



Savage Tide

Player's Guide

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Based on the original DUNGEONS & DRAGONS rules created by Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Paizo Publishing, LLC 2700 Richards Road Suite 201
Bellevue, WA 98005-4200

First Printing: August 2006.

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In the Savage Tide Adventure Path, your characters are destined to face a wide range of dangerous monsters, hostile terrain, murderous organizations, and sinister magic. Yet before you set off, you'll need to know where your character is from. This campaign begins in the exotic port city of Sasserine, and it is here that the foundations of your character will be laid. The City of Sasserine is perched on the edge of the known world, the last stop before the endless expanse of the Amedio Jungle. It is a hub of trade, and home to more than fifteen thousand souls, a bastion of civilization in a realm haunted by piracy, disease, violent weather, and monsters.

Further details on Sasserine are provided for the DM in DUNGEON #139, which also kicks off the new Savage Tide Adventure Path. This campaign assumes your starting character is a Sasserine native, and as such you can expect to know a fair amount in advance about the city. This booklet presents everything you'll need to know about your new home town, from an exhaustive list of every major shop and tavern to the names of famous locals and the rumors currently circulating in the streets and taprooms.

Look through this booklet and pick your character's home district. Each district has an associated district feat—district feats are slightly better than standard feats. Think of them as a small bonus to your character for picking a home that matches his temperament and interests. If the DM agrees, your district feat can be a bonus feat, although this option really only works if everyone in your party qualifies for a district feat.

Sasserine itself is governed by a group of seven noble families called the Dawn Council, each representing one of the city's seven districts. Likewise, each district has a common church or faith shared by many of its citizens. When you create your character, you should bear the nature of your district's nobility and religion in mind, although you aren't required to pick the same deity or ally your interests with those of your council representative.

Sasserine (Large City): Conventional; AL NG; Population 15,650; 40,000 gp limit; Assets 31,300,000 gp; Mixed (77% human, 6% half-elf, 5% halfling, 4% gnome, 4% dwarf, 2% elf, 1% half-orc, 1% other).

AZURE DISTRICT

Azure District is Sasserine's true waterfront. Consisting of two sections, Azure District also houses the majority of the city's slums and lower-class citizens, although they aren't quite as desperate a catch as those forced to live in Shadowshore. The western section of Azure District is primarily concerned with the city's internal waterways, while the eastern section is home to the city's booming whaling industry.

Azure District's representative nobles are the Islarans. The family has held the post of harbormaster for many generations, although rumor holds that old Keltar Islaran's getting on in years and none of his children particularly want the job when he passes on. Rumors also hold that the Kellani family has designs on this post, but with relations between these two families being as choppy as they are these days, it's unlikely that such a transfer will occur while old Keltar still lives.

Pets and Guardians

Whereas the majority of Sasserine's trade occurs in the Merchant District, Azure District remains a close second. In particular, the trade of exotic animals is a lucrative (and often dangerous) facet of this district's East Market. Most of these creatures are destined for lives in the north as pets, but a few of them are more dangerous. This trade is one of the few the Azure Watch monitors (after a particularly tragic incident involving an escaped wyvern)—as a result, the black market and smuggling trade for dangerous animals does a booming business.

Listed below are prices for purchasing exotic and dangerous creatures from the Azure Markets. Other creatures may be available as your DM determines.

Availability: This lists the percentage chance on any given day that the creature in question is available. If a creature isn't available, you can make a DC 20 Diplomacy check to place an order—each following day, the chance that the creature becomes available increases by 5%.

Restriction: Certain creatures are dangerous to transport or keep in civilized areas—these creatures are restricted by the city watch. Before you can purchase a restricted creature, you must undergo a 3-hour interview (and pay a 50 gp application fee) with the watch at Azure Garrison to obtain a dangerous pet license. In order to convince the watch you mean no harm, you must make either a Bluff or Diplomacy check of the indicated DC (you can't take 20 on either of these checks). Success nets you a license; failure gets your name on the watch list. You can apply for a license again in one month's time. Some desperate souls seek out the black market for forged licences—see page 12 for details on Sasserine's black markets.

Cost: Two numbers are listed here; an initial cost (the price you pay when you purchase your new pet) and the training cost (the price you pay to have your pet trained not to attack you).

City Watch

The Azure Watch is concerned primarily with keeping Sasserine's whaling operations running smoothly. Whalers are generally allowed to get away with more as a result; the watch figures

Water Rat [General]

Most of Azure District's citizens learn to swim at a very early age, and take to the water as easily as land.

District: Azure.

Benefit: You gain a +2 bonus on Swim checks. When wearing light or no armor and not encumbered, fatigued, or exhausted, you can swim at one-half your speed as a move action or your full speed as a full-round action. While swimming, you gain a +2 bonus on Initiative checks.

Normal: Without the benefits of this feat, a character swims at one-quarter his speed as a move action or at one-half speed as a full-round action.

Exotic Pets Creature

Availability

Restriction

Cost

Deinonychus	20%	DC 25	400 gp (100 gp)
Dire Bat	30%	DC 25	500 gp (100 gp)
Leopard	100%	DC 20	100 gp (50 gp)
Shocker Lizard	30%	DC 25	3,000 gp (1,000 gp)
Tiger	60%	DC 25	800 gp (200 gp)
Viper (Tiny)	80%	DC 25	100 gp (75 gp)
Viper (Small)	50%	DC 25	300 gp (150)
Wyvern	5%	DC 30	8,000 gp (3,000 gp)

that they're at sea most of the time anyway. An arrested whaler is almost always returned to his captain's ship for punishment or confinement there rather than taken to the district's undersized jail. Members of the Azure Watch tend to be a bit more strict with other criminals, but transfer them to Sunrise Garrison (see page 14) if they require long-term punishment.

Citizens

If you're from Azure District, you probably spent a fair portion of your youth at sea. You have friends or family that work in the whaling industry, and may have spent some time on a whaling ship yourself. You likely worship at the Azure Cathedral, a temple dedicated to Osprem (the goddess of ships and sailors), Procan (the god of the sea), and Xerbo (the god of sea trade). Further details on these three minor deities, of special interest to clerics, can be found in *Complete Divine*. Alternately, you could worship all three, in which case you have access to the domains of Luck, Strength, Travel, and Water. Clerics who worship all three of these deities may be of any alignment.

Notable NPCs

Belrain Daskeral (male human): The high-priest of the Azure Cathedral, Belrain is a soft-spoken man who tends the district church along with his twelve acolytes. Belrain is known to have a powerful temper.

Captain Shadwik (male human): Master of the Whaler's Guild, Captain Shadwik is a gruff, grizzled man who made his fortune as a whaler. Now too old to captain his own ship, he represents the whalers and fisherfolk of the city.

Heldrath Kellani (female human): Matroness of the Kellani family, Heldrath was once an adventurer (some say a pirate) who

is thought to have not quite abandoned the questionable pastimes of her youth. She is rumored to be quite ill.

