are



certainly feared among the citizens of the city, and their family is a large one, which helps insure they aren't dying out anytime soon.

Overall Story Arcs and Threads

1. Building on the chase

The DM has to be responsible for building suspense as the characters run from persecution by House Vash. As this entire adventure is set to take place over a single evening in Taux, it is important to keep the feeling of being 'on the run' alive in the players' imaginations.

2. A higher purpose

As this is only Part 1 of the trilogy, there must be little bits of information that leak out to a greater plot and purpose as the characters get pulled through this larger storyline (see adventure).

3. Dueling

As mentioned above, dueling is an extremely important factor in the political and social structure of Taux (as well as its two sister cities Ebontra and Findalynn). If at any time during the adventure you wish to challenge a player to a duel to settle a dispute (perhaps in the final encounter), you may do so.

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New Monster Bender Surrogate

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 0

HD: 15+7

Move: 12"

No. of Attacks: 3

Damage/Attack: 1-10+10

(2 Claws)/2-20+5 (Bite)

Special Attacks: None

Special Defense: +2 or better

weapon to hit

Magic Resistance: 35%

Intelligence: Very

Size: L (20' long)

Psionic Ability: NIL

% in lair: 50%

Treasure Type: D, E

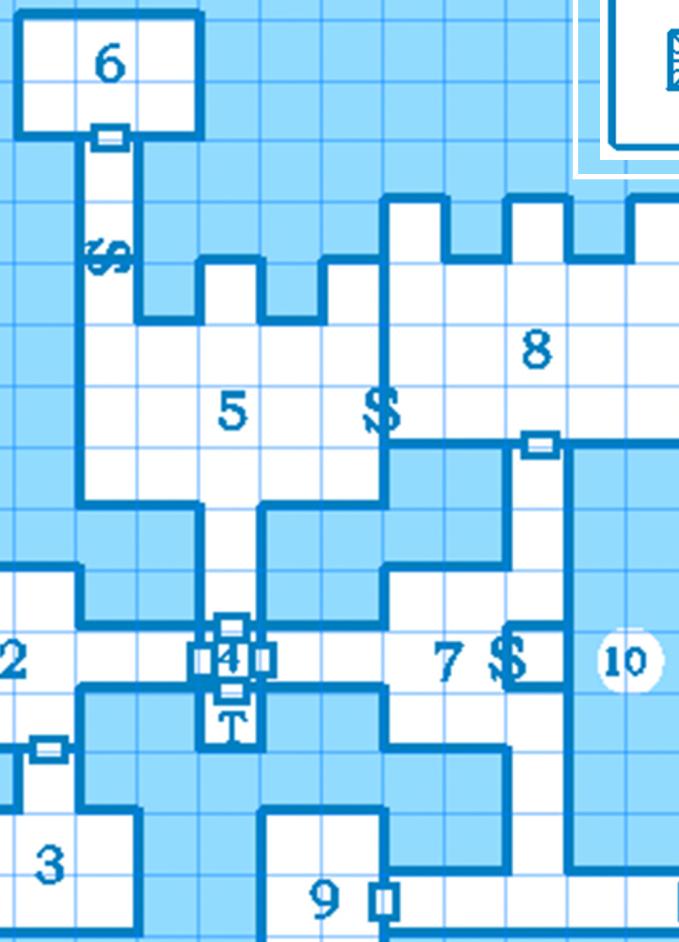
Bender Surrogate [AC 20, HD 15d12+45, HP 135, Initiative +4, #AT 3, Hit +9, Dam Claw 16 (3d8+4), Bite 20 (3d10+5), Damage Immunity (non-magical weapons), Magic Resistance]

Beyond the Elemental Plane of Shadow is a dimensional wall that was meant never to be breached. However, the priests of Taux delved too deeply into powerful magic that pierced the veil and destroyed their city. The tiny pin-prick they managed has allowed something to enter their world that must stay tethered to its own dimension as though through an

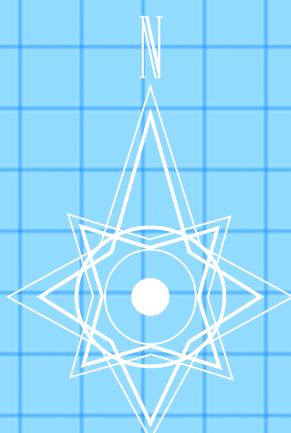


umbilical cord. This creature is a bender, a creature beyond the laws of the world and bent on devouring all that it sees. However, as it cannot leave the chamber of its 'birth' into this world, it has developed a means of tempting treasure seekers with a glowing light that illuminates treasure it has collected from its other victims.

THE OLIO



- Pillar
- Door
- Door, double
- ⌚ Door, secret
- ▣ Stairwell



THE POLIO



The Subtle Revenant

Role Playing Game

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A Three Part Scenario for Characters Levels 5-7
by Scott Taylor

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The Subtle Revenant

A Three Part Scenario for Characters Levels 5–7

So, how exactly do you play in a world that was based on a fictional anthology? Well, my suggestion would be to read the fiction first, but if you can't do that, then make an attempt at a very narrative driven adventure. This particular adventure, The Subtle Revenant, is based around a moving story arc in three parts. The initial part, The Duel, will be the crux that gets the adventurers embroiled in the overall plot. Part Two, The Old Crypt, will have the characters working on a way to solve the mess, and Part Three, The Bender Surrogate, will culminate in a battle that sets the stage for Folio #12 and the adventures there.

One thing to keep in mind as you play, characters here should have some decent experience, so they should be given some leeway when it comes to sticky situations, although they most likely will have to get used to the particular rules of Taux before becoming too full of themselves.

In the end, I hope that you are able to spin your own tale of Taux, the Black Gate, and the Emerald Serpent, as that is what this trilogy is truly about, which is to say adding to the legends of the great city of cursed stone.

**All ‘grey blocks’ are for 5E conversions
in this section.**

Part One

The Duel

‘The patrons of the Emerald Serpent crawl like a living thing, tides of humanity and other elemental-spark races mingling in a great pool around the huge bar. Multi-level decks hold dozens of conversations, games of chance, and illicit dealings far from the prying eyes of the city’s Surgeons. If there is one place more famous in Taux, a citizen would be hard pressed to name it, and yet only the very brave, or perhaps foolish, ever pass beneath the Black Gate and tread the twisting streets around the old Ullamalitzli courts to drink pulque and other spirits in this old house of priests and nobles.’

Setting the Stage

This entry scenario revolves around the characters running afoul of House Vash. To accomplish this, and the story beyond, the DM must be able to run a number of encounters through role-play and limited combat. Each encounter point is listed below, with a series of options and goals for both the players and the DM, but how you get to the end result is up to those involved.

