



Kingdoms of Kalamar



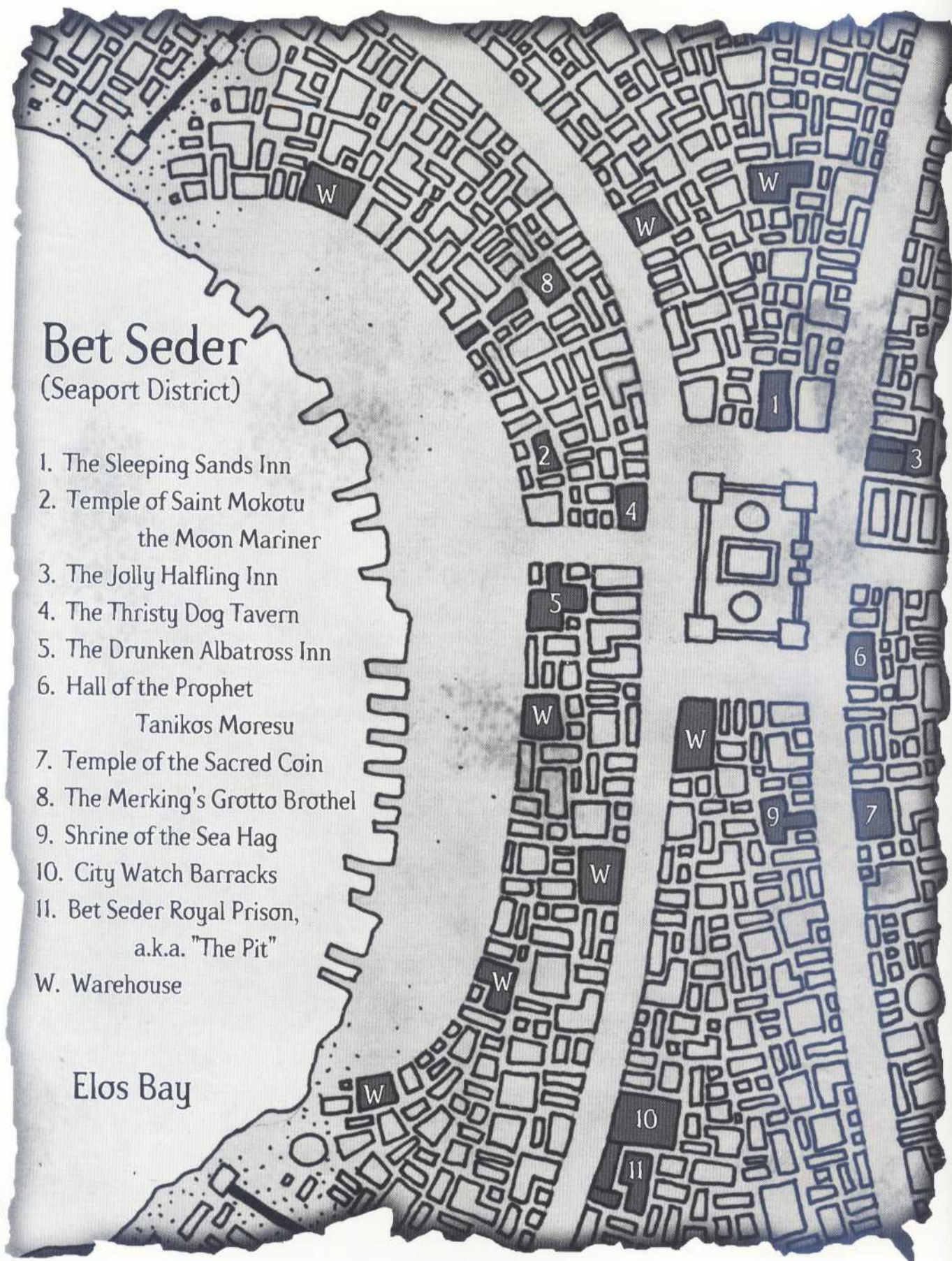
LANDS OF MYSTERY

Bet Seder (Seaport District)

1. The Sleeping Sands Inn
2. Temple of Saint Mokotu
the Moon Mariner
3. The Jolly Halfling Inn
4. The Thrifty Dog Tavern
5. The Drunken Albatross Inn
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

Elos Bay



LANDS OF MYSTERY

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Manufactured in the
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INTRODUCTION

This book is a compilation of four distinct role-playing adventures, "The Sirocco's Kiss," "In Too Deep," "Night of the Rot lord," and "Unguarded Hoard." Each adventure can be used stand-alone or as part of an ongoing campaign. You, the Dungeon Master (DM), will need a copy of the *Dungeons and Dragons Player's Handbook*, *DUNGEON MASTER'S Guide*, and the *Monster Manual* for these adventures. As the adventures take place in Tellene, the world of the *KINGDOMS OF KALAMAR* campaign setting, the DM should also have access to the *KINGDOMS OF KALAMAR* campaign setting sourcebook.

If you are interested in tying these adventures together with other *KINGDOMS OF KALAMAR* adventures, play close attention to the information contained in the sidebar items entitled "The Winding Road," provided after each adventure.

Specific statistics for key Non-Player Characters (NPCs), as well as new monsters, spells, and other material helpful to the DM are included in the appendices following each adventure. A full glossary containing references for terms found in all four adventures appears at the end of this book. The *ImageQuest* Adventure Illustrator referred to in the text can be found at the back of this book, perforated for ease of use.

THE SIROCCO'S KISS

INTRODUCTION

This adventure pits 1st to 3rd 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 Player Characters (PCs) will have an opportunity to fight a Rakshasa and his six followers.

The DM who wishes to learn more about the area before beginning play should read "The Seaport District," located at the end of this adventure. More information can be found in the *Kingdoms of Kalamar* campaign setting sourcebook.

IN TOO DEEP

INTRODUCTION

These fantasy adventure scenarios are recommended for use with four to six 2nd to 4th level characters but are adaptable for use with more or less experienced PCs by adjusting the strength of the foes described herein.

A remote village on a quiet lake in Pecal sees more than its fair share of abductions. These scenarios will have PCs squaring off against nixies, sirens and their minions. Perhaps even more interesting is the ancient burial mound near the village that holds the clues to a magic item of esoteric legend. Will the PCs find it or die trying?

NIGHT OF THE ROT LORD

INTRODUCTION

This fantasy adventure is recommended for use with four to six player characters of 3rd to 5th level, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described herein. The adventure takes place in the Narrajy Forest, in the village of Bhorr's Bend on the Bhorr Kahn River. This adventure is designed for quick play, in one or two sessions, with events guiding the players toward the major confrontation.

The PCs will be confronted with solving the mystery of why the inhabitants of a small logging village are quickly succumbing to a deadly disease. Their sleuthing will likely lead them to the lair of an evil cleric of Xeakue the Rot lord, the god of disease and his orc followers. Even if they vanquish this vile cult, the matter of treating the victims of the disease will remain. The PCs own lives might even depend upon it!

UNGUARDED HOARD

INTRODUCTION

This fantasy adventure is recommended for use with four to six characters of 5th to 8th level of any alignment, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described. This adventure will help a DM introduce PCs to adventure in the city of Bronish and can be used as a prequel to exploring other areas of Svímohzia.

The DM will find extensive details on the Free City of Bronish, as well as information on regional groups, such as the Kargi hobgoblins, the dark elves of the Krimppatu Mountains and the lizard men of Whiven Marsh. The DM should peruse the full section on the Free City and the Kargi hobgoblins before running the adventure, in order to further personalize the adventure with interesting asides and encounters. The DM will also need copies of each player's character sheet for the encounter in the dragon's cave as the PCs will be fighting mirror images of themselves!

THE SIROCCO'S KISS

INTRODUCTION

This adventure pits 1st to 3rd 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 DM who wishes to learn more about the area before beginning play should read "The Seaport District," located at the end of this adventure. More information can be found in the Kingdoms of Kalamar campaign setting sourcebook.

Background

Deep in the Awhom Forest, on the jungle continent of Svimohzia, rests the lost city of Shwimajomwhi. There, a rakshasa named Rhingarr ruled over the monkeys that ran wild through the ancient city streets, safe from the other dangers of the forest. But Rhingarr soon tired of ruling over foolish monkeys. "Foolish man-apes," he thought, "will make much better servants." Leaving the ruins of the forest, and heading east, Rhingarr soon found the bustling seaport of Zha-nehzmish. Surely the pickings would be better here. However, he soon learned that men were, for the most part, not as foolish as monkeys, and life in the big city was not all he imagined. It was quite dangerous, even to a rakshasa. To his dismay, Rhingarr discovered that he was, at heart, a coward. It was then that he decided to use humans as a shield against their brethren.

Rhingarr, based in the poor district, started with the downtrodden folk of the city. He had already bullied some half-dozen weak humans into "protecting" him when he waylaid the wrong passerby. Whaznar Groshti, a thief and murderer, was not terribly powerful - but he was very greedy. When hearing that his choices were "servitude or death," he replied casually. "Death, eh? Well, if I do serve you, what's in it for me?" Rhingarr was much taken aback by the statement. It never occurred to him 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, in the year 517 IR (Imperial Reckoning) the Tiger Claw Society. Under the nominal leadership of Rhingarr and the wisdom of Whaznar, it grew to almost a hundred strong and controlled over half of the black market of Zha-nehzmish, ruling the seamier side of Zha-nehzmish from 521 through 544 IR. Slavery and smuggling of fenced and untaxed goods and weapons were but two of the operations controlled by the Tiger Claw Society. In 544 IR the forces of the city, assisted by the Golden Alliance merchant's guild, destroyed the cult and their operations in a lightning-swift series of raids. Rhingarr, Whaznar and half of the Inner Circle of the society barely got out alive. Since then they have been on the move from one city to another, changing locations every couple years. They traveled from Ashoshani to Svowmahni, to Monam Ahnoz, to Vrandol, to Dayolen, back to Zha-nehzmish, then to Alnarma and finally to Miclenon. Everywhere they stopped they reconstituted the cult. For a few years Rhingarr flourished, dining on all the man

flesh he desired, as Whaznar rebuilt his small criminal empire. Then came the debacle at Miclenon.

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 Miclenon, 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 failed to do their research. They ignored certain members of the Governor's Guard, who struck back at the cult faster than any resistance they had encountered before. The Inner Circle, including Whaznar, was slain, save for the newest member, Arkajia, and Rhingarr's 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. Their only remaining valuables were two chests of money and the deed to a small merchant vessel, the Sirocco's Kiss, stolen from the body of a dead captain.

Desperate, Rhingarr (using his alternate form to appear as a rich noble) and his crew hurried to the docks, where they forced their way onto the ship. They stated that the captain had lost the ship in a tavern game, and used the documents to prove their ownership. The cultists offered to pay to keep the crew on for one final voyage, but only four accepted. After the payment of the crew and a fast stocking of goods, the disguised Rhingarr ordered the ship underway, though at the cost of much of his remaining funds.

The Sirocco's Kiss arrived at Bet Seder two days before the PCs become involved. Unfortunately for Rhingarr, there was a stowaway aboard his ship. A young Brandobian man named Lonvus, a member of the Governor's Guard in the city of Miclenon, is the culprit. Lonvus was discovered when he attempted to catch the rakshasa off-guard and kill him. Arkajia wounded Lonvus with a poison dart, but Lonvus was tough. Fighting his way off the ship, the dying guard staggered into the city in hope of finding help.

Adventure Synopsis

In the city of Bet Seder, the PCs will discover a mysterious sea vessel known as the Sirocco's Kiss. PCs who successfully and secretly board the ship will find that it is the headquarters of a group of Rakshasa-worshipping cultists. The Rakshasa is on board as well. The PCs may choose to board the vessel, or ambush the Rakshasa and his cultist when they leave the ship. Only when the Rakshasa and his cult are defeated will the PCs emerge victorious.

Adventure Hooks

- 1) In a tavern, the PCs overhear a drunken sailor talking about a 'bunch of damned fanatics' that are aboard his ship. Inquiring or eavesdropping further will lead them to the Sirocco's Kiss. A typical tavern scene is displayed in image 2 on page IQ1, for the DM's use.

2) The PCs are searching for a ship to transport them to another city or land. Asking at the Sirocco's Kiss will cause the crew to give them suspicious looks and a cultist to begin shadowing them. This may cause the PCs to investigate.

3) The PCs accidentally bump into one or more of the cultists walking through Bet Seder. The cultists' furtive manner and suspicious nature may tempt the PCs into following them. They will then be led back to the Sirocco's Kiss.

4) In the streets of Bet Seder, the PCs encounter a dying man (see "The Dying Man" below). If they investigate his death, they will find the Sirocco's Kiss.

THE DYING MAN

When the PCs encounter the dying man, read the following text and display illustration 1 on page IQ1.

As you walk down one of Bet Seder's many dark, misty alleys, you see a young man in tattered clothing carrying a worn leather case. You notice that he frequently looks over his shoulder as though he is being followed. He notices you, and lurches in your direction. As he gets closer, you can see sweat trickling down his face. His breath comes in quick, ragged bursts. Suddenly, 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 (see Appendix B: New Items for poison details). If the PCs ignore the man and try to walk by him, he will grab one of the characters by the ankle and try to force the case upon him. The stranger speaks the following text in raspy, broken Kalamaran (if the characters are unable to understand this language, he will then attempt Merchant's Tongue, and lastly fluent Brandobian):

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 the Sirocco... Sirocco's Kiss at... at Nine... that is where it... dwells... arrgrghhh...

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. An Alchemy skill check (DC 30) 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 Brandobian, or especially the Eldor dialect of Brandobian, will know (if the man spoke

Brandobian). His name was Lonvus, and he was a member of the Governor's Guard in the city of Miclenon.

The case contains a magical +2 *light crossbow*, three +3 *bolts*, and three scrolls of *bless*, written by a 12th level Truthseeker, a cleric of Fapeki, god of justice and truth. To know what spell the scroll contains, a read magic spell or successful Spellcraft check (DC 16) must be cast on it. Only a cleric or paladin with a minimum Wisdom of 11 may use this scroll. If neither of these classes is among the party, the PCs may want to seek out the aid of someone with the ability to read the scrolls or bless the bolts. Such a person may be found at any of the temples located in Bet Seder's seaport district. These are: the Temple of the Stars, the Hall of the Prophet Tanikos Moresu, or the Temple of the Sacred Coin. Details on these temples and their clerics may be found in "The Seaport District," below. Note: Low-level PCs would most likely not already know that any hit from a blessed crossbow bolt will instantly slay a rakshasa.

