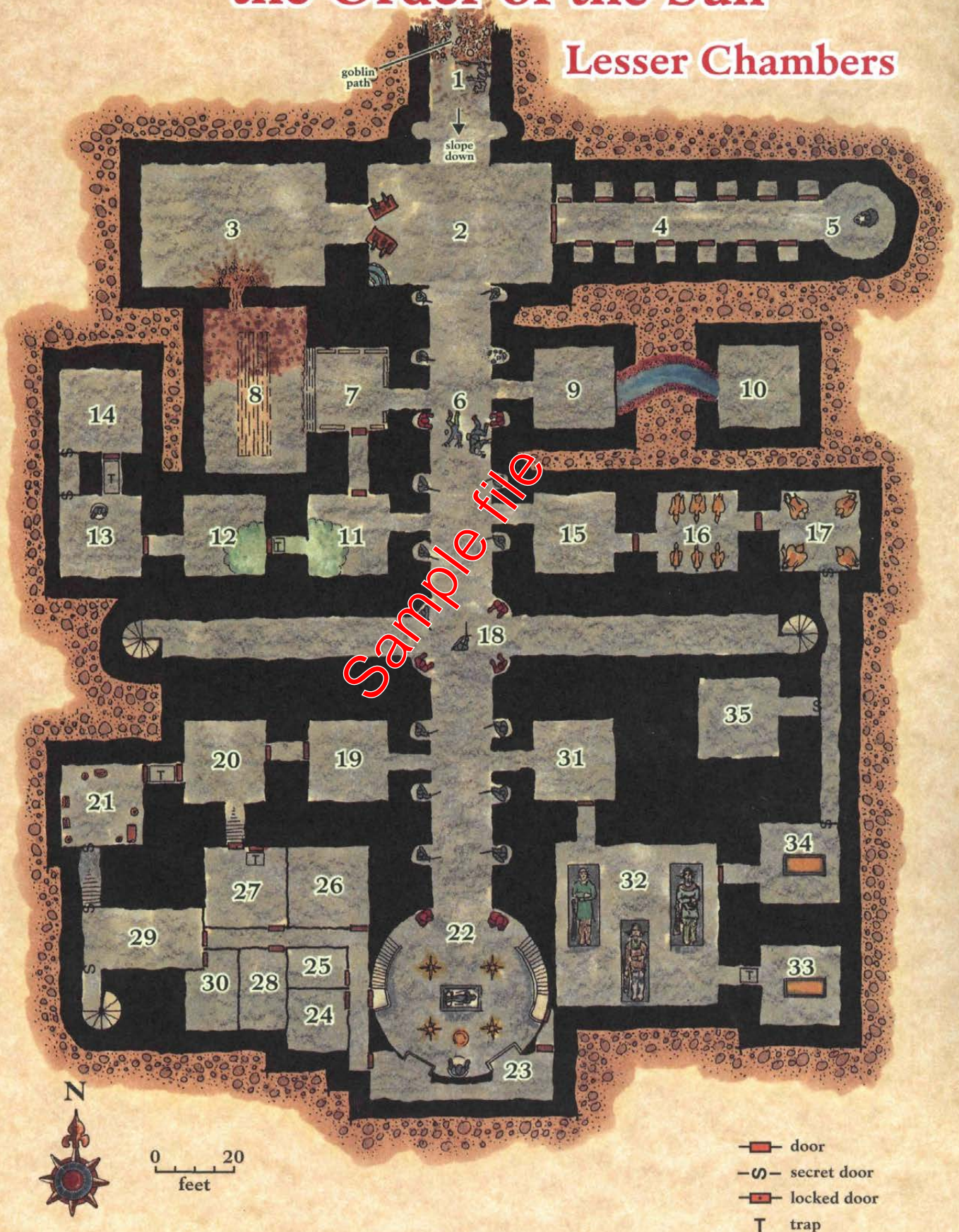


The Great Tomb of the Order of the Sun

Lesser Chambers





the sword of roele

by wolfgang baur

A BIRTHRIGHT™ adventure
for characters levels 5–10
credits

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Sample file



introduction

The *Sword of Roele* is a BIRTHRIGHT™ adventure designed for 3–6 player characters (PCs) of levels 5–8 (about 30 total levels). One of the PCs should be a regent in Anuire or Khinasi, and—because of the large numbers of undead encountered—a priest character is required to successfully complete the adventure. Because of the adventure’s many traps, a thief character is indispensable. The action takes place in the lands between Anuire and the Khinasi, near Coeranys, Elinie, Osoerde, Baruk-Azhik, the Rohrmarch, the Harrowmarsh (the Hydra’s swamp), Sendoure, and Binsada. **Note:** Abbreviations used in this book are PHB for *Player’s Handbook* and DMG for the DUNGEON MASTER® Guide.

background

The *Sword of Roele* involves three major sets of characters in addition to the PCs; the Chimera, the Three Brother Mages, and the Monkey King.