Encounter Point One

Duel

If you read the intro to Part One, I think the players will get an idea of what the Emerald Serpent is, even if they’ve never read the fiction. Still, there are questions that you will need to either ask or already have an answer for when this Encounter Point begins.



Lauenstein 14

1.

Who is the party's best duelist? You could also ask, who is the party's biggest hot head? Either way, one player is going to get challenged to a duel, something locals in Taux see a great deal of (See Taux & Dueling in the Gazetteer). The duel is the key, because it sets the stage for the entire adventure. Bait the players as you wish, with lewd comments against party members or other brash talk, perhaps even targeting a priest's god. When the conflict is at hand, the following may set the stage.

'The bravado and sexual talk has risen to a crescendo at the table behind you after a good half-hour of heavy drinking. The loudest of these young bucks, a thin rake with a gilded rapier and a topknot of blond hair pushes back his chair until it strikes the back of yours, his disgust at your offense apparent in his first curse thrown in your direction.'

1 Razor Duelist (Brace Vash)
[AC 5, HD 7+7, HP 70, #AT 2/1
(+4 to hit), D 1-6+5, Wounding
(Each time Brace strikes, the victim must make a save versus petrification or begin bleeding at 1 hit point per round. This attack can be cumulative.)]

TREASURE

SABRE +2

1 Razor Duelist (Brace Vash) [AC 15, HD 10d8+20, HP 65, Initiative +5, #AT 2, Hit +7, Dam Sabre 7 (1d6+4), Multiattack, Parry (+2 AC against one attack), Wounding (Each time Brace strikes, the victim must make a DC 14 Constitution save or begin bleeding at 1 point per round. This attack can be cumulative.)]

2.

The outcome of the duel is pre-determined—Brace Vash dies. Whether the player runs him through or not, he will die from a poison spell cast by someone amongst the throng of patrons watching the duel. As it will look like nefarious means were used in a legal duel, the player will be on the run from this point forward until his name can be cleared.

'Your blow, whether wittingly or no, slides through Brace's defense and he crumples to the floor, blue veins pulsing along his temples and a dribble of blood sliding out of the edge of his mouth.'

3.

The entire mood of the Emerald Serpent will change the moment Brace dies, and the players should be shown this in no uncertain terms. Feeling a bloom of heat at their side, one player will be given the opportunity to get the party moving toward a far back table as they follow the Eldaryn pyromancer and information broker, Lareo, to his working space. Once there, you'll need to drop information about what has occurred and provide the players an address and a contact name where they can lay low until Lareo can discover exactly what plot the players have been roped into.

'The chants, howls, and exclamations dwindle to an eerie silence as a closeness fills the Serpent. Eyes once alit are now dark as the patrons stare at you, whispers of 'murderer' and 'assassin' hiss around from the throng, and here and there knuckles grow white in balled fists and fingers slide slowly to the well-worn handles of dirks and other small blades.'

Encounter Point Two

Lareo

Nothing in Taux is free, but for some reason Lareo is looking to help the players. This may be because he is looking to settle a score of his own, has a client who is interested in a certain outcome of events, or even that he's had some past interaction with a member of the party (up to the DM of course). Whatever the case, he's about to offer the players a big leg up in getting them out of this mess. Play him as a friend, because to this point, that is what he is, and his reputation as someone who 'backs the little guy' is well known inside the Black Gate and beyond.

'The diminutive Eldaryn pulls himself up into his booth, an ashen cushion propping him up to look over the table at you. Waving to the smooth curve of the bench across from him, he then adjusts his spectacles as the brassy hairs of his curved mustache twitch as though of a mind of their own.'

Lareo quickly relays the following information to the players:

A. Brace is a known womanizer and gambler, both of which have put him on the wrong side of various powers, including his own family.

B. The death of Brace in the fashion which he died is a three-fold strike against the perpetrator—you've broken the dueling laws of the city and the Surgeons will soon have your name and be looking for you; you've broken the dueling honor code of the Taux Razors Guild and their trained duelists will be after you; and you've killed a member of the Vash household, acquiring a price on your head paid for by the family.

C. Two days ago Lareo heard an unnamed agent was asking about Winged Serpent venom sometimes drawn from the deadly beasts in the Ebon Swamp.

D. Brace was bragging earlier in the morning that he'd come into possession of a relic that had been washed up on the beach from the great storm that passed over Taux earlier in the week. Knowing what such artifacts can mean to various powers within the city, speaking of such a thing is a quick way to get your name on a list you'd rather not be on.

E. He will provide you with an address on the upper tier of the north wall of the stadium amid the 'Tangle' as the locals call the overpopulated ramshackle housing. A landlord named Moxa owes him a favor and will shelter you until he can find out more details that might clear your name.

Encounter Point Three

The Safe House

The 'Tangle' more than deserves its moniker as the north upper deck of the Taux Stadium is a chaotic mess of haphazard buildings laying if not always atop, at least against one another. If the Black Gate is said to be a place where people go to get lost, then the Tangle is the hole in which they disappear. Urchins are prevalent, and will often guide folk to certain locations for a coin, otherwise, players can try to discern addresses from ill-carved and painted signs, landmarks, and the movement of stars, but whatever the case, stout rolls will be required to discover Moxa's abode within the labyrinthine sprawl. A successful Intelligence check at -7 will be required to find

the location, otherwise an urchin guide will be needed **[DC 20 Perception]**.

A breeze blows over the outer rim of the great stadium, its caress bringing with it a taste of civilization's musk, waste, and sickness. This is the Tangle, a mass of tumbledown buildings stacked precariously atop one another like a mythical labyrinth of filth and darkness. If stones whisper here, they are drown out by the sporadic wailing of infants, buzzing of insects, and coughs of wheezing lungs.'

Moxa is of old Tolimic blood. His ancestors once inhabiting the city, and his people are now moving back to Taux from distant mountain villages beyond the Ebon Swamp as other nations have been encroaching. He is human, his spark strong with elemental fire, and he understands the stone beneath his feet. Covered in tattoos and talismans, he brokers little conversation with the party, but shows them up a winding stair from his own dwelling to an apartment high atop the canopy of structures that make up the Tangle. Here, in a single room with woven mat beds, a cistern of rainwater, and a chamber pot of brass, the party can rest until they hear from Lareo, or at least that is the plan.