Searching for the Ship

The adventurers should be able to surmise that the Sirocco's Kiss is a sea vessel. If not, they may decide to ask around. If the PCs ask a sailor, he or she will only be able to tell them that a ship of that name has pulled into dock.

Asking anyone else will yield one of the following answers (the DM may roll a d6 or choose from the list):

- 1) Get away from me! I know what you're up to! Help! Help!
- 2) The 'what kiss'? I don't know what you're talking about.
- 3) Sure, I know what that is. It's the name of a drink at the Thirsty Dog Tavern! (False.)
- 4) Sirocco's Kiss? Isn't that the ship they used to build the Temple of the Stars? (False.)
- 5) Are you kidding? That's the nickname for the royal prison! (False.)
- 6) Hmmm... I'm not certain, but I think I heard something about a ship with that name. (True.)

If the PCs are not distracted by false trails, they should have no trouble locating the vessel on Pier Nine, with a little sleuthing. At this point, the characters basically have three options:

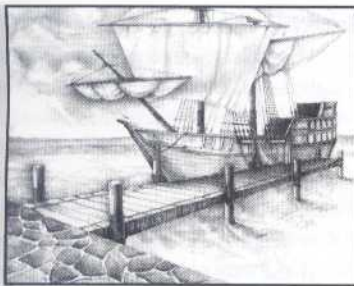
- They can stake out the sailing ship and attempt to board the vessel and slay the cultists and the monster.
- They can stake out the sailing ship and wait for the rakshasa to eventually leave the boat. It will do so only under the cover of night and with its full complement of cultists.
- The characters can try to inform the city constabulary of all they know about the cult (see "The Seaport District," location 10, below). However, the corrupt and uncaring watch will not be bothered to 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 Nine read the following text and display illustration 3 on page IQ2.

Standing on the wharf of Pier Nine, 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. A warped plank connects the ship to the dock, though 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.



After locating the ship, the characters may wish to board the vessel or stake out a watch. During the day, the docks will be fairly busy with the normal seaport trade. PCs who attempt to stake out or board the vessel during the day will be spotted, either within one hour of the watch or as soon as they walk down the pier to the ship's plank. There is a 40% chance the PCs will be spotted by a sailor, or a 60% chance they will be spotted by a cultist. The sailors know that busybodies are typical in any seaport, and will do nothing more than keep their eyes open for trouble. However, if a cultist spots them, a number of cultists (1d4) will rush down the plank and yell at the PCs in the Elos Desert dialect of Deji, warning them off. If this occurs, two cultists will remain on deck throughout the night to keep watch.

The daily schedule of the ship (listed in Earth-standard time for easier reference) is as follows:

Dawn (6 AM): Two sailors arrive on deck and begin performing various tasks.

8 AM: Two more sailors arrive on deck and begin performing various tasks. Two sailors leave the ship and head into the city. They spend their time at local taverns and brothels.

9 AM: Two cultists (Bejar and Cland) leave the ship and head into the city. They spend their time walking the streets as if determined to know the location of every street, alley and building.

Midday: Bejar and Cland return.

1 PM: Arkajia and three cultists (Ijami, Koyshi and Sani) leave the ship. He spends his time traveling to various buildings (described to him by the first pair of cultists). He is attempting to find a suitable location to begin a new life within the city. These three cultists always accompany him when not aboard the Sirocco's Kiss.

2 PM: The two sailors return.

3 PM: Another pair of sailors leaves the ship and head for the city. They spend their time at local taverns and brothels.

6 PM: Arkajia, Ijami, Koyshi and Sani return to the ship.

Dusk (7 PM): The second pair of sailors return to the ship. Two other sailors appear on deck and begin performing various tasks. Each carries a small lantern for light.

If the PCs take the opportunity to follow the sailors, they may choose to question them, perhaps under the pretext of hiring

their ship for a voyage. Each sailor is happy to give any information he can, at the cost of a round of drinks at the nearest tavern.

Any sailor can give the following information: The Sirocco's Kiss is a small merchant vessel, with a minimal crew. The crew has no knowledge of the Rakhasa 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, but only the current four accepted.

Characters who keep watch at night may observe the movement of the crew and the cultists. A large pile of crates, barrels and nets rests on the dock within 80 feet of the ship, which PCs may hide behind. A successful Spot check (DC 20) is necessary to spot anyone on deck who does not carry a light. A further Spot check (DC 30) is needed to determine if the figure is dressed as a sailor or cultist. A PC with darkvision may successfully Spot (DC 15) as long as he or she is within 60 ft of the person on deck. This requires the PC to walk along the dock and five feet on the pier itself. There is a 90% chance that the boards will creak beneath the PC's weight, and a separate 50% chance that it will be noticed by someone on board. The creaking boards negate the Move Silently skill. If the creaking is noticed, any cultists on deck will walk down the plank and search the pier.

Assuming the PCs did not alert the cultists during the day, the nighttime schedule is as follows:

Dusk (7 PM): Two sailors return to the ship. Two other sailors appear on deck and begin performing various tasks. Each carries a small lantern for light. They remain on deck until 11 PM.

8 PM: Two cultists (Koyshi and Sani) come up from the hold.

8:30 PM: Koyshi and Sani return to the hold.

9 PM: Two cultists (Bejar and Cland) leave the ship and head into the city. Cland carries a bundle under his arm (a rolled up, empty sack).

9:30 PM: One cultist (Arkajia) comes up from the hold.

10 PM: Bejar and Cland return from the city, carrying a large, lumpy sack between them. A Spot check (DC 30) will reveal that the bag is dripping. If the PCs check out the trail, they will find the bag was dripping blood. At this time, all cultists return to the hold.

10:30 PM: One crewman, carrying a small lantern and a large glass bottle, appears on deck and climbs to the crow's nest.

11 PM: All figures, except for the crewman in the crow's nest, leave the deck. There is a 20% chance (cumulative, per day) that this will be the night that the cultists move to their new location. If this is the case, skip ahead to "Ambush!" below. Otherwise, no one else will appear on the ship until dawn.

The Sirocco's Kiss

PCs who keep watch may 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 four sailors, five cultists, the rakshasas' personal attendant and the rakshasa.

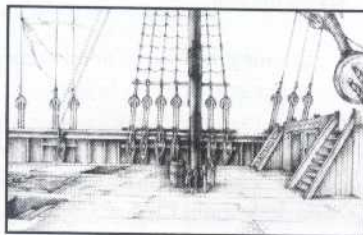
If the PCs successfully follow the two cultists when they leave the ship at night, they will see that they lurk in alleyways waiting for a drunk or vagrant to pass by. If the PCs do not intervene, the cultists will slay their victim and take the body back to the ship so that the rakshasa may feed upon it. If the PCs capture one or both of the cultists, they will learn nothing. 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.

Boarding the Vessel (EL Variable)

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. Any PCs on the plank must then make a successful Reflex save (DC 15) to avoid falling into the bay. If the player does not declare his intentions before or while rolling the ability check, he is only successful at returning to the pier, not boarding the ship.

If the plank gives way, it will alert any occupants aboard the Sirocco's Kiss. The crew members will investigate, while the cultists will attack on sight. The sailors 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. If asked where the cultists are, they will point the PCs to the cargo hold.

If the party has boarded the ship without incident, read the following text and display illustration 4 on page IQ3:



All appears to be quiet aboard the Sirocco's Kiss. The aft end of the vessel is raised, perhaps for the captain and crew 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.

If stealthy intruders enter the ship after 11 PM and the plank has not fallen, the crew members will all be sleeping soundly within their quarters (area 2 on the map). Note: This area contains two stories, the upper level accessible by a stairway, identical to the lower level). One crew member 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 crew members 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 on the map) if the party has ventured aboard silently, but will attack any intruders upon awakening.

Entering the Cargo Hold (EL 10)

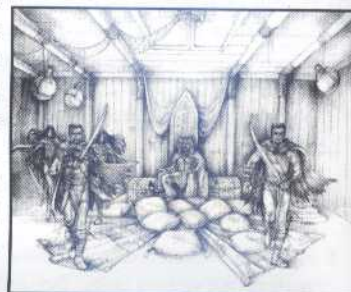
The rakshasa remains below in the cargo hold whenever fighting takes place. Any cultist who is not aware of the PCs aboard the vessel will be there as well. The overhead hatch to the cargo hold is locked from the inside by heavy chains. The PCs will be forced to gain entrance only by way of the steps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

If the PCs reach the cargo hold without disturbing anyone, and have a light source or can otherwise see, read the following:

As you reach the bottom of the wooden steps, you see a large open area in front of you. From the ceiling hangs a cargo net leading to the closed hatch above. The hold is sparsely furnished, with a few colorful pillows and silks upon the floor. The sound of heavy breathing fills the room, and you see several bodies resting upon mats in the corners of the room (if nighttime). On the opposite wall, two small wooden chests sit by a large wooden throne, upon which sits a large humanoid cat!

There is an 80% chance (roll for each PC) that the heroes will step on a loudly creaking board that will awaken the cultists.

When the cultists awaken, or if it is daytime and there are any cultists still on board who have not already been encountered, read the following text and display illustration 6 on page IQ4:



Swiftly, (read number of figures) thin, dusky-skinned figures stand to their feet, grab the scimitars lying by their sides and rush at you, screaming "Shayin! Evadim da-Chorji da-Sasasho! Goya!" Among their screams, the sound of an animal's roar echoes through the hold.

Anyone fluent in the Elos Desert dialect of Deji will understand the shouting to mean roughly "Infidels! Desecrators of the sanctuary of the Holy One! Die!" Any cultists within the room attack on sight, entering hand-to-hand combat. Rhingarr will remain toward the back of the room and attack with a *magic missile* spell on the first and second rounds or until engaged in melee. He will first target the PC who he perceives to pose the greatest threat, which will not necessarily be the PC wielding the blessed crossbow bolt (if there is one).

Creatures. 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 Elos 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 and females between 17 and 24 years old. They wear loincloths, burlap jerkins, rope belts and tattered brown cloaks.

Cultists (Bejar, Cland, Igami, Koyshi, Sani): hp 10, 9, 6, 6, 8; scimitar.

Arkajia: hp 20; scimitar, daggers (2), poison darts (5) and blowpipe.

Arkajia is the rakshasas' 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. However, he knows that he cannot return to Miclennon and thus his only future lies with the rakshasa. Therefore, 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. He carries a scimitar, two daggers, and five poisoned darts at all times (see below for poison).

Rhingarr (rakshasa): hp 40.

Rhingarr will attack with his claws and a bite if cornered, though 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. He still refers to humans as "foolish man-apes," of course.

The silks and pillows upon the floor are collectively worth 45 gp, while the throne, which can double as a palanquin, is worth about 150 gp. The wooden chests contain the cultists' meager treasure. One chest contains 35 gp, 156 sp, and 534 cp in an unsorted heap. The other chest contains two decanters of rare and expensive perfume, each worth 50 gp, and a jar of poison (Contact DC 18; Initial Damage 1d6 Con; Secondary Damage 1d6 Con) worth 200 gp. The poison is the same type that was used to kill the man slain in the alleyway (see "The Dying Man"). There are two doses left, each of which can poison twenty darts. See Appendix B: New Items for further details on this poison. There is also the chance that the PCs will find the half-eaten body of a human, humanoid, or demi-human (90% at night, 10% during the day).

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 Rhingarr will go down with the ship. He will use his *water breathing* spell to escape undetected beneath the bay and will quietly sneak to his rental dwelling, carrying two small chests of treasure under his cloak.

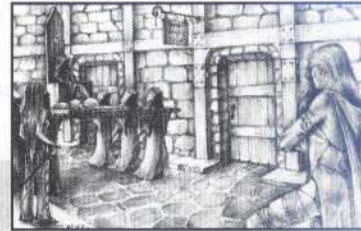
What if the party sets the boat aflame?

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 the deck and dropping into the water from the ship's starboard side. A unit of five city constables and a sergeant will appear in three to six minutes to search for the arsonists (refer to the City Watch Barracks in Appendix C: The Seaport District).

Ambush! (EL 10)

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 - check the map of Bet Seder for location). If uninterrupted, the entire trek should take roughly twenty minutes.

If this occurs, read the following text and display illustration 5 on page 1Q3.



The few people in the street around

you stop in wonderment at this strange sight. Seven hooded figures, carrying a large wooden palanquin walk slowly and carefully down the middle of the street. Three figures hold up each side of the palanquin, while one figure steadies it from behind. Another hooded figure sits on the wooden throne on top of the palanquin.

It will appear to the PCs that the rakshasa is being carried to its new home aboard a palanquin by six cultists and Arkajia. The palanquin is a large wooden throne carried by cross-poles running underneath (it has a back area for carrying baggage). In reality, there are only five cultists holding up the palanquin plus Arkajia walking behind. The sixth cultist holding the palanquin is the paranoid rakshasa. The object aboard the palanquin is merely a dummy made of sacks of clothes and pillows beneath a robe. A successful Intelligence check (DC 25) will alert them to this ruse, but not necessarily indicate which cultist is the rakshasa. However, Rhingarr so hates appearing in any form other than his own that he still takes the risk of appearing as a rakshasa (which is the reason for the long robes). Because of this, a successful Spot check (DC 25) will enable the PCs to pick out the rakshasa from his followers.

The path of the cultists will take them down the main road leading directly from Pier Nine, 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.

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 "Entering the Cargo Hold," 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, the DM may allow both the cultists and rakshasa Spot checks to note the source of the attack. If the group determines the source of the attack, the rakshasa will take one-half cover behind the palanquin and cultists while they hurry to their new dwelling (granting a +4 bonus to Rhingarr's AC and a +2 to his Reflex saves against attacks from the opposite side of the palanquin). 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 Rhingarr cannot determine the source of the attack, he will still attempt to find one-quarter cover, gaining a +2 AC bonus.

The Winding Road

This section provides ideas for the DM to use in order to lead his or her players from this adventure to other published Kingdoms of Kalamar adventures, for use as an ongoing campaign.

1) The original captain of the Sirocco's Kiss, whom Rhingarr killed, was in the service of Brendlin Orth, member of the Golden Alliance and Lord of the Gilded Runners (a fleet of merchant ships). Lord Orth sent a trio of mercenaries to hunt down Rhingarr, but they encounter the PCs first. This could lead the PCs into the Kingdoms of Kalamar module entitled "Siren's Prize."

2) The PCs find a small clay jar on the Sirocco's Kiss or on the body of one of the cultists. It appears to be filled with silver sand. PCs who handle it and smell it suffer dreams and visions of a desert city. The city is Thygasha, from the adventure module "Midnight's Terror."

