

ADVENTURE

KA1

SERIES

Kalamar Quests

A Summons to Adventure

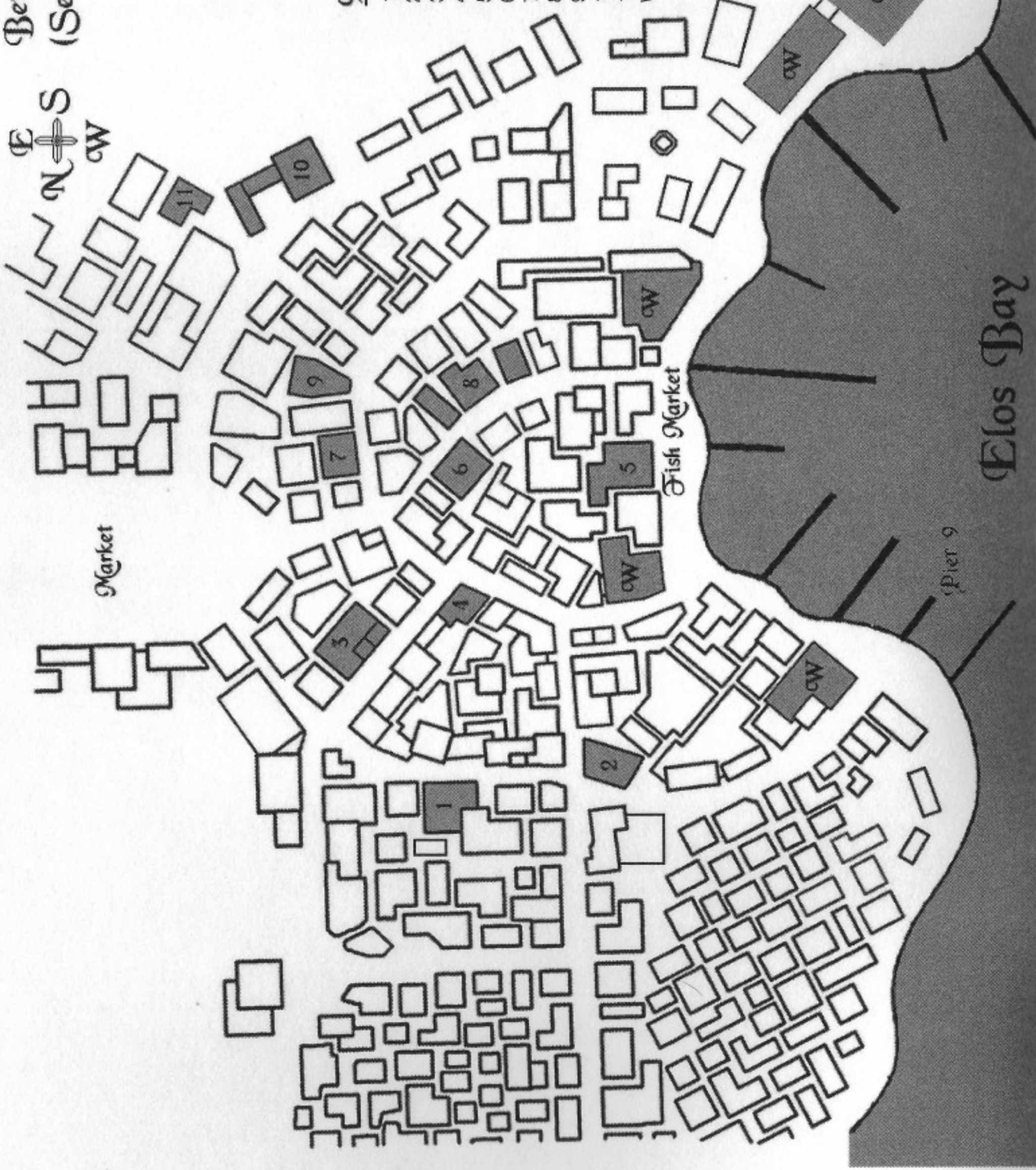


THE SCIROCCO'S KISS™

**AN ADVENTURE FOR 5 TO 7 PLAYERS
1ST TO 3RD LEVEL CHARACTERS**

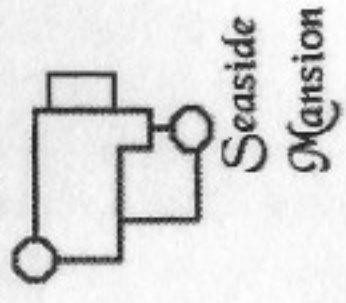
**BY
CHRISTOPHER HEATH
AND
TONY WILSON**

Bet Seder (Seaport District)



Legend

- 1) The Sleeping Sands Inn
- 2) Temple of Saint Mokotu the Moon Mariner
- 3) The Jolly Halfling Tavern
- 4) The Thirsty Dog Tavern
- 5) The Drunken Albatross Tavern
- 6) Hall of the Prophet Tanikos Moresu
- 7) Temple of the Sacred Coin
- 8) The Merking's Grotto Brothel
- 9) Shrine of the Sea Hag
- 10) City Watch Barracks
- 11) Bet Seder Royal Prison, a.k.a. "The Pit"
- W) Warehouse



Seaside
Mansion

The Sirocco's Kiss

By Christopher Heath and Tony Wilson

Additional material by James Mishler

INTRODUCTION

This adventure pits lower level characters against a powerful monster with a fair chance of their survival. This sort of challenge takes the monotony away from lower level adventures, and gives the players a sense that their "weak" characters can complete notable feats.

THE TIGER CLAW SOCIETY

The Tiger Claw Society was founded in Ahznomahn in 517 IR. In that year Rhingarr, a rakshasa spirit, tired of his simple life in the Awhom Forest where he ruled over clans of monkeys in a lost city. He went to the bustling seaport of Zha-nehzmish, where he felt that the pickings would be better. He discovered that life in the big city was not all it was cracked up to be; it was quite dangerous, even to a rakshasa. Though he would never admit it, Rhingarr discovered that he was, at heart, a coward. Thus he decided to use humans as a shield against their brethren, and bullied some humans into protecting him.

Rhingarr, based in the poor district, started with the downtrodden folk of the city. He had gathered a half-dozen weak "protectors" when he waylaid the wrong passerby, Whaznar Groshti. Whaznar was a thief and murderer; he was not terribly powerful, but he was very greedy. When captured by Rhingarr, and Rhingarr told him his choices were "servitude or death", he asked back "Death, eh? Well, if I do serve you, what's in it for me?" Rhingarr was much taken aback by the statement; he never realized that he might get people to work for him by providing them with something in return. Monkeys, after all, needed little more than the fruits of the trees.

Thus was born the Tiger Claw Society. Under the nominal leadership of Rhingarr and through the wisdom of Whaznar, it grew to almost a hundred strong, and controlled almost half of the black market of Zha-nehzmish. The Tiger Claw Society ruled the seamier side of Zha-nehzmish from 521 through 544 IR. Slavery, fenced and untaxed goods and weapons smuggling were all controlled by the Tiger Claw Society. In 544 IR the forces of the Mayor, assisted by the Golden

Alliance, destroyed the cult and their operations in a lightning-swift series of raids. Rhingarr, Whaznar and about half of the Inner Circle barely got out alive. Since then they have been on the move, every couple of years, from one city to another. Ashoshani to Svowmahni to Monam Ahnozh to Vrandol to Dopolen, back to Zha-nehzmish, then to Alnarma and finally to Miclennon. Everywhere they stopped they reconstituted the cult. For a few years Rhingarr flourished, dining on all the man flesh he desired, and Whaznar rebuilt his small criminal empire. Until they experienced the debacle at Miclennon.

Normal procedure was to build a following among the poor, then slowly work their way to the higher levels of society, using the powers of Rhingarr and the Inner Circle to slowly control or eliminate any threats. In Miclennon, however, Whaznar became a little too greedy at about the same time that Rhingarr became a little too complacent. They attempted to jump a few levels of society and shot straight for the governor and his clique. Unfortunately, they did not do their research and they missed some members of the Governor's Guard, who struck back at the cult faster than any resistance they had encountered before. The entire Inner Circle, including Whaznar, was slain, save for the newest member, Arkajia, and Rhingarr's own tail was singed a little too close for his tastes. The already cowardly rakshasa became completely paranoid, as he lost his entire support structure, save for a pitiable number of his lay membership and a wet-behind-the-ears member of the Inner Circle.

THE SIROCCO'S KISS

This adventure involves a sea vessel called the Sirocco's Kiss. It is a small merchant vessel, with a minimal crew. The crew has no knowledge of the Rakshasa on board, and if captured or questioned will divulge little, except that the cultists perform strange rituals and worship a feline god. If questioned about their current situation, the crew will relate the story of how their captain disappeared, and how the cultists then arrived with documents proving their ownership of the

Sirocco's Kiss. The cultists offered to pay to keep the crew on for one final voyage, so several accepted.

PLAYER'S INTRODUCTION

The adventure begins on a street located near the docks.

Your group is walking down a dark and misty alley in the Seaport District of Bet Seder. Suddenly, through the mists, you see a young man carrying a worn leather case. You notice that he frequently looks over his shoulder as though he is being followed. By his tattered clothing and unkempt appearance, you surmise that he has traveled many miles without rest. He notices you, and lurches in your direction. It is apparent that something is wrong with the man, as he is extremely sweaty and has trouble breathing. He stumbles to the ground before you and throws the leather case at your feet.

The man has recently been poisoned and is about to die. If the characters try to keep walking, the man will grab one of the characters by the ankle and try to force the case upon him. The stranger will speak first in broken Kalamaran. If the characters are unable to understand this language, he will then attempt Merchant's Tongue, and lastly fluent Brandobian. He speaks in a raspy voice:

Please, you must... help! An unspeakable evil has landed... in this city and it must be stopped. Take this case, it contains... potent items that will... need... to vanquish the unholy one. Call upon... the Gods and... the crossbow... fire it into the black heart of evil. Your aim must be true. Seek out the Sirocco... Sirocco's Kiss at... at nine... for that is where it... dwells... arrrgh-hhh...

Before the characters can question him, his eyes will roll back and he will die. The characters will find a dart lodged in his back, but no sign of the assassin. A difficult herbalism or alchemy skill check will reveal that the poison on the dart is a very rare and virulent type used by tribes in the Vohven Jungle of Svimohzia. The dead man has no distinguishing marks or clothing, though he is obviously not a native Kalamaran. His appearance is nondescript, but he does appear to be of the Brandobian race. He is, in fact, from Eldor, as anyone who speaks the Eldor dialect of Brandobian will know if he spoke Brandobian. He was a member of the Governor's Guard in the city of Miclennon.