Encounter Point Four

The Roof Chase

As evening falls, the players may hear a commotion far below in Moxa's home [2 in 6] **[Passive Perception 15]**. This is an assassin crew from House Vash looking to end the players' lives before the entire affair spins out of their control. Unbeknownst to the party, House Vash had placed Sturgeons around the Emerald

Serpent ready to arrest the party after the duel, but instead the lead Sturgeon, Tohil, had recalled his men at the urging of Lareo. Now, House Vash has procured other means of dealing with things in the form of a Zimbolay Tome-Mage and a crew of cutthroats from an anchored pirate vessel posing as a trade ship.

'Screaming, arguing, and even rumbling have been constant companions during your day in the eaves of the Tangle, but heavy shouting and the building's shuddering, as if from an impact, brings you to your feet. The door, little more than a rough canvas hanging, flutters like a ship's sail in the hot bay breeze. The sounds of bones shambling and heavy footfalls race upstairs toward your apartment. Outside, the sound of a city crier marks the passing of the day, twilight settling in over the rooftops just inches away from the room's single window.'

This encounter point revolves around a chase across the rooftops of the Tangle. To achieve extra action, I'd suggest all players must make Dexterity checks **[DC 13 Dexterity]** between each encounter as they jump between roofs. You can mitigate these checks with spells, assistance from other players, ropes, or other creative means the players come up with. If a check is failed, you could have the individual or individuals fall down a single story, take 1d6 damage, and then continue the chase as they try to get back to the party via other routes. To accomplish this, I would suggest another Dexterity check **[DC 12 Dexterity]** as well as an Intelligence check **[DC 12 Intelligence]** to work out the correct path.

Otherwise, various combats are as follows, but remember that escape is a key component, so keep

these short and engaging, not long slogs. Also, if you want to get really creative, you could use grappling rules in attempts to dislodge enemies from the roof without a full fight.

1. Roof One

The wind from the bay strikes along makeshift roofs, lifting billowing canvas and fluttering tin as you leap from building to building. Ahead, rising from some unseen fissure, three men with short blades and tanned skin move to block your escape.

3 Pirates [AC 7, HD 5, HP 30, #AT 3/2, D 1–6 (Short Sword)]

TREASURE

2 DOZEN COPPER COINS AND 5 SILVER COATLS

3 Pirates [AC 12, HD 5d8+5, HP 25, Initiative +3, #AT 2, Hit +4, Dam Short Sword (1d6+2), Pack Tactics (Pirates are at advantage if attacking with allies within 5 feet.)]

2. Roof Two

Cats, all too common in the Black Gate, scurry for cover as you pass, a bank of thin fruit trees dominate an open roof to your left, more weathered men sliding from them in hot pursuit. Ranging before them is a low-slung beast of naked sun-bleached bone woven wood. Its eyes glow with a baleful light as its long head sways as though sniffing the breeze.

3 Pirates [AC 7, HD 5, HP 30, #AT 3/2, D 1-6 (Short Sword)]

TREASURE

3 DOZEN COPPER COINS AND 1 SILVER COATL

3 Pirates [AC 12, HD 5d8+5, HP 25, Initiative +3, #AT 2, Hit +4, Dam Short Sword (1d6+2), Pack Tactics (Pirates are at advantage if attacking with allies within 5 feet.)]

1 Dweller [AC 2, HD 8+8, HP 56, #AT 3, D 1-6 (Claw x2)/1-8 (Bite), +1 or better weapon to hit]

TREASURE

NONE

1 Dweller [AC 18, HD 10d10+10, HP 60, Initiative +5, #AT 3, Hit +8, Dam Claw 9 (2d6+3), Bite 12 (2d10+2), Magic Resistance, Multiattack (2 Claws/1 Bite), Aversion to Flame (at disadvantage on rolls if hit by fire), Damage Immunity (non-magical weapons)]

3. Roof Three

Another leap and you come upon an annex of buildings growing together to create a solid canopy over the snaking streets below. Three more men move from the shadows there, thickly accented voices calling to the darkening roofs around you.

3 Pirates [AC 7, HD 5, HP 30, #AT 3/2, D 1-6 (Short Sword)]

TREASURE

32 COPPER COINS

3 Pirates [AC 12, HD 5d8+5, HP 25, Initiative +3, #AT 2, Hit +4, Dam Short Sword (1d6+2), Pack Tactics (Pirates are at advantage if attacking with allies within 5 feet.)]

4. Roof Four

The edge of the Tangle draws near, the massive carved stone walls of the stadium rising up like a dam against the oppressive tide of dwellings. Ahead, five men wait near the downslide to the great stair, one of them armed with a twinkling cutlass.

4 Pirates [AC 7, HD 5, HP 30, #AT 3/2, D 1-6 (Short Sword)]

TREASURE

20 COPPER COINS

4 Pirates [AC 12, HD 5d8+5, HP 25, Initiative +3, #AT 2, Hit +4, Dam Short Sword (1d6+2), Pack Tactics (Pirates are at advantage if attacking with allies within 5 feet.)]

1 Pirate Captain [AC 5, HD 10+10, HP 70, #AT 3 (+4 to hit), D 1-6+5/1-4+2 (2 scimitar/1 dagger)]

TREASURE

SCIMITAR +2, DAGGER +2, 14 SILVER COATLS

1 Pirate Captain [AC 15, HD 10d8+20, HP 65, Initiative +5, #AT 3, Hit +7, Dam Scimitar 8 (1d6+4), Dagger 7 (1d4+5), Multiattack (2 scimitars/1 dagger), Parry (+2 AC against one attack)]



5. Roof Five

The final roof drops down twelve feet to a stone platform on which a man with ebony skin and stark white hair stands. In his hands talismans twine while his eyes glow with a dusky shade of emerald. Two large armored men flank him, and another of the bone and twig beasts stalks back and forth before the verge of the stairs.

2 Mercenaries [AC 4, HD 6, HP 36, #AT 2/1, D 1-8+2 (Longswords)]

TREASURE

52 COPPER COINS, 17 SILVER COATLS

2 Mercenaries [AC 16, HD 6d8+6, HP 30, Initiative +3, #AT 2, Hit +4, Dam Longsword (1d8+2), Pack Tactics (Mercenaries are at advantage if attacking with allies within 5 feet.)]