3) While in the streets or taverns of Bet Seder, the PCs meet villagers who have fled from Narmaren, a small village near Prompeldia and across the bay from Bet Seder. Villagers have been disappearing and they ask the PCs help. This would lead the PCs to the adventure "Sometimes They Come Back" published in the book "Harvest of Darkness."

4) A pebble-sized chunk of mithril is found in a secret compartment in captain's quarters on the Sirocco's Kiss. Along with the mithril is a rough sketch of Reanaaria Bay, with a small X due west of the Island of Voritti, near the town of Haanex marked on it. If the PCs explore, they will be drawn into the adventure "The Root of All Evil."

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.

Cultists (Bejar, Cland, Igami, Koysshi, Sani): hp 10, 9, 6, 6, 8; scimitar.

Arkajia: hp 20; scimitar, daggers (2), poison darts (5) and blowpipe.

Rhingarr (rakshasa): hp 40.

CONCLUDING THE ADVENTURE

If the PCs do not kill the rakshasa, he will always stay within his dwelling while his cultists bring him food. The PCs may encounter the cultist(s) at a later date, and attack or follow 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 DM can make the beast into a recurring villain as he or his minions try to gain revenge on those who tried to assassinate him.

APPENDICES

Appendix A: NPCs and Monsters

Arkajia, "High Priest" of the Tiger Claw, male human Ftr2: CR 1; Medium Humanoid; HD 2d10+6; hp 20; Init +7; Spd 30 ft.; AC 15, flat-footed 12, touch 13 [+3 Dex, +2 leather armor]; Atk +6 melee (1d6+3/crit 18-20/x2, scimitar) or +5 ranged (1d4+3/crit 19-20/x2, dagger) or +5 ranged (1d4+3 and poison/crit x2, dart); SV Fort +6, Ref +3, Will +1; Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +8, Escape Artist +5, Listen +3, Spot +3; Dodge, Improved Initiative, Point Blank Shot, Weapon Focus (scimitar).

Possessions: Clothing; scimitar, daggers (2), darts (5) and blowpipe; 10 gp, 2 sp, 4 cp.

Languages Spoken: Brandobian, Deji, Merchant's Tongue.

Sub-race: Deji (Elos Desert tribe).

Bejar, Cultist, male human Ftr1: CR 1; Medium Humanoid; HD 1d10+3; hp 10; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12 [+2 Dex]; Atk +1/+1 melee (1d6+2/crit 18-20/x2, scimitar, and

1d4+1/crit x3, dagger); AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 15, Con 16, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +6, Ride +6, Swim +6; Ambidexterity, Blind-Fight, Two Weapon Fighting.

Possessions: Clothing; scimitar, dagger.

Languages Spoken: some Brandobian, Deji, some Merchant's Tongue.

Sub-race: Deji (Elos Desert tribe).

Cland, Cultist, male human Ftr1: CR 1; Medium Humanoid; HD 1d10+2; hp 9; Spd 30 ft.; AC 12, flat-footed 10, touch 12 [+2 Dex]; Atk +4 melee (1d6+2/crit 18-20/x2, scimitar) or +3 ranged (1d4+2/crit 19-20/x2, dagger); AL LE; SV Fort +4, Ref +2, Will -2; Str 15, Dex 15, Con 15, Int 9, Wis 7, Cha 9.

Skills and Feats: Ride +6, Swim +6; Cleave, Power Attack, Weapon Focus (scimitar).

Possessions: Clothing; scimitar; 2 gp.

Languages Spoken: some Brandobian, Deji, some Merchant's Tongue.

Sub-race: Deji/Brandobian.

Ijami, Cultist, male human Rog1: CR 1; Medium Humanoid; HD 1d6+1; hp 6; Init +2; Spd 30 ft.; AC 12, flat-footed 10, touch 12 [+2 Dex]; Atk +1 melee (1d6+1/crit 18-20/x2, scimitar) or +2 ranged (1d4+1/crit 19-20/x2, dagger); SA Sneak attack +1d6; AL LE; SV Fort +1, Ref +6, Will -1; Str 12, Dex 15, Con 12, Int 10, Wis 9, Cha 10.

Skills and Feats: Bluff +4, Disable Device +4, Hide +6, Listen +3, Move Silently +6, Open Lock +6, Pick Pocket +6, Search +4, Spot +3; Lightning Reflexes, Martial Weapon Proficiency (scimitar).

Possessions: Clothing; scimitar, 4 cp.

Languages Spoken: some Brandobian, Deji, some Merchant's Tongue.

Sub-race: Deji/Brandobian.

Koysshi, Cultist, female human Rog1: CR 1; Medium Humanoid; HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 13, flat-footed 10, touch 13 [+3 Dex]; Atk +0 melee (1d6/crit 18-20/x2, scimitar) or +3 ranged (1d4/crit 19-20/x2, dagger); SA sneak attack +1d6; AL LE; SV Fort +0, Ref +5, Will +0; Str 10, Dex 16, Con 10, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Disable Device +4, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +4, Spot +4; Combat Reflexes, Martial Weapon Proficiency (scimitar).

Possessions: Clothing; scimitar, knife; 3 sp.

Languages Spoken: some Brandobian, Deji, some Merchant's Tongue.

Sub-race: Deji/Brandobian.

Rhingarr, Rakshasa: Medium Outsider (Evil, Lawful); CR 9; HD 7d8+14; hp 40; Init +2; Spd 40 ft.; AC 21, flat-footed 19, touch 12 [+2 Dex, +9 natural]; Atk +8/+8/+3 melee (1d4+1, 2 claws, 1d6, bite); SA detect thoughts, spells; SQ Alternate form, spell immunity, vulnerable to blessed crossbow bolts, damage reduction 20/+3; AL LE; SV Fort +7, Ref +7, Will +6; Str 12, Dex 15, Con 14, Int 13, Wis 12, Cha 17.

Skills and Feats: Bluff +16 (+4 while detecting thoughts), Disguise +17 (+4 while detecting thoughts, +10 while in alternate

form), Listen +11, Move Silently +11, Perform +12, Sense Motive +10, Spot +12; Alertness, Dodge.

Detect Thoughts (Su): A rakshasa can continuously detect thoughts as the spell cast by an 18th-level sorcerer. It can suppress or resume this ability as a free action.

Alternate Form (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action.

Spell Immunity (Su): Rakshasas ignore the effects of spells and spell-like abilities of 8th level or less.

Vulnerable to Blessed Crossbow Bolts (Ex): Any hit scored with a blessed crossbow bolt instantly slays a rakshasa.

Spells Known (6/7/7/5): 0th – *daze, detect magic, disrupt undead, mage hand, ray of frost, read magic, resistance*; 1st – *charm person, cure light wounds, endure elements, hypnotism, magic missile*; 2nd – *blindness/deafness, locate object, pyrotechnics*; 3rd – *fly, water breathing*.

Possessions: Clothing; 35 gp, 156 sp, and 534 cp; two decanters of rare and expensive perfume, each worth 50 gp.

Languages Spoken: Deji, Infernal, Merchant's Tongue, Svimohzish, Undercommon.

Sailors, male human Exp1 (4): CR 1; Medium Humanoid; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Attack +0 melee, or +0 ranged; SV Fort +0, Ref +0, Will +2; AL CE; Str 11, Dex 11, Con 11, Int 11, Wis 11, Cha 11.

Skills and Feats: Climb +8, Heal +6, Knowledge +4, Listen +2, Spot +8; Alertness, Point blank shot.

Possessions: 15 gp in gear; 1d6 gp each.

Languages Spoken: Merchant's Tongue.

Sub-race: Reanaarian.

Sani, Cultist, male human Ftr1: CR 1; Medium Humanoid; HD 1d10+2; hp 8; Init +3; Spd 30 ft.; AC 13, flat-footed 10, touch 13 [+3 Dex]; Atk +3 melee (1d6+1/crit18-20/x2, scimitar) or +4 ranged (1d4+1/crit 19-20/x2, dagger); AL LE; SV Fort +4, Ref +3, Will +1; Str 13, Dex 16, Con 14, Int 12, Wis 9, Cha 12.

Skills and Feats: Bluff +3, Climb +5, Ride +6, Spot +1; Dodge, Iron Will, Weapon Focus (scimitar).

Possessions: Clothing, scimitar, 2 cp.

Languages Spoken: some Brandobian, Deji, some Merchant's Tongue.

Sub-race: Deji (Elos Desert tribe).

Appendix B: New Items

Zeakue Poison

Zeakue (a.k.a. Breath Taker) is a very rare and virulent, though slow-acting, type of poison used primarily by tribes in the Vohven Jungle, in Svimohzia. The easiest way to spot this poison is by its bright blue color, though alchemical tests may also determine its origin.

A character who comes into physical contact with Zeakue must make a Fortitude saving throw to shake off the effects of the poison. If he fails, he will suffer initial damage to his ability score, as well as begin sweating profusely. Within one minute after contact, the PC must again make a Fortitude saving throw. If the victim fails the second saving throw, he will suffer secondary damage to his ability score, and quickly notice he has trouble breathing (if still conscious). If the victim makes the

second saving throw he must then attempt a Fortitude saving throw every minute thereafter for the secondary damage. Regardless of whether the saving throw is made or not, within ten minutes, the victim's breathing grows even more ragged and he finds he is sweating profusely. After 20 minutes, the victim's eyesight will begin to fade. If the victim is not cured within 30 minutes, whether he continues to make his saving throws or not, he will die.

A potion made of simian bone powder and rare herbs from the Vohven Jungle will negate the effect of this poison, though it must be taken immediately.

Type	Initial Damage	Secondary Damage	Price
Contact DC 12	1d6 Con	1d6 Con	200 gp

Appendix C: The Seaport District

During the course of this adventure, the characters may find themselves searching for the help of a cleric, or following the cultists or crew to several establishments in Bet Seder. The following is a short guide to some of the more prominent locations in the Seaport District of Bet Seder.

1) The Sleeping Sands Inn

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.

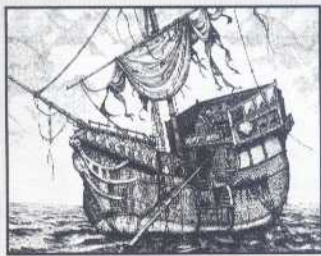
Regulars: The Sleeping Sands is the regular tavern and inn for middle class merchants stopping in the port. Most of the local merchants also stop in to see if they can make any new contacts or deals. Many better-off common sailors stay here also, as the benches are nicely padded. Olim Ron'toli (Tokite male human Com2) is often found at the bar; he buys drinks for promising newcomers. There is a 50% chance that Rikome Silonar,

Fate of the Hyperion

The Hyperion was once a merchant cog out of Zoa that made regular and profitable runs to Kalamar. The captain made the mistake of taking on a passenger during his last stop at Bet Kalamar. The mysterious man turned out to be a worshipper of Galapiti, the Harvester of Souls. One night, as the ship sailed through calm waters, it was attacked by lacedons. The cleric brought these nightmarish aquatic ghouls under his control but instead of destroying them as the captain wanted, he turned against the living aboard the ship and ordered the beasts to destroy them all.

Unfortunately, the cleric knew nothing about sailing and found himself trapped aboard the ill-fated Hyperion with no way off. He has run out of food and is short on water. The Hyperion has been drifting off course for some time. Several previous battles have left the once-glorious vessel in poor repair.

If anyone comes upon the ship, they find the captain, Wien, who has been tortured by the cleric in hopes of forcing Wien to navigate the ship. To his credit, the captain has not broken yet.



(Kalamaran male human Clr4; Cleric of the Coinmaster) will be in any one evening; he is always interested in goods from Svimohzia. Captain Jilano Saragala, (Tokite male human Ftr3) a 60-year-old retired fighter, 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 - see the sidebar item "Fate of the Hyperion" on this page or refer to it in the *Root of All Evil* adventure).

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

Inn quality: Average. Common room flop space 1 sp, semi-private room (share with up to 5 others) costs 5 sp, and a private room costs 5 gp. 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 cp (free with a private room), "Blind Samor" the Barber charges 1 cp/shave and haircut (10% chance of taking 1d4 points of damage and nicking an ear).

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 gp per night in coin or goods); her sisters are chaste, and disapprove of her activities. The sisters serve as maids each morn. The tavern will have 10 to 20 customers each 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 save for a few regulars: Mila (Cha 15), Soluna (Cha 13) and Kelina (Cha 16) can be found in the tavern most evenings.

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

Strongbox: The strongbox is hidden under the bed in Duratan's room (good lock on the door). The strongbox also has a good lock (Open Lock DC 30) and is trapped.

Poison Dart Trap: CR 2; +4/+4/+4/+4 ranged (1d4, plus blue whinnis poison); Search DC 22, Disable Device DC 20. Blue whinnis poison: Injury DC 14, Initial Damage 1 Con, Secondary Damage unconsciousness (1d3 hours).

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, male human Ftr6: CR 6; Medium Humanoid (6 ft., 1 in. tall); HD 6d10; hp 37; Init +5 (+1 Dex, +4 Improved initiative); Spd 30 ft.; AC 11 (+1 Dex); Attack +6/+1 melee, or +7/+2 ranged; SV Fort +5, Ref +3, Will +2; AL LG; Str 11, Dex 12, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +1, Climb +8, Handle animal +11, Hide +1, Jump +9, Listen +0, Move silently +1, Spot +0; Combat reflexes, Improved initiative, Improved unarmed strike, Leadership, Point blank shot, Quick draw, Skill focus (handle animal), Two-weapon fighting.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

2) Temple of Saint Mokotu the Moon Mariner

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, God of Travel and the Stars. This temple was named after a cleric 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 clerics will regale the party with the tale of Saint Mokotu for at least an hour 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 gp per level of the attending cleric. Clerics will not enter combat under any circumstances; they will only support the party with their spells.

Clergy and Worshipers: The temple's complement of clerics includes the following: one female human 9th-level High Worlder, one male human 4th-level Worlder, and three Questers (two male human 1st-level and 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, armed with rapiers instead of short-swords. 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 clerics, with the captain's cabin being for the High Worlder and the officer's cabins for the lesser clerics. 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 cp, 1,100 sp, 3,700 gp, 19 gems worth 3,800 gp total, 8 pieces of jewelry worth 5,000 gp total, a treasure map, a *trident of warning* and a *ring of swimming*.

Peredin ne Rotaki, female human Clr9: CR 9; Medium Humanoid; HD 9d8; hp 39; Init +5; Spd 30 ft.; AC 13, flat-footed 12, touch 11 [+1 Dex, +2 leather armor]; Atk +5/+0 melee (1d8-1/crit x2, heavy mace) or +3/+3/-6 melee (1d6-1/crit x2, quarter-staff); SQ turn undead 5/day, spontaneous casting; AL NG; SV Fort +6, Ref +4, Will +9; Str 9, Dex 12, Con 11, Int 15, Wis 16, Cha 14.