Keltar Islaran (male human): Lord of Islaran Manor and representative of Azure District on the Dawn Council, Keltar is an aging noble whose children have either gone missing or have no real interest in continuing the family's traditional post as harbormaster.

Maklash Gristwhistle (male dwarf): This obese and almost maniacally cheerful dwarf runs the Dredger's Guild, the organization charged with keeping Sasserine's waterways and canals clear of obstructions and filth.

Rowyn Kellani (female human): Eldest daughter of the Kellani family, and the most likely to take over control of the estate when her mother Heldrath passes on.

Azure District Locations

- 1: Islaran Manor (district representative)
- 2: Best Bait and Deserts (bait and bakery)
- 3: Dredger's Guildhall
- 4: Nate's Nets (nets, fine fishing equipment)
- 5: The Empty Grave (tavern)
- 6: The Bloodthirsty Pelican (tavern/inn)
- 7: Kellani Manor (minor noble)
- 8: Bizwor's Balms (medicine and seasickness cures)
- 9: Pearldiver's Guildhall
- 10: The Gull's Nest (brothel)
- 11: Ropemaker's Guildhall
- 12: Azure Garrison
- 13: East Market (general goods, seafood, animals)
- 14: The Mermaid's Secret (brothel)
- 15: Whaleworks (fine scrimshaw art)
- 16: Azure Cathedral (district church)
- 17: The Sasserine Sleigh Ride (tavern/brothel)
- 18: Finback Whaling
- 19: Inker's Guildhall (tattoo artists)
- 20: Sasserine Whaling
- 21: The Drunken Dolphin (whaler tavern)
- 22: Whaler's Guildhall
- 23: Red Sea Whaling
- 24: Fishmonger's Guildhall
- 25: Azure Lighthouse



CHAMPION'S DISTRICT

Champion's District towers over Sasserine's western skyline, a district of soldiers, gladiators, mercenaries, and warriors who follow in the footsteps of the city's first lord-mayor, a priest of Kord named Teraknian. Champion's District has a not-so-friendly relationship with the Noble District, and citizens see themselves as the true and rightful leaders of the city.

Champion's District's representative nobles are the Lorchesters, old blood who have been established in Sasserine nearly from the city's foundation. The family's patriarch, Neldrak Lorchester, is generally thought to be a bit too scheming for his own good. The Lorchesters have recently clashed with Cudgel District's Taskerhill family over ownership of Thunder River Lumber. Closer to home, they've been at odds with another Champion's District noble family, the Toregsons. Rumor holds that the source of the conflict between the Lorchesters and the Toregsons has something to do with the Smith's Guild.

Also of note in Champion's District is the Scarlet Embassy. This relatively new structure is the home of one Anteki Alresian, an ambassador to the sinister and (some would say) untrustworthy Scarlet Brotherhood. Anteki's presence in the city, and in Champion's District, has been nothing but positive on the surface—he's donated a fair amount of resources to public works, and the Embassy has an open door policy for visitors. Still, rumors abound that the Embassy is nothing more than a front used by the Scarlet Brotherhood to lull Sasserine into a false sense of security for a Brotherhood assault from the sea.

Gladitorial Challenges

X The Sasserine Arena is one of the more popular entertainment venues in Sasserine. Fights are scheduled at minimum once per week by an organization of mercenaries, hunters, and explorers known as Zelkarune's Horns. Fights in the Sasserine Arena are generally not to the death, but are often used to settle debts or conflicts between people or organizations. At other times, Zelkarune's Horns sponsor what are known as "Dragon Challenges," in which local heroes and mercenaries fight against dangerous creatures. The Horns are said to be preparing a yearly event that pits numerous teams of gladiators against each other, modeled after the world-famous "Champion's Games" held yearly in the Free City of Greyhawk far to the north, although they have yet to announce a date for the first competition.

City Watch

The Champion's Watch are the most militant of the seven watches. Their members patrol the streets of Champion's District in full uniform on regular schedules; their presence in the district is as much for show as for law enforcement. Members of the Watch are expected to take part in Arena events monthly, with any winnings being split with the church of Kord. The Champion's Watch looks down (literally and figuratively) on the Shadowshore Watch, regarding them as little better than the criminals they know populate that district. Of the seven watches, the Champion's Watch comprises the most loyal and incorruptible members; their high pay and morale render internal corruption all but unknown.

Arena Blood [General]

The blood of an arena champion flows in your veins, giving you a thirst for glory and a drive to succeed.

District: Champion's.

Benefit: You get a +2 bonus on Intimidate skill checks. In addition, whenever you successfully demoralize an opponent using the Intimidate skill during combat you are immediately healed of 1d4 points of nonlethal damage.

You also gain a +2 morale bonus on grapple checks, sunder attempts, trip attempts, bull rush attempts, and disarm attempts if you are aware of any noncombatants observing a fight you are participating in.

Steadfast Loyalty [General]

Self control and discipline are the birthright of many who grow up in Champion's District, and you strive to uphold these ideals.

District: Champion's.

Benefit: You get a +2 bonus on Will saving throws against charm, compulsion, and fear effects. In addition, if you have the Leadership feat, your leadership score increases by +1.

Citizens

If you're from Champion's District, you may belong to a minor noble family, and have probably been to the Sasserine Arena several times. You might know someone who has fought in the arena, and may have desires to test your mettle there yourself someday. Alternately, you may be interested in exploring the Amedio Jungle to try to gather trophies (living or dead) for Zelkarune's Horns. If you're of a less martial bent but still hail from this district, perhaps you have some ties to the Scarlet Embassy. Although it's unlikely you're fully a member of the Scarlet Brotherhood, the Embassy has been known to accept locals as agents or apprentices from time to time. You likely worship Kord, or possibly St. Cuthbert. If you worship Wee Jas, you keep your faith personal and close to your chest.

Notable NPCs

Anteki Alresian (human male): Anteki is an ambassador from the sinister Scarlet Brotherhood. He maintains a civil and even respectable veneer, but many suspect him of having ulterior motives in Sasserine.

Neldrak Lorchester (human male): Lord of Lorchester Manor and representative of Champion's District on the Dawn Council. Neldrak has a reputation of being canny and scheming.

Tormagal Gred (human male): Tormagal, a no-nonsense and humorless man, is the high priest of the church of Kord.

Urik Toregson (human male): Master of Toregson Manor and owner of the Smith's Guildhall in Merchant District, Urik is a popular figure who's made a name for himself in staged fights at the Arena.

Zasker Grankus (human male): A likable (if intimidating) one-time barbarian, Zasker runs the group of hunters and mercenaries known as Zelkarune's Horns.