1 Dweller [AC 2, HD 8+8, HP 56, #AT 3, D 1-6 (Claw x2)/1-8 (Bite), +1 or better weapon to hit]

TREASURE

NONE

1 Dweller [AC 18, HD 10d10+10, HP 60, Initiative +5, #AT 3, Hit +8, Dam Claw 9 (2d6+3), Bite 12 (2d10+2), Magic Resistance, Multiattack (2 Claws/1 Bite), Aversion to Flame (at disadvantage on rolls if hit by fire), Damage Immunity (non-magical weapons)]

1 Tome-Mage [AC 7, HD 9, HP 18, #AT 1, D 1-4+3, Spells: 1st (4) Shield, Shocking Grasp, Magic Missile, Charm Person; 2nd (3) Strength, Web, Detect Invisibility; 3rd (3) Fireball, Hold Person, Suggestion; 4th (2) Fire Shield, Ice Storm; 5th (1) Cone of Cold]

TREASURE

+3 DAGGER, SPELL SCROLLS (INCLUDES ALL KNOWN SPELLS), RING OF PROTECTION +1, 20 COPPER COINS, 54 SILVER COATLIS, 8 GOLD JAGUARS

1 Tome-Mage [AC 13, HD 9d8, HP 40, Initiative +3, #AT 1, Hit +8, Dam Dagger 7 (1d4+5), Spellcasting (DC 14 saves and +6 to hit), Spells: Cantrips (at will) Fire Bolt, Mage Hand; 1st (4 Slots) Mage Armor, Magic Missile, Shield; 2nd (3 Slots) Misty Step, Suggestion; 3rd (3 Slots) Counterspell, Fireball, Fly; 4th (3 Slots) Greater Invisibility, Ice Storm; 5th (1 Slot) Cone of Cold]

Encounter Point Five

Dethocrates' Offer

Dethocrates, a local jai-ruk rogue and hustler, has been sent by Lareo to warn the players and followed the mercenary force to the Tangle. He comes with information, and if the previous battle is going poorly, can assist with shots from his short bow as needed.

'Stepping from the shadows of the stair, a large russet-skinned jai-ruk stands half a hand under seven feet in height. A small hip quiver of arrows and a short bow can be seen beneath the folds of a weathered cloak, and the scent of his earth spark is heavy as his boots rest on the dark stones of the stadium.'

He offers to guide the players from the Tangle and the Black Gate, which is now crawling with duelists from the Razor Guild as well as bounty hunters inspired by a price set by House Vash. Like the Lareo conversation in Encounter Point

One, Dethocrates will have a series of topics that might assist the players and set them on a new task, which is to be found in Part Two.

Dethocrates provides the following information to the players while in transit:

A. Someone or something is moving behind the scenes in an attempt to gain access to the relic Brace recovered on the beach.

B. Brace may have been many things, most of them bad, but he wasn't stupid. He hid the relic where he believed no one would discover it, but one of his friends who owed Lareo of favor believes there is only one place Brace could have stashed the item, an old crypt the two discovered earlier in the year along the tidewater.

C. Lareo believes if the party can recover the relic, they will have some leverage when it comes to dealing with House Vash.

D. He will lead you through the Black Gate and toward the Smoke Dragon District, if you are willing to make an attempt at the relic and its resting place. A contact there, a mercenary named Increase Coin, has the location and will provide it with Lareo's seal.

Part Two

The Old Crypt

Setting the Stage

This part of the adventure is much more 'standard' RPG stuff, with a small delve into a crypt that should provide the players with the leverage they need against House Vash.

Dethocrates will walk the players from the Black Gate to the Smoke Dragon District, skirting the main streets until he finds a small bazaar where he will meet with his contact, the mercenary Increase Coin. Coin isn't someone the players need to interact with here, but as in all things in Taux, that doesn't mean he might not play a more important role later in the story.

Encounter Point One

The meeting with Increase Coin, a tattooed and scarred man of Zimbolay with a dour expression and long limbs, will be quick. Whispered words exchanged between Dethocrates and Coin are hard to discern, but sooner rather than later a small roughly drawn map is provided by Coin. Dethocrates will offer the map to the players and then instruct them to find the relic within a small crypt secreted on the banks of a canal in this district. Once they've done that they are to bring the relic to a house in the Turquoise Turtle District where a negotiation will already be taking place between Deth and an agent of House Vash.

Another bridge, more common than ghosts some citizens would whisper, stretches out over a causeway as you make your way down the levy to the water. Beneath the span, amid the moonlight playing against the water, several low fires burn as squatters take shelter in the long night. Earthy magic presses against you, the taste of it heavy on your tongue as the jai-ruks that make up the bulk of these vagabonds overpower the air with their elemental sparks.'

1. Entry

Tumbledown and sea washed stones provide a deceiving image of a completely collapsed tunnel, and yet hard investigation exposes a small arch just big enough for a person to slip through. Inside, a long dark hall stretching out twenty feet is framed by lichen-covered stone walls.

2. Moss Room

A thirty by twenty rectangular chamber is set with a passage in the western wall and a heavy wood door in the north wall. A deep green moss, burnished at the edges with yellow, grows all throughout the chamber.

Investigation of the chamber will show signs of wear on the floor moss leading to the passage. The door is waterlogged and has swollen shut; it cannot be opened without a successful open doors check [DC 15 Strength].

3. Shattered Prayer Room

Two large cracked urns and a crumbled table lie in this chamber. Debris, including two tarnished candle sticks and some crumbled incense lie around the table, but otherwise the room is without decoration.

4. Crypt Annex

This small ten by ten chamber is set with four doors, one at each point of the compass. Each door is made of wood planks set with rusted metal braces.

Heavy iron locks attach to each ring-handle of the door, fastening them tightly to the stone wall.

Each lock is -10% to remove because of heavy rust **[DC 19]**. Investigation [2 in 6] of the door on the south wall will indicate that it has seen some use **[DC 15 Perception]**.

The northern door holds a trap **[DC 15]** and unless disarmed it will fire a sheaf of rusted darts at all those in room 4. Damage from the darts is 8–24 **[20 (10d4)]**.

5. Tomb One

A large room with three alcoves in the southern wall stretches out before you. Each alcove holds a standing sarcophagus. As you watch, a dim light from several runes in the ceiling begins to glow and the sound of hushed whispering begins to bounce around the cold stone walls of the chamber.

Brace knew the lay of the land of this chamber (and something Increase Coin knew as well but didn't reveal), and that is that unless you have a charm or talisman dedicated to the Tolimic God Ueuecoyotl, the chamber 'will rise up against' any looters. In this case, the resistance takes the form of two greater undead that are completely resistant to all attempts to turn them while in their tomb.

2 Greater Skeletons [AC 8, HD 9, HP 36, #AT 1, D 1–12+1]

TREASURE

2 +1 OBSIDIAN AXES

2 Greater Skeletons [AC 12, HD 9d10+18, HP 67, Initiative +3, #AT 1, Hit +7, Dam Obsidian Axe 17 (2d12+5)]

Behind the only sarcophagus that doesn't open is a secret door [1 in 6] **[DC 18 Perception]**.