The case contains a magical +2 crossbow, three +3 bolts, and a priest scroll containing three bless spells, written by a 12th level Truthseeker, a Priest

of the True. A Truthseeker may use the scroll at 12th level of effectiveness. Other priests may use the scroll at a reduced effective level: other lawful/good priests at 9th level, neutral/good or lawful/neutral priests may cast it at 6th level, and lawful/evil, neutral/neutral or chaotic/good priests at 3rd level. Neutral/evil, chaotic/neutral and chaotic/evil priests may not use the scroll at all. If a priest or cleric is not among the party, the adventurers will have to seek out the aid of someone to join their party with the ability to bless the bolts. The conditions and circumstances of this course will be left to the GM's discretion.

The adventurers should be able to surmise that the Sirocco's Kiss is a sea vessel. If not, asking around at a tavern in the Seaport District will yield only that a ship of that name has pulled into dock. With a little sleuthing the characters should have no problem locating the vessel on pier 9. The characters basically have three options.

- They can stake out the sailing ship and attempt to board the vessel and slay the cultists and the monster.
- They can stake out the sailing ship and wait for the rakshasa to eventually leave the boat. It will do so only under the cover of night and with its full complement of cultists (and perhaps mercenaries).
- The characters can try to inform the city constabulary of all they know about the cult (see location 10, below). However, the corrupt and uncaring watch will not be bothered or act on hearsay, returning the characters to the other two options.

STAKING OUT THE VESSEL

Once the party has found the docking site of the ship on pier 9 read the following:

Standing on the rickety wharf of pier 9, you first spy the vessel bearing the name Sirocco's Kiss. The eerie merchantman looms before you, floating on the water like a mangled ghost-ship. The boat appears empty and void of life; the only sound is that of the choppy bay waters lapping against the sides of the ship. The ships' battered presence is all the more striking and unsettling, as it is the only vessel on this pier. A warped plank connects the ship to the dock, beckoning you to board.

After locating the boat upon the docks, the characters may wish to board the vessel or stake out a watch. Characters will observe the fact that the ship runs on a clockwork schedule if they keep watch for more than four hours. Also, observers can ascertain that the approximate

number of the ship's occupants is ten (or eleven if the adventuring party guesses that a creature is also on board). The ship's complement consists of a crew of four, five cultists, the rakshasas' personal attendant and the rakshasa. A stake out will provide little information as to the cult's activities, and reveal nothing unusual unless the stake out takes place between dusk and midnight. For it is during the darkest hours of the night that the cultists venture into the city to slay a vagrant or drunk. They return with the body of the victim in a large sack, thrown over the shoulder of one of the cultists.

The only time Arkajia, the rakshasas' personal attendant, is not on board the ship is during the early afternoon through the late afternoon. At this time he will be out in the city attempting to locate a suitable location to begin a new life within the city. Three cultists always accompany him when not aboard the Sirocco's Kiss. The cultists are fanatically loyal and will not reveal anything of the rakshasa's presence or any information whatsoever, even upon pain of torture or death.

By watching the ship, the adventuring party should be able to determine the best time to board (dusk-midnight), as most of the crew and cultists will be out. The chart below shows the number of cultists (5 + Arkajia) and crew members (4) who are on shore leave at any given time, and their possible destinations, should they be followed by the adventuring party.

BOARDING THE VESSEL

The Plank: There is a 40% chance per round that the plank will give way if over 250 pounds of weight is on the plank at one time. The characters on the plank must then make a successful dexterity check to avoid falling into the bay. A successful check indicates they have managed to either board the ship or return to the wharf, there is a 50% chance of either occurring if the character did not declare their intentions while rolling the ability check.

If the plank gives way, it will alert any occupants aboard the Sirocco's Kiss. The crewmembers will investigate, while the cultists will attack on sight. Crewmembers will ask the PCs to leave, but will not fight and will surrender readily. They will flee if attacked and beg for mercy if necessary, claiming the cultists reside in the cargo hold (Area 1) if that is whom the PCs say they are searching for.

If the party has boarded the ship without inci-

dent, read the following:

All appears to be quiet aboard the Sirocco's Kiss. The aft end of the vessel is raised, perhaps for the captain's and crew's quarters. Two masts hold the ship's sails, barely visible in gossamer mists. There is a wooden hatch on the forward deck, apparently opening into the cargo hold. Two flights of steps on both sides of the cargo hatch lead down into the hold below.

Refer to the Sirocco's Kiss Shore Leave Schedule for the number of crew and cultists remaining aboard, to determine the ship's occupants.

If stealthy intruders enter the ship after midnight and the plank has not fallen, the crewmembers will all be sleeping soundly within their quarters (Area 2. Note: This area contains two stories, the upper level accessible by a stairway, identical to the lower level). One crewmember is supposed to be on watch in the crow's nest, but he is usually passed out drunk (90% chance) and will not awaken unless physically moved. The crewmembers themselves will not fight under any circumstances and will seek to avoid confrontation. The remaining cultists will also be sleeping in the cargo hold (Area 1) if the party has ventured aboard silently, but will attack any intruders upon awakening. If an intruder enters the ship at any other time, there is a 20% chance per round of a cultist or crewmember coming out on deck and discovering the trespasser.

ENTERING THE CARGO HOLD

The rakshasa remains below in the cargo hold whenever fighting takes place. Any cultist who is not aware of the PCs aboard the vessel will be there as well. The overhead hatch to the cargo hold is locked from the inside by heavy chains. The PCs will be forced to gain entrance only by way of the steps leading down. The cultists have arranged their lair in this way so that they only have to fend off attacks from these stairwells.

Wooden steps lead down into the cargo hold. It is a large 40-foot by 25-foot open area. The ceiling is 20-foot high, and cargo net leads to the closed hatch above. The hold is sparsely furnished, with a few colorful pillows and silks upon the floor. Two small wooden chests are along the wall opposite the steps. A large humanoid feline sits upon a large wooden throne near the chests.

If there are any cultists still on board who have not already been encountered read the following:

You see (number) thin, dusky-skinned men kneeling before the feline being. They swiftly stand to their feet,

grab the scimitars lying by their sides and rush at you, screaming "Shayin! Evadim da-Chorji da-Sasasho! Goya!"

Anyone fluent in the Dijishy dialect of Deji will understand the shouting to mean roughly "Infidels! Desecrators of the sanctuary of the Holy One! Die!" The scimitar wielding cultist(s) promptly attack the party. Any cultists within the room attack on sight, entering hand-to-hand combat. The rakshasa will remain toward the back of the room (Area 1a) and attack with a magic missile spell on the first and second rounds or until engaged. It will first target the adventurer whom it perceives to pose the greatest threat, which will not necessarily be the PC wielding the magic crossbow. If not engaged by the third round, the creature will enter melee.

The wooden chests contain the cultists' meager treasure. Chest one contains 35 gc, 156 sc, and 534 cc in an unsorted heap. The other chest contains two decanters of rare and expensive perfume, each worth 50 gc, and a jar of insinuating poison worth 200 gc. The poison is the same type used to kill the man slain in the alleyway. The poison requires a saving throw versus poison or the victim will die in 1d10 rounds; the victim still suffers damage equal to 1/2 his normal maximum hits to kill if the save is successful. There is enough poison for twenty more applications for blowgun darts, two applications for a dagger or one application for a short sword. The silks and pillows upon the floor are collectively worth 45 gc, while the throne, which can double as a palanquin, is worth about 150 gc.

Cultists - The cultists are all fanatics and will fight to the death. They all come from the poor section of Miclenon, and thus are either Deji nomads of the Dijishy clans or half-breed Deji-Brandobians. They speak only their native dialect of Deji, a smattering of Brandobian and a few broken words of Merchant's Tongue. All are human males, age 17 to 24. They wear loincloths, burlap jerkins, rope belts and tattered brown cloaks. They are armed with scimitars (1-8 DMG) and daggers (1-4 DMG).

Ijami, Cultist: (lawful/evil) 1st level Thief: ability scores S12, I10, W9, D15, C12, Ch10, AR 9, HTK 5, THAC0 20, DMG 1-8, 15 XP.

Cland, Cultist: (lawful/evil) 1st level Fighter: ability scores S15, I9, W7, D15, C15, Ch9, AR 9, HTK 8, THAC0 20, DMG 1-8, 35 XP.

Sonji, Cultist: (lawful/evil) 1st level Thief:

ability scores S10, I12, W10, D16, C10, Ch8, AR 8, HTK 6, THAC0 20, DMG 1-8, 15 XP.

Beri, Cultist: (lawful/evil) 1st level Fighter: ability scores S14, I11, W10, D15, C16, Ch10, AR 9, HTK 7, THAC0 20, DMG 1-8, 35 XP.

Sani, Cultist: (lawful/evil) 1st level Fighter: ability scores S13, I12, W9, D16, C14, Ch12, AR 8, HTK 7, THAC0 20, DMG 1-8, 35 XP.

Arkajia - This is the rakshasa's personal attendant and only remaining Inner Circle cult leader. Arkajia is in way over his head, and he knows it; he had only been inducted into the Inner Circle because of his loyalty to Whaznar, and has limited organizational abilities. He was inducted into the Inner Circle knowing full well the nature of the leadership in the cult. However, he knows that he cannot return to Miclenon and thus his only future lies with the rakshasa. Thus, he will do everything in his power to see to it that the rakshasa is comfortable and once again able to rebuild the cult. He knows the creature is less than brave, and thus his fanaticism is more out of desperation than blind loyalty. Arkajia is specialized with a scimitar (+1 to hit and +2 to damage) and proficient with dagger and blowgun. He carries a scimitar (4-11 DMG), two daggers (2-5 DMG), a blowgun and five poisoned darts at all times (see above for poison).

Arkajia, "High Priest" of the Tiger Claw: (lawful/evil) 2nd level Fighter: ability scores S16, I12, W12, D16, C16, Ch12, AR 6 (leather armor), HTK 16, THAC0 19 (18 with scimitar), DMG 4-11, 175 XP.