Champion's District Locations

- 1: Six Swords Tavern (tavern)
- 2: Rumblegut's (tavern/inn)
- 3: Sasserine Sendings (messenger service)
- 4: Lorchester Manor (district representative)
- 5: Zelkarune's Hall (museum and adjunct to Arena)
- 6: Redwall Stable
- 7: Sasserine Arena
- 8: The Trophy Hunter (curio shop)
- 9: Moneylender's Guildhall
- 10: Gladiator's Best (fine weapons)
- 11: Toregson Manor (minor noble)
- 12: The Topsy Troglodyte (tavern)
- 13: Three Dwarves Digging (tavern/gaming hall)

- 14: Champion's Corner Stable
- 15: Aunt Kylie's (brothel)
- 16: Lanternlighter's Guildhall
- 17: Champion's Garrison
- 18: Museum of Mayhem (museum of Arena battles)
- 19: Shrine of Norebo (god of gambling)
- 20: House of Kord (district church)
- 21: Shrine of Llerg (god of beasts and strength)
- 22: Fendal's Pets (exotic pets and guard beasts)
- 23: Liomar's Links (fine chainmail products)
- 24: Vildivar's (bows, arrows, ranged weapons)
- 25: Bee in the Bottle (potions)
- 26: Kord's Quencher (tavern)

- 27: The Catapult (tavern/gaming hall)
- 28: Champion's Lighthouse
- 29: The Hidden Vortex (fortune teller)
- 30: Snaver's Kennel (animal trainer)
- 31: Spells for Swords (magic shop)
- 32: Kord's Market (general goods, weapons, armor, metalwork)
- 33: Scarlet Embassy
- 34: Shrine of Kelanen (god of swords)



CUDGEL DISTRICT

Cudgel District is primarily a residential district. Due to the vigilance of the local watch and the church of St. Cuthbert, it's also the safest district in Sasserine. The citizens of Cudgel District know this, yet they are not a soft people; they remain ever vigilant to the threat of attack from without in the form of bullywugs or pirates, or from within in the form of thieves and traitors.

Cudgel District's representative nobles are the Taskerhills. Although they're hardly the oldest noble family in Sasserine, the Taskerhills are easily the richest. Their ownership of Thunder River Lumber has ensured a constant inflow of profit for hundreds of years. The current patriarch of this noble family is a man named Kalmadar Taskerhill. A recent scandal involving his older brother, a noble of the nearby city of Cauldron, has done some unfortunate damage to the family name, and Kalmadar's primary concern today is to repair this damage in any way he can. As a result, he's been spending a lot of time away from home visiting his brother's family.

Although St. Cuthbert's the official religion of Cudgel District, a smaller shrine has been attracting a fair amount of attention lately. This is the mysterious Church of the Whirling Fury, located in northern Cudgel District on the aptly named Fury Street. The front doors of this church bear a set of chains fixed with a padlock, and there are no windows in the church's stone walls. Locals say they've seen people entering and exiting the church using silver keys to unlock the chains, but no one's been brave enough to investigate further. Rumors of demon worship, live sacrifices, and worse circulate about the church, yet the priests of St. Cuthbert remain curiously close-lipped about the matter. Father Ruphus Laro of St. Cuthbert says only that he's keeping his eye on the Church of Whirling Fury, but that it does not pose a threat to the city.

X The people of Cudgel District are a watchful, laconic lot. They have little patience or tolerance for the rough and coarse lifestyle led by most adventurers. Merchants, innkeepers, and bartenders in Cudgel District often charge up to 200% over normal prices for customers dressed like adventurers (typified by openly wearing weapons or armor).

City Watch

In some ways, the Cudgel Watch are similar to the Champion's Watch. Both are closely tied to their district's official faith (in this case, St. Cuthbert), both present regular patrols in uniform, and both are fiercely loyal. Yet the Cudgel Watch is more concerned with preventing criminal activity than any other watch in Sasserine, to the extent that they sometimes overstep their bounds. Tales of wrongful imprisonment abound here, although the Cudgel Watch maintains that such cases are rare as a result. The citizens of Cudgel District are the least flamboyant and outgoing of the people of Sasserine, making the district a draw for those not as interested in the bustle of city life. Criminal activity in Cudgel District is more prevalent along the borders between Cudgel and Shadowshore and Merchant

Suspicious Eye [General]

You are always on the lookout for treachery and wrongdoing, like many of the other people from Cudgel District.

District: Cudgel.

Benefit: You get a +2 bonus on Sense Motive skill checks. In addition, the DC to take an object from you through the Sleight of Hand skill is increased to 25. You still receive the normal opposed Spot skill check to notice the attempt, and if you make this Spot check, you may immediately make an attack of opportunity on the target who was attempting to pick your pocket. If someone attempts the feint combat maneuver on you, you gain a +4 bonus on your Sense Motive check to avoid the feint.

Normal: The DC to take an object from a character through the Sleight of Hand skill is 20.

District. Of the watches, the Cudgel Watch is the most likely to pursue criminals into other districts or meddle with another district's watch affairs, making them the least-liked district watches.

Citizens

If you're from Cudgel District, it's possible you've never left Sasserine. Indeed, it's possible you've never even left Cudgel District. The outer world is a place of mystery and perhaps fear for you, yet you may be equally intrigued by its lures. You likely worship St. Cuthbert, or perhaps Kord. Another church exists in your district, the Church of the Whirling Fury, but chances are that even if you're curious about what they have to offer, you haven't figured them out... yet. If you're a ranger, your favored enemy is probably humanoid (humans), as you've learned that humanity has the greatest capacity for evil and treachery. Of the seven districts, the citizens of Cudgel are the least likely to seek an adventurous lifestyle. Those who do become adventurers are viewed by family and neighbors as black sheep.

Notable NPCs

Gerialar Divalean (human male): Abbot of the peaceful House of Violets, Gerialar admits few visitors to his monastery. Those few who have visited tell tales of a place of serenity, shielded from the bustle of the surrounding city by magical curtains that block sound.

Kalmadar Taskerhill (human male): Lord of Taskerhill Manor and representative of Cudgel District on the Dawn Council. Kalmadar is possibly the richest man in Sasserine.

Ruphus Laro (human male): Father Ruphus Laro took up the mantle of the high priest of the church of St. Cuthbert after the recent death of Father Ilthan Forn. Ruphus is kind, young, and energetic.

Tenkar Gritbeard (dwarf male): A gregarious and barrel-chested dwarf, Tenkar is the leader of the Stonemason's Guild. He and his fellow stonemasons are tasked with the upkeep of Sasserine's city wall, and as such are one of the more powerful guilds in town.