Also, the chamber has a secret door that opens into the main hall of room 8. Finding this door requires a successful search [1 in 6] **[DC 18 Perception]**.

6. St. Shay's Chamber

The false door opens, smooth stone sliding against oiled metal. Beyond, a small room is decorated with a small wooden bed, a series of chains attached to the ceiling, and a shelf filled with blood-red candles, whips, and other metal and leather apparatus.

This was the place where Brace would have his fun with downtrodden women of Taux, proving his loyalty to the dark Saint Shay. Within a secret hole in the stone wall [1 in 6] **[DC 18 Perception]**, a bag holds 75 gold jaguars and a polished wood bracelet, set with seven circles of onyx. This is the artifact that House Vash seeks.

7. Fresco Chamber

This heavily painted chamber is covered floor to ceiling in moldering depictions of life in Taux before the city was silenced. Two halls, one running south and one running north, branch off around a monolith that bears the distinctive carvings seen in so many of the upper class dwellings of the old city.

The monolith is actually a sealed cache that holds part of the wealth of this fallen family. Detection of anything amiss with the monolith requires a direct check and a Find/Remove Traps at -20% **[DC 20 Perception]**.

Once found, opening the monolith requires the party to destroy it, presumably with a hammer as it takes 40 points of blunt damage [or 100 points of edged damage] to break it enough to look inside.

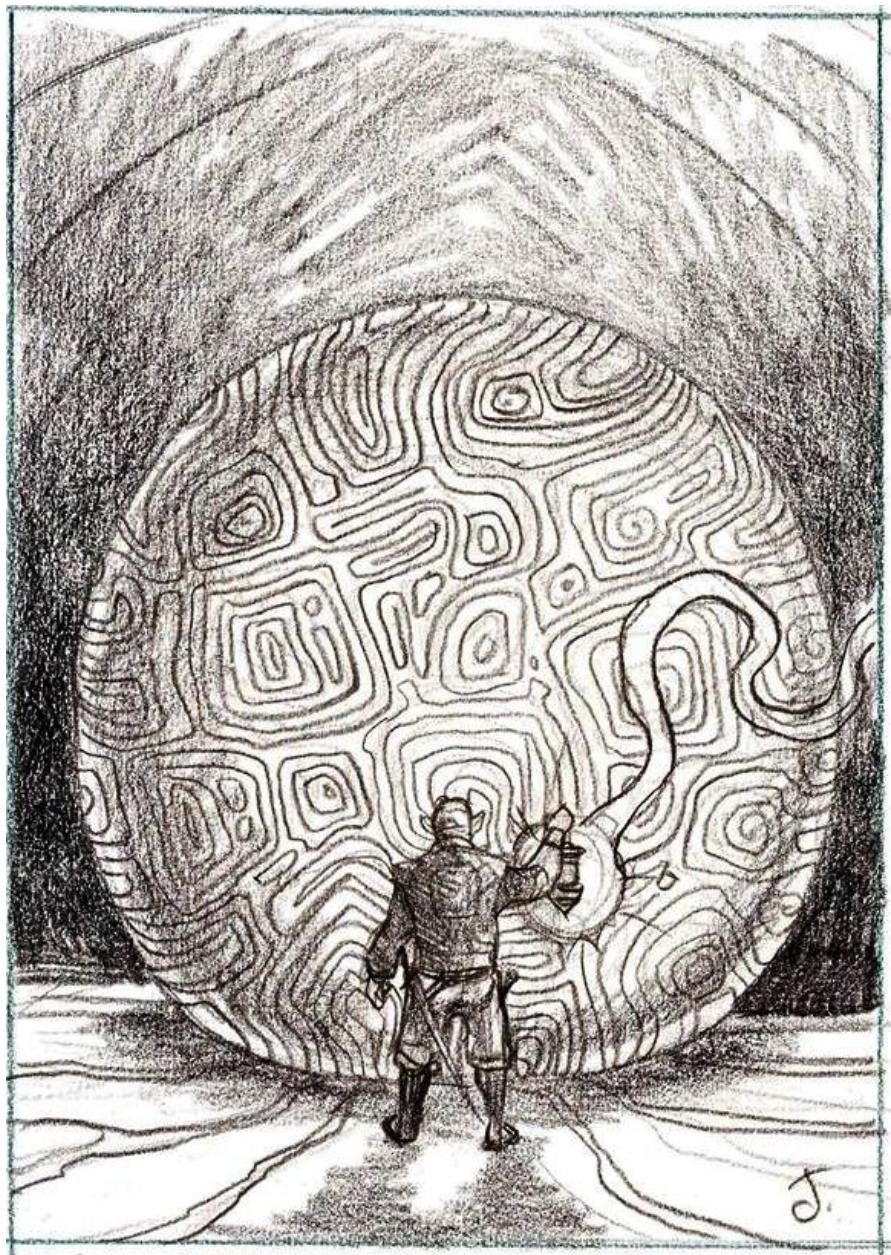
TREASURE

A GOLDEN JAGUAR HEAD STATUE (1000 GP VALUE), 150 SILVER COATLS, SCROLL OF CURE LIGHT WOUNDS [CURE], +2 OBSIDIAN AND WOOD LONGSWORD OF WOUNDING

8. Tomb Two

Another large chamber with three southern alcoves lies beyond the door. Light flickers here from runes set in the ceiling, and a haunting wail sets the hairs on the back of your neck on end.

This chamber is identical to room 5, although there is no secret door in any alcove. If the party has entered using the secret door from room 5, the outcome of the above description is the same.



Secret Door

[1 in 6] **[DC 18 Perception]**

Three ghosts haunt this chamber.

3 Ghosts [AC 0 (8), HD 10, HP 55, #AT 1, Age 10–40 years (saving throw to negate), Magic Jar, +1 or better weapon to hit]

TREASURE

NONE

3 Ghosts [AC 11, HD 10d8, HP 45, Initiative +3, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3), Etherealness, Possession (Recharge 6), Damage Resistance (non-magical weapons), Immunity (cold, necrotic, poison)]

9. Sarcophagus One

This door, ravaged by time and wet air, crumbles as you attempt to open it. Behind the newly created pile of desiccated wood is a single chamber with a stone sarcophagus.

The chamber was prepared for a high ranking member of the family, but the disaster that destroyed Taux insured it was never used.

10. Treasure/Heirloom Chamber

A secret chamber accessed through room 7.