Rhingarr, The Tiger Claw, Rakshasa of the Awhom Forest-Rhingarr ruled the lost city of Shwimajomwhi in the Awhom Forest of Svimohzia. There he ruled over the monkeys that ran wild through the ancient city streets. When he tired of ruling over foolish monkeys, he decided to rule over "foolish man-apes". He learned however, much to his chagrin, that men were, for the most part, not as foolish as monkeys. Yet he still refers to them as "foolish man-apes." Rhingarr will attack with his claws and a bite if cornered, however he prefers to use his spells if given the opportunity. He is quite cowardly for a rakshasa, and will flee when the opportunity permits itself. When cornered he fights with a berserker rage (+2 to hit, +2 damage).

Rhingarr, Rakasha Spirit: (lawful/evil): ability scores S15, I12, W12, D15, C15, Ch15, AR -4

(natural), HTK 40, THAC0 13, DMG 1-3/1-3/2-5. SA: Disguise using ESP. SD: Hit only by +1 or better magical weapons, half damage from weapons less than +3, immune to all spells below 8th level. Rhingarr can cast the following spells at 7th level of magic use: charm person, hypnotism, magic missile x2, deafness, pyrotechnics, forget, fly and water breathing. He can also cast the following clerical spells at 7th level of ability: cure light wounds x2, endure heat. Rhingarr can be killed instantly if struck by a blessed crossbow bolt. 3,000 XP.

AMBUSHING THE RAKSHASA AND CULTISTS

The PCs may opt not to board the ship, but instead decide to ambush the rakshasa and the cultists while they are moving their belongings from the ship to their new lodgings (located directly north of the Sleeping Sands Inn, Location 1 below, check compass points on map). If uninterrupted, the entire trek should take roughly twenty minutes.

It will appear to the PCs that the rakshasa is being carried to its new home aboard a palanquin by 6 cultists and Arkajia. The palanquin is the large wooden throne from Area 1 on the ship carried by cross-poles running underneath (it has a back area for carrying baggage). In reality, there are only 5 cultists holding up the palanquin plus Arkajia walking along side. The sixth cultist holding the palanquin is the paranoid rakshasa. A successful average intelligence check by the PCs will yield that the tiger tail of the rakshasa is occasionally visible through the back of its robes (the last cultist on the right). The object aboard the palanquin is merely a dummy made of sacks of clothes and pillows beneath a robe. A successful difficult intelligence check by any character will also alert them to this ruse, but not necessarily indicate which cultist is the rakshasa.

The path of the cultists will take them down the main road leading directly from pier 9, then turning left at the next main road, and finally taking a right turn down the back alley that runs behind the Sleeping Sands Inn. Once the characters decide upon a target, an ambush attack will gain a +4 "to hit" for surprise, and if the person is using missile weapons and attacking from above (perched on a building top), he or she will gain an additional +2 "to hit."

If the initial attack by the party should slay the rakshasa, the cultists will drop the palanquin and flee for their lives. The PCs may give chase if

desired. The baggage aboard the palanquin contains the cultists treasure (see Cargo Hold, ship Area 1, above), and miscellaneous clothing of no worth.

If the initial attack did not slay the rakshasa and the PCs are visible and nearby, the cultists will attack on sight. If the characters are only partially hidden and attacking from a distance allow the cultists and rakshasa intelligence checks to note the source of the attack. If the group determines the source of the attack, the rakshasa will take partial cover behind the palanquin and cultists while they hurry to their new dwelling. All missile weapon attacks upon the rakshasa will then be at -4 "to hit." If the convoy is fired upon a second time, and the rakshasa has identified the source of the attacks, he will retaliate with a magic missile spell on the next two subsequent rounds. If the rakshasa cannot determine the source of the attack, he will still attempt to find cover, and attacks will then be made at -2 "to hit." Allow the cultists and rakshasa intelligence checks on each new attack.

If the cultists and the rakshasa reach the alley that leads to their dwelling behind the Sleeping Sands Inn, the rakshasa will retreat into the building. The cultists will remain to fight, searching for the attackers but not straying too far from the alley. They will choose to attack whoever is wielding the crossbow whenever possible.

ADDITIONAL COVERAGE

What if the party attempts to sink the boat?

If the PCs sink the boat by quietly puncturing the hull, the cultists and crew will flee onto the docks, but the Rakshasa will go down with the ship. The monster will use its water breathing spell to escape undetected beneath the bay and will quietly sneak to its rental dwelling, carrying two small chests of treasure under its cloak.

What if the party sets the boat aflame?

If the PCs successfully set the ship aflame, the cultists and crew will flee, but the Rakshasa will cast water breathing before quietly slipping onto deck and dropping into the water from the ship's starboard side. A unit of five city constables and a sergeant will appear in 3 to 6 minutes to search for the arsonists.

What if the party is too strong?

This adventure is designed to allow an inexperienced party a chance to defeat a larger-than-life opponent. However, the adventure can easily be

used with more powerful adventurers by increasing the number of cultists and/or by adding mercenary warriors. Add the following cultists if the adventure is slightly too easy; they are armed and accoutered the same as the cultists listed above.

Saju, Cultist: (lawful/evil) 1st level Fighter: ability scores S13, I9, W9, D13, C15, Ch9, AR 10, HTK 8, THAC0 20, DMG 1-8, 35 XP.

Rijani, Cultist: (lawful/evil) 1st level Fighter: ability scores S14, I10, W10, D15, C15, Ch9, AR 9, HTK 8, THAC0 20, DMG 1-8, 35 XP.

Eveni, Cultist: (lawful/evil) 1st level Fighter: ability scores S15, I10, W8, D13, C13, Ch11, AR 10, HTK 6, THAC0 20, DMG 1-8, 15 XP.

Khodri, Cultist: (lawful/evil) 1st level Fighter: ability scores S16, I9, W11, D16, C13, Ch8, AR 8, HTK 5, THAC0 20, DMG 2-9, 15 XP.

Deven, Cultist: (lawful/evil) 1st level Fighter: ability scores S14, I11, W10, D15, C12, Ch10, AR 9, HTK 6, THAC0 20, DMG 1-8, 15 XP.

If the adventure is still too easy, add the following mercenaries. They were hired by Arkajia to guard the ship and follow the cultists and rakshasa during their move. The mercenaries are paid for a full month, so they will also guard the cultists' new home for at least three weeks after the move. The mercenary guards will not know anything about the cult that they guard, as they will not actually go on the ship (they stand guard on the pier) or enter the lair of the cult (they will stand guard at the door to the lair). They will stand guard over the ship or lair from dawn to late afternoon, leaving about an hour after Arkajia returns. Subtract 30 gc from the treasure of the cult if they have hired mercenaries. The mercenaries do not care about the cult's activities as long as they are paid. Each mercenary will carry 2-12 cc, 1-10 sc and 1-3 gc, except the leader, who carries double.

Karal Ikaran, Mercenary Leader: (lawful/evil) 2nd level Fighter: ability scores S16, I13, W12, D14, C16, Ch11, AR 5 (chain and shield), HTK 18, THAC0 19, DMG 2-9 (long sword), 65 XP. Wears chain mail and a medium shield, wields a long sword. Carries two daggers. Speaks Kalamaran, Fhokki and Merchant's Tongue.

Devan, Mercenary Fighter: (neutral/evil) 1st level Fighter: ability scores S17, I10, W9, D13, C13, Ch11, AR 6 (brigandine), HTK 7, THAC0 19, DMG 2-7, 35 XP. He wears brigandine and wields a short sword. Carries two daggers, a short bow and 20 arrows (1-6 DMG). He speaks

Kalamaran and broken Merchant's Tongue.

Regan Poteki, Mercenary Fighter: (neutral/evil) 1st level Fighter: ability scores S15, I8, W11, D15, C12, Ch14, AR 5 (scale mail), HTK 6, THAC0 20, DMG 1-8, 15 XP. Wears scale mail and wields a battle axe. Carries a dagger and a bandoleer of six darts. Speaks Kalamaran.

Kevelan Rend'daral, Mercenary Fighter: (chaotic/evil) 1st level Fighter: ability scores S16, I10, W11, D16, C15, Ch11, AR 5 (ring mail), HTK 7, THAC0 20, DMG 2-7/2-7, 35 XP. Wears ring mail and wields two scimitars (will attack with both each round, penalty of -2 to the first and then -4 to the second attack). Carries a short bow and 20 arrows. Speaks Kalamaran and Merchant's Tongue.

Miko, Mercenary Fighter: (lawful/evil) 1st level Fighter: ability scores S16, I11, W12, D13, C12, Ch11, AR 7 (ring mail), HTK 8, THAC0 20, DMG 1-6/1-4, 35 XP. Wears ring mail and wields a short sword and dagger (will attack with both each round, penalty of -2 to the first and then -4 to the second attack). Carries an extra dagger, a light crossbow and 10 bolts. Speaks Kalamaran.

AFTERMATH

If the PCs do not kill the rakshasa the monster will always stay within his dwelling while his cultists bring him food. The PCs may encounter the cultist(s) at a later date (at the GM's option), and attack or follow him/them back to the rakshasa's lair if the players are unaware of the monster's current location. The rental space consists of two large flats on two stories (without windows), with the rakshasa residing on the top floor. If the PCs do not learn of the rakshasa's location, the GM can make the beast into a recurring villain as he or his minions try to gain revenge on those who tried to assassinate him.

BET SEDER, CITY OF ROGUES

During the course of this adventure, the characters may find themselves searching for the help of a priest, or following the cultists or crew to several establishments in Bet Seder. The following is a short guide to the Seaport District of Bet Seder. The GM is welcome to develop any other shops or establishments needed for game play, or embellish, alter or eliminate any of these existing locations.

1) **The Sleeping Sands Inn** - Average Inn and Tavern (lawful/neutral)

Sign: An isle of sand in the shape of a bed sits upon a rough sea of waves with a small rowboat sitting safely ashore. Two piratical types sit on the isle, drinking from flagons. Actual mugs and bottles hang from the sign. The name is written in Kalamaran above and in Merchant's Tongue below.

Description: This three-story inn is the most prominent of its kind within the Seaport District. The inn can accommodate about sixty people on any given night, while the tavern can serve a similar number during the day and evening (though food will not be served at night, people will be served drinks while others are flopped on the benches). The tavern is on the ground floor, and consists of a kitchen, storeroom, and common room with a side room with a two-seater that leads to the sewers; a large wooden bathtub also sits in the side room. The second floor has four rooms for the inn, two servants' rooms (one for men and one for women) a sitting room (with a table for playing cards) and a storeroom. The third floor has two rooms for the inn, a conference room with large table, the owner's room and a large balcony overlooking the street to the south. A ladder on the balcony goes to the third floor roof, which, since it is one of the tallest buildings in the district, affords a full view of the harbor and the seaport district (barring intervening buildings, of course). There is a cellar for vegetables and beverages, accessible only through the tavern storeroom. There is a set of double doors to the tavern on the south wall, a set of double doors to the storeroom on the east wall and a door to the kitchen on the north wall. Torches light the common room and hallways at night; torches are not allowed in the inn rooms due to fire hazard.

