



Travyata Esyer - The Black Rose

Level Seventeen - The Black Rose

There was much celebration amongst the other Assassins as news of Dranth's sudden death spread throughout the city. Lord Blackthorn himself was incredibly pleased, heralding Travyata as the future of the Blackthorn Assassins. Her training continued and her zeal never waned for a moment, taking on whatever contracts she could get her hands on.

She became a major player in guild politics, supported by Lord Blackthorn who now openly proclaimed her as his 'daughter' something that, she was surprised to find, touched her heart. As she began taking on more important contracts and travelling further from the guild's headquarters, Travyata noticed a change in their Lord, one so subtle, that only she would see.

He became distracted around her, shuffling away papers whenever she entered his office. He began to conceal documents from her, sending her on contracts to places even further from home under the guise that they would provide 'more of a challenge' to her. Despite the fact that there was no shortage of contracts close to home.

She gained renown and was given the name 'The Black Rose' by authorities and townsfolk due to the fact that the graves of those assassinated by Travyata often had a single black rose grow from the soil. This was due to a particular attribute she discovered of the plant. A poison mixed with a special preparation including rose seeds and black dye worked at a much faster rate and once the recipient was dead any remaining seeds grew, fertilised by the decomposing body.

It was soon time for a special event, Blackthorn's Banquet. A sumptuous meal was organised and the leaders of each clique of the Blackthorn Assassins were invited to return to the guild's headquarters, to hear an important announcement from the guild master. A banquet of Assassins, even those who are friends, is no comfortable event, each clique leader treats the others with a friendly suspicion and respect. For, although it is unlikely that a contact has been placed on the leader of a clique and accepted by another, it is always a good idea to be on your guard around master assassins. There was one oddity at the banquet, an invitation extended to Travyata to sit at the right hand of Lord Blackthorn. Though no

one knew why such a young assassin had been invited, each was certain that their leader would tell them when the time was right.

Once the meal was well underway, and with none of the guests falling pray to mysterious deaths, Lord Blackthorn began his announcement with a toast. He toasted to the honour and the glory of all the new Assassins in the guild and to each clique leader sat before him. The surprise, however, was his commissioning of another clique of the Blackthorn Assassins commanded by Travyata.

With such an honour bestowed upon her, Travyata was unable and unwilling to decline the position and took a handful of Assassins and trainees with her to create their new safe house. Under her leadership and with her considerable wealth put behind the endeavour, the clique began to prosper, quickly gaining prestige amongst the others.

Since taking command of a clique, Travyata spends more time in the administrative role within the Guild, though she continues to fulfil those contracts that are too dangerous for her Assassins, or too important to Lord Blackthorn. Her training continues and she liases heavily with Lord Blackthorn upon his decision to appoint her as his successor

Personality and Appearance

Many years of work with the Assassins Guild has begun to weigh heavily on Travyata, sometimes penetrating the hard shell that so many have mistaken for her true self. Though she still holds a passion in her heart for the thrill of the assassinations and her duty to the guild, Travyata has become even colder and withdrawn than she was during her more active years.

In keeping with her position as a guide and mentor for the next generation of young Assassins, Travyata has returned to wearing more feminine clothing, wearing dresses of amazing quality and expense. Gone are the bright colours that she wore as a child, now she wears mostly blacks and greys, as if she is mourning the innocence she has lost.

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Level 9 Blackthorn Assassin/ Level 8 Poisoner

Type: Medium Human 17th Level

Hit Dice: 17d6+51 (81hp)

Initiative: +9

Speed: 30ft (6 Squares)

Armour Class: 21 (10 +5 dexterity +1 *Ring of Protection* +4 *Bracers of Armour* +1 *Amulet of Natural Armour*), touch 21, flat footed 16

Base Attack/Grapple: +12/+3 / +16

Attack: Dagger, +20/+11 melee (1d4+6) / Throwing Dagger, +18/+9 ranged (1d4+5)

Full Attack: Dagger, +18/+9 melee (1d4+6), Parrying Dagger, +17/+8 melee (1d4+5)

Space/Reach: 5ft/5ft

Special Attacks: Sneak Attack (3d4), Death Attack

Special Qualities: Guild Support, Evasion, Assassin's Forte (Craft: Poison), Shadow +5, Poison Use, +3 Save Vs. Poisons, Poisoner's Forte, Immunity to non-magical poisons,

Saves: Fort +12, Ref +11, Will +5

Abilities: Str 18 (+4), Dex 20 (+5), Con 16 (+3), Int 16 (+3), Wis 12 (+1), Cha 18 (+4)

Skills:

Appraise + 11	Jump +6
Balance +15	Knowledge (local) +12
Bluff +10	Knowledge(nature) +13
Climb +8	Knowledge(poisons) +23
Craft (Poison) +23	Listen +5
Decipher Script +7	Move Silently +11
Diplomacy +7	Open Lock +10
Disable Device +8	Ride +6
Disguise +7	Search +10
Escape Artist +7	Sense Motive +9
Forgery + 3	Sleight of Hand +18
Gather Information +9	Spot +4
Handle Animal +14	Swim +5
Heal + 9	Tumble +7
Hide +21	Use Rope +10
Intimidate +5	

Feats: Weapon Finesse, Two Weapon Fighting, Agile, Dodge, Great Fortitude, Weapon Focus (Dagger), Point Blank Shot, Improved Initiative

Alignment: Lawful Neutral

Languages: Common, Elven, Dwarvish

Possessions:

Combat: *Ring of Protection* +1, *Bracers of Armour* +4, *Amulet of Natural Armour* +1
+2 *Dagger*, +1 *Parrying Dagger*, +1 *Throwing Dagger* (x5)

Non-Combat: *Gloves of Dexterity* +2, Bag of holding (x2), Hat of Disguise, Ink, Ink pen, Expert Poison Kit, Rope of Climbing, Small Book, Thieves Tools (Masterwork), 38,000gp