11. Sarcophagus Two

This door was broken years ago, only two small pieces of wood still cling to the rusted hinges. Beyond, a shattered sarcophagus and smashed coffin are in residence, but both look to have been destroyed long ago.

A search [1 in 6] **[DC 17 Perception]** will reveal a small gold ring in the debris of the coffin (still attached to a finger bone). The ring is actually a Ring of Feather Falling.

Encounter Point Two

After finding the relic, the party should travel to the address Dethocrates provided. Once there, they will see a small shop, a single lamp burning in the window. The stones around them whisper and gibber, many seeming to move and crawl at the edges of their vision, although they do not move when stared at.

Dethocrates will already be outside, his eyes illuminated from the red glow of a pipe he is smoking beneath an awning. He will greet the party and ask after the relic, but he does not wish to see it, saying things such as things of ancient Taux are better left undercover.

Once he has confirmed the party has the relic, he will relate the negotiation, saying that House Vash will forgive any crimes against them if the relic is delivered to its rightful location deep within an old temple (which is actually an underground pyramid) in the Ghost Towers. Once in the ritual room below the surface, they are to place the item on the altar and leave it there. Although this request is odd, the chance that it represents is something Dethocrates sees as advantageous, even if it might only give Lareo more time to find out the true plot.

Part Three

The Bender Sturgeon

Setting the Stage

If the players accept this job, Dethocrates will provide them with a map to the temple within the Ghost Towers and say they have four hours to deliver the relic. Once done, he will meet them at the mouth of the Black Gate and hopefully have better news concerning the Razor Guild and the Sturgeons, both of whom are still after the players.

Passage to the Temple of the Crescent Moon, especially in the early hours of the pre-dawn,

shouldn't be a hard thing, but the city seems anxious as the characters pass walls, the whispers growing more fevered. Anyone holding the relic will see shapes slithering within the stone, but no outward attacks will be made along the journey.

Encounter Point One

The temple itself is a large stone building with a single ramp leading to a set of double doors. The doors are ajar, likely from brave squatters, but no light comes from within.

1. Citizen Entry

Black stone, decorated with thousands of ancient glyphs, presses in against you even in a hall some twenty feet wide. Above, a dark ceiling adds to the weighty essence, and the dulcet whispers of spirits echo in the shadows your light doesn't penetrate. Three sets of double doors, all made of green-washed wood, are within the length of the hall, one east, one west, and one to the north.



2. Offering Chamber

This large room is empty, save for some bits of scattered debris. The stone on the floor is well-worn in repetitive areas as though thousands of devotional kneeling ceremonies have taken place.

3. Chamber of Virgins

Carvings on the walls of this large chamber show a myriad of sexually writhing bodies. The likenesses of young women lounge naked around priests in great feline headdresses and heavy mats still sit and molder on the floor.

The room is populated by the souls of sacrificed young women, and they will attack any living thing entering the chamber, first the male members of the party, and once they are dead, the females.

3 Tortured Virgin Ghosts [AC 0 (8), HD 10, HP 55, #AT 1, Age 10–40 years (saving throw to negate), Magic Jar, +1 or better weapon to hit]

TREASURE

NONE

3 Tortured Virgin Ghosts [AC 11, HD 10d8, HP 45, Initiative +3, #AT 1, Hit +5, Dam Withering Touch 17 (4d6+3), Ethereality, Possession (Recharge 6), Damage Resistance (non-magical weapons), Immunity (cold, necrotic, poison)]

4. Upper Annex

A central chamber, like a capital 'T', is laid out around you with yellow-washed walls. Two wooden doors are set into the east and west corners of the T.

Located beneath the 'T' of this room are two other rooms, room 5, as well as a trapped chamber. The trap is an acid spraying apparatus that will eject acid at anyone in a ten-foot area outside the door. Damage for this attack is 4–16 [16 (4d8)] plus an addition 2–8 [8 (2d8)] for the next 4 turns.

5. Cloak Room

This ten by ten chamber has a dozen stone pegs set into the walls and an old wooden shelf along the floor where rotten sandals still rest.

6. Priest Chamber

A stone tablet, probably a bed, dominates one corner of this room. Only a single carving, this one of a great serpent, is set into the north wall, and a shattered ceramic vase and crushed table and stool lie against the western wall.

7. Sub-Priest Chamber

This room stands empty, a carving of a giant toad set into the northern wall.

8. Noble's Devotion Chamber

Carvings of kings and nobility standing amid priests dominate the carvings of this large chamber. In the center of the room a small stone dais rests, the marble top stained with crimson.

9. Bathing Room

The floor of this room is set with sloped grooves that lead to holes cut into the western wall. Scenes of fish and waterfowl have been carved into the walls.

10. Storage

An empty chamber set with stone shelves and no carvings lies beyond the thin wooden door.

11. Storage

As you open the door, the crunching of bones can be heard. Amid the darkness of this smooth-walled room, a single figure is hunched over what might have been

an animal of some kind, blood pooling around its feet.

1 Ghast [AC 4, HD 4, HP 20, #AT 3, D 1-4/1-4/1-6, save vs. poison or be nauseated, causing -2 to all attacks]

TREASURE

NONE

1 Ghast [AC 13, HD 8d8, HP 36, Initiative +1, #AT 2, Hit +5, Dam Claws 10 (2d6+3) Bite 12 (2d8+3), Turning Defiance (advantage on savings), Stench (DC 10 Constitution or poisoned)]

12. Stair Chamber

A great wheel within larger concentric wheels, all set with hieroglyphs, is set into the floor of this room. Your light source twinkles from hundreds of small crystals set into the ceiling, the patterns discernable as constellations in the night sky. At the rear of the chamber a single stair leads downward into darkness.

13. Stair Chamber Under-Floor

The stairs give way to a massive triangular chamber set with two single doors, one northwest and one northeast, and a pair of double doors to the south. The walls are carved with massive bestial hybrids that stand amid thousands of hieroglyphs. The double doors in the south are made of metal and each is set with a single hieroglyph, the right door corresponding with a glyph on the

northwest door, and the left door with a glyph on the northeast door.

To pass through the doors, a priest would have to give a devotion to the under-gods of each of the other two chambers. This really only means entering the room for more than a minute. Once this has been done, the doors may be opened with a simple push, otherwise they are considered to be Wizard Locked and have no other mundane lock. Breaking them with damage would require over 150 points of damage, and each strike with a non-bludgeoning weapon would require the weapon to make a successful saving throw or be shattered.