Skills and Feats: Concentration +12, Heal +15, Knowledge (religion) +14, Spot +9, Wilderness Lore +15; Brew Potion, Combat Casting, Expertise, Improved Initiative, Two-Weapon Fighting.

Spells Prepared (6/6/6/5/3/2): 0th – *create water, detect magic, detect poison, light, read magic, resistance*; 1st – *bless* (x2), *comprehend languages, divine favor, protection from evil**, *shield of faith*; 2nd – *aid**, *augury* (x2), *delay poison, enthral, lesser restoration*; 3rd – *dispel magic, fly**, *prayer, remove curse, remove disease*; 4th – *dimension door**, *divine power, tongues*; 5th – *dispel evil, teleport**.

***Domain spell. Domains:** Good (cast Good spells at +1 caster level); Travel (freedom of movement 9 rounds/day).

Clerical Rank: High Worlorder of Rotak the Voyager

Possessions: 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.

Languages Spoken: Dambodian, Kalamaran, Merchant's Tongue, Reanaarian.

Sub-race: Kalamaran.

3) The Jolly Halfling

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 and proprietor is a halfling named Kulobi Futo, a retired torchbearer. He will regale customers with the tales of 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 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 years ago while traveling with a questionable group of adventurers. He has offered a reward of 100 gp 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, (Basiran male human Brd3), 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, (Tokite male human Ftr2; Str 17), is always looking for someone to arm wrestle for drinks. Bilori, (Tokite male human Rog5), 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, (Tokite female human Sor3) 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 Basiran 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 and proprietor is Kulobi Futo, a halfling from Basir. His son Fulito and his three nephews, Igib, Dila and Lidim Ewot 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 Ewot 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 or barbarian (01-60), rogue or bard (61-90), cleric (91-99) or wizard or sorcerer (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 below).

Security: None to speak of.

Strongbox: The strongbox is hidden in the cellar in a small room behind the wine rack. The secret room is hard to find (Search DC 20); the secret door is locked (good lock, Open Lock DC 30), 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 +1 *shortsword*, a suit of halfling sized leather armor, a silk bag containing 1,200 gp in gems and a *potion of bull's strength*.

Kulobi Futo, Proprietor, Jolly Halfling Tavern, male halfling War4: CR 3; Small Humanoid (3 ft., 11 in. tall); HD 4d8+12; hp 36; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +8 melee, or +7 ranged; SV Fort +8, Ref +4, Will +2; AL NG; Str 16, Dex 14, Con 17, Int 13, Wis 11, Cha 9.

Skills and Feats: Climb +9, Forgery +4.5, Hide +6, Intimidate +5, Jump +8, Listen +2, Move silently +2, Search +3, Spot +2; Power attack, Toughness.

Languages Spoken: Elven, Halfling, Kalamaran, Merchant's Tongue.

4) The Thirsty Dog

Sign: A brown dog wearing a sailor's cap and eye patch stands on his hind legs – a flagon in his paws. His head is tilted back as he tries 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. 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 (Search DC 20) 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 rapiers, 10 harpoons, 5 suits of leather armor, 5 suits of studded leather and 2 chain shirts). A secret door (Search DC 20) 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 gp to a ship's 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 fingers 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 a walleye. Both serve as 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 – Ingested DC 11, Initial damage 1 Con, Secondary damage 1d2 Con). However, the cook, "Big Papa" Shamvori (see below) will make Shanigorvah, his special eel and shrimp gumbo if given one day's notice (excellent special soup, 2 sp 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 cp per night, otherwise drunks are tossed into the street after being shaken down.

Crew and Customers: The owner and proprietor is Sariko "The Buccaneer" Piruma, a male human Kalamaran originally from Bet Kalamar. His old friend "Big Papa" Shamvori, a Svimohzish pirate (male human Ftr3; Str 17), barely fits in the small kitchen he works in. Sariko has three bartenders, Waran, Valan and Olims (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. All the ladies are also in Sariko's pay, and will pass on information they hear to him.

Security: None.

Strongbox: The strongbox holds the normal tavern cash as well as the following treasure: 800 cp, 500 sp, 1,800 gp, gems and jewelry worth a total of 1,500 gp, two treasure maps (one real, one fake), a silver-coated +2 hook and a jade parrot (as per a serpentine owl). The strongbox is trapped.

Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison); Search (DC 22), Disable Device (DC 20). Greenblood oil: Injury DC 13, Initial 1 Con, Secondary 1d2 Con.

Sariko "The Buccaneer" Piruma, Proprietor, Thirsty Dog Tavern, male human Rog6: CR 6; Medium Humanoid; HD 6d6+6; hp 30; Init +6, AC 14, flat-footed 14, touch 12 [+2 Dex, +2 leather armor]; Atk +7 melee (1d6+2/crit 18-20/x2, rapier); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (can't be flanked, Dex bonus to AC); AL NE; SV Fort +4, Ref +8, Will +3; Str 15, Dex 15, Con 15, Int 13, Wis 11, Cha 7.

Skills and Feats: Appraise +10, Bluff +7, Climb +11, Escape Artist +11, Hide +11, Listen +9, Move Silently +11, Open Lock +11, Pick Pocket +11, Spot +9; Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (rapier).

Possessions: +1 cloak of resistance, rapier, leather armor.

Languages Spoken: Kalamaran, Merchant's Tongue, Reanaarian.

Sub-race: Kalamaran.

5) The Drunken Albatross (Tavern & Gambling Den)

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 and gambling room and the kitchen. A cellar is accessible through the kitchen.

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, (male human Tokite Rog3; Bluff +9, Pick Pocket +10) specializing in card sharking. Another regular is Dane Borikase, (human male Tokite Ftr3; AL NE; Str 18, Atk +7 melee, 1d3+4 damage), known as "Boxer" because he always picks fights with newcomers (he also palms a set of brass knuckles).

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 and proprietor is Tiramer "Ratface" Atun'gori, a male human Tokite. Tiramer has five servers, Gekor, Reban, Los, Maki and Kale (all are human male Rog1, 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. One to four rogues (1st- to 3rd-level) 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. The "ladies" will usually (80% chance) have 1 to 3 accomplices (1st-level rogues or fighters); they entice the foolish out to the alley for a quick go, bash his head in and grab what they can. One to four of the patrons will be card sharks with a Bluff skill of +6 to +8. The rogues, 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.

Security: None.

Strongbox: None. The owner lives elsewhere in the city, so only the till is found in the tavern; there will be no strongbox on premises.

Tiramer "Ratface" Atun'gori, Proprietor, Drunken Albatross Tavern, human male Rog10: CR 10; HD 10d6+10; hp 45; Init +3; Spd 30 ft.; AC 15, flat-footed 15, touch 13 [+3 Dex, +2 leather armor]; Atk +9/+9/+4 melee (1d6+1/crit 19-20/x2, 2 shortswords); SA Sneak attack +5d6, crippling strike; SQ Evasion, uncanny dodge (can't be flanked, Dex bonus to AC); AL NE; SV Fort +4, Ref +10, Will +5; Str 12, Dex 16, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Appraise +15, Bluff +12, Decipher Script +15, Escape Artist +16, Hide +16, Listen +15, Move Silently +16, Open Lock +16, Pick Pocket +18, Spot +15, Search +15; Ambidexterity, Dodge, Two Weapon Fighting, Weapon Finesse (shortsword), Weapon Focus (shortsword).

Possessions: shortsword, leather armor.

Languages Spoken: Kalamaran, Merchant's Tongue, Reanaarian.

Sub-race: Kalamaran.

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 Modern Kalamaran, reads "Scriptorium of Tanikos Moresu – Scrolls: one copper per word."

This is a temple of Pagari the Fate Scribe, 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 25 gp) 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 clerics will temporarily join the party; otherwise the party will be asked to leave.

Clergy and Worshipers: The temple's complement of clerics 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 clerics). 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 to 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 one to three worshippers seeking advice on normal days and five to 20 worshippers on holy days and Godday. The temple's prices are fairly cheap: 10 gp per level for divination spells to strangers and only 1 gp 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 the 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 clerics are allowed into the workshop. The second floor, accessible by ladder in the workshop, is one large room for the clerics 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 cp, 400 sp, 60 gp and 100 gp in gems and jewelry.

Pekuli Kolito, male human Clr9: Medium Humanoid; HD 9d8; hp 37; Init +0; Spd 30 ft.; AC 12, flat-footed 12, touch 10 [+2 leather]; Atk +6/+1 melee (1d6/crit x2, quarterstaff) or +4/+4/-5 melee (1d6/crit x2, quarterstaff); SQ turn undead 8/day, sponta-

neous casting; AL N; SV Fort +6, Ref +3, Will +10; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 13.

Skills and Feats: Concentration +12, Diplomacy +13, Heal +14, Knowledge (religion) +13; Brew Potion, Combat Casting, Extra Turning, Iron Will, Two Weapon Fighting.

Spells Prepared (6/6/6/4/3/2): 0th – *detect magic* (x3), *detect poison*, *light*, *purify food and drink*; 1st – *detect chaos*, *detect evil*, *detect secret doors**, *endure elements*, *obscuring mist*, *protection from evil*; 2nd – *augury* (x2), *detect thoughts**, *silence*, *sound burst*, *speak with animals*; 3rd – *clairaudience/clairvoyance**, *locate object* (x2), *speak with dead*; 4th – *discern lies* (x2), *divination**; 5th – *commune*, *true seeing**.

***Domain Spell. Domains:** Knowledge (cast divinations at +1 caster level); Magic (use spell completion devices as a 4th-level wizard).

Possessions: Pekuli wears common robes during the day, leather armor when expecting trouble. Wields a staff at all times. Pekuli wears a magical rune-covered silver cap that acts as a *helm of comprehending languages and reading magic*.

Clerical Rank: Timelord of Pagari the Fate Scribe

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

7) Temple of the Sacred Coin (Church of Chance and Gambling Den)

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, God of Luck. The temple clerics 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 gp 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 cleric, provided the party donates either 1 cp or 100 gp 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 and Worshipers: The temple's complement of clerics includes the following: one male human 8th-level cleric, one male human 5th-level cleric, three female and two male human 1st-level clerics. There are also four female "dealers," who assist the lower level clerics 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 clerics there will also be eight 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 gp 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%. It is traditional to "tithe" 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 male clerics and the other a larger dorm for female clerics and dealers. The high cleric 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). In the late evening, eight guards and the 5th-level cleric accompany the valuables to the Temple of the Coinmaster.

Radiras Kopeli, male human Clr8: Medium Humanoid; HD 8d8+8; hp 35; Init +3; Spd 30 ft.; AC 16, flat-footed 13, touch 13 [+3 Dex, +3 +1 leather armor]; Atk +6/+1 melee (1d4/crit x3, dagger) or +9/+4 ranged (1d4/crit 19-20/x2, dagger); SQ turn undead 5/day, spontaneous casting; AL CN; Fort +7, Ref +5, Will +8; Str 10, Dex 16, Con 12, Int 13, Wis 15, Cha 15.

Skills and Feats: Bluff +13, Concentration +12, Hide +14, Knowledge (religion) +12; Combat Casting, Dodge, Expertise, Spell Penetration.

Spells Prepared (6/6/5/4/3): 0th – various; 1st – either *entropic shield** or *change self**, various; 2nd – either *aid** or *invisibility**, various; 3rd – either *nondetection** or *protection from elements**, various; 4th – either *confusion** or *freedom of movement**, various. (He decides randomly which spells to prepare each day).

***Domain spell. Domains:** Luck (reroll one roll each day), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Wears glittery robes during daily services, magical leather armor when expecting trouble. Carries a pair of daggers at all times. He owns a suit of magical +1 *leather armor*, which is kept in the men's dorm in the temple.

Clerical Rank: Challenger of Fate for the Prince of Chance

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

8) The Merking's Grotto (Brothel)

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 – though its location leaves much to be desired. It actually consists of three separate brothels. The central building is the excellent brothel, to the north-east is the good quality brothel and the building to the south-west is the average quality brothel (in this manner they get four or five times the customers they would get if they only had the most expensive ladies).

The central building is three stories tall. The first floor consists of an excellent tavern for entertaining noble lords and the wealthy (50 gp cover charge just to get in; 1000 gp "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 eight 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; eight guards of appropriate quality guard each. 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 Rekoron (Tokite male human Ftr3) is found at the excellent brothel almost every night, escaping his shrewish wife (a political marriage, nothing more). Master Gerat Thoridan, (Tokite male human Rog4) Guildmaster of Armorsmiths and Weaponsmiths is found at the excellent brothel at least once a week (usually on Katarday after guild meetings). 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 piece) to determine the hourly rate. Excellent rooms are charged as per three room suites, good rooms as two 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 Cha 18 at the average brothel and Cha 18 at the excellent brothel is one of experience

and talent rather than beauty. Of course, the ladies always warmly welcome gratuities and gifts.

Crew and Customers: The owner and 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, (Tokite male human Sor5), Drom Dorgor, (Basiran male dwarf Ftr5) and Denjai Jarando, (Doby female human Clr6 - Cleric of the Laughter). 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 so inclined (Cha 18, double normal rates or free if she desires). There are also two dozen ladies in each building, three servers in the tavern and two to four 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; seven to 12 "entertainment rooms" will be filled at any one time, with an additional 10 to 20 customers in the excellent tavern and five 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. One 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).

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."

Strongbox: 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 fighter and a 5th-level sorcerer (Drom and Walarun). 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, female elf Rog6: Medium Humanoid; HD 6d6; hp 26; Init +3; Spd 30 ft.; AC 15; flat-footed 15; touch 13 [+3 Dex; +2 leather armor]; Atk +4 melee (1d4/crit x3, dagger) or +7 ranged (1d8/crit 19-20/x2, light crossbow); SA Sneak attack +3d6; SQ Evasion, uncanny dodge (never flanked, Dex bonus to AC), immune to sleep, +2 vs. Enchantment spells, low-light vision; AL CG; SV Fort +2, Ref +8, Will +3; Str 10, Dex 17, Con 11, Int 14, Wis 12, Cha 17.

Skills and Feats: Bluff +12, Decipher Script +11, Diplomacy +14, Disguise +14, Escape Artist +12, Listen +12, Move Silently +12, Pick Pocket +14, Search +13, Spot +12; Dodge, Point Blank Shot, Precise Shot.

Possessions: 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.

Languages Spoken: Elven, Halfling, Kalamaran, Merchant's Tongue.

