



## LORD SAYVIN



Although he usually speaks highly of Queen Jaellin, Lord Sayvin envies her and is absolutely certain that he would make a far better sovereign. He idolizes his dead father, King Haylin, and sees himself as his father's rightful successor. Sayvin occasionally criticizes Queen Jaellin's attitudes towards sorcery, but he does so more because of his desire to turn others against her than from any belief that her attitudes are incorrect or dangerous.

Up until his father's untimely death, Sayvin was devoted to Aldis and was a selfless and caring young man. However, his heart was hardened by the dual shocks of having his father taken from him and then being passed over for the throne. He is still just as devoted to Aldis but is now willing to use methods that many would find objectionable. He believes that he was not chosen king because he was too weak and did not have the resolve to help Aldis regardless of the cost or methods. Now he seeks to rectify that.

He is determined that, if he gets another chance to become king, he will be ready to defend the kingdom in any way possible. His resolve is responsible for his covert study of several questionable psychic arcana. He justifies his study and use of these arcana by convincing himself that he is using them for the greater good, but he is increasingly considering the possibility of altering the emotions and the memories of others for personal gain, reasoning that increasing his own power will allow him to better aid Aldis.

Lord Sayvin is the regional noble in charge of the city of Aldis and almost certain to become a member of the Noble Council within a few years. He is an efficient administrator, but his policies are not sufficiently tempered with compassion and many people comment that he seems both sadder and less kind than his father. Since he is almost as attractive as his father and is a highly persuasive orator, he is nonetheless quite popular, and there is much speculation about whom he will marry. Several of his closest friends have advised him to court the queen. He is loathe to do so, but he understands that doing so could present him with an opportunity to become the power behind the throne. Queen Jaellin is polite to him, but Sayvin knows she is unlikely to accept any offer of marriage from him unless he uses arcana to impose his will upon her.

### LORD SAYVIN

5th-level Aldin expert, 5th-level adept; Initiative +1; Speed 30 ft.; Defense 17 (+1 Dex, +6 role); Attack +6 melee (+5 damage, psychic weapon); Alignment: Twilight; Calling: Power in the temporal sphere; Nature: Ambitious/Self-Righteous; Conviction 7; Saves: Tough +6, Fort +6, Ref +3, Will +10; Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +0, Cha +3; Skills: Bluff +18, Concentration +13, Craft (elixirs) +14, Diplomacy +18, Intimidate +16, Knowledge (arcana) +14, Knowledge (nobility) +14, Ride +14, Sense Motive +13; Feats: Arcane Training x 4, Armor Training (light), Brew Elixir, Favors, Inspire (competence), Inspire (courage), Iron Will, Psychic Talent, Psychic Weapon, Shaping Talent, Talented (Bluff, Diplomacy). Arcana: Heart Shaping +11, Illusion +11, Move Object +9, Manipulate Object +9, Psychic Shield +8, Mind Reading +8, Mind Touch +11, Suggestion +11.

Near the beginning of her second year there, her directives enabled the town to survive severe spring flooding without damage. Although she sometimes missed her life in Garnet, she was content in Rosevale and only came to the capital to make reports to the Noble Council.

For the first few months after she was chosen, Queen Jaellin was shy and timid. Her quick mind allowed her to make her views known rapidly in debates in the Sovereign's Council, but she made only the minimum number of public appearances. However, she gradually grew in confidence, and by the middle of her first year as queen, she was a major figure in the year-end public festivals in the capital.

Even though the populace still mourned King Haylin, they soon learned to love their bookish young queen. She is far more scholarly than her predecessor, and those who come to her to have their disputes settled are always impressed by her wisdom and piercing intelligence. She has been queen for less than a decade, and while there is occasional controversy about her attitudes towards sorcery, the people trust her. However, among the elite in the capital, Jaellin remains something of an outsider. She is both busy enough and shy enough not to attend all the social functions held by wealthy merchants and local nobles. Also, although he never says so, friends and colleagues know Lord Sayvin

remains resentful of Jaellin, and the fact that she is not a member of the prestigious Falish family means that few members of the city's high society are close to her. However, her scholarship has endeared her to several of the more prominent at the Royal College, and despite her bookish ways, she has also become very close to the directors of the Sovereign's Finest.

### QUEEN JAELLIN

9th-level Aldin expert, 2nd-level adept; Initiative +1; Speed 30 ft.; Defense 18 (+1 Dex, +7 role); Attack +8 ranged (+1 damage, cryston); Alignment: Light; Calling: Learning secrets; Nature: Optimistic/Reckless; Conviction 8; Saves: Tough +7, Fort +3, Ref +7, Will +12; Abilities: Str +0, Dex +1, Con +0, Int +3, Wis +1, Cha +2; Skills: Bluff +16, Concentration +15, Diplomacy +16, Gather Information +16, Knowledge (arcana) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (nobility) +17, Notice +15, Sense Motive +15; Feats: Arcane Training x 2, Armor Training (light), Comprehend, Favors, Inspire (competence), Inspire (courage), Iron Will, Jack of All Trades, Master Plan, Psychic Talent, Pure-Hearted, Sensitive, Truth-Reading, Uncanny Dodge; Arcana: Mind Touch +9, Heart Reading +8, Psychic Shield +8, Sense Minds +8.