Regulars: The Sleeping Sands is the regular tavern and inn for middle class merchants stopping in the port. Most of the local merchants also stop in to see if they can make any new contacts or deals. Many better-off common sailors stay here also, as the benches are nicely padded. Milo Ron'toli, a 0-level Tokite male human merchant (l/n) is often found at the bar; he buys drinks for promising newcomers. There is a 50% chance that Rikome Silonar, 4th level Profiteer (Priest of the Coinmaster) Kalamaran male human (n/n) will be in any one evening; he is always interested in goods from Svimohzia. Captain Jilano Saragala, a 60-year-old 3rd level retired Tokite human male Fighter (n/g) is invariably found at

the table with the best view of the door. He is still looking for the merchant that sold his ship out from under him. The Captain, as he is known, will tell tales of lost ships and buried treasures for anyone that buys him some brandy (some of the tales are true).

Tavern quality: Good. Specials include Bet Seder Brew (good local beer), Basir Burgundy (good spiced wine from neighboring state), Grilled Halibut (excellent rare fish), Poached Eel (good eel) and Sea Turtle eggs (excellent rare eggs).

Inn quality: Average. Common room flop space 1 sc, semi-private room (share with up to 5 others) costs 5 sc, and a private room (holds up to 6) costs 5 gc. There are 6 rooms that can hold 6 people each, 30 can flop in the tavern (bench if you are early, floor if you are late). Baths cost 5 cc (but are free with a private room), "Blind Tomas" the Barber charges 1 cc/shave and haircut (10% chance of taking 1-4 damage and nicking an ear).

Security: Average. Duratan can also hire up to three personal guards (for those staying in private rooms) at 5 sc per night per guard (average quality). The guards are his nephews, and are completely trustworthy.

Crew and Customers: The owner/proprietor is Duratan Dinadeli, a 52 year old widower assisted by his two sons: Biloren (19) and Viloren (16). He has three serving wenches (his nieces), Elanomi (18), Melani (17) and Vereti (19); Elanomi is "available for companionship", for a price (Cha 15, minimum 5 gc per night in coin or goods); her sisters are chaste, and disapprove of her activities. The sisters double as maids in the morning. The tavern will have 10 to 20 customers in the morning, 15 to 30 in the afternoon and 30 to 60 in the evening. The inn is generally at 1/2 capacity (1 or 2 private rooms, the other rooms holding 1-3 each), with 5 to 20 flopping in the tavern. Duratan frowns on ladies soliciting in his tavern save for a few regulars: Mila (Cha 15), Soluna (Cha 13) and Kelina (Cha 16) are found in the tavern most evenings.

Strongbox: The strongbox is hidden under the bed in Duratan's room (good lock on the door). The strongbox has a good lock and is trapped with 4 darts that will shoot out (THAC0 16). Each dart does 1-3 damage and is coated with a sleep poison (save at -2 or sleep for 1-3 hours; effects are cumulative). The strongbox contains the full measure of coins from the inn, but the

tavern till is picked up in the evening by his nephews, who deposit it with the Parish of the Prolific Coin at the west end of the market.

Duratan Dinadeli, Proprietor, Sleeping Sands Inn: (lawful/neutral) 6th level human male Fighter: ability scores S15, I13, W13, D14, C12, Ch11, AR 10/7 (none/studded leather armor), HTK 45, THAC0 15, DMG 1-8 (long sword), 650 XP.

2) Temple of Saint Mokotu the Moon Mariner - Temple of the Stars (neutral/good)

Appearance: The temple is designed like the aft section of a large sailing vessel; many windows and portholes grace its walls. It is built of wood that was obviously taken from old sailing vessels. A dozen feet above you a half dozen figureheads stand out upon the temple walls. Two great oak masts protrude from the roof, complete with sails, rigging and crow's nests. The saffron sails are blazoned with large black sailing ships, themselves with sails of silver embroidery. A crescent moon, upon which stands a black and silver model of a ship, hangs above the entrance.

This is the church of Rotak the Voyager, (neutral/good) God of Travel and the Stars. This temple was named after a (legendary?) Priest of the Traveler that sailed upon the furthest seas of Tellene until he fell off the edge of the world and flew to the moon. If the PCs are in need of help and visit this temple, the priests will regale the party with the tale of Saint Mokotu for AT LEAST four hours before they listen to the party's problems. They will then be willing to aid the party if the party showed respect for the tale of Saint Mokotu and if they also donate 100 gc per level of the attending priest (for the Voyager's Widow's and Orphan's Beneficence Fund). Priests will not enter combat under any circumstances; they will only support the party with their spells.

Clergy & Worshippers: The temple's complement of priests includes the following: one female human 9th level High Worlder, one male human 4th level Worlder, and three Questers (two male human 1st level & one female human 2nd level). Five Fellow Travelers (lay brothers) also attend at the temple on holy days and during weekly ceremonies (every Diaday, when most journeys begin). Eight volunteer sailors guard the temple at all times (as per "Average Guard" in the Tavern and Inn section, except they are armed with cut-

lasses instead of short swords, 1-6 DMG). Almost every ship's captain and his officers come to the temple to make sacrifices before leaving on a voyage; many common sailors also stop by to say a small prayer and drop a coin or two in the offering box. There will be 3-12 worshippers in attendance on normal days and 30-120 worshippers on holy days and Diaday.

The Temple Grounds: The temple is designed to look like the aft section of a sailing vessel, both outwardly and functionally on the inside. There are three floors. The first floor worship area is partially open up to the third floor ceiling, as though it were a cargo deck, and contains the altar and reliquaries. There are stairs leading to the second floor, which consists of offices and a small shrine to Saint Mokotu. The third floor consists of the residences for the priests, with the captain's cabin being for the High Worlder and the officer's cabins for the lesser priests. There is also a basement level that contains several storerooms, one of which contains the temple treasury (the iron door has an excellent double lock; two sailors guard the door at all times). The temple treasure consists of 1,500 cc, 1,100 sc, 3,700 gc, 19 gems worth 3,800 gc total, 8 pieces of jewelry worth 5,000 gc total, a treasure map, a trident of warning and a ring of swimming.

Peredin ne Rotaki, High Worlder of Rotak the Voyager: (neutral/good) 9th level human Priestess: ability scores S9, I15, W16, D12, C11, Ch14, AR 10/8 (none/leather armor), HTK 39, THAC0 16, DMG 1-6, 2,000 XP. Wears common robes during the day, leather armor when expecting trouble. Wields a staff at all times and will carry a mace when trouble is afoot. Spells Memorized: bless x2, cure light wounds x2, protection from evil, light, augury x2, know alignment, slow poison, withdraw, enthrall, prayer, cure disease, dispel magic, cure serious wounds, tongues, dispel evil.

3) The Jolly Halfling - Good Tavern (neutral/good)

Sign: A halfling sits upon a beer cask. The halfling holds a flagon of beer in one hand and a pipe in the other; he appears utterly content. The name is written in Kalamaran above.

Description: This simple, one-story tavern is frequented by two kinds of adventurers: would-be heroes and those looking to be hired on as henchmen. The atmosphere is thick with camaraderie,

the patrons more concerned with upcoming expeditions than petty bickering. The food and drink is good, but the prices are high. The owner/proprietor is a halfling named Kulobi Futo, a neutral/good retired torchbearer. He will regale customers with the tales of the adventures that he participated in as a youth, usually blowing his portion of the tale to an extravagant level of participation ("Why yessir, I DID help slay that dragon! If I hadn't shoved that torch down the dragon's gullet we never would have got him!"). Most of the regulars are quite familiar with his tales, but humor him, as he is more generous with the beer when he is telling stories. He misses his brother, Kunobi Futo, a fellow torchbearer that disappeared several years ago while traveling with a questionable group of adventurers. He has offered a reward of 100 gc to the men that bring him back home alive and well.

Regulars: This tavern attracts the most would-be adventurer types in the city. Gereki, a 3rd level Basiran male human Bard (n/g), often sits in the shadows strumming his harp. He is always looking for an adventure, and often plays and sings about his (mostly false) adventures or Kulobi's (mostly true) adventures. Sineli, a 2nd level Tokite male human Fighter (c/g), is always looking for someone to arm wrestle for drinks (STR 17). Bilori, a 5th level Tokite male human Thief, is often (75%) found here before he heads out for his next job. He is an independent burglar and thus is always on the lookout for guild thugs. Vilore, a 3rd level Tokite female human Hedge Wizard (n/n) comes into the tavern every night and performs minor magic tricks for tips. She is always looking for an adventuring group to join.

Tavern quality: Good. Specials include Basirian Golden Ale (excellent halfling beer from neighboring state), Kokeli Dwarven Port (good spiced dwarven wine from neighboring state), Squid Stew (excellent rare seafood), and Edosi Beer Bread (excellent halfling bread, made fresh in the tavern).

Crew and Customers: The owner/proprietor is Kulobi Futo, a halfling from Basir. His son Fulito and his three nephews, Bigi, Lidil and Midil Towe assist him at the bar and in the kitchen. He has five serving boys Hari, Kur'li, Padi, Sumeli and Buni'un (all cousins or second cousins, either from the Futo or Towe clans). The tavern will have 10 to 20 customers in the morning, mostly Halflings, and 20 to 40 patrons in the afternoon and evening, mostly Humans. In the evenings 10

to 20 of the patrons at any one time will be adventurers, roll for each individual encountered (d%): fighter (01-60), thief (61-90), priest (91-99) or wizard (100) of (1d6): 1st (1, 2), 2nd (3, 4), 3rd (5), 4th to 7th (6) level. Kulobi will not tolerate soliciting in his tavern; he tells any ladies that try that they should get a job at the Merking's Grotto (see #8, below).

Strongbox: The strongbox is hidden in the cellar in a small room behind the wine rack. The secret room is hard to find; the secret door is locked (good lock), and only Kulobi carries a key (though his wife has one at their home). The strongbox has an excellent lock and is trapped with a magic mouth that will shout "Thief! Thief!" over and over if anyone opens it by any means other than the key (again, which only Kulobi or his wife will have). The strongbox contains the following treasure (in addition to normal tavern coins): a short sword +1, a suit of halfling sized leather armor, a silk bag holding 1,200 gcv in gems and a potion of giant strength.