9) Shrine of the Sea Hag (Temple of Strife)

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, 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 clerics. 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 gp 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 and Worshippers: The temple's complement of clerics includes the following: one male human 7th-level cleric, one male human 4th-level cleric, two male human 2nd-level clerics and four male human 1st-level clerics. There are also seven beautiful female human slaves (naked save for chains and bruises) that "assist" the lower level clerics on the temple (Com1; Cha 13-18; 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 three 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 clerics 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 even though 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 clerics 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 (zero to three 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 consists of 1,500 cp, 1,100 sp, 2,700 gp, gems and jewelry worth 2,600 gp, three javelins of lightning, 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 Inis'muth, male human Clr7: CR 7; Medium Humanoid; HD 7d8+14; hp 40; Init +0; Spd 20 ft.; AC 15, flat-footed 15, touch 10 [+5 chainmail]; Atk +7 melee (1d10+1/crit 19-20/x2, heavy flail); SQ rebuke undead 4/day, spontaneous casting; AL CE; SV Fort +7, Ref +2, Will +7; Str 12, Dex 11, Con 14, Int 11, Wis 14, Cha 12.

Skills and Feats: Concentration +12, Knowledge (arcana) +10, Knowledge (religion) +10; Combat Casting, Martial Weapon Proficiency (heavy flail), Spell Focus (necromancy), Weapon Focus (heavy flail).

Spells Prepared (6/6/5/3/2): 0th – create water, cure minor wounds (x3); detect magic, light; 1st – cause fear, cure light wounds (x2), entropic shield, magic weapon, obscuring mist*, protection from good; 2nd – bull's strength, cure moderate wounds, fog cloud*, hold person (x2); 3rd – bestow curse, contagion*, summon monster III; 4th – control water*, poison.

***Domain spell. Domains:** Destruction (smite 1/day); Water (turn fire creatures and rebuke water creatures 4/day).

Possessions: Wears chainmail at all times (he has a number of enemies). Over the chainmail he wears a garish robe made from the clothing of sailors that died at sea. Wields his mourn-flail at all times.

Clerical Rank: Destroyer of the Minions of Misfortune

Languages Spoken: Infernal, Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran (Tokite)

10) City Watch Barracks

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; five, 10 or 15 constables will be here at any given time, while the cells will hold zero to five prisoners each. There will be a sergeant for every group of five 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; zero to five 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 one to 10 gp to even listen to the characters' story (depending on how much they think the characters have). 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 him in the prison (#11, below) and forget about him until someone inquires about the character and pays the "fine" of 10 to 100 gp.

Constables (15), male human War1: CR 1/2; Medium Humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 12, flat-footed 12, touch 10 [+2 leather]; Atk +3 melee (1d6+1/crit 19-20/x2,

shortsword); AL NE; SV Fort +2, Ref +0, Will -1; Str 13, Dex 11, Con 11, Int 9, Wis 9, Cha 9.

Skills and Feats: Climb +5, Ride +4; Blind-Fight, Weapon Focus (shortsword).

Possessions: common clothing, leather armor, shortsword, 2d6 cp, 3d6 sp and 1d6 gp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Constable Sergeants (3), male human Ftr1: CR 1; Medium Humanoid; HD 1d10; hp 10; Init +0; AC 14, flat-footed 14, touch 10 [+4 chain shirt]; Atk +3 melee (1d8+1/crit 19-20/x2, longsword); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 9.

Skills and Feats: Listen +4, Ride +4, Spot +4; Alertness, Power Attack, Weapon Focus (longsword).

Possessions: longsword, chain shirt, 2d6 cp, 2d6 sp and 2d6 gp.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Viro Delani, Captain of the Seaport District Constabulary, male human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +2; Spd 20 ft.; AC 18, flat-footed 16, touch 12 [+2 Dex, +5 chainmail, +1 small wooden shield]; Atk +6 melee (1d8+2/crit 19-20/x2, longsword); AL NE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 14, Con 15, Int 13, Wis 11, Cha 14.

Skills and Feats: Climb +8, Jump +8, Ride +8, Spot +3; Cleave, Expertise, Improved Disarm, Power Attack, Weapon Focus (longsword).

Possessions: Chainmail, longsword, 2d6 cp, 2d6 sp and 4d6 gp.

Languages Spoken: Dwarven, Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran (Tokite).

11) Bet Seder Royal Prison (a.k.a. The Pit)

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 five foot 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).

Five 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 five to 15 prisoners on the second floor, of all races, social classes and types. The Pit usually holds five to 20 prisoners, plus up to three 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:

Roll 1d100	Warehouse Contents
1-50	Empty
51-75	1d10 x 100 bags of Grain
76-80	1d4+1 x 10 bales of Cotton
81-85	1d10 x 10 barrels of Pickled Fish
86-90	1d10 x 10 casks of Wine
91-95	1d4 x 10 crates of Weapons
96-97	5d4 crates of Miscellaneous Goods
98-99	Roll again, double amount
100	Roll twice on this table.

The percentage 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).

RANDOM ENCOUNTER TABLE

If the PCs enter the plains of Tokis, check for random encounters with a 12% chance per hour. If you determine that there is an encounter, roll on the random encounter table on page 18. To roll 1d10,000; simply roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones. You may also use any detailed encounters described in the text, either when the foe described in such an encounter appears on the table, or in place of whatever you actually rolled. See page 132 of the *Dungeon Master's Guide* for more information.

Encounter	Tokis Plains
Abandoned Cabin	1 - 40
Abandoned Equipment	41 - 45
Ancient Ruins	46 - 95
Ankheg	96 - 97
Ant, Giant	98 - 102
Assassin Vine	103
Badger	104 - 203
Badger, Dire	204
Basilisk	205
Bat	206 - 505
Bat, Dire	506 - 507
Bee, Giant	508
Beetle, Giant, Bombardier	509 - 528
Beetle, Giant, Fire	529 - 538
Berry Bushes	539 - 638
Bison	639 - 738
Blink Dog	739 - 748
Bulette	749
Bullywug	750 - 809
Campsite	810 - 909
Cat	910 - 989
Cattle	990 - 1489
Chimera	1490
Deer	1491 - 1590
Displacer Beast	1591
Dog	1592 - 1721
Donkey	1722 - 1761
Doppelganger	1762 - 1766
Dragon, Brass	1767
Dragon, Gold	1768
Dwarf, Hill	1769 - 1798
Eagle	1799 - 1898
Eagle, Giant	1899
Elf, High	1900 - 2074
Elven Troops	2075 - 2266
Formian	2267
Fruit Trees	2268 - 2367
Gaketan Mare	2368 - 2382
Gargoyle	2383
Ghost	2384 - 2393
Giant, Fire	2394 - 2396
Gibbering Mouther	2397
Gnoll	2398 - 2457
Gnome, Rock	2458 - 2657
Goblin	2658 - 2682
Gorgon	2683
Hag, Annis	2684
Half-elf	2685 - 2884
Half-Hobgoblin	2885 - 2909
Half-Orc	2910 - 2934
Halfling, Lightfoot	2935 - 3084
Harpy	3085
Hawk	3086 - 3335
Hippogriff	3336 - 3337
Hobgoblin	3338 - 3367
Horse, Heavy	3368 - 3407
Horse, Light	3408 - 3527
Krenshar	3408 - 3527
Locust Swarm	3528
Mare, Gaketan	3529 - 3629
Medusa	3530
Men, Adventurers	3630 - 3680
Men, Bandits	3631 - 3780
Men, Berserkers	3681 - 3790
Men, Farmer	3791 - 4540
Men, Herder	4541 - 5140
Men, Hunters	5141 - 5290
Men, Merchants	5291 - 5300
Men, Miners	5301 - 5310

Encounter	Tokis Plains
Men, Minstrels/Actors	5311 - 5320
Men, Nomads	5321 - 5360
Men, Patrol, Heavy Cavalry	5361 - 5560
Men, Patrol, Heavy Infantry	5561 - 6699
Men, Patrol, Heavy Infantry - pikemen	6700 - 6849
Men, Patrol, Light Cavalry	6850 - 6959
Men, Patrol, Light Infantry - archer	6960 - 7059
Men, Patrol, Light Infantry - crossbow	7060 - 7209
Men, Patrol, Marines	7210 - 7219
Men, Pilgrims	7220 - 7269
Men, Raiders, Heavy Cavalry	7270 - 7419
Men, Raiders, Heavy Infantry	7420 - 7594
Men, Raiders, Heavy Infantry - hoblar	7595 - 7744
Men, Raiders, Light Cavalry	7745 - 7749
Men, Raiders, Light Infantry - archer	7750 - 7849
Men, Raiders, Marines	7850 - 7859
Men, Travelers	7860 - 8159
Men, Tribesmen	8160 - 8209
Monstrous Centipede	8210 - 8219
Monstrous Scorpion	8220 - 8224
Monstrous Spider	8225 - 8229
Naga, Dark	8230
Naga, Spirit	8231
Natural Spring	8232 - 8281
Nymph	8282
Ogre	8283 - 8292
Ogre, Mage	8293
Orc	8294 - 8343
Owl	8344 - 8443
Owl, Giant	8444 - 8448
Phase Spider	8449
Phasm	8450
Pony	8451 - 8500
Praying Mantis, Giant	8501
Rat	8502 - 8751
Rat, Dire	8752 - 8761
Raven	8762 - 9161
Shadow	9162 - 9165
Sheep	9166 - 9565
Skeleton	9566 - 9573
Snake, Viper	9574 - 9584
SPECIAL	9585 - 9594
Spectre	9595 - 9596
Spider Eater	9597
Spooky Carcass	9598 - 9647
Toad	9648 - 9747
Troll	9748 - 9757
Vampire	9758
Vampire Spawn	9759
Wasp, Giant	9760 - 9763
Weasel	9764 - 9863
Weasel, Dire	9864
Wererat	9865 - 9874
Werewolf	9875 - 9881
Wight	9882 - 9888
Wolf	9889 - 9988
Wolf, Dire	9989 - 9990
Wolverine, Dire	9991
Worg	9992 - 9996
Wraith	9997 - 9998
Zombie	9999 - 10000

IN TOO DEEP

INTRODUCTION

These fantasy adventure scenarios are recommended for use with four to six 2nd to 4th level characters but are adaptable for use with more or less experienced PCs by adjusting the strength of the foes described herein.

Background

The adventure takes place in the western part of the Principality of Pekal near the Kamarela Mounds. These picturesque little hills are the home of numerous halflings and a few gnomes. Though poor in mineral wealth, the land is most fertile, and the inhabitants are able to lead a very comfortable existence. A small lake lies to the east of the Banader River on the edge of the Kamarela Mounds. The few locals who are familiar with the area refer to it as Tali Lake.

The PCs will most likely encounter this sparsely populated area near the Village of Popowon while passing through Pekal. Tali Lake is home to two small competing clans of nixies, the Feaalee clan and the Trioole clan. The Feaalee clan delight in capturing humans or other air breathers to use as slaves in their lair. They use their *charm person* ability to make their victims serve them. If the spell works, the victim will enter the water and wish only to serve the nixies. The nixies cast *water breathing* on their servants as often as necessary.

Currently, the Feaalee clan's only captives are Isa and Darbren. Isa is a human teenage girl (15 years old) who has now lived with the nixies for almost seven years. Her parents thought she had drowned after they found a piece of her clothing washed up on the shore. Distraught, they left the area to help forget the painful memory of their lost daughter. Darbren, a human fisherman, was captured by the Feaalee the day before the PCs come to Popowon.

Another significant feature of this area is an ancient barrow mound, near the village cemetery, constructed 522 years ago by Suvinus of the silver cloth. Suvinus was a cleric of Deb'fo, the Knight of the Gods. Prior to his death, Suvinus made arrangements to have himself buried among his heroic compatriots inside this tomb. Suvinus and those he is buried beside were key figures during the hobgoblin civil war that took place to the west of this place 530 years ago. Suvinus and his companions fought alongside elves, dwarves and halflings until the retreat of the hobgoblins into what is now modern Norga-Krangrel.

One of the magic items they possessed was known as the *Mask of Races* (detailed in the Appendix under "New Magic Item"). They used it to help unite the different races of the area to ultimately achieve victory.

When Fulaakar the Conqueror swept through the region and seized control, Suvinus feared the *Mask* would fall into the wrong hands. Thus, he ensured it remained a secret. When his comrades in arms eventually died, he had them buried here with the *Mask*. Not wanting humanity to lose the power of the *Mask*, he crafted the riddle on the outside of the crypt, in the hopes that someone of intellect and purity of heart would find and use it for

the benefit of all the races. Prior to his own death, he made arrangements to be quietly buried alongside his compatriots.

The villagers of Popowon are the only living beings who are even aware of the barrow mound's existence. A simple folk, they have no interest in disturbing the dead, and only visit the graveyard at the death and burial of a villager. It has been over a decade since anyone visited the barrow mound; a boisterous human male villager named Kobali. A few nervous townsfolk followed Kobali, watching him from a safe distance as he entered the mound. When he came staggering out of the previously unopened vault with an arrow in his chest, the villagers fled. Though it has been years since anyone has visited the barrow mound, the story still lingers in the village.

Adventure Synopses

The PCs will enter the area around the village of Popowon and Tali Lake, where they will discover many adventures to become involved in.

If the PCs investigate the disappearances of humans near Tali Lake, they will uncover two opposing tribes of nixies. With the help of the friendly Trioole nixie clan, the PCs will travel underwater and rescue the captives held by the Feaalee clan. If the PCs are successful, the Trioole will request the PCs help in fending off locathah attacks and finding out what happened to their protector, a water naga named Ganoor, who is stricken with senility. The PCs will determine that a hostile siren charmed the locathah to attack the village in retaliation for the Ganoor's blinding of the siren's mate (though Ganoor acted in self-defense). The PCs will have to eliminate the sirens and locathah, or negotiate between the offended parties to solve this problem.

If the PCs remain on land, they may become involved in a bar fight in the local tavern, and/or encounter the hobgoblin merchants who come to town in search of trade. PCs will also learn of the barrow mound near the village, where they must solve a riddle and face several traps to locate the mysterious magic item known as the *Mask of Races*.

Whether on land or under water, the PCs may learn of a shipwrecked elven boat resting on the lake bed. If they investigate, they will encounter a giant snapping turtle, but may come away with some treasures, as well as news of what happened to the boat for interested parties on land.

Adventure Hooks

1) The PCs may be traveling through Pekal and decide to stop at the village of Popowon to rest. Once there, they are drawn into the mysteries surrounding the area.

2) The PCs may have heard rumors of the *Mask of Races* in another region and have journeyed here to find it.