The Chimera is too powerful for 5th to 8th level parties to defeat. Her role is as a patron, bribing and cajoling the PCs into solving her problem in the adventure.

The Three Brother Mages are the Chimera’s opponents, but not necessarily the PCs’ allies. If the PCs approach them diplomatically, the Brothers might become allies, but they might just as easily become enemies—it’s up to the PCs. The Three Brother Mages seek to defeat the Chimera and use her sources, but only as a means to a larger end.

The Monkey King is an animal lord with a flair for mischief. He drags the PCs into a political mess, but those who prove themselves worthy will be richly rewarded.

the madness of the chimera

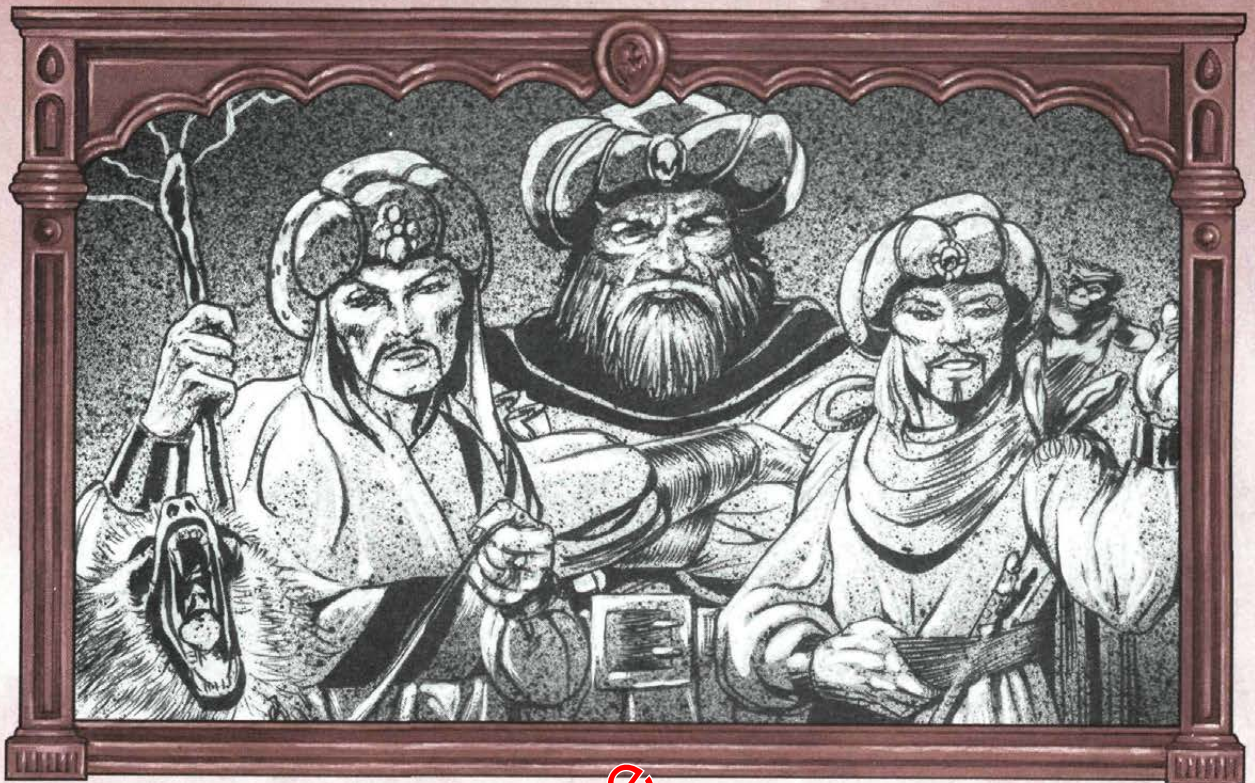
Many years ago, the Chimera found immortality. Ever since, she has been slowly consumed by madness. Her madness affects the action. She believes she is destined to assume the Iron Throne, and she tries to use the PCs to get there.

The Chimera likes to flaunt her power over death by asking her few visitors to answer one question truthfully: “Do you want to live forever?” Of course, no matter the answer, she simply laughs, since she has no intention of sharing her secret. She expects to hear “Yes”—those who say “No” must explain themselves.

The Chimera believes that the Three Brothers are after earthly power. She thinks (incorrectly) they are searching for the resting place of the *Sword of Roele*, the blade that Michael Roele used when he slayed the Gorgon. In fact, the sword is one of the Gorgon’s favorite trophies and is kept deep within his realm’s most secure treasuries—so deep, that most of the outside world has forgotten its true location. Though the Monkey King stole it, the Three Brothers don’t think it is nearby. Even the Gorgon doesn’t immediately notice its loss.

the three brother mages

The Chimera has allowed the Three Brother Mages to tap her sources and yet live because she is curious about them. Of all the people she has ever met, the Three Brothers are the only ones who have ever scorned her boasts of immortality.