Cudgel District Locations

- 1: Cudgel Lighthouse
- 2: Streetsweeper's Guildhall
- 3: Carpenter's Guildhall
- 4: Tentooth's Taphouse (tavern)
- 5: Enad's Trickery (curio shop)
- 6: The Barrelhouse (tavern)
- 7: Low Market (general goods)
- 8: Fast Vera's (tavern)
- 9: Welcome Home (home sales)
- 10: Bent Bertha's (tavern)
- 11: Little Sunrises (magical light sources)
- 12: Cudgel Garrison Adjunct
- 13: The Thrice-Born Phoenix (inn)
- 14: Church of the Whirling Fury
- 15: The Silverlode (tavern)
- 16: Building By Design (construction)
- 17: Eva's Boat Rentals
- 18: Tharvel's Hides (fine hides and leather goods)
- 19: The Legless Stork (tavern)
- 20: Marshwarden's Hall (guides for local marshes)
- 21: Three Thin Cats (general goods)
- 22: Black Crab (brewery)
- 23: The Painted Hare (tavern)
- 24: The Sacred Hound (dog trainers)
- 25: Shrine of Fortubo (god of stone and guardianship)
- 26: Shrine of Garl Glittergold
- 27: Ratcatcher's Guildhall
- 28: Cudgel Garrison Adjunct
- 29: Stonemason's Guildhall
- 30: The Whispering Anvil (tavern/inn)
- 31: Shrine of Moradin
- 32: Temple of St. Cuthbert (district church)
- 33: Gondola Waystation
- 34: Fishfood (tavern)
- 35: Delthar's Protections (fine weaponry)
- 36: Selder's Tales (cheap novels)
- 37: Chimneysweep's Guildhall
- 38: Purifier's Guildhall (water tower maintenance)
- 39: The Rasp (tavern)
- 40: The Unexpected Monkey (tavern)
- 41: West Market (general goods, lumber, livestock)
- 42: Sesker's Whiskers (brewery)
- 43: Cudgel Garrison Adjunct
- 44: Stirge in the Stew (tavern)
- 45: The Burning Dragon (inn)
- 46: Gondola Waystation
- 47: Cudgel District Hall of Records
- 48: Taskerhill Manor (district representative)
- 49: Cudgel Garrison
- 50: Laughing Shark (brewery)
- 51: Crab Pond Ale (brewery)
- 52: Hathgak's (general goods)
- 53: Shrine of Yondalla
- 54: House of Violets (monastery)
- 55: Gilvery's Goods (general goods)
- 56: Lumberjacker Ale (brewery)
- 57: Emerald Journeys (guides for the Amedio Jungle)



MERCHANT DISTRICT

Sasserine's heart, and perhaps even its soul, is lodged firmly in Merchant District. The first district most visitors reach, it's often the only one they need ever explore. Merchant District shops run the gamut from simple grocers to specialized buildings like potion emporiums, dagger sellers, exotic pet dealers, and magic item bazaars.

Merchant District's representative nobility are the Arabanis. Lady Anwyn Arabani is an eccentric noblewoman who has a strange fascination with drow, and even claims to have drow ancestors (although her relatively pale skin would indicate otherwise). She's quite popular, as she goes above and beyond to ensure the people of Merchant District have fair representation in the Dawn Council. She entertains many suitors, but has yet to settle on a single person to share her estate.

City Watch

The Merchant's Watch is perhaps the most efficient of the seven watches. Corruption appears here and there, but the leadership is honest and does its best to maintain a crime-free environment. This is the busiest district in the city, and minor crimes are generally ignored, allowing the watch to focus its attention on larger problems. The Merchant Garrison isn't the largest among the seven watches (that honor goes to the Champion's Watch), but it's certainly the most justly run of the seven.

Citizens

If you're from Merchant District, you could be from anywhere. You may have grown up in Sasserine, or you might have only recently come to the city on the decks of a ship from anywhere else in the world, in which case your reasons for staying can be as varied as your actual homeland. Natives of Merchant District likely come from merchant families, or grew up the children of innkeepers or bartenders. You're probably a very social creature, and the thought of isolation or the natural world fills you with nervous fear. If you're a cleric, you might worship Fharlanghn, but in actuality this district is a melting pot of faiths.

Notable NPCs

Alma Telvanta (female human): An exotic and intriguing woman, Alma runs the prestigious Telvanta Dance Academy.

Anwyn Arabani (female half-elf): Lady of Arabani manor and representative of Merchant District on the Dawn Council.

Blisker Tittertop (male gnome): Blisker is the master of the Alchemist's Guild; his mark can be seen on nearly every potion or alchemical item sold in Sasserine.

Dhalven Miomar (male human): Lord of the Merchant's Guild, Dhalven is a gifted public speaker.

Feldus Selvant (male human): Feldus is the soft-spoken caretaker of the Seeker's Lodge. He is often gone from Sasserine for months at a time on adventures.

Lavinia Vanderboren (female human): Thrust into the responsibilities of nobility, young Lavinia's parents perished in a terrible fire and her brother has vanished from the public eye, leaving her to tend to her estate's needs all on her own.

Merchant's Tongue [General]

Growing up around the merchants of this district made you glib and gave you a keen eye for value.

District: Merchant.

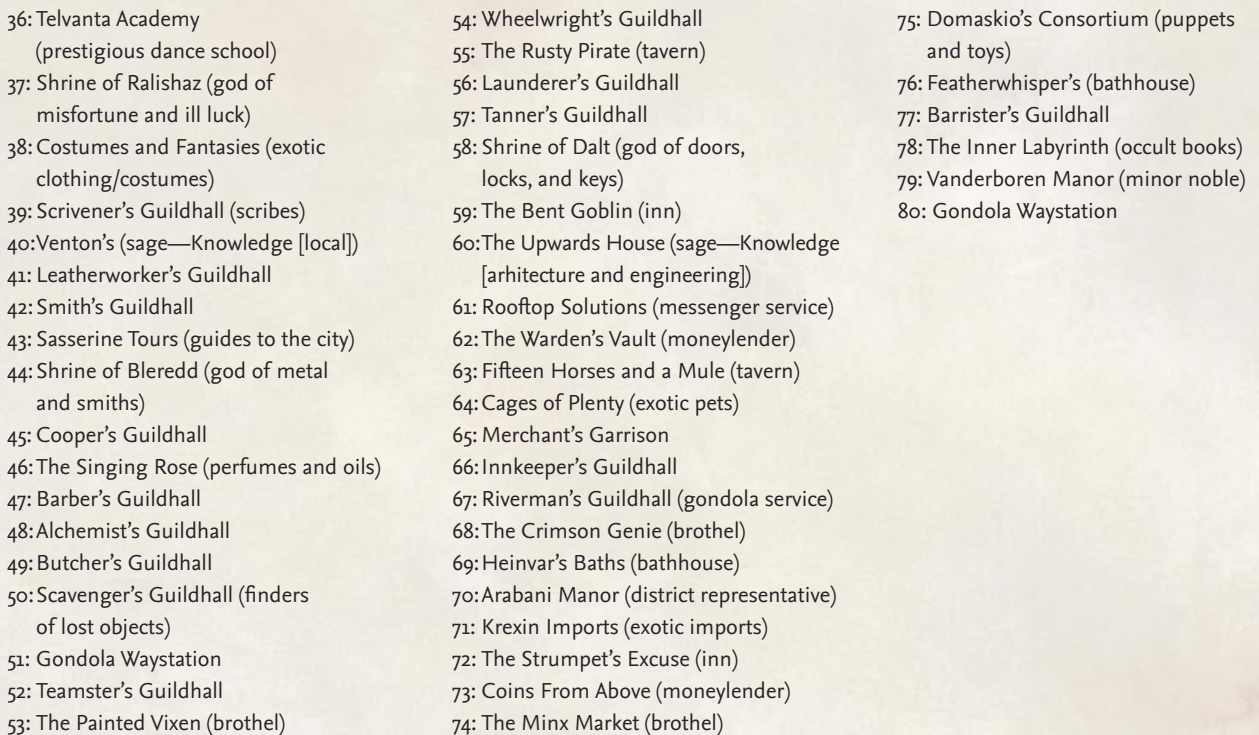
Benefit: You have already made quite a bit of money, and have a knack for making more. If you take this feat at 1st level, you gain a one-time bonus of 300 gp to your starting cash. In addition, whenever you sell an object, you can make an opposed Diplomacy check to automatically sell an object for 5% over its asking price.