Kulobi Futo, Proprietor, Jolly Halfling Tavern: (neutral/good) 0-level halfling male ex-Torchbearer: ability scores S9, I14, W12, D10, C11, Ch13, AR 10 (none), HTK 5, THAC0 20, DMG 1-3 (wine bottle), 15 XP.

4) The Thirsty Dog - Poor Tavern (neutral, neutral/evil tendencies)

Sign: A brown dog wearing a sailor's cap and eye patch stands on his hind legs, with a flagon in his paws. His head is tilted back and he is trying to drain the last drop from the flagon. Cracked mugs and belaying pins hang from the sign. There is no writing on the sign.

Description: This small two-story establishment provides little in the way of food, but is known for one of the widest selections of drink that Bet Seder has to offer. The prices are cheap, and many sailors flock here, passing over the rowdier Drunken Albatross Tavern (see #5, below). The tavern can hold about 25 people comfortably and up to 40 people elbow-to-elbow (the usual state of affairs). The lower level consists of the tavern, the small kitchen and a small storeroom. The second floor, accessible by ladder in the storeroom, has three rooms, one for Sariko, one for Big Papa and the third for the three bartenders. The basement level, accessible only from the storeroom, consists of three sections. The major section of the basement is the cellar, which

contains dozens of casks, jugs and bottles of a bewildering variety of drinks; a secret door in a large empty wine tun leads to a secret storeroom. The secret storeroom holds the best drinks and a cache of weapons and armor (20 cutlasses, 10 harpoons; 5 suits of leather armor, 5 suits of studded leather and 2 suits of chain mail). A secret door in the secret storeroom leads to a small room that contains the strongbox. The secret room also has a large map on the wall, depicting Elos Bay and the Straits of Svimohzia, with prominent isles, shoals and depth points. The map would be worth 100 gc to a ships' navigator, cartographer or the local Temple of the Traveler. There are no marks showing pirate hideouts, though there are some notes about various cities (usually scribbles like "sign of the blue crab" or "sign of the white whale"; these are taverns where pirates may be contacted). The wall behind the map holds another secret door that leads to the sewers of the city.

Regulars: This tavern attracts both the poor sailor who just wants to have a cheap drink as well as their officers, who desire to drink a bit of the "home brew", and can afford the luxury. It also attracts a third kind of customer, one that desires to seem like nothing more than a common drunken sailor or an arrogant officer: pirates. The pirates are usually here to listen in on conversations that may let slip information on cargo and travel plans; thus they do as little as possible to draw attention to themselves. "Peg Leg" Wepani, a blind, mostly deaf and peg legged old pirate, sits in the corner drinking grog and commiserating with Chogali "The Fish", an idiot hunchback with scaly skin, webbed finger and a walleye. Neither are what they appear to be, even though Wepani does have a peg leg and Chogali actually does have scaly skin, webbed fingers and walleye. Both are the eyes and ears for Sariko, who sells information on cargoes and travel plans to the highest-bidding pirate. Pirates who are caught listening in on conversations usually get a thorough beating from Sariko and friends, as he does not like the pirates horning in on his business.

Tavern quality: Poor. The small kitchen usually only makes a stew that it calls Elos Bay Bounty (a swill of fish heads and seaweed, 5% chance of food poisoning). However, the cook, "Big Papa" Shamvori (see below) will make Shanigorvah, his special eel and shrimp gumbo if given one days' notice (excellent special soup, 2 sc per bowl). The tavern proudly boasts that they can provide any

drink made in any seagoing state in the Sovereign Lands; their claim is mostly true. Local poor and swill quality drinks are 1/2 normal price and the average, good and excellent imports are double normal price, above and beyond the import premiums (chance they have any one specific request in stock: Kalamaran=90%, Young Kingdoms=75%, Svimohzish=60% and Brandobian or Reanaarian=45%). Sariko provides the cheap drinks to bring in sailors that get drunk and let slip cargo information, and he provides the special brews to bring in the officers that also get drunk and let slip the travel plans. While it is not an inn by any means, sailors can flop on the floor or benches for 5 cc per night, otherwise drunks are tossed into the street after being shaken down.

Crew and Customers: The owner/proprietor is Sariko "The Buccaneer" Piruma, a male human Kalamaran originally from Bet Kalamar. His old friend "Big Papa" Shamvori, a Svimohzish pirate (3rd level Fighter, S17), barely fits in the small kitchen he works in. Sariko has three bartenders, Waran, Valan and Milos (all former pirates, bearing a hook, eye patch and peg leg respectively). The tavern will have 10 to 20 customers in the morning and 20 to 40 patrons in the afternoon and evening, mostly sailors and their officers. There are usually 3 to 12 ladies soliciting in the tavern at any one time, most of them poor though some are even cheaper and a few are average or good quality. All the ladies are also in Sariko's pay, and will pass on information they hear to him.

Strongbox: The strongbox holds the normal tavern cash as well as the following treasure: 800 cc, 500 sc, 1,800 gc, gems and jewelry worth a total of 1,500 gc, two treasure maps (one real, one fake), a silver-coated hook +2 and a jade parrot (as per a serpentine owl). The strongbox is trapped with a poisoned needle (THAC0 14, 1 DMG + save versus poison or take 1-6 points of damage per round for 4 to 10 rounds; save for 1/2 damage per round).

Sariko "The Buccaneer" Piruma, Proprietor, Thirsty Dog Tavern: (neutral/evil) 6th level human male ex-Pirate (Thief): ability scores S15, I13, W11, D15, C13, Ch7, AR 10/7 (none/leather), HTK 30, THAC0 18, DMG 1-6 (cutlass), 270 XP. He wears an earring of protection that gives him a +2 bonus to all saving throws against enchantment magic.

5) The Drunken Albatross - Poor Tavern and Gambling Den (neutral/evil, leaning towards chaotic)

Sign: An albatross, lying on its back, webbed feet in the air with a rum bottle lying upon its outstretched wing. Rum bottles and oversized dice hang from the sign. There is no writing on the sign.

Description: This single story tavern is known for all night revelry, gambling and whoring. Bar fights are common and tend to be extremely violent if not deadly. The city watch ignores the activities at this establishment because only poor foreign sailors frequent it; they are also paid to avoid the establishment by the owner, who is the Guildmaster of the Sea Rats, one of the three Thieves' Guilds of Bet Seder. The one story tavern is divided into the drinking room, the drinking & gambling room and the kitchen. A cellar is accessible through the kitchen. The owner lives elsewhere in the city, so only the till is found in the tavern; there will be no strongbox on premises.

Regulars: This tavern attracts poor sailors who want to get drunk, fight and/or gamble; it also attracts sailors that can not afford the high prices at the Merking's Grotto or its side houses (see #8, below). A fair number of locals also frequent the tavern, looking for a drunken sailor to mug, a drunken sailor to fight or a drunken sailor to solicit (and then mug). Altogether, it is regarded as the nastiest dive found in the city. One common patron is Pi'et Direneli, a male human Tokite 3rd level Thief specializing in card sharking (gambling: cards skill 17). Another regular is Dane Borikase, a human male Tokite 3rd level Fighter (n/e), known as "Boxer" because he always picks fights with newcomers (S18/02, he also palms a set of brass knuckles, 4-7 DMG).

Tavern quality: Poor. Specials include Fried Cod (good seafood), Albatross Spit (a good grog of local brandy) and Krangel Red Wine (a good hobgoblin spiced wine from another region). The tavern does not charge for flopping; they simply rifle the pockets of those that have passed out and grab whatever they want. Sometimes, if they pass out during the last week of the month, the drunks end up waking up on a slaver's ship heading for Pel Brolenon.

Crew and Customers: The owner/proprietor is Tiramer "Ratface" Atun'gori, a male human Tokite. Tiramer has five servers, Gekor, Reban, Los, Maki and Kale (all are human male 1st level

Thieves, new inductees into the Sea Rats). The tavern will have 10 to 30 patrons in the afternoon and 25 to 50 in the evening, mostly poor, foolish or violent sailors or local rogues looking for a mark. 1 to 4 thieves (1st to 3rd levels) will pick pockets or set up muggings as opportunities permit; their favorite scam is to get "Boxer" to knock someone out, then they throw the victim in the alley after rifling his pockets. There are usually 1 to 3 ladies soliciting in the tavern at any one time, most of them poor or cheap. The "ladies" will usually (80% chance) have 1 to 3 accomplices (1st level Thieves or Fighters); they entice the foolish out to the alley for a quick go, bash his head in and grab what they can. 1 to 4 of the patrons will be card sharks with a skill of 14 to 18. The thieves, ladies and card sharks are all in Tiramer's employ; he controls the local Thieves' Guild (known as the Sea Rats), and no freelancer is stupid enough to challenge him on his own turf.

Tiramer "Ratface" Atun'gori, Proprietor, Drunken Albatross Tavern: (neutral/evil) 10th level human male Kalamaran Thief: ability scores S12, I14, W14, D16, C12, Ch8, AR 10/7 (none/leather), HTK 40, THAC0 16, DMG 1-6 (short sword), 2,000 XP.

6) Hall of the Prophet Tanikos Moresu - Inevitable Order of Time

Appearance: This temple looks nothing of the sort; it is an ancient, decrepit building. The wooden walls are rotting, the sagging roof has holes and the stairs are broken in places. An old sign hangs above the door; you can barely make out a scroll painted upon it, upon which lies barely legible script. The script, in Ancient Kalamaran, reads "Scriptorium of Tanikos Moresu. Scrolls: 1 copper per word".

This is a temple of Pagari the Fate Scribe, (neutral/neutral) God of Prophecy, Time and Fate. The keepers of this temple believe that the ramblings of Tanikos Moresu "The Mad", a 1st century IR scribe, are actually the Words of the Fate Scribe granted to Tanikos through Divine Inspiration. The keepers of this temple, however, are the few that believe so. This temple is very poor; thus, if the PCs approach this temple to be aided in their quest, they will be rejected, unless a party member is a worshipper of the Fate Scribe. If so the Timelord will perform an augury (for 50 gc) to see if he should help. He will also consult

the Scrolls of Tanikos (if the augury does not grant wisdom; if the party really needs the help, the scrolls will be favorable). If the augury or the scrolls are positive one of the 1st level priests will temporarily join the party; otherwise the party will be asked to leave.