14. Summoning Chamber One

Two massive pillars support the vaulted ceiling of this chamber. In the northeast corner of the room a third pillar has fallen along with a huge section of the corner wall, a massive carved stone wall section, probably depicting some god, has fallen away and a huge opening into utter darkness lurks beyond. As you approach, a single light begins to glow in the darkness, the light swaying slowly back and forth in the gloom. Just below the warm glow are twinkling coins, gems, and softly glowing items.

Within the darkness, and summoned through a small crease in the fabric of existence between the uncharted realms beyond the Plane of Shadow and our world, is a bender surrogate. Only allowed



into existence by the great spell that destroyed the city, this entity lies in wait for victims to come to it. It cannot leave its dark hole (and can only travel 50 feet into the chamber) as it must maintain the connection to its distant plane of existence, otherwise all of Taux might be in grave danger.

1 Bender Surrogate 'The Angler' [AC 0, HD 15+7, HP 127, #AT 3, D 1-10+10 (Claws), 2-20+5 (Bite), +2 or better weapon to hit, 35% magic resistance]

TREASURE

STREWN AROUND THE MOUTH OF THE BENDER'S 'HOME' ARE VARIOUS BONES AND COINS (200 SILVER COATLS IN TOTAL), AND 17 GEMS WORTH 25 GP EACH, AS WELL AS A +3 KNIFE, +2 SHIELD, STAFF OF STRIKING, 13 ARROWS +2, AND A +2 SABRE (RAPIER) OF SHARPNESS.

1 Bender Surrogate 'The Angler' [AC 20, HD 15d12+45, HP 135, Initiative +4, #AT 3, Hit +9, Dam Claw 16 (3d8+4), Bite 20 (3D10+5), Damage Immunity (non-magical weapons), Magic Resistance]

15. Summoning Chamber Two

Beyond the three massive pillars that hold the roof of this chamber, there is little but hieroglyph covered walls and a thirty-foot-tall carving of a winged serpent god that rises from a banyan tree.

16. Ritual Chamber

The double doors open to reveal a ten-foot-high raised platform with a single stair leading onto its surface. Around the platform six pillars support the ceiling, and another two rise from around the central altar. The walls of black stone

are free of all adornment, but a polish, like smooth onyx, has been applied that reflects your light in a strange dance and casts shadows all over the chamber.

8 Shadows [AC 7, HD 3+3, HP 21, #AT 1, D 2-5 (plus strength drain), +1 or better weapon to hit]

TREASURE

NONE

8 Shadows [AC 12, HD 3d8+3, HP 16, Initiative +1, #AT 1, Hit +4, Dam Strength Drain 9 (2d6+2) + 2 (1d4) Points of Strength, Damage Resistance (non-magical weapons), Vulnerability (radiant)]

This is the grand ritual chamber of the temple and the relic is supposed to be placed on the altar. It is there that the mercenaries of House Vash have been told to recover it once they have dealt with the players. If only the single relic is placed on the altar, nothing happens and the players must decide whether to leave it as instructed, or take it and return to the surface.

However, if both relics (the other possibly recovered in the mini-adventure AT1.5 Storm Season) are placed on the altar at the same time, they will glow with a dark light and become an item known to the war priests of Taux as The Fists of the Onyx God. They possess the power of Gauntlets of Ogre Power and Bracers of Defense AC 4 [Bracers of Defense]. Whispered voices of ancient priests say the item's title, and anyone picking the pair up will instantly be aware of their purpose and powers.

Encounter Point Two

Once the party attempts to leave the temple, they will come across a shadowed group of men that now dwell around the exit of the temple. These are mercenary agents of House Vash, and first will ask where the relic resides. Whatever the answer, the leader of this company will nod to his men and blades (already at the ready) will be brought into play.

Men, the heat of their fire spark filling the long dark chamber, rise from sitting positions as their eyes flare beneath the hoods of their cloaks. One of them, armor creaking as he takes a position at their head, fingers the bejeweled hilt of a longsword as a thin smile cuts a swath of dark mirth through his stubble-crusted face.'

The betrayal by House Vash will occur in room 1 of the temple.

6 Mercenaries [AC 4, HD 6, HP 36, #AT 2/1, D 1-8+2 (Longswords)]

TREASURE

20 SILVER COATLS EACH

6 Mercenaries [AC 16, HD 6d8+6, HP 30, Initiative +3, #AT 2, Hit +4, Dam Longsword (1d8+2), Pack Tactics (Mercenaries are at advantage if attacking with allies within 5 feet.)]

1 Mercenary Captain [AC 5, HD 10+10, HP 70, #AT 3 (+4 to hit), D 1-8+5 (Longsword)]

TREASURE

LONGSWORD +2, BELT POUCH WITH 20 GOLD JAGUARS, POTION OF EXTRA-HEALING [GREATER HEALING]

1 Mercenary Captain [AC 15, HD 10d8+20, HP 65, Initiative +5, #AT 2, Hit +7, Dam Longsword 8 (1d8+4), Multiattack, Parry (+2 AC against one attack)]

Encounter Point Three

The end of this particular adventure will find the characters having gained little in the way of relief from House Vash, although hopefully they will still be in possession of the relic once the final battle takes place. From this point, they have only one known option, meeting with Dethocrates outside the Black Gate. As the sun slowly begins to paint the sky pink in the east, they've managed to survive one dark night in Taux, but who knows how much longer their luck will last...