Lirali Woarali (female half-elf): Keeper of the temple of Fharlanghn, Lirali's congregation is small, but she seems like a friendly-enough woman.

Velkandar Toregson (male human): Eldest son of the Toregson family, Velkandar runs the Smith's Guildhall.

Merchant District Locations

- 1: The Ticklish Ogre (tavern)
- 2: Fenter's Place (inn)
- 3: Locksmith's Guildhall
- 4: The Dancing Monkey (curio shop)
- 5: The Metal-Skinned Dwarf (fine armor)
- 6: Seeker Lodge
- 7: Fishback Market (general goods, seafood, trinkets, jewelry)
- 8: Gondola Waystation
- 9: Viltashel's Favors (moneylender)
- 10: Baker's Guildhall
- 11: Temple of Fharlanghn (district church)
- 12: Harbor Market (general goods, imported goods, minor magic, food, entertainment)
- 13: Candlemaker's Guildhall
- 14: Marketplace Hall
- 15: Jeweler's Guildhall
- 16: Glassblower's Guildhall
- 17: Gemcutter's Guildhall
- 18: Shrine of Zilchus (god of money and business)
- 19: Merchant's Guildhall
- 20: Gondola Waystation
- 21: The Drunk Bear (tavern/mead shop)
- 22: Weaver's Guildhall
- 23: Glittermane's Vault (magic shop)
- 24: Shrine of Celestian (god of the stars and wanderers)
- 25: Gregair's Place (tavern/gaming hall)
- 26: Cobbler's Guildhall
- 27: Corner Groceries (general goods)
- 28: Gondola Waystation
- 29: Shrine of Geshtai (goddess of rivers and wells)
- 30: Spicemerchant's Guildhall
- 31: Tavernkeeper's Guildhall
- 32: Shrine of Trithereon (god of individuality and liberty)
- 33: Basketweaver's Guildhall
- 34: Orimander's Emporium of the Soul (magic shop/bookshop)
- 35: Tailor's Guildhall



NOBLE DISTRICT

Noble District has traditionally been thought of as the city's ruling district, even though Castle Teraknian isn't technically a part of this district. Yet Sasserine's trust in its rulers has been shaken (see Sasserine's History below), and nowhere is that loss of faith more evident than in this district. Today, the citizens of Noble District spend too much time bickering with those of Champion's District and trying to organize their district into a self-sustaining society. Idle talk of seceding from Sasserine is commonplace in Noble District bars. The other districts increasingly view the Noble District as a place of decadence and vanity, and eagerly await the district's fall under its own excesses.

Noble District's representative nobility is the Lidu family. With the end of the Teraknian family line over 100 years ago, the Lidus became the oldest noble family in the city. The family patriarch, Worrin Lidu, is a kind-hearted noble who may be too gentle and forgiving to succeed in Sasserine as a successful noble. His major concern today seems to be the reconciliation of the churches of Wee Jas and Kord.

Sasserine's History

No district is more aware of Sasserine's history than the citizens of Noble District. The city was founded over 700 years ago, in the year -124 CY by pilgrims from the north. This group was led by a visionary cleric of Wee Jas named Sasserine who died on the island now known as Ancestor Island in the heroic act of defending the pilgrims from a black dragon named Zelkarune. Sasserine's lover, a man named Teraknian, founded the city in her honor. Over the next several centuries the city experienced phenomenal growth, during which a line of rulers descended from Teraknian ruled Sasserine in conjunction with advice from the churches of Wee Jas and Kord. In the year of 480 CY, Lord Mayor Orren Teraknian ruled the city—a rule that allowed for no shades of gray. For the first time in centuries, the church of Wee Jas was stripped of its power as fabricated charges of devil-worshiping saw to the arrest, imprisonment, and even execution of its faithful. Just as Orren's rule became unbearable, a great fleet of ships arrived—representatives of the Hold of the Sea Princes to the north. Promising an end to Orren's cruel rule, the invaders were aided in their assault on the city from within as the citizens rose up in rebellion. Orren Teraknian was overthrown and the Sea Princes claimed Sasserine as their own. Over the century to come, Sasserine's resources were savaged. The Sea Princes kept Sasserine a secret from the rest of the world, hoping to hide the valuable port from invaders by destroying any references to it they could find. Spies infiltrated cartographer guilds and libraries throughout the world, altering maps and sea charts with magic. Ship captains who knew the route to the city were bought off or murdered. Sasserine suffered in these 100 years, but the underlying spirit of her citizens did not die. Their prayers were finally answered in 584 CY, when the Scarlet Brotherhood assassinated nearly all of the Sea Princes. The resulting turmoil threw Sasserine into chaos. Without the support of their homeland, the leaders of the city were overthrown in a fortnight. In the decade since

Academy Graduate [General]

You attended one of several academies in this district, during which you were schooled in the finer arts of being an aristocrat.

Prerequisite: 1st level only.

District: Noble.

Benefit: Pick any three Charisma- or Intelligence-based skills. These three skills are always considered class skills for you.

In addition, you gain a +2 bonus on Knowledge (history) and Knowledge (nobility and royalty) checks, and may use these skills untrained.

Knack for Magic [General]

Magic is not that mysterious to you, and its gifts have made your life a little easier.

District: Noble.

Benefit: You get a +2 bonus on Spellcraft skill checks. In addition, you have an innate talent for magic, granting you the following spell-like abilities as a 1st-level caster: 1/day—*detect magic*, *light*, and *prestidigitation*.

their freedom, the people of Sasserine have rebuilt their city with astonishing success.