3) The PCs may be passing near Tali Lake when their attention is attracted by a band of nixies on the shoreline (see "The Nefarious Nixies" or "The Needy Nixies," below).

4) The PCs have stopped at Tali Lake to refill their water supplies and witness the abduction of a lone local fisherman by the Feaalee nixies (see "The Nefarious Nixies," below).

THE VILLAGE OF POPOWON

The Village of Popowon (population 180) lies on the northwestern edge of the Kamarela Mounds near where the Banader River enters the Kalokopeli Forest. Most of the community are halfling farmers, though some make their living as fishermen at nearby Tali Lake. The village is within the geographic confines of the Principality of Pekal and is visited occasionally by Pekalese military patrols or tax collectors. The village has no local government imposed upon it by the Principality of Pekal. Thus, of their own will, the inhabitants have elected a mayor, Donata the Peacemaker. In addition to his religious and philanthropic duties, the people will rally to Donata in times of common need.

Located a ways distant from the river and its accompanying traffic, the town sees little in the way of outside trade but the locals seem to manage on their own. Although the village is near a disputed border with Ek' Kasel, its non-strategic location makes it a relatively safe place to dwell in terms of political struggles.

Tali Lake, on the other hand, is a different story. The locals are well aware that people spending too much time near the lake are apt to disappear. This is mostly due to the Feaalee nixies and sirens who take captives from time to time (see "The Nefarious Nixies" and "The Needy Nixies," below).

Strangely, Popowon is home to what most would consider more than its fair share of village idiots. All but one of these poor fools have fallen victim to the siren's Intelligence drain in much the same way as the water naga. They then wander the wilderness until taken in by family members or other caring individuals. The less fortunate fell prey to beasts.

Several current inhabitants of the village are detailed here. Other significant NPCs are detailed in relevant sections below.

One of those villagers that houses and cares for the village idiots is Donata, the mayor. Also a halfling cleric of P'Rofali the Lord of Tranquility, god of peace and comfort, Donata is always very grateful for any help he can obtain in caring for the mentally afflicted he houses. Donata can tell the PCs any of the following:

- The location of the barrow mound.
- The names of both nixie clans (learned from ramblings of the mentally afflicted).

Hurona, a male halfling, is a skilled leatherworker who specializes in constructing slings and dabbles in other sorts of weapons. Hurona sells his slings for 10 sp each. PCs may also purchase daggers (3 gp) or kukri (10 gp) from Hurona. If he sees the dagger that the siren left behind in the naga's underwater lair, he will be able to inform the PCs that the decorations are of siren design. He has seen a weapon decorated in this fashion before - carried by adventurers who claimed to have battled the sirens and taken it from one of the watery vixens. Hurona was a friend of Darbren and can direct the PCs to his hut (though it contains nothing but fishing equipment, a bed, table, two chairs, and other common utensils). Hurona also knows where the barrow mound is.

Another villager who might be able to help the PCs is Ragi, an old human fisherman who frequently fishes the lake and knows the area. Ragi also happens to be deaf (which explains why he has never fallen prey to the sirens' charms). As a younger man, he did spend a considerable amount of time under the beguilement of the Feaalee clan of nixies, however. Although it might be difficult to communicate with him, Ragi knows the location of the sirens' lair and can lead the PCs directly to it. Ragi can also tell the PCs that Isa's parents were named Asa (mother) and Felemir (father). He only knows that they traveled south when they left the village, seven years ago.

One unusual inhabitant of the village is Rogin the Scribe. Rogin has an intense interest in stargazing. He is very knowledgeable about all the constellations and other celestial bodies of Tellene. His home contains many star maps, sketches and calculation notes all related to his observance of the sky. Rogin's specialty has nothing to do with the opportunities for adventure around the village of Popowon detailed herein, however, the PCs might wish to acquaint themselves with Rogin should they ever wish to consult him in the future. Rogin only leaves hut to get supplies, and at night to look at the stars. Rogin can only provide the PCs with the following information:

- There are rumors that Tali Lake is dangerous. Something about nixies...
- Boronus' Place is the best place for travelers to stay.

As the PCs pass through the village, they are apt to overhear snatches of conversation. The DM may roll a d8 to determine the conversation heard, or pick a specific one to entice the PCs into investigating.

- 1 - "I tell you, I saw them! Hobgoblins! Camping just outside of town! There must have been dozens of them! (True and false. There are only three hobgoblins. If the PCs do not investigate, the hobgoblin merchants will arrive within 24 hours. See "Hobgoblins Come to Town," below.)
- 2 - "I hear Dowaron and PiriSelana are talking about that old shipwreck again. You'd think it was made of gold, the way they carry on." (True and false. There is talk, but the ship is not gold. See "The Shipwreck," below.)
- 3 - "He punched me! And all I did was look at his wife!" (This refers to Sorongi, a jealous farmer. See "Bar Brawl," below.)
- 4 - "Bah! The story of Isa is nothing more than rumor! The lake is harmless!" (False.)
- 5 - "Darbren went missing yesterday? That lake is cursed! We've got to do something!" (True.)
- 6 - "The Barrow Riddle? You'll never solve it because it doesn't mean anything. Don't even bother." (See "The Riddle of the Barrow Mound," below.)
- 7 - "Come on, let's go to Boronus' and have a drink." (See "Boronus' Place," below.)
- 8 - "What handsome strangers! What do you suppose they want here?"

Boronus' Place

The closest thing the village has to an inn or bar is a home and general store owned by Boronus.

Sign: None.

Description: Because of his stone foundation and large fireplace, the locals often congregate there for drinks and gossip. Although he does not rely on renting out rooms for a living, he does have some extra space that he rents out to travelers as the need arises. He will charge each person four copper pieces for those needing accommodations.

Boronus is a veteran of the ten year war between his homeland of Pekal and their neighbors to the east, the Kingdom of Tokis. With the battles reduced to skirmishes in the past two years, he was released from service and decided to retire in the west, as far away from the bloodshed and politics as he could go while still remaining in his homeland.

When Boronus was a younger man he was passionate about fighting for his country and had a deep belief in his duty to help keep his people free from Imperial oppression. Over the years he has seen many friends die for what seemed pointless [to him]. As a result, he has become jaded to the fighting.

In spite of his disdain for warfare, Boronus is trying to convince other villagers to help him build a wall around the settlement. Although the village has never had to worry about a foreign invasion, he believes it makes sense to be prepared for one. Boronus owns a suit of chainmail but has not worn it since his discharge.

The only alternative to staying at Boronus' Place is to rent some space at the stables or to camp outside of town.

Regulars: During the day, there is a 15% chance that any villager can be found here at any time, having a drink or conversing with Boronus. In the evening, this chance increases to 30% per villager.

Tavern Quality: Average. Boronus keeps several casks of Pekal Stout, for which he charges 1 sp/drink. Other, lower-quality, local brew can be had for 5 cp/drink.

Store Quality: Poor. PCs have a 10% chance of finding any particular type of weapon or armor for sale, of which there will be a maximum of one. There is a 50% chance that Boronus will have any other particular piece of adventuring gear or clothing. There is a 5% chance that Boronus will have a particular class tool or skill kit.

Security: Boronus keeps a handaxe under the counter and displays a small wooden shield on the wall.

Strongbox: Boronus has a small strongbox that he keeps under a loose floorboard in the kitchen (Search DC 20 to locate). The strongbox has a decent lock (Open Lock DC 25).

The strongbox contains every coin (40 gp, 79 sp, 48 cp) Boronus possesses.

Boronus, male human Ftr3: Medium Humanoid; HD 3d10+3; hp 22; Init +2, Spd 30 ft; AC 12, touch 12, flat-footed 12 [+2 Dex]; Atk +6 melee (1d6+3/crit x3, handaxe); AL N; SV Fort +4, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +9, Ride +8, Spot +7; Blind-fight, Cleave, Dodge, Power Attack, Weapon Focus (greatsword).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran (Pekalese).

Bar Room Brawl

If the PCs go to Boronus' Place for some eating or drinking, they may eventually become involved in a brawl through no fault of their own. Their opponent is Sorongi, a local farmer.

Sorongi has a jealous nature and is not terribly bright. Before the altercation ensues, he will be seated nearby with his wife. Once he reaches a sufficient state of intoxication, there is a 90% chance he will become convinced that one or more of the PCs are exchanging flirtatious looks with his wife. It will be nearly impossible to convince him otherwise (20% chance he listens to reason, though the attempting PC must be able to speak Kalamaran) and he will eventually attack those by whom he feels threatened.

Sorongi by himself is not much of a threat, although his tolerance for pain is increased due to his inebriated state. However, he has several friends in town who will back him up in a fight. Two such patrons (Tedir and Dag) will witness the outbreak of violence and come to his aid if he becomes outnumbered.

The other locals involved in the fight carry no weapons, although Boronus may become involved. If the seriousness of the brawl is elevated by the wielding of anything more dangerous than a table leg, the locals will quickly retreat and Boronus will intervene with demands for order.

If the PCs severely wound one of the locals without making amends, they will be shunned by the townsfolk as bullies. This reaction is in spite of their potential innocence. If the PCs are thrashed by Sorongi and his pals, the locals will favor them out of sympathy since they know how difficult Sorongi can be to deal with at times.

Dag: hp 7.

Sorongi: hp 9; dagger.

Tedir: hp 7.

The Stables

The smell of hay and manure pervades your senses as you come to this long, low wooden building. The northern half of the building is square-shaped, resembling a miniature barn with one large, hinged door. The southern half consists of six small stables, each capable of holding a horse as large as a Drhokkeran Charger.

Terano, the stable master, lives in a small house next door to the stable. If the PCs approach him about sleeping in the stable, he will agree quickly, glad for the few extra coins. He charges those interested in such housing one copper piece per night. Stabling for horses costs 1 sp/day. Terano also has a small supply of mounts and related gear, though there is only a 30% chance he will have any particular mount or item available for sale.

Terano: hp 28; hammer (treat as warhammer).

HOBGOBLINS COME TO TOWN

After the PCs have been in town for a day, the village will be full of whispers about the new visitors who have arrived in town. A group of three hobgoblin merchants has entered town seeking to trade their wares. They deal in all sorts of items including hobgoblin foodstuffs, crafts, weapons and armor. There is an 80% chance they carry a particular weapon or type of armor, and a 50% chance they have any adventuring gear, clothing, or class tool and skill kit.

The hobgoblins are peaceful and truly want nothing more than to obtain items to trade. They are particularly interested in acquiring wine from non-hobgoblin controlled countries, especially Shyta-na-doby. They have a total of 10 gp, 33 sp, 151 cp, a tent, a cart pulled by a mule, and other common items of hobgoblin origin (choose mundane equipment as necessary). They each carry a longsword.

One special type of foodstuff they will attempt to trade is a vegetable concoction, Pickled Gazhmek. Pickled Gazhmek has a harsh, bitter taste and a strong garlic flavor that remains with one who has eaten it for a long time. (It is somewhat of an acquired taste.)

The hobgoblins do not seek conflict, but they are capable of defending themselves. They all speak Goblin and Merchant's Tongue, and one of them (Alatan) speaks Kalamaran.

If the PCs are friendly toward the hobgoblins, they would be willing to travel with the PCs to other towns populated by humans as they recognize the benefits of safety in numbers and association with humans while outside their native lands of Norga-Krangrel. They would also be willing to guide the PCs into their homeland after they have spent a sufficient time seeking non-hobgoblin goods to trade back in Norga-Krangrel.

Hobgoblins (Alatan, Dugarsh and Heroki): hp 8, 6, 6, (MM 119).

The Shipwreck (EL 4)

If the PCs meet a local fisherman named Dowaron, who lives in a simple one story hut on the side of town nearest the lake, he can tell them the tale of an old elf who used to sail in Tali Lake. His small two-man boat was expertly crafted and beautifully decorated with ornate wood carvings. Although he was a very friendly elf, Dowaron considered him an odd fellow. He felt so because the elf seemed to sail his boat simply for enjoyment instead of using it for more practical matters such as fishing as Dowaron does. Many years ago, the boat mysteriously sank and its captain disappeared. To this day no one knows the cause of the apparent accident.

Since the lake waters are quite clear on calm days, Dowaron believes he has spotted the wreck of the unusual boat but has found no trace of his elven acquaintance. He knows the approximate location and could easily guide the PCs there if they are interested in trying to view the wreckage.

If he hears news of their adventures with the nixies in the lake, he will approach the PCs in the interest of hiring them. Dowaron has a friend, PiriSelana, who worships Liganali, the god of beauty. She is interested in collecting finely crafted works of art such as those that might be found on the sunken sail boat and has often requested Dowaron to come up with a way to salvage

the wreck for her. He would be happy to do so if he simply had the means, if only to further obtain her favor.

PiriSelana is not a native to the village. She comes from an elven settlement in the Kalokopeli forest. She moved to the village several years ago in order to get more in touch with her human side. She has a modest collection of well crafted ceramics and relies on firing such items herself for a living. PiriSelana currently lives alone but several of the young men in the village consider themselves her suitors. She lives in a simple hut near Dowaron. Her home is cluttered with instruments used to craft pottery and features a small kiln that she uses to fire her work.

Dowaron, male human Exp1: hp 6.

PiriSelana, female half-elf Exp1: hp 5.

The boat lies in relatively shallow water near the lake bottom. The depth increases, however, before one approaches the gentle slope of the shore. Additionally, the boat lies by the home of a giant snapping turtle.

If the PCs manage to locate the boat, display illustration 11 on page IQ7 and read:

Before your eyes, you see a small, finely carved two-man boat lying on its side on the lake



bottom. A wooden mast stretches up from the wide frame to end in a sharp, broken point. The unusually wide frame and carvings that decorate it give the craft an unusual, though attractive, appearance.

If the PCs choose to explore the hole (seen in the illustration), they will be attacked by a giant snapping turtle.

As you peer into the small, dark hole, you feel the ground shudder beneath you. Before you can make a move, the ground in front of you erupts, as a large shelled creature rises from the sand. Its reptilian head darts out at you with an almost audible snap!

Turtle, Giant Snapping: hp 38.

It is up to the DM to decide what magical or normal ingenuity is necessary to raise the entire boat or portions thereof. A plain gold necklace with a miniature sailboat can be found among the wreckage. It is worth 100 gp. In addition, there are 10 salvageable items that can possibly be dislodged from the sunken craft. The carvings are reasonably well preserved and would fetch a better price in a major city. PiriSelana can only afford to pay up to five gold pieces per piece retrieved.

She can offer other services such as lodging while the PCs are in town or serving as guide if they wish to travel to the nearby Kalokopeli forest. She can, of course, also trade them some of her pottery or build a piece to suit their needs.