The Brothers seek an earthly entrance to the realm of the gods, a gate into the Paradise of Souls. They believe they can ascend bodily into the heavens through a gate buried deep underground in an ancient tomb, thus avoiding immortality, to leave behind the trouble of Cerilia and live forever in a better world.

The Three Brother Mages know a gate to paradise once existed in the central chamber of the Tomb of the Order of the Sun. They know the order was an ancient Khinasi company of knights, and they think the tomb is along the Qatil River, in the swamps, at the site of some ancient Masetian ruins (see *The Lizard King*). In fact, the tomb is not far from the cypress swamps at the mouth of the Qatil River, near a ruined temple of the order.

Other great treasures are also buried in the tomb, though good PCs (especially paladins) might feel some alignment restrictions that prevent them from plundering the graves of good-aligned creatures.

DM Note: Make clear your interpretation of the alignment restrictions attendant on grave-robbing before the PCs take any action that might cause a change in alignment.

the monkey king

The Monkey King is a force for chaos—always a trickster, never a ruler, but willing to take any challenge as long as it holds a hint of novelty or amusement.

The Monkey King plans to use all the regents in this adventure for his amusement, although he sees most creatures as his pawns, not his equals. His goal isn't power or wealth, just a good laugh at everyone else's expense.

It all began when the Monkey King was watching the Three Brother Mages through the eyes of Fitnat, the monkey familiar of the youngest brother, Rassan. Rassan was bragging to his brothers that the *Sword of Roele* was the perfect device to trick the Chimera. They mentioned that they knew where it was, and told a few friends they were mounting an expedition to recover it so the Chimera would stop bothering them about their real plans. They gave the

Chimera some clues as to where it was "hidden," since she might send some of her henchmen there to recover it for her. They thought the relic of Roele was all they needed to drive the Chimera over the brink into complete, howling madness, making their lives and their control over her sources in the Chimaeron easier.

The Monkey King knows the Three Brothers are searching for a gate to the outer planes and he wants to return to the Beastlands. He suspects that gates to these places exist in the Great Tomb of the Order of the Sun, but he would rather construct an elaborate scheme to find them without doing any actual work, and that's what he has done by stealing the *Sword of Roele*. He hopes the PCs do all the drudgery, preferably in some entertaining way.

The Monkey King has placed the sword in the Chamber of the Ark-Royal (Area 53).

the order of the sun

In the years -429 to -211 MR, the Basarji, the people who later became the Khinasi, were still largely free of Anuirean rule. Their gods, especially Avani, goddess of the sun and of reason, were widely worshipped, and their traders ranged far and wide. In the centuries after the disastrous battle at Deismaar, the Basarji had recovered and even prospered. But slowly, the awnsheghlien asserted their power in the lands between the isolated city-states of the Sun Coast.

To confront the awnsheghlien and protect the people of the Sun Coast, the priests of Avani in the lands of Binsada, on the Gulf of Coeranys, founded an order of knighthood unique in Khinasi history. The Clerics of the Gulf were a frontier offshoot of the Great Scholars of Avani's Library. The knights they trained were holy warriors, male and female paladins who learned the art of taming both griffons and hippogriffs. The order soon achieved

military, political, and spiritual might. It was variously known as the Order of the Sun, Avani's Order, or the Knights of the Eternal Sun. The order was always on the side of justice, tolerance, and reason, which won it fanatical admirers among the common people and grudging respect among the most jaded rulers.

The citadel called the Spires of the Sun was the order's greatest stronghold. It was located in the city of Djafra, but most of its outposts were in the Iron Peaks, along the Tarvanian Hills, near the Rain Serpent Mountains, and elsewhere among the mountains.

But the order was doomed to collapse. The elite force of adventurer-knights could not withstand the organized forces of the Anuirean Empire. The order's struggle against the awnsheghlien suddenly became a war on two fronts, against both awnsheghlien and Anuirean. The ranks thinned, then vanished entirely when the last company of knights in the order fought in the great Battle of Asarwe against the Emperor Alándalae. The battle was won and Alándalae was killed by el-Arrasi after the order's final charge, but the ranks of knighthood were almost entirely destroyed, for Alándalae's honor guard exacted a heavy price as vengeance for their master's death. Later attempts to reestablish the order failed.

Now all that remains of the Order of the Sun are the fortresses, temples, and tombs that it built. Most of these have been reclaimed by the priests of Avani and expanded into libraries, universities, and centers of learning, but a few have been entirely abandoned.