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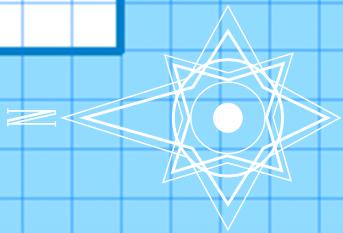
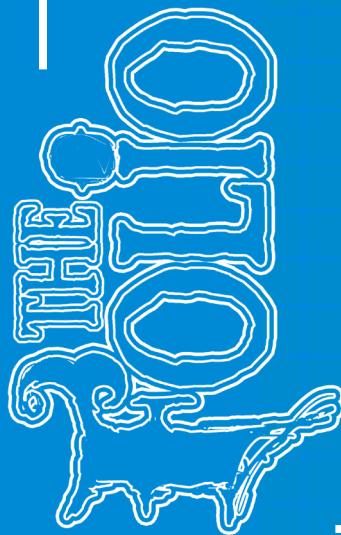
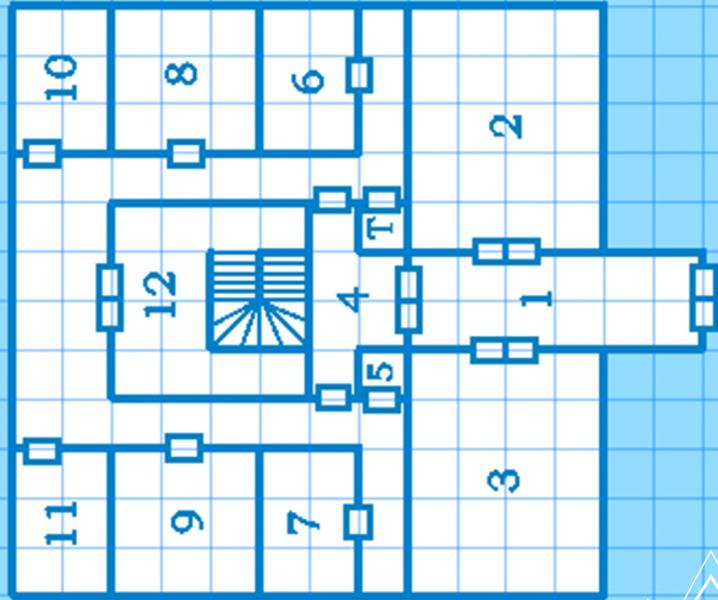
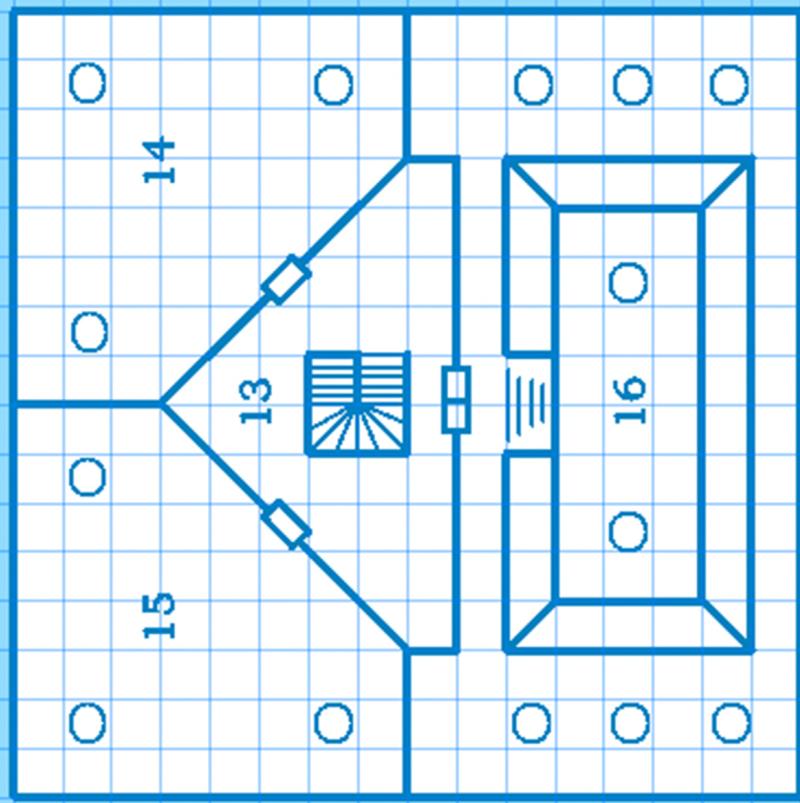
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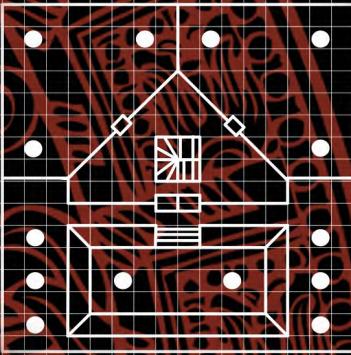
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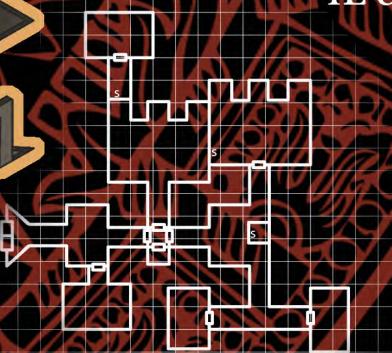
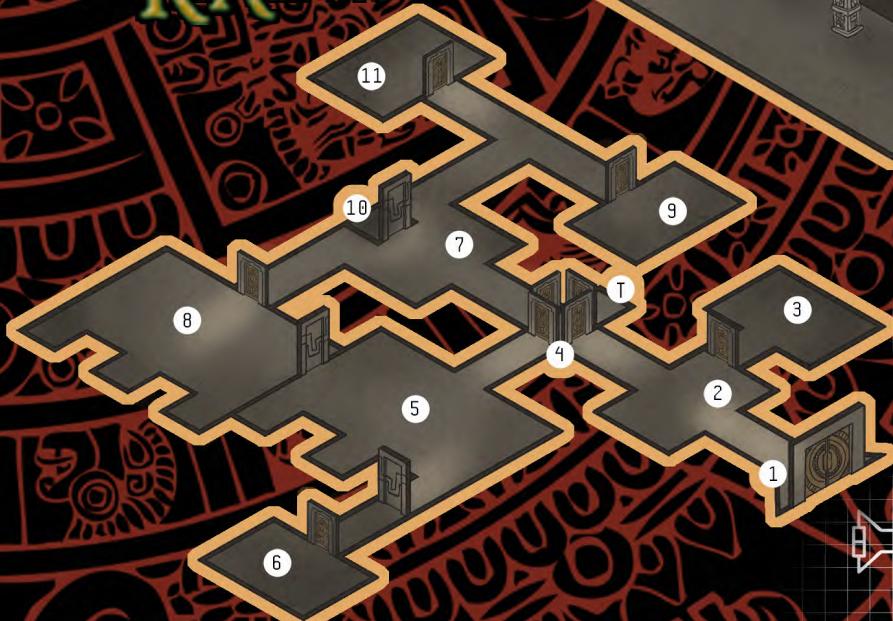
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□	Door
■	Door, double
◊	Door, secret
■■■	Stairwell



The Subtle Revenant



Part 1 of the
Adventures from
The Emerald
Serpent Campaign
An Adventure for
Levels 5-7 in both
1E & 5E Format



THE
NAMELESS
REALMS



Taux, the City of Cursed Stone... If you've come seeking a fortune, a name, a bounty, or just hiding from the rest of the world, this is said to be the place. Taux accepts all, and for some it can devour them just as the tens of thousands of innocent citizens of the Tolimic Empire a generation ago. Now you sit in the famed Emerald Serpent, drinking with your fellows and hoping for some resolution to your current state of affairs, only Taux has other plans... Become a part of the Tales of the Emerald Serpent in this adventure module designed for characters levels 5-7.