THE NEFARIOUS NIXIES

As the players approach Tali Lake, they will observe several friendly nixies frolicking and playing in the shallows and on the nearby shore. There is a 30% chance these are the friendly nixies of the Trioole clan (if this is the case, skip ahead to "The Needy Nixies"), or a 70% chance these nixies are of the Feaalee clan (continue in this section).

The nixies will appear undaunted by the presence of the PCs and might even wave or otherwise entice the PCs to approach them. If the PCs come within 30 feet, read the following:

As you approach, the nixies group together, though they continue to wave their hands at you. You hear them speaking, though you cannot make out the words.

A successful Spellcraft check (DC 16) will inform the PCs that the nixies are attempting to cast *charm person* upon each PC. PCs must make a successful Will save (DC 15) or be charmed for 24 hours. Once the spell is completed, successful or not, the nixies will quickly retreat into the water to the safety of their underwater lair. If the spell was successful, take the charmed PCs aside and read the following:

The nixies seem harmless enough. You realize they can even be trusted friends and allies. Their beautiful voices ring out. "Join us! You can breathe water here! Hurry!" You rush toward the lake as fast as your legs can carry you.

If the affected PC reaches the water, he or she will receive a *water breathing* spell from the nixies, after submerging.

Approaching the Feaalee Village (EL Variable)

Anyone approaching the lair by swimming above the seaweed has an 85% chance to be spotted by a patrol of one to four Feaalee nixies who will immediately summon two giant pikes to their aid. The two giant pikes are trained to guard the village.

Pike, Giant (2): hp 11 each.

If the PCs approach the village by walking or swimming under the cover of the seaweed and they are quiet and careful not to cause too much of a disturbance, they will be far less likely to be detected. Many harmless fish will be encountered along the trek. The PCs will be likely to become lost unless they succeed an Intuit Direction check (DC 15) or periodically surface for a familiar point of reference. Movement through the seaweed bed is half of normal and visibility is only about one foot. The nixies will not bother to pursue those who venture more than several feet into the seaweed because they know they will likely need to surface to find their way out.

Those who get lost in the seaweed and venture too far beyond the Feaalee village might encounter other potentially dangerous denizens of the lake. These encounters can be used at the discretion of the Dungeon Master. If the DM opts to use these as random encounters instead, check three times per day with a 1

in 12 chance of an encounter. To determine the creature encountered, roll 1d6/2.

- 1) A small colony (10) of weed eels lives in the lake. These creatures are very territorial and will aggressively attack intruders.

Weed Eels (10): CR 1/2; hp 2 each.

The lair of the eels consists of a small network of 6 inch diameter tunnels and a center opening containing 10 tiny pearls (5 gp each).

- 2) Living in the neighborhood of the Feaalee village is a giant water spider, who weaves its nest among the seaweed bed. Being semi-intelligent, the spider is on friendly terms with the nixies who periodically bring it offerings of food.

Giant Water Spider: CR 1; hp 10.

- 3) On the lake edge, in the shallowest parts, lives a giant crayfish. If the PCs venture within 30 ft, it will attack. However, if they remain still after it has spotted them, it will become confused, and ignore them until they move again.

Giant Crayfish: CR 1/2; hp 12.

The Feaalee Village (EL Variable)

As the PCs approach the village, display illustration 7 on page IQ5 and read the following:

The Feaalee village lies about 450 feet from the shoreline at an average depth of 25 feet. It is surrounded by thick seaweed which grows to an average elevation of 15 feet. The village itself consists of a clearing in the seaweed with a sand bottom and eight huts. At the center of the village is a large conical rock.



The base diameter of the large conical rock is roughly 20 feet and its height extends 20 feet above the lake bottom, just five feet from the water surface. The huts are 10 foot tall domes woven from living seaweed. Twenty nixies live in the village with this population distributed between the eight buildings.

Nixies (20): hp 6 (x3), 5 (x3), 4 (x3), 3 (x3), 2 (x4), 1 (x4) (MM 172).

If the village is alerted to an assault by the PCs, the nixies will use their *charm person* ability on the invaders. If the giant pikes fail to deter invaders and their charm abilities prove ineffective, the nixies will quickly disperse. They will cover their escape by summoning hordes of small fish to obscure the vision of their pursuers. They will only return to their homes after the invaders have left.

The captured humans, Darbren and Isa, will be found in one of the huts. If Isa is freed by the PCs and returned to her home

near the Village of Popowon, she will find no traces of her family and will look to the PCs for permanent companionship. Isa is a bright yet inexperienced girl who has the abilities and drive to become a successful adventurer if given the proper training.

Darbren: hp 11.

Isa: hp 5.

As for treasure, various amounts of silver pieces may be found in each nixie hut for a total of 598 sp. Two of the nixies wear necklaces of shells and pearls (100 gp each) and a small gem (50 gp) may be found in one of the huts.

THE NEEDEY NIXIES

As the players approach Tali Lake, they will observe several nixies frolicking and playing in the shallows and on the nearby shore. There is, however, a 70% chance these nixies are unfriendly nixies from the Fealee clan. If this is the case, begin "The Nefarious Nixies," above. Otherwise, continue below:

The friendly nixies (numbering at least as many as the PCs) of the Trioole clan wish to make amends for the behavior of their neighbors. Several members of this group are able to speak Merchant's Tongue, albeit in a halting manner. These good-natured nixies deplore the taking of human captives and wish to see an end to the practice which gives nixies a bad name and makes interaction with outsiders difficult. (If the PCs have already dealt with the Fealee clan and rescued the captives, skip ahead to "The Nixies' Problem.")

These nixies are aware that the Fealee are holding an undetermined number of charmed human prisoners, and will propose that the PCs rescue the victims from their servitude. The nixies can imbue their *water breathing* abilities upon the entire party, and disclose the approximate location of the Fealee village in order to help accomplish the mission. Once the PCs find the Fealee village, they will need to find the charmed victims and fend off the nixies and their guards to make an escape to the surface. The DM should refer to Appendix E: Underwater Adventuring. If any situation is not covered by these rules, use common sense when making a ruling, bearing in mind the relative experience of your players.

The Nixies' Problem

The Trioole clan will explain that they have built their community around the lair of a good-natured water naga, Ganoor. They look to her for leadership, wisdom and protection from other dangerous lake dwellers. Unfortunately, the once keen naga has recently been stricken with idiocy. The nixies have no explanation for the horrifying change in Ganoor's intellect. Additionally, they have very recently been attacked by a band of locathah. With their leader disabled, they beg the players' assistance in fending off the attacks of the locathah.

The nixies are not cognizant of why the locathah are attacking and why Ganoor has become a simpleton. The truth is this: about a week ago, Ganoor was wandering the depths of Tali Lake when she encountered a siren. The hostile siren attacked the naga but Ganoor was able to fend her off by striking her blind with a spell. The siren escaped and left the clear waters to return to her surface lair not far from the lake. Unsuspecting of

revenge, Ganoor went about her business and returned to her home among the nixies.

When the siren returned to her home, she told her mate what had happened. The other wicked siren, upon hearing the news of how her mate had been blinded, swore revenge on the naga. She swam to Ganoor's lair invisibly and surprised the naga with her idiocy touch. Ganoor was instantly reduced to an idiot. Following this devastating blow, the vengeful siren returned home, yet her anger remained unsated. After encountering a group of locathah in the lake, she decided to use them to obliterate the nixie village. The siren used her magic song to charm the locathah. She then set them upon the vulnerable Trioole while she returned to her lair to care for her companion.

If the PCs agree to assist the Trioole clan, the nixies will grant each of them the ability to breathe water, so that they may return to the underwater village, examine Ganoor, and help defend against the locathah.

Upon entering the Trioole village, the PCs will find it is similar to the Fealee village described previously. Unfortunately, this clan of nixies does not command a pair of giant pikes to bolster their defense.

If the Trioole are all slain by the locathah, the locathah will not loot the village since their natural instincts have been overridden by the siren's charm. The village contains the following treasure: various amounts of silver coins scattered between the huts (total 71 pieces). Also, three of the nixies wear necklaces of shells and pearls (50 gp each), and a small gem (20 gp) may be found in one of the huts.

As the PCs enter Ganoor's lair, display illustration 8 on page 1Q5 and read the following:



The lair of Ganoor is a simple cavernous rock formation. It is sparsely furnished, and this snake-like creature is well suited to maneuver its narrow twisting corridors.

Ganoor (Water Naga): hp 59 (MM 138).

With Ganoor's Intelligence reduced to 2, she is unable to cast spells or even communicate except in the most rudimentary fashion. If attacked, she is capable of defending herself with her bite. One of the few furnishings in Ganoor's lair is an *arcane locked* chest. The chest contains 10 gp, 200 sp, 3 small gems (worth 15 gp each), a piece of gold jewelry (50 gp), and a *potion of lesser restoration*.

Another unusual item in the lair is a dagger that the nixies do not recall ever seeing before. (The dagger was inadvertently left behind by the siren when she came to assault Ganoor.)

The dagger is not magical, but it is decorated with colored stones. The decoration of the dagger is not likely to be significant to any of the player characters. However, Hurona (who lives in the nearby village of Popowon) has seen a similar dagger and could tell the players that the design is of siren origin.

Locathah Attack (EL 5)

Shortly after the PCs have had an opportunity to become familiar with the nixie village, and investigate the naga's lair if desired, the locathah band will attack. These locathah have been charmed and influenced by the siren to continue assaulting this nixie village until it is decimated. They have to date conducted only probing attacks to gauge the level of resistance of the villagers. Now, however, they plan an all out assault to the last warrior. In an effort to surprise the village, the locathah will slowly approach under cover of the seaweed and quickly spread out to attack each hut in the village. Note: As aquatic natives, the locathah will not become lost within the seaweed bed.

Locathah, Freshwater (12): hp 7 each (MM 129).

The locathah speak only Aquan. However, if any of the locathah are captured and if the player characters manage to communicate with them (perhaps with a nixie translator), they will describe (in awestruck reverence) the siren who compelled them to attack the village. They do not know where she resides but have seen her regularly leave the confines of the lake, on the southern shore.

Sirens' Huts (EL Variable)

The sirens live in a large hut set in a small vale close to the southern lake shore. They are a wicked pair and use their charms and other powers to retain servants to wait on them hand and foot. Those who currently serve the sirens include: Vereti - a Pekalese merchant, Goobnor - a gnome, Mirilo - a halfling woman, Frempton - a halfling male and Pugas - an ogre. A smaller hut houses all of the servants save Pugas. Greatly feared by the others, Pugas is housed by himself in a tent near the Sirens' house.

Frempton (male halfling Com1): hp 6.

Goobnor (male gnome Com2): hp 7.

Mirilo (female halfling Com 1): hp 6.

Pugas: hp 33 (MM 144). In addition to his native language (Giant), Pugas has a rudimentary understanding of Merchant's Tongue.

Vereti (male human Exp4): hp 13.

If the PCs approach the huts read the following and display illustration 12 on page IQ7:



In a small vale you see a large hut standing across a dirt path from a smaller hut. Both appear to be inhabited. In fact, as you watch, you see a halfling leaving the smaller hut to go tend a nearby garden. A tent is pitched next to the larger hut.

Upon discovering the presence of intruders, the sirens will immediately sing their charm song.

If the characters manage to search the hut of the sirens, they will find normal living items such as clothes, furniture and

utensils. The sirens each own a shortsword, a couple of daggers and a sling. They have a chest containing 8 sp, 16 gp and 11 pp.

Sirens (2): hp 22, 18.

The stronger of the pair is the one who has been blinded by the naga. As such, she suffers a 50% miss chance in combat (all opponents have full concealment), loses her Dex bonus to AC, grants a +2 bonus to attackers' attack rolls, moves at half speed, and suffers a -4 penalty on Search checks and most Strength and Dexterity-based skill checks.

If the PCs kill the sirens, then the idiocy affecting the naga and the villagers (and possibly some PCs) may only be removed by a *restoration* spell. However, the charm affecting the captives at the siren's hut will immediately be broken. The villagers will be very grateful to the PCs for granting them their freedom.

If Pugas is alive when the charm is broken, he will be very confused. He is likely to continue attacking any assailants out of sheer habit. However, if the PCs disengage melee with him and try to explain, he may agree to a truce and allow them to go on their way, especially if he is outnumbered and wounded.

If the PCs choose to parley with the sirens, they will grudgingly agree to remove the idiocy from Ganoor if they learn that she can in turn remove the blindness. If no one is aware of this, the sirens will insist that the blindness be removed before the restoring of Ganoor's wits.

As part of the deal, the sirens will also insist upon payment equal to 200 gp for their suffering. If the PCs request that the idiot villagers be restored to full capacity, the sirens will require a similar sum per person for the effect to be reversed. (Note that one of the villagers is naturally in a dim state and cannot be cured by the sirens, but this will remain unknown until the sirens try to cure him.)

They will not want to release their current servants, and insist that they all wish to stay. (This is true, since they are all charmed.) However, if given 300 gp for each, they would be willing to part with them - since they know that more servants can easily be obtained later.

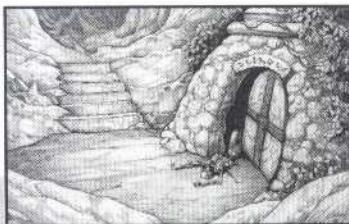
If the sirens become insulted or fear assault, they will have Pugas attack while they quickly flee using their *improved invisibility*, *obscuring mist*, or *polymorph self* powers. They will then stalk the PCs until each one of them becomes charmed, or is stricken dumb by a siren's touch.

The Riddle of the Barrow Mound

If the PCs inquire among the locals about anything unusual in the village area they may learn about the existence of a riddle on an ancient barrow mound. One half mile northwest of town is an old cemetery that contains remains dating back about 150 years. A questionable structure on the outskirts of the cemetery is an ancient crypt of unknown origin. Visitors to the mound will find an inscribed riddle on the stone exterior, written in the ancient Kalamaran tongue. Dirt and overgrowth must be cleared away to reveal the entire inscription. None of the locals can read the riddle and they generally steer clear of the place. Furthermore, they consider it taboo to disturb the dead. (See "Background" above, for more details on the construction and history of the barrow mound.)

In Too Deep

As PCs approach the barrow, read the following and display illustration 9 on page IQ6:



This low mound is mostly covered with thick vegetation, extending to an area of approximately 400 square feet. Before you, you see a short set of cracked and weathered stone steps descending several feet to a landing near an entrance. The stone door stands ajar and skeletal remains can be seen lying in the dark doorway. Script written in an ancient tongue is inscribed on the stone exterior.