City Watch

The Noble's Watch are masters of subtlety. They do not patrol the streets of Noble District openly, as the local citizens have long since made clear their distaste for seeing guards in public places. As a result, the Noble's Watch do their jobs undercover, posing as travelers, entertainers, merchants, or even petty nobles as the case demands. Newcomers to Sasserine seeking a place to ply criminal acts may be tempted by the seeming lack of guards in this district, but the Noble's Watch wastes no time in dealing with crime as it appears. This, combined with the fact that anyone nearby could be the law, makes Noble District one of the safest in Sasserine.

Citizens

If you're from Noble District, you're not necessarily the member of a minor noble house, although if you're not, you probably have friends or associates who are. You may be from the middle class, in which case your family serves one of the noble families in some regard. Or your family could be involved in the arcanist scene, in which case you are no stranger to magic. Finally, you may be a student at the House of the Dragon, recently graduated (or worse, flunked out) from higher education. Citizens of Noble District are clean, cultured, and eschew physical labor, preferring to hire muscle or use magic to take care of tough jobs. You likely worship Wee Jas. If you worship Kord, you keep your faith secret. If you're a specialist wizard, you've probably chosen conjuration, enchantment, illusion, or necromancy as your field. Other specialist wizards are not unheard of, but those who opt to specialize as evokers or transmuters are often thought of as blowhards with something to prove.



Notable NPCs

Annah Teranaki (female human): Annah is the shrill and aging high-priestess of the temple of Wee Jas. A recent scandal involving her protégé Embril Aloustinai in the city of Cauldron has tarnished the church's reputation.

Kiva Willowtop (female halfling): Kiva is the mistress of the Cartographer's Guild.

Lux Seoni (human female): Lux is the mysterious (and somewhat frightening) mistress of Witchwarden Tower.

Nylaria Absalee (human female): Nylaria, the manager of the Sasserine Opera House, is a huge woman who takes advantage of her ample frame to display outlandish dresses and hair styles. She fancies herself everyone's friend, even though the feeling is not always mutual.

Worrin Lidu (human male): Lord of Lidu manor and representative of Noble District on the Dawn Council, many worry that Worrin has grown too soft in his advancing years to be an effective leader.

Zebula Meravanchi (human male): Zebula is a minor noble whose family's interests run to the decadent and extreme ends of entertainment.

Noble District Locations

- 1: Highwall House (Knowledge [geography] sage)
- 2: Shrine of Liir (goddess of poetry and art)
- 3: Witchwarden Tower (arcanist's guild)
- 4: Shrine of Lendor (god of time and study)
- 5: Actor's Guildhall
- 6: Shrine of Myhriss (goddess of love)
- 7: High Market (general goods, exotic wares, jewelry, magic)
- 8: The Pearl and the Parrot (tavern/inn)
- 9: Imp's Folly (tavern/gaming hall)
- 10: Musician's Guildhall
- 11: Sasserine Opera House
- 12: Coffinmaker's Guildhall
- 13: Meravanchi Manor (minor noble)
- 14: House of Lords (Knowledge [nobility and royalty] sage)
- 15: Shrine of Lydia (goddess of music)
- 16: Courtesan's Guildhall
- 17: House of the Dragon (school and library)
- 18: Lidu Manor (district representative)
- 19: Instrument Maker's Guildhall
- 20: Cartographer's Guildhall
- 21: The Curious Chimera (bookstore)
- 22: Thenalar Academy (finishing school)
- 23: Cloudcrystal Academy (finishing school)
- 24: Shrine of Boccob
- 25: Noble Garrison
- 26: Callisto's Needle (tattoo parlor and Knowledge [the planes] sage)
- 27: Blenak's Bazaar (magic shop and Knowledge [arcana] sage)
- 28: Temple of Wee Jas
- 29: The Crystal's Whisper (curio shop)
- 30: Ancestor's Rest (inn)
- 31: Whispers on the Wind (fortune teller)
- 32: Sasserine Crematorium
- 33: Scarlet Spire (tomb of Sasserine, city founder)

Although relatively small, Shadowshore is perhaps the most notorious of Sasserine's districts. This strip of land nestled in the shadow of Champion's District has long been a haven for thieves, thugs, and criminals of all kind. Generally, the only people who live here are those poor enough that their homes hold no attraction to thieves or those who can ably protect their property by wit or muscle. The city watch has all but given up on Shadowshore, and as long as nothing particularly destructive arises from the district (such as fires or riots) they generally leave it to govern itself.

The representative noble of Shadowshore changes more often than any other, as the post is traditionally held by the family (or even the individual) strong enough to protect it from his enemies. Currently, the holder of this title is Emil Dracktus—certainly an assumed name. Rumor holds that the Dawn Council would rather have someone less crude and more reliable in this post. Someone like Vico Bevenin of the Amedio Trading Concern, perhaps. Yet for now, no one (Vico included) has made a move on Emil.

The Black Market

While Sasserine's markets and shops feature a wide range of goods and services, some are not offered in the light of day. Those seeking hard drugs, dangerous animals, evil magic, slaves, or cheap (and probably stolen) goods won't find them for sale in sight of the city watch. Yet this does not mean these goods and services aren't for sale.

Sasserine has a strong black market, with venues located in all seven districts. In order to gain access to the black market, a character must first make a DC 20 Gather Information check to learn the current location of that district's black market. In Azure District and Shadowshore, this is only a DC 15 Gather Information check, while in Champion's or Noble District, it's a DC 25 check. The black market is all but suppressed in Cudgel District—it's a DC 30 Gather Information check to find an outlet there. Failing this check by 5 or more indicates that the district watch hears of the character's interests in obtaining illegal goods and services; the results of this failure depend upon the nature of that district's watch.

Although the black market has no restrictions on the type of its goods or services, it is still bound by Sasserine's gold piece limit of 40,000. A character who wishes to buy something in excess of this value must either travel to a larger city or enlist the aid of an agent or importer to have the item purchased and delivered from elsewhere. An agent typically charges a 5% finder's fee for such services.

Thieves' Guilds

A staple of most large cities, Sasserine is unusual in that it currently does not host a large, well-organized thieves' guild. In the years before the Sea Princes took hold of the city, a guild known as the Artful Parrots was Sasserine's largest band of robbers, cutpurses, and criminals. The Artful Parrots were also among the first victims of the Sea Princes, and within a year of their rule beginning, this guild had been obliterated completely.

Child of the Shadow [General]

You were raised in the streets and back alleys of Shadowshore and have refined several talents and tricks valuable to survival in this neighborhood.

District: Shadowshore.

Benefit: You know Sasserine's black market quite well, and need not make checks to locate its outlets. Further, in other cities, you have a knack for rooting out the underground markets. You gain a +2 bonus on Diplomacy and Gather Information checks made to learn about a city's black markets.