Clergy & Worshippers: The temple's complement of priests includes the following: one male human 9th level Timelord, one male human 3rd level Guardian of Destiny, and three Seers (three male human 1st level priests). There are also three "lay members"; they are actually madmen who wander the halls of the scriptorium muttering strange phrases. Most folks in the area that need guidance from a prophet will go the High Temple of Queen Destiny in the merchant's section of the city; only the poor and foolish seek advice from the Hall of the Mad Scribe. There will be 1-3 worshippers seeking advice on normal days and 5-20 worshippers on holy days and Godday. The temple's prices are fairly cheap: 10 gc per level for divination spells to strangers and only 1 gc per level of spell for regulars; sometimes they dispense their wisdom for free as their Goddess dictates in their visions of prophesy.

The Temple Grounds: The temple is, of course, the 500-year-old scriptorium of Tanikos the Mad. The church has not changed a thing and only repairs what absolutely needs to be repaired as they get little or no support from the High Temple of Bet Seder. The two-story building smells of must and decay. The first floor is divided into the original shop in the front and the workshop in the back. The workshop, which holds the Scrolls of Tanikos, is actually in better condition than it appears, as they keepers make sure it stays as dry as possible. The workshop is stuffed to the brim with scrolls, scroll cases, workbenches and the like; only the priests are allowed into the workshop. The second floor, accessible by ladder in the workshop, is one large room for the priests to sleep in, and can be favorably compared to a stable in décor and maintenance. There is no basement. The meager treasure of the temple is hidden among the scroll cases lining the walls of the workshop and consists of 300 cc, 400 sc, 60 gc and 100 gc in gems and jewelry.

Pekuli Kolito, Timelord of Pagari the Fate Scribe: (neutral/neutral) 9th level male human Priest: ability scores S10, I12, W14, D10, C10, Ch13, AR 10/8 (none/leather armor), HTK 37, THAC0 16, DMG 1-6, 2,000 XP. Wears common robes during the day, leather armor when

expecting trouble. Wields a staff at all times. Spells Memorized: detect magic, detect poison, locate animals or plants, cure light wounds, protection from evil, light, augury x2, know alignment, locate object x2, speak with dead, detect lie, divination, commune. Pekuli wears a rune-covered silver cap that magically grants him the ability to read any language, though he will have no ability to decipher codes or read magic.

7) Temple of the Sacred Coin - Church of Chance and Good Gambling Den (chaotic/neutral)

Appearance: This temple looks more like a tavern than a place of holy worship. The windows are round; the glass in them has copper, silver and gold coins embedded within. There are two doors into the building, though no indication of which is in or out. There is a large sign above and between the doors. Like the windows, it too is round, and actually appears to be a huge copper coin (though a second glance reveals that it is obviously copper-covered wood). The "coin" depicts a pair of handsome men in profile on one side and a dragon-hawk on the obverse. Writing is legible on the sign. The writing is in Ancient Kalamaran and says on the front "Heroes of the Jungle Wars. Fulakar. Rulakan. 28 I.R.", and the obverse reads "Kalamar Eternal. Praise to the Gods. Kalamar Eternal."

This is a church of Rigel, the Prince of Chance, (chaotic/neutral) God of Luck. The temple priests claim to hold an ancient relic: the copper coin that Fulakar used to determine whether he should first go north and west or north and east to conquer the world. Of course, every third Temple of the Prince of Chance also claims to hold that sacred relic; the official histories make no mention of any such coin. The church will aid the party, provided they first either win or lose at least 50 gc at the various games of chance (not including cards) and then correctly call a coin toss of heads or hawk (using the Sacred Coin). If guessed correctly, they will offer the services of a 1st level priest, provided the party donates either 1 cc or 100 gc to the church (heads or hawk). The coin toss for the requisite donation will take place after the mission is accomplished and not before.

Clergy & Worshippers: The temple's complement of priests includes the following: one male human 8th level priest (gambling 17/+24%/+5), one male human 5th level (15/+15%/+3), three female and two male human 1st level priests

(13/3%/+1). There are also four female "dealers" (12/+0%/+0), who assist the lower level priests on the temple gambling floor. The temple serves more as a gambling den than as a temple, though services to Risk are held on holy days and at noon on Firedays (middle of the week, representing 50/50 chances). In addition to the priests there will also be 8 mercenary warriors guarding the temple area (Good quality guards). The temple is closed in the mornings and early afternoons, and opens in the early evening for "daily services". There will normally be 15 to 30 middle or upper class attendees (half local, half sailors and officers) of the "daily services", which take the form of various card games, dice games and various games of chance. There is a 1 gc entry fee for "daily services", though there is no cover charge for Fireday and Holy Day "services". The odds are in the houses' favor by +15%/+3 in addition to personal bonuses listed above. It is traditional to "tith" a cut of your winnings to the temple before you leave, otherwise Ill-Luck might strike (75% chance of being mugged by a gang of thieves). The till is double that normal for a "good tavern". The temple pays protection to the Purple Sashes, the middle-class Thieves' Guild of Bet Seder (controlled by the Secret Network of the Blue Salamander). There is a 5% chance per night that a group of Sea Rat rogues will attempt to shake down the temple.

The Temple Grounds: The temple of Risk is built much like the taverns in the Seaport District. The two-story building is built of wood and stone with glass windows. The ground floor consists of the foyer, a room for playing cards, a room for playing dice games, a room for other games of chance and a storage area. The second floor, accessible by stairway from the storage area, is divided into two rooms, one a dorm for priests and the other a larger dorm for priestesses and dealers. The high priest lives in a house in the Merchant District. There is no basement. The Holy Coin is carried by Radiras at all times (it's risky that way). Cash is taken to the Temple of the Coinmaster in the late evening, accompanied by all eight guards and the 5th level priest.

Radiras Kopeli, Challenger of Fate for the Prince of Chance: (chaotic/neutral) 8th level male human Priest: ability scores S10, I13, W15, D16, C12, Ch15, AR 10/5 (none/leather armor+1), HTK 34, THAC0 17, DMG 1-4, 1,400 XP. Wears glitzy robes during daily services, magical leather armor when expecting trouble. Carries a

pair of daggers at all times. Spells Memorized: has access to seven 1st level, five 2nd level, four 3rd level and three 4th level spells chosen at random. He has all the abilities of a 6th level Thief. Has +4 bonus to all saving throws and ability checks. He owns a suit of magical leather armor +1, which is kept in the men's dorm in the temple.

8) The Merking's Grotto - Excellent Brothel (chaotic/good)

Sign: A hirsute merman with crown of gold and pearls sits upon a coral throne in a grotto. Two lovely, well-endowed nude mermaids sit upon his lap. Three more lovely mermaids swim around him. The name is written in Kalamaran above and in Merchant's Tongue below.

Description: This brothel is one of the finest in the kingdom, even though it's location leaves much to be desired. It actually consists of three separate brothels. The central building is the Excellent brothel, the building to the north-east is the Good quality brothel and the building to the south-west is the Average quality brothel (that way they get four or five times the customers they would get if they only had the highest-quality ladies). The central building is three stories tall. The first floor consists of an excellent tavern for entertaining noble lords and the wealthy (50 gc cover charge just to get in; 1000 gc "lifetime membership"), a smoking room, a sauna and an office area. The second floor consists of a dozen small "entertainment rooms", each with a special theme, all expensively furnished and accoutered. The third floor consists of a large dorm and six small private bedrooms, again, each expensively decorated. There is no basement. The building is guarded at all times by 8 excellent guards. The two other buildings are similar; each building is two stories tall, the first story of each consisting of a foyer and twelve private rooms while the second story is a large dormer for the resident ladies. The Good brothel has nicer décor than the Average brothel, but both are still quite clean and well maintained; 8 guards of appropriate quality guard each. The proceeds of the previous day are delivered to the Temple of the Coinmaster at the Market every morning by a troop of twelve excellent guards accompanied by a 5th level captain and a 5th level Hedge Wizard (Drom and Walarun, see below). Not even the Sea Rats are stupid enough to mess with the King's favorite brothel.

Regulars: The Merking's Grotto is the favorite brothel for many men in the city and kingdom, across all social and economic lines; even the King is said to frequent the brothel on occasion. Lord Alanar Rekorum, a Tokite male human 3rd level Fighter (n/n) is found at the Excellent brothel almost every night, escaping his shrewish wife (a political marriage, nothing more). Master Gerat Thoridan, a Tokite male human 4th level Thief (l/n) and Guildmaster of Armorers and Weaponsmiths is found at the Excellent brothel at least once a week (usually on Katarday after guild meetings). And King Adoku I is known to frequent the Merking's Grotto at least once a month, in disguise and on an irregular schedule (to see his favorite lady, Denjai Jarando, see below).

Tavern quality: Excellent, but only at the Excellent brothel, as the Good and Average brothels are all dedicated to the one type of business. Specials include Kolokar's Best (excellent spiced wine from a neighboring state), Tokite Sparkling Wine (excellent local wine), Beef Marinade Plus (excellent five course meal) and Royal Oysters (excellent rare seafood).

Inn quality: Excellent, Good or Average, depending on the building. All costs include the room and "companion" for one hour (measured by candle), though specific services or extended stays can be negotiated. Divide the nightly costs of the room and companionship by three (rounding up to nearest gold coin) to determine the hourly rate. Excellent rooms are charged as per 3-room suites, Good rooms as 2-room suites and Average rooms as private rooms; companionship costs depend on the lady in question. All of the ladies have a minimum charisma of 13 at the Average brothel, 15 at the Good brothel and 16 at the Excellent brothel; there is no maximum among the brothels, as the newest recruits are "trained" in the Average brothel and work their way up. Thus the difference between Ch18 at the Average brothel and Ch18 at the Excellent brothel is one of experience and talent rather than beauty. Of course, the ladies always warmly welcome gratuities and gifts.

Security: Excellent all around, as the three security teams will support each other. Private guards cannot be hired, though personal guards will be allowed to stand watch over doors. There are no windows into the "entertainment rooms".