The skeleton has no possessions other than rotting clothes. If the PCs examine the figure, they will see it appears to be the victim of an arrow wound (from the trap in the Svimohzish burial chamber). This is the body of Kobali, the last person to travel to the barrow mound (see "Background" above).

PCs who succeed at a Knowledge check (DC 20) can tell that the riddle text is written in Ancient Kalamaran. Kalamaran PCs only need succeed at an Knowledge check (DC 10). (If any of the PCs can translate the text seen on the barrow, the DM may display or hand out Player's Aid #1 on the facing page.) For those able to decipher the writing, the riddle reads:

"For those of sound mind, this writing will find, one worthy to bear the *Mask of Races*. Beware if you dare, for one's intentions are magnified to such degree that you use it for pureness be my only decree. Truly reply to the query, "Who keeps the fish?" according to the clues that follow and you will be on the path of destiny. You will never see the same way again so bear it well.

There are five homes built with five different materials.

In each house lives a person with a different nationality.

These five owners drink a certain beverage, keep a certain pet and each was born on a different day of the week.

No owners have the same pet, drink the same drink or have the same birthday and none were born on Godday or Veshday.

The Fhokki keeps dogs as pets.

The Brandobian lives in the earthen house.

The Kalamaran drinks tea.

The thatch house owner drinks wine.

The thatch house is on the left of the stone house.

The owner of the wood house was born on Pelsday.

The person born on Diaday fancies birds.

The Svimohz visits all houses.

The Reanaarian lives in the first house.

The man living in the house in the center drinks milk.

The man who was born on Katarday lives next to the one who keeps cats.

The man who keeps horses lives next to the man who was born on Pelsday.

The owner who was born on Fireday drinks beer.

Homeday is the birthday of the Dejy man.

The Reanaarian lives next to the home made of animal hides.

The man who was born on Katarday has a neighbor who drinks water."

[The answer to the Barrow Riddle is Dejy]

The Crypts

If the PCs push open the door to the mound, read the following and display illustration 10 on page IQ6:

With strenuous effort, the stone door grudgingly opens. Inside the dark crypt is a room approximately 15 feet by 15 feet in size with a vaulted ceiling. Two square stone blocks with an area of about 4 square feet are built into each wall. These stone blocks each depict a realistic visage of a face. Each also includes writing carved in a style similar to that found on the outside of the barrow.



The stone blocks each seal a burial chamber that houses a member of the following races: Kalamaran, Brandobian, Fhokki, Dejy, Reanaarian, Svimohz. One who is familiar with the distinctive facial features of the different races can identify (with some effort) that the person depicted on each slab belongs to the above races. Each body is interred in the tomb corresponding to its slab carving. Like the riddle, the writing is in the Ancient Kalamaran tongue. If deciphered, each slab reads as follows:

Brandobian - "Here lies Erolan of the Lendelwood."

Dejy - "Here lies Chief Hynen, Man of Men."

Fhokki - "Here lies Dhokkar the Bold."

Kalamaran - "Here lies Suvinus of the Silver Cloth."

Reanaarian - "Here lies Waamoa the Fair."

Svimohz - "Here lies Moshez the Strong."

The stones require a Strength check (DC 20) to move. Each crypt is secured with the following traps that are activated if the stone slab is touched or moved.

Brandobian Crypt

This trap releases a foul disease.

Poison Gas Trap: CR 4; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). Note: Trap releases mindfire (Inhaled DC 12; incubation 1 day; damage 1d4 temporary Intelligence).

This chamber contains a masterwork mighty composite longbow (+2 Str bonus) that is missing the string. The corpse also wears a jeweled necklace worth 900 gp.

Dejy Crypt

This trap splashes a strong acid in the face of the victim (assuming the victim is approximately average human height).

FOR THOSE OF SOUND MIND,
THIS WRITING WILL FIND,
ONE WORTHY TO BEAR THE MASK OF RACES.

BEWARE, IF YOU DARE,
FOR ONE'S INTENTIONS ARE MAGNIFIED TO SUCH DEGREE;
THAT YOU USE IT FOR PURENESS BE MY ONLY DECREE.

TRULY REPLY TO THE QUERY,
"WHO KEEPS THE FISH?" ACCORDING TO THE CLUES THAT FOLLOW
AND YOU WILL BE ON THE PATH OF DESTINY.
YOU WILL NEVER SEE THE SAME WAY AGAIN SO BEAR IT WELL.

There are five homes built with five different materials.
In each house lives a person with a different nationality.
These five owners drink a certain beverage, keep a certain pet and
each was born on a different day of the week.
No owners have the same pet, drink the same drink or have the
same birthday and none were born on Godday or Veshday.

The Fhokki keeps dogs as pets.
The Brandobian lives in the earthen house.
The Kalamaran drinks tea.
The thatch house owner drinks wine.
The thatch house is on the left of the stone house.
The owner of the wood house was born on Pelsday.
The person born on Diaday fancies birds.
The Svimohz visits all houses.
The Reanaarian lives in the first house.
The man living in the house in the center drinks milk.
The man who was born on Katarday lives next to the one who keeps cats.
The man who keeps horses lives next to the man who was born on Pelsday.
The owner who was born on Fireday drinks beer.
Homeday is the birthday of the Dejy man.
The Reanaarian lives next to the home made of animal hides.
The man who was born on Katarday has a neighbor who drinks water.

The Winding Road

This section provides ideas for the DM to use in order to lead his or her players from this adventure to other published Kingdoms of Kalamar adventures, for use as an ongoing campaign.

1) Because of this adventure's location, and its proximity to Lake Eb'Sobet, the DM may find it convenient to have the players pass through this area before or after they complete the Kingdoms of Kalamar adventure entitled "Deathright."

2) The PCs may decide to travel west to the hobgoblin kingdom of Norga-Krangrel. If so, they will pass through the Kalokopeli Forest and the village of Dirasipidu, where they will be led into "The Temple of the Bronze Flame" published in the adventure book titled "Harvest of Darkness."

3) It is possible that the female wizard Daresh, searching for powerful artifacts, decides to steal the Mask of Races from the PCs. This could lead the PCs into the adventure, "The Root of All Evil."

Acid Spray Trap: CR 2; +8 ranged (1d6, plus inhalant poison, see below); Search (DC 21); Disable Device (DC 21). Note: The fumes from the acid are an inhalant poison, affecting everyone in the room (Inhaled DC 13; initial damage 1 temporary Constitution, secondary damage 1d4 temporary Constitution).

The corpse in this chamber wears a mask that appears to be made of a strange cloth similar to stretched skin. The mask is no bigger than the face of the corpse and remains in excellent condition. This mask is the "Mask of Races" referred to in the riddle on the outside of the barrow (see Appendix D: New Magic Item for details).

Fhokki Crypt

A swinging axe blade springs forth.

Swinging Blade Trap: CR 1; +8 melee (1d12/crit x3); Search (DC 21); Disable Device (DC 20).

This chamber contains a large corpse with an ornate yet sturdy +1 battleaxe lying vertically, shaft down, on his chest.

Kalamaran Crypt

This trap releases a cloud of a poisonous gas called insanity mist that engulfs all those within a 10 foot hemisphere of the slab.

Poison Gas Trap: CR 6; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). Note: Trap releases insanity mist (Inhaled DC 15; initial 1d4 temporary Wisdom damage; secondary 2d6 Wisdom damage).

This burial chamber contains the remains of a man who clutches a cloth woven of fine silver strands, a silver box and a wax-sealed scroll tube. A bastard sword lies across the length of his body. The silver box contains a slightly fragrant powder (snuff). The silver cloth is colored with a blue and white diamond pattern and depicts a golden eye in the center. It is worth 100 gp. The box is worth 45 gp. The scroll tube contains two thin pieces of vellum, on which are written the spells *faith shield* and *Dorama's battle ward* (see Appendix C: New Spells for details on these new spells).

Reanaarian Crypt

Glyph of Teleportation: This magical glyph instantly teleports anyone or anything touching it to a far away spot in the Obakasek jungle. Items held by the victim are similarly transported. The glyph will remain until its magic has been evoked 10 times.

This corpse clutches a long wooden walking cane with an eagle's head carved on the top. It is worth 5 gp.

Svimohz Crypt

An arrow shoots forth from a hidden recess in the left eye of the carved figure.

Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). Note: target determined randomly from those in its path.

The corpse in this alcove wears the scraps of fine red robes and various jewelry worth a total of 200 gp. The remains of a large wooden shield, minus its straps, lie beneath the body.

CONCLUDING THE ADVENTURE

If the PCs help the Trioole clan fend off the attacks of the locathah, the nixies will be free to once again live in peace although they will be greatly saddened by the loss of their leader, the naga. If the PCs manage to convince the sirens to restore the intellect of the naga or otherwise do so themselves, both the nixies and the naga will be in their debt. The naga will offer any spell services to the PCs whenever they are needed and some or all of the treasure will be offered in thanks as well.

If the PCs are able to convince the sirens to restore the wits to the mentally afflicted villagers, the village will also consider the PCs heroes and offer what little they can in the way of hospitality and services.

Should the PCs be resourceful enough to enter the barrow mound outside of Popowon and recover the *Mask of Races*, they may have a powerful magic item at their disposal. When news spreads of the properties of the mask, historians and thieves will begin to seek out the mask to take it for themselves.

APPENDICES

Appendix A: NPCs

Boronus, male human Ftr3: Medium Humanoid; HD 3d10+3; hp 22; Init +2, Spd 30 ft.; AC 12, touch 12, flat-footed 12 [+2 Dex]; Atk +6 melee (1d6+3/crit x3, handaxe); AL N; SV Fort +4, Ref +3, Will +2; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +9, Ride +8, Spot +7; Blind-fight, Cleave, Dodge, Power Attack, Weapon Focus (greatsword).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran (Pekalese).

Dag, male human Com2: CR 1/2; Medium Humanoids; HD 2d4+4; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk +3 melee (1d3+3 subdual/crit x2, unarmed strike); AL N; SV Fort +2, Ref +0, Will -1; Str 16, Dex 10, Con 14, Int 6, Wis 8, Cha 10.

Skills and Feats: Profession (farmer) +6, Ride +5; Improved Unarmed Strike, Skill Focus (Profession - farmer).

Languages Spoken: Kalamaran.

Sub-race: Kalamaran.

Darbren, male human Com3: CR 2; Medium Humanoid (5 ft., 8 in. tall); HD 3d4+3; hp 11; Init +0; Spd 30 ft.; AC 10; Attack +5 melee, or +1 ranged; SV Fort +2, Ref +3, Will +3; AL CG; Str 18, Dex 10, Con 13, Int 11, Wis 15, Cha 12.

Skills and Feats: Climb +6, Handle animal +7, Hide +0, Listen +2, Move silently +0, Spot +10, Swim +8; Lightning reflexes, Skill focus (spot).

Possessions: 12 gp in fishing gear.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Donata, male halfling Clr2: Small Humanoid; HD 2d8+6; hp 15; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 [+3 Dex, +1

size); Atk +2 ranged touch (no damage, net); SQ Spontaneous casting, turn undead 5/day, +2 morale bonus against fear; AL LG; SV Fort +7, Ref +4, Will +6; Str 10, Dex 16, Con 16, Int 10, Wis 14, Cha 15.

Skills and Feats: Heal +9, Knowledge (religion) +5; Skill Focus (Heal).

Spells Prepared (4/4): 0th – *detect magic, light, mending, purify food and drink*; 1st – *comprehend languages, cure light wounds*, remove fear, sanctuary*.

***Domain Spell. Domains:** Good (cast Good spells at +1 caster level); Healing (cast Healing spells at +1 caster level).

Possessions: throwing net, small wood carving of two hands clasped in friendship (holy symbol), robe, wineskin, 15 gp.

Languages Spoken: Halfling, Merchant's Tongue.

Hurona, male halfling Exp1: CR 1; Small Humanoid (3 ft., 2 in. tall); HD 1d6+2; hp 9; Init +5 (+5 Dex); Spd 20 ft.; AC 16 (+5 Dex, +1 Size); Attack -2 melee, or +6 ranged; SV Fort +3, Ref +6, Will +6; AL LN; Str 5, Dex 20, Con 14, Int 14, Wis 16, Cha 15.

Skills and Feats: Alchemy +6, Climb -1, Escape artist +9, Heal +5, Hide +11, Intuit direction +5, Jump +1, Listen +5, Move silently +11, Pick pocket +9, Sense motive +7, Spot +3, Use rope +9; Skill focus (use rope).

Languages Spoken: Halfling, Kalamaran, Merchant's Tongue.

Isa, female human Com1: Medium Humanoid; HD 1d4+2; hp 5; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 [+3 Dex]; Atk +1 melee (1d4+1/crit x3, punching dagger); AL N; SV Fort +2, Ref +3, Will -2; Str 12, Dex 16, Con 15, Int 14, Wis 7, Cha 14.

Skills and Feats: Climb +5, Listen +4, Open Lock +7, Spot +4, Swim +5; Alertness, Skill Focus (Open Lock).

Languages Spoken: Aquan, Kalamaran.

Sub-race: Kalamaran.

Piriselana, female half-elf Exp1: CR 1; Medium Humanoid (5 ft., 1 in. tall); HD 1d6+1; hp 7; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack -2 melee, or +2 ranged; SV Fort +1, Ref +2, Will +0; AL LG; Str 7, Dex 14, Con 12, Int 13, Wis 7, Cha 5.

Skills and Feats: Appraise +3, Gather information -2, Hide +2, Intimidate -1, Knowledge +3, Knowledge (religion) +5, Listen +3, Move silently +2, Ride +6, Search +2, Speak language +4, Spot -1.

Languages Spoken: Elven, Gnome, Kalamaran, Merchant's Tongue.

Ragi, male human Com2: CR 1; Medium Humanoid (6 ft., 1 in. tall); HD 2d4+2; hp 8; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, or +2 ranged; SV Fort +1, Ref +1, Will +3; AL CG; Str 16, Dex 13, Con 13, Int 12, Wis 16, Cha 7.

Skills and Feats: Climb +10, Disguise +0, Escape artist +2, Hide +1, Intuit direction +5, Listen +5, Move silently +1, Spot +10; Alertness, Skill focus (climb).

Possessions: Shell necklace (10 gp).

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Pekalese of mixed Deji, Kalamaran and Brandobian heritage

Rogin, male human Exp1: CR 1; Medium Humanoid (5 ft., 7 in. tall); HD 1d6; hp 6; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack -1 melee, or +2 ranged; SV Fort +0, Ref +2, Will +2; AL LG; Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 13.

Skills and Feats: Bluff +5, Diplomacy +5, Hide +2, Listen +0, Move silently +2, Open lock +