Growing up on the filthy streets of Shadowshore has also gifted you with several tricks you can use to ensure survival. You gain a +2 bonus on Initiative checks in urban environments. You are also adept at fighting in confined areas, such as narrow city alleyways or crowded taprooms. Enemies cannot gain cover from you if they are in your reach; you can thus attack someone around a corner without penalty. A creature with total cover from you still receives all benefits of his cover.

During the Sea Prince rule, oppressive laws made thieves' guilds impossible to form. Now that Sasserine has regained her independence, though, the city is seeing a renaissance of organized crime. At this point, the dozens of small guilds are more interested in fighting each other for dominance, and the city watch keeps a wary eye on the activities of these groups but does little to intervene as long as they don't endanger the city's citizens. Word on the street, however, is that one group in particular has managed to establish itself as a force to be reckoned with—the Lotus Dragons. While the Lotus Dragons, if indeed they do exist, have yet to make their presence known to the city watch and civilians of Sasserine, the fact that minor guild activity has been tapering off over the last year lends validity to these rumors.

City Watch

The true slums of Sasserine, Shadowshore is where the desperate come to hide or die. The smallest of the districts, it's easy for citizens of other districts to look the other way at the trouble that commonly brews here. Members of other watches who prove too unruly or insubordinate are often reassigned to Shadowshore—more of a punishment than anything else. Corruption is rife among the Shadowshore Watch, who only patrol the shoreline and are known to be in the pocket of the ship barons of the district. Only the most blatant of crimes (arson, public assaults, and other highly-visible offenses) are acted upon, making Shadowshore a haven for Sasserine's criminal elements.

Citizens

Shadowshore is where the dregs of Sasserine seep to. If you grew up here, you had a rough childhood, and may have been forced to kill someone in order to survive. You've certainly seen your fair share of dead bodies; they turn up often in the alleys or under the piers. If you're not the thuggish type, you either spent a lot of time hiding or developed a knack for fighting dirty. You may

have been taken under the wing of one of the few semi-legitimate businesses to operate here, but more likely you're a true child of the streets. Faith is hard to come by here, but if you're a cleric you probably worship Olidammara, and you know that the god of thieves has some presence within these drooping slums.

Notable NPCs

Emil Dractus (human male): The reprehensible Lord of Dractus Manor and representative of Shadowshore on the Dawn Council is little better than a bandit lord.

Gregar Skeen (human male): Master of the Shipwright's Guild, Gregar has somehow managed to maintain control of the family business and interests despite generations of trouble with local roughs.

Jalpe Jinn (male half-orc): Jalpe Jinn is a likeable-enough man who tends this shrine dedicated to one of Sasserine's most gifted historical figures, the dwarf Worgul (who succeeded in life as a merchant despite her hideous appearance).

Vico Bevenin (human male): Why one of Sasserine's richest men lives in Shadowshore is a mystery to everyone but him. Vico owns the Amedio Trading Concern, the most successful import/export firm in Sasserine.

Shadowshore Locations

- 1: Shadowshore Garrison
- 2: Shrine of Charmalaine (goddess of keen senses and narrow escapes)
- 3: The Skinned Man (tavern)
- 4: The Narrow House (inn)
- 5: Shrine of St. Worgul (district church)
- 6: Honest Brank's (moneylender)
- 7: The House of Science (freak show and museum of oddity)
- 8: Fishlip's Games (tavern/gaming hall)
- 9: The Notched Axe (mercenary guild)
- 10: Coffinsquatters (inn)
- 11: Neldrek's Goods (general goods)
- 12: Dractus Manor (district representative)
- 13: Trapmaker's Guild
- 14: Gentle Nelli's (apothecary)
- 15: The Velvet Hatch (brothel)
- 16: The Plucked Parrot (inn/tavern)
- 17: Alinara's Vixens (gaming hall)
- 18: Amedio Trading Concern (import/export)
- 19: Sailmaker's Guildhall
- 20: Shrine of Kuroth (god of treasure and theft)
- 21: Last Ditch Lovers (brothel)
- 22: Gondola Waystation
- 23: It Still Floats! (cheap boats and ships)
- 24: Black Shield Company (mercenary guild)
- 25: Shipwright's Guildhall
- 26: Shank's Collectibles (cheap weapons)
- 27: Sasserine Distillery (rum factory)



Like Cudgel District, Sunrise is primarily residential. Yet the citizens of Sunrise are generally a bit better-off than their neighbors, in no small part due to the fact that many of them have stakes in the numerous plantations that dot the region surrounding Sasserine.

Sunrise's representative noble family is the Knowlern family. Unlike the nobles of the other districts, the Knowlerns are elves. Lord Aniphastus Knowlern and his family have taken the preservation of the region's wildlands to heart, and the foundation of Sunrise's Standing Stone Park is one of their proudest achievements.

Affiliations

As a citizen of Sasserine, your character may also belong to one of several organizations or affiliations based in the city. The *Player's Handbook II* introduced rules for affiliations and for tracking your rank and benefits from membership. Issue #348 of *DRAGON* details six new affiliations based in the city of Sasserine in the first installment of "Savage Tidings," a series of articles designed to augment the Savage Tide Adventure Path with new player options and advice on running the campaign. These six affiliations, in brief, are as follows—if one of them sounds particularly appealing to your character, speak to your DM about starting the campaign as a member of the affiliation.

Church of the Whirling Fury: Perhaps the most mysterious of the six affiliations presented here, the Church of the Whirling Fury is in fact a semi-secret group of like-minded souls who seek to oppose the advance of demonic influences into the the Material Plane while at the same time venerating their patron, the eladrin paragon Gwynharwyf (*Book of Exalted Deeds* 155). They keep their presence in Sasserine subtle, operating on the theory that to openly oppose such dangerous forces invites open retaliation—much better to gather information and strike with the advantage of surprise. The church of the Whirling Fury accepts members of all vocations and skills, although their doctrines tend to preach "all for the greater good." As such, they often find themselves operating on the shady side of the law. Barbarians, clerics, and rangers are the best suited classes for this affiliation.

Dawn Council: The ruling nobles of Sasserine are known as the Dawn Council, yet in truth this affiliation comprises all of the minor nobles, sages, scribes, clerks, and others who help in the daily business of administration of the city. The Sasserine city watch is controlled by the Dawn Council, and the seven official churches have much invested in this group as well. Beyond Sasserine's walls, agents of the Dawn Council function as ambassadors, emissaries, missionaries, or even spies. Bards, clerics, fighters, and paladins are the best suited classes for this affiliation.

Scarlet Brotherhood: While the Scarlet Brotherhood itself is notorious for harboring assassins, spies, and worse, their presence in Sasserine has taken an unusual turn with the establishment of the Scarlet Embassy. This group proposes to seek less violent interactions with other nations. Recent attempts to manipulate numerous nations were a tremendous drain

Student of Nature [General]

The wild has always excited you with its simple beauty and majestic creatures. It is no wonder that many of your talents let you better enjoy the natural world.

District: Sunrise.