## THE CITY OF ALDIS

The city of Aldis is the heart of the Kingdom of the Blue Rose, as well the largest and most splendid city in the known world. The city is home to over half a million people, yet it is still in the process of reclaiming the glory of the Old Kingdom city from which it takes its name.

### Wards of the City

Aldis is divided into five wards: the Outer, Lower, Middle, and High Wards, along with an additional ward along the shores of Lake Vash, known as the Lake Ward. Except for the Lake Ward, the city's wards are concentric circles, with the Outer Ward on the outer edge of the circle and the High Ward at its center.

#### THE OUTER WARD

The outermost ward of the city has hostels and inns for travelers, open-air markets, warehouses, and various restaurants, market stalls, florists, and other businesses reliant upon fresh goods from outside the city. The areas along the banks of the Rose River have the same sorts of businesses, along with fisheries and dockside taverns.

For health considerations, all tanneries, soap-makers, and other businesses that produce noxious smells are located on the outskirts of the city. Aldis has strict regulations against pollution of the land, water, or air. The kingdom's adepts have even developed alchemical methods of rendering harmful wastes into harmless byproducts. Since these alchemical methods are expensive, some businesses try to skimp on them as a cost-cutting measure. Agents of the crown are charged with ferreting out any polluters and ensuring they comply with the kingdom's laws.

#### THE LOWER WARD

In the Lower Ward live many laborers, folk who work in various shops, load and unload ships and caravans, and maintain much of the city. This area has blocks of apartments between two and four stories tall. The ground floors of many of them have small shops and restaurants with living space above. Small townhouses inhabited by shopkeepers and hostels for out-of-town traders are common in this section of the city.

#### THE MIDDLE WARD

The Middle Ward holds the majority of the population. This ward is filled with small townhouses belonging to scribes, clerks, shopkeepers, local merchants, and the like. It is also the location of taverns and theaters, which are frequented by the city's occupants. The ward has public baths, gymnasiums, and sporting arenas, all popular with both residents and visitors. Since the local climate is moderate in every season, outdoor entertainments remain open year-round.

#### THE HIGH WARD

In the center of the city is the High Ward, also called the Noble Ward. The ward houses the residences of the Noble and Merchant Councils, as well as the homes of the city's

wealthiest citizens. Interspersed among the luxurious townhouses and small mansions are shops selling luxury goods, including silks from across the sea, exquisite jewelry, and imported delicacies.

#### THE LAKE WARD

To many visitors, the most exotic area of the city lies along the shores of Lake Vash. Here in the Lake Ward, partially submerged townhouses and apartments are home to thousands of sea-folk. The upper floors of these buildings look like any other dwellings in the city, but flooded underground channels connect the lower levels. Wide canals, navigated by narrow gondolas, replace the streets. An evening gondola ride in the Lake Ward is considered one of the more romantic outings in the city.

### The Old City Wall

During the Empire of Thorns, the Sorcerer Kings surrounded the city of Aldis with a thick stone wall to protect against any who might attempt to overthrow them. During the years following the Great Rebellion, the wall served to protect the inhabitants of Aldis from bandits, shadowspawn, and darkfiends still menacing the Central Valleys. However, as the nation expanded and the population of the city continued to grow, it was forced to expand far beyond the confines of the wall.

Today, the Old City Wall lies a little more than halfway between the High Ward and the true outskirts of the city. The remains of the wall run through the Middle Ward, and the wall's gates are left permanently open. Now the wall primarily serves as a reminder of the city's troubled past.

### Races in the City

Humans make up the majority of the city's population of some 500,000. However, the city is diverse both racially and culturally. In addition to having a population of some 20,000 sea-folk, there are almost 50,000 vata, including almost 8,000 vata'sha. Also, more than 13,000 night people live here, in large part because they face less prejudice here than anywhere else in Aldis.

Recent refugees from Kern often have trouble dealing with night people, since the refugees see the night people as monsters who oppressed them and who still oppress the people they left behind in Kern. Although the wisest of the night people know only time can conquer such deep-rooted fears and prejudices, some of the more hot-tempered night people argue loudly with those who disparage their kind. Sometimes these shouting matches escalate into violence. Swift responses by the authorities have so far prevented any of these fights from becoming full-fledged riots, yet the worst have resulted in serious injuries and damage to several shops. Nobles who judge such cases are understanding about the intense feelings experienced by both groups but also make it clear to everyone involved that violence is not acceptable.