Crew and Customers: The owner/proprietor is

Mironelli Meiloniel, a 134 year old High Elf from the Edosi Forest in Basir. Her primary assistants are from her former adventuring group, and include Walarun Lenogo, a 5th level Tokite male human Hedge Wizard (c/g), Drom Dorgor, a Basiran male Dwarf 5th level Fighter (n/n) and Denjai Jarando, a Dobyio female human 6th level Priestess of the Laughter (c/n). Walarun uses his magic to assist in special "entertainments", Drom acts as the captain of the house guards and Denjai mostly just hangs out in the tavern and provides entertainment when she feels like it (Ch18, double normal rates or free if she feels like it). There are also two dozen ladies in each building, three servers in the tavern and 2 to 4 receptionists and assistants per building. All three buildings are closed from early morning to early afternoon, though exceptions may be made for the right people at the right price. They are open from early evening until dawn the next morning; 7 to 12 "entertainment rooms" will be filled at each at any one time, with an additional 10 to 20 customers in the Excellent tavern and 5 to 10 others waiting in the foyer at the other brothels. Sadistic and perverse customers will be refunded half of their money and told to leave and never return; the Merking's Grotto does not tend to such desires, as it considers itself a "genteel" establishment. Once third of the customers at the Excellent brothel will be nobles, another third will be wealthy locals and the other third will be sailors and officers with money to burn (half locals and half sailors at the Good and Average brothels).

Strongbox: The proceeds are taken every morning to the local Temple of the Coinmaster, but the till will still be held at each; the Average and Good brothels each have normal inn tills while the Excellent brothel holds both an Excellent inn and tavern till.

Mironelli Meiloniel, Grand Madame, Merking's Grotto Brothel: (chaotic/good) 6th level female Elven Thief: ability scores S10, I14, W12, D17, C11, Ch17, AR 10/5 (none/leather armor), HTK 26, THAC0 18, DMG 1-4 (dagger), 270 XP. Normally wears fine silks, changes into leather armor when expecting trouble. Carries a dagger at all times and will grab her light crossbow and 20 bolts when needed.

9) Shrine of the Sea Hag - Temple of Strife (chaotic/evil)

Appearance: This temple appears to be built out of driftwood, shattered planks, frayed ropes and broken masts. The structure is built at such crazy angles that your eyes throb as you stare at the building; you are amazed that it does not fall into a heap at the slightest breeze. Two vile statues flank the entrance, each depicting a hideous sea hag grasping a ship in her claws. A sign above the entrance depicts what you take to be a whirlpool, though your mind rebels at staring into it for too long, as it seems to claw at your sanity. The vaguely man-shaped bones that line the mahogany door do not assuage your foreboding thoughts. There is no writing on the sign.

This is the church of Ranaka, the Creator of Strife, (chaotic/evil) Goddess of Discord, Foul Weather and Misfortune. Most temples to Misfortune are found in the wilderness, as the Minions of Misfortune are not generally appreciated by civilized folk. However, many seaports have a shrine to Ill-Luck, in order that the seafaring folk may propitiate her and keep her gaze from falling upon their vessel at sea. Thus, there are few worshippers at the temple; those found will be leaving sacrifices of salt for the Goddess and donations of coins and goods for the priests. If the PCs approach this temple for aid, they will be rejected. Furthermore, if none of the PCs worship Ranaka, the church may force the company to pay them 10 to 100 gc for wasting the temple's valuable time. Refusal to pay will result in bloodshed; if the party is made of foreigners, some may be captured for later sacrifice.

Clergy & Worshippers: The temple's complement of priests includes the following: one male human 7th level priest, one male human 4th level priest, two male human 2nd level priests and four male human 1st level priests. There are also seven 0-level beautiful (Ch13-18) female human slaves (naked save for chains and bruises) that "assist" the lower level priests on the temple (all are daughters of nobles from foreign lands; they have all been cursed to speak only in tongues that no one understands). There will normally be 3 to 12 sailors and officers giving donations or sacrifices to propitiate the Goddess; double that number on Diaday when most journeys begin. Everyone but the priests avoids the temple on days of foulest weather, as the most horrid ceremonies, including human sacrifice take place during such times. (Note that the local constabulary ignores the human sacrifices as long as the sacrifices are poor, unknown foreigners).

The Temple Grounds: The temple is built out of wood from ships that were destroyed in storms or accidents at sea; it is actually pretty solid for all that it looks like it may fall apart at any time. The temple is two stories tall. The central worship chamber is open to the sky; small chambers for storage line the walls. The second story above the storage chambers is used as sleeping chambers for the priests and slaves. The altar, made of marble carved in the likeness of the corpses of drowned and rotted sailors can be tilted up; a stairway below leads to a series of basement levels. The first level contains storerooms, the second holds cells for future sacrifices (0 to 3 at any one time, all foreigners) and the third floor contains the treasury. Zombies and Skeletons of men that died at sea guard all three floors; the treasury itself is guarded by a Gargoyle Golem. The treasury consists of 1,500 cc, 1,100 sc, 2,700 gc, gems and jewelry worth 2,600 gc, three javelins of lightning, a manual of golems (gargoyle golem) and a bowl of commanding water elementals. The bowl is often used to summon elementals to strike at those ships whose captains did not sacrifice to Ill-Luck.

Dagon Inismuth, Destroyer of the Minions of Misfortune: (chaotic/evil) 7th level Tokite male human Priest: ability scores S12, I11, W14, D11, C14, Ch12, AR 5 (chain mail), HTK 26, THAC0 16, DMG 2-7, 975 XP. Wears chain mail at all times (he has a number of enemies). Over the chain mail he wears a garish robe made from the clothing of sailors that died at sea. Wields his mourn-flail at all times. Spells Memorized: curse, fear, protection from good, cause light wounds x2, chant, hold person, obscurement, water walk, call lightning, control temperature 10' radius.

10) City Watch Barracks (neutral/evil)

The City Watch barracks for the Seaport District consists of three buildings. The major building (southwest building) is two stories tall. The first story consists of a foyer, a waiting room and three large holding cells; 5, 10 or 15 constables will be here at any given time, while the cells will hold 0 to 5 prisoners each. There will be a sergeant for every group of 5 constables, and Captain Viro Delani will almost always be found at the barracks during the day (80% chance). The second floor consists of a large dorm for the constables; 0 or 5 constables will be sleeping here at

any one time. The second building, connecting the end buildings, used to be a mess hall and training room, now used only for storing junk. The stable (northeastern building) is also empty, as the Seaport District constables can no longer afford horses (as the captain has embezzled all the funds).

The constables will be unhelpful to anyone in need of their services. They will require a minimum bribe of 1 to 10 gc to even listen to the characters' story (depending on how much they think the characters have got). They will decline to do anything in the case of the cult; they don't care, and don't feel that any bribe is worth checking into crazy cultists. If they are pestered they may lock up the offending person for a time in the cells. If the person continues bothering them from the cell they will throw them in the prison (#11, below) and forget about them until someone inquires about the character and pays the characters' "fine" of 10 to 100 gc.

Typical Constable: 0-level male human: AR 8 (leather) HTK 5 each, THAC0 20, DMG 1-6 (short sword), Morale 11, 15 XP. Each carries 2-12 cc, 3-18 sc and 1-6 gc.

Constable Sergeant: 1st level male human Fighter: AR 7 (ring mail) HTK 7 each, THAC0 20, DMG 1-8 (long sword), Morale 13, 35 XP. Each carries 2-12 cc, 2-12 sc and 2-12 gc.

Viro Delani, Captain of the Seaport District Constabulary: (neutral/evil) 3rd level Tokite male human Fighter: ability scores S14, I13, W11, D14, C15, Ch14, AR 4 (chain mail + shield), HTK 21, THAC0 18, DMG 1-8, 120 XP. Wears chain mail carries a medium shield and wields a long sword. He also carries 2-12 cc, 2-12 sc and 4-24 gc.

11) Bet Seder Royal Prison, a.k.a., The Pit - (neutral/evil leaning toward chaotic)

This prison is ostensibly under the jurisdiction of the Seaport District constabulary, but is used by all the district captains to dump Bet Seder's more notorious and unlucky citizens. The building, built of solid brick and stone, has three stories: the third floor has the only entrance, accessible via a long and rickety staircase that winds halfway around the building. The third floor is divided into a processing room, a storeroom (mostly empty, as most prisoners goods are either taken for fines or stolen by constables) and three holding cells. The second floor consists of eight

cells and the "The Hole", a heavy, chained trap door leading to "The Pit". The cells are for those with family or friends that bribe the constables to keep specific prisoners out of the Pit. The Pit, the first floor (whose walls and floors are lined with 5' blocks of stone), is one large chamber filled with rotting straw, gnawed bones, cracked pottery and slop. The Pit is filled with death and disease (5% cumulative chance of contracting a random disease for each 24-hour period within).

5 constables and one sergeant guard the third floor at all times of the day and night. They regularly check on the second floor prisoners and make sure the Hole is still locked tight. There will usually be 5 to 15 prisoners on the second floor, of all races, social classes and types. The Pit usually holds 5 to 20 prisoners, plus 0 to 3 dead; dead are removed only once a week. Slop and water are poured down the hole once per day, while the second floor prisoners are either fed a bowl of slop once a day or more if the constables have been sufficiently bribed.