Benefit: You get a +1 bonus on Handle Animal, Knowledge (nature), and Survival skill checks. You also get a +2 bonus on Fortitude saving throws to resist special attacks from plant creatures.

on the Brotherhood. Of course, many believe that the establishment of the Scarlet Embassy is merely a new stage in the Brotherhood's nefarious attempt to rule the world from within. Only members of this affiliation know the group's plans for sure—and even they may not see the whole truth of what the mysterious leaders of the Brotherhood intend. Bards, monks, and rogues are the best suited classes for this affiliation.

The Seekers: The Seekers have a presence in nearly every major city in the world, yet few know of their existence. A group of treasure-seeking adventurers at best, or a nefarious organization of thieves and grave-robbers at worst, the Seekers themselves are a loosely-knit group of explorers, adventuring scholars, and fortune hunters who scour the world for ancient secrets and lost magic for personal gain and profit. All character classes are equally suited for this affiliation.

Witchwardens: Sasserine's mage's guild was founded by a priest-mage of Wee Jas many centuries ago, but today the Witchwardens have become more secular. Their members study magic in all its forms, seeking to discover new spells or recover forgotten lore from ancient ruins across the world. They are charged with the defense of the city against magical threats, and many of their members have ties to the city's high society. Bards, sorcerers, and wizards are best suited for this affiliation.

Zelkarune's Horns: Based in the Champion's District where, among other things, they manage the hugely popular events in the Sasserine Arena, Zelkarune's Horns consists of gladiators, big-game hunters, mercenaries, and explorers of the surrounding wildlands. Beyond Sasserine's walls, members of the Horns often operate alone (or as members of small groups), seeking new creatures to populate arena fights or merely looking for adventure and treasure to further their own (and by extension, the Horns') fame and glory. Barbarians, fighters, rangers, and rogues are best suited for this affiliation.

City Watch

Like Cudgel District, Sunrise is primarily residences, although the presence of the lumberyard and proximity to the Azure District make its edges a bit more active. The Sunrise Watch are affiliated with the church of Pelor, but for the most part are left to their own devices in keeping the district safe. Their organization is the largest of the seven watches, and as a result it's more difficult for the commanders to keep everything in control. Corruption is fairly common here, yet the guards can generally be trusted to do the right thing.

Citizens

If you're from Sunrise, you pride yourself on your even temper, your friendliness, and your optimism. There are certainly a lot of rowdy folk in Sasserine, but most of them avoid Sunrise for one reason or another. You may have a healthy interest in the natural world, in which case you've spent long hours exploring the safety of Standing Stone Par). Many who live here work for one of the plantations to the south, either in the fields earning an honest day's wage or in the plantations themselves as servants or specialists. Most of the people you know worship Pelor, although any of the officially recognized faiths of Sasserine are welcome here.

Notable NPCs

Aniphastus Knowlern (elf male): The Lord of Knowlern Manor and representative of Sunrise on the Dawn Council has lived in Sasserine longer than most every other citizen.

Basar Finn (human male): Basar represents the various plantation owners who live outside the city walls when these industrious folk are not present.

Kera Gosalar (human female): Kera is the high-priestess of the temple of Pelor. She views the vices of Sasserine as unfortunate, but rather than crusade against them she appeals to the city's decent folk, offering options to the debauchery and crime that plague the city.

Sunrise Locations

- 1: The Bridgehouse (gaming hall)
- 2: Meadowdusk's (Knowledge [nature] sage)
- 3: Thunder River Lumber
- 4: Shrine of Istus (goddess of fate)
- 5: Landowner's Hall (plantation owner's meeting hall)
- 6: The Restless Lion (tavern)
- 7: The Hunter's Trap (tavern/gambling hall)
- 8: Winmester's (inn)
- 9: The Siren's House (inn)
- 10: Dawn Market (general goods)
- 11: Sunrise Garrison
- 12: The Endless Dark (Knowledge [dungeoneering] sage)
- 13: Tepinal's Wares (general goods)
- 14: Taxidermist's Guildhall
- 15: Leldibar's Shop (general goods)
- 16: The Shivering Cat (tavern)
- 17: Emerald Waters Orphanage
- 18: The Hungry Gorilla (tavern)
- 19: Shrine of Heironeous
- 20: Tobacconist's Guildhall
- 21: Dawnlight Orphanage
- 22: Gondola Waystation
- 23: Historian's Guild (Knowledge [history] sage)
- 24: Gondola Waystation
- 25: Knowlern Manor (district representative)
- 26: Standing Stone Park
- 27: Dawnhouse (district church)
- 28: Shrine of Mayaheine (goddess of protection and valor)
- 29: Shrine of Rao (god of peace and serenity)
- 30: Gondola Waystation



Savage Tide

Player's Guide

The Savage Tide Rises!

The first Savage Tide has already touched the mortal world, yet none who live today recall this terrible time of red ruin. It swept over an ancient city, transforming beggar and noble, merchant and thief, resident and visitor, one and all into feral, ravenous fiends. What took the ancients hundreds of years to build came crumbling down in a matter of days. When the tide's final ripples faded, only ruins remained.

Now, after a thousand years, the hidden architect of the Savage Tide gazes upon new targets. This time, the doom will not be limited to one hapless city. This time, all of civilization is perched on the shore, blissfully ignorant of what the tide is about to bring in.

The Savage Tide Adventure Path is a complete campaign featured over the course of a year in *DUNGEON* magazine. Running from issue #139 to issue #150, the campaign takes your PCs from their lowly beginnings at 1st level to the lofty heights of 20th, and possibly beyond. It all begins in the exotic port city of Sasserine, detailed in this booklet. The Savage Tide begins here! Will your characters stand upon its shore and protect the civilized world? Or will they succumb to its rising waters of ruinous rage?

DUNGEON[®] Dragon[®]

The Savage Tide Adventure Path continues monthly in the pages of *DUNGEON* and *DRAGON* magazines.



Sasserine



Azure District
 Azur's Cathedral
 Azur's Manor
 Azur's Guildhall
 Azur's Market
 Azur's Harbor

Champion District
 Champion's Manor
 Champion's Guildhall
 Champion's Market
 Champion's Harbor

Guild District
 Guild's Manor
 Guild's Guildhall
 Guild's Market
 Guild's Harbor

Merchant District
 Merchant's Manor
 Merchant's Guildhall
 Merchant's Market
 Merchant's Harbor

Noble District
 Noble's Manor
 Noble's Guildhall
 Noble's Market
 Noble's Harbor

Shadows District
 Shadows' Manor
 Shadows' Guildhall
 Shadows' Market
 Shadows' Harbor

Sunrise District
 Sunrise's Manor
 Sunrise's Guildhall
 Sunrise's Market
 Sunrise's Harbor

0 400 800
 Feet

Terakim's Arch

Castle Terakim

Parrot Island

Ancestor Island

Crab River

Timber River

Emerald River