Warehouses

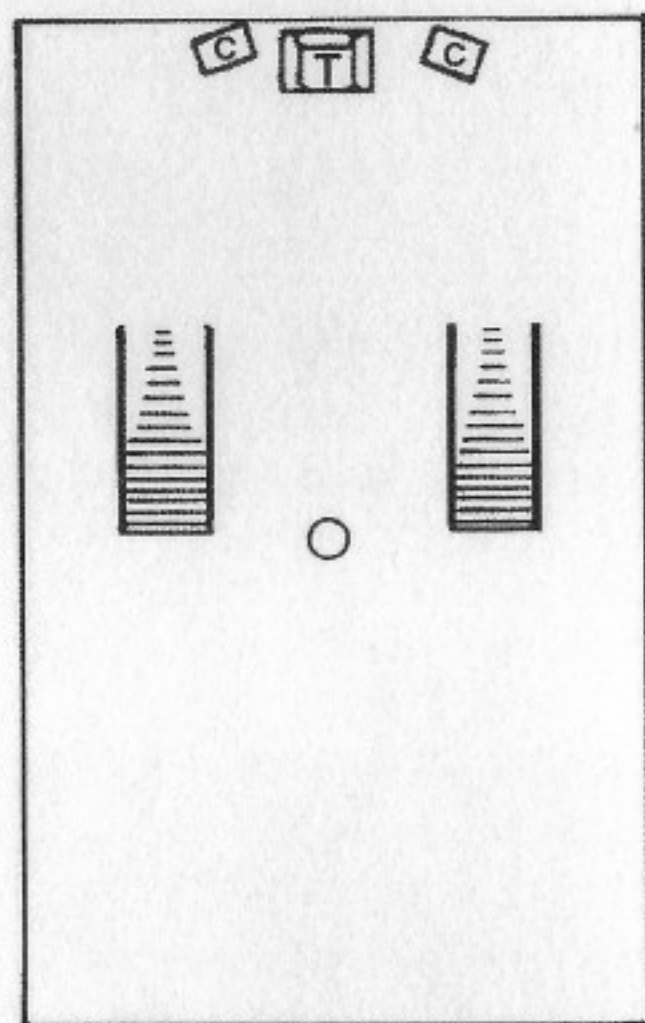
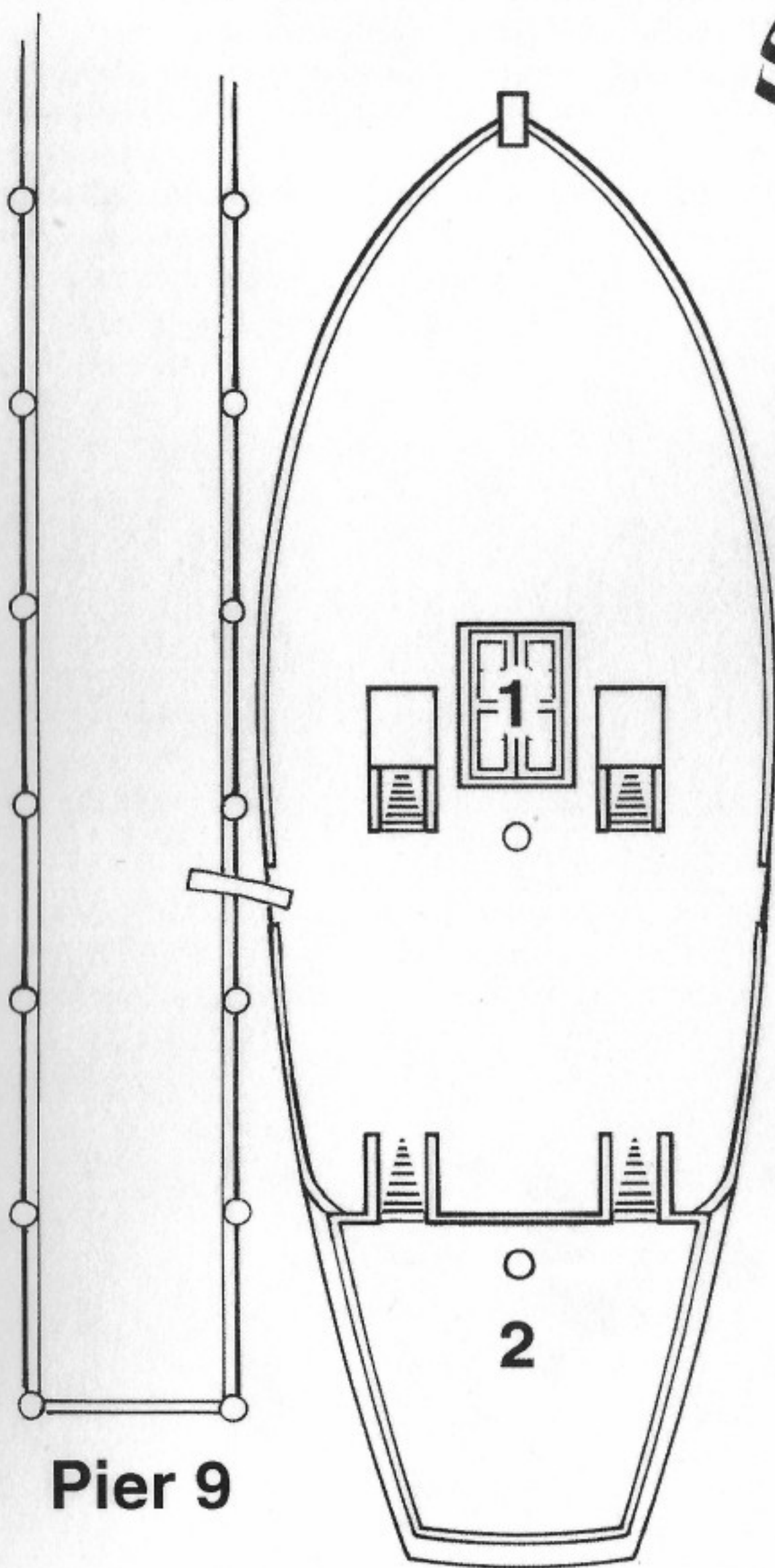
These are the buildings where most of Bet Seder's imports and livelihood pass through. As little trade passes through the city these days, most of them stand empty. Roll on the following table to determine the contents at random:

D%	Warehouse Contents
01-50	Empty
51-75	100 to 1000 bags of Grain
76-80	20 to 500 bales of Cotton
81-85	10 to 100 barrels of Pickled Fish
86-90	10 to 100 casks of Wine
91-95	10 to 40 crates of Weapons
96-97	5 to 20 crates of Miscellaneous Goods
98-99	Roll again, double amount
00	Roll twice on this table.

The % rolled is the chance that the warehouse is guarded; guards are always average in quality, 2-5 guards per type of contents (no guards at empty warehouses). Note that most warehouses contain either rats or giant rats, regardless of other contents (d%: 01-60 normal rats, 61-90 giant rats, 91-100 no rats).

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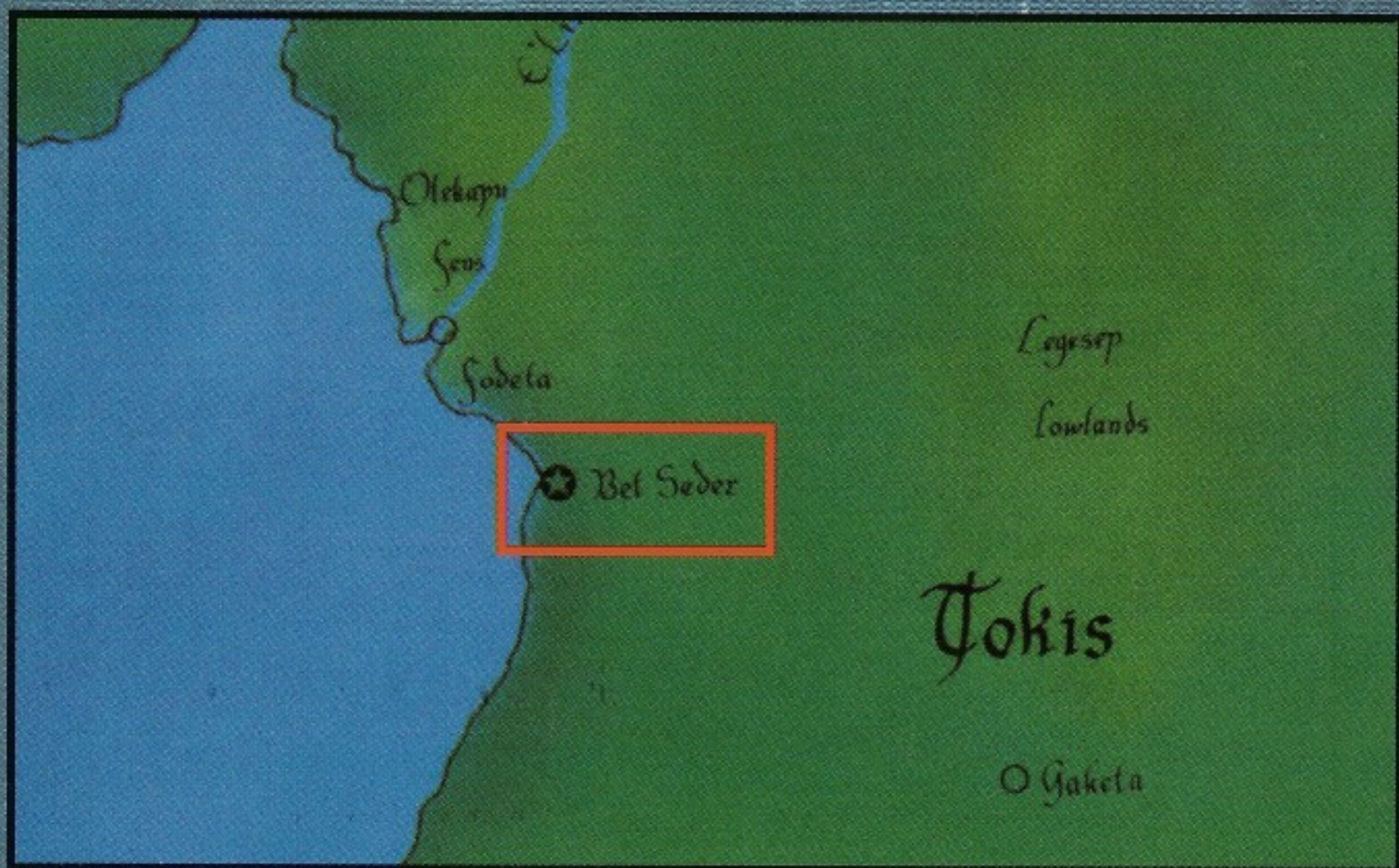
Sirocco's Kiss



**Cargo Hold
(below deck)**

The shadowed streets and alleys of the **City of Rogues** echo with cries of terror... The shadowed alleys of **Bet Seder** are no longer silent, for a dark presence has fallen across the Seaport District of the City of Rogues. Cries in the misty night herald the arrival of a terrible evil, an evil beyond that experienced by the most hardened rogue, bloodthirsty pirate or debauched noble lord. The **Sirocco's Kiss** reaches out across the waters of Elos Bay; will the characters defeat the evil, or will they be engulfed by its dark embrace?

This adventure is designed for use with five to seven characters of 1st through 3rd level, though it can easily be adapted for use with any mid-level to high-level adventuring group. The Seaport District of Bet Seder is also described in detail, from taverns and inns to temples and brothels.



The **Sirocco's Kiss™ Kalamar Quest™** adventure and supplement is designed to provide both a challenging adventure and useful supplementary campaign material. The material within is set in the popular **Kingdoms of Kalamar™** fantasy campaign setting but can easily be used with any fantasy role-playing game setting.

This game adventure and supplement is suitable for use with any fantasy role-playing system, including but not limited to **Advanced Dungeons & Dragons®***, **Rolemaster®*** and **HackMaster™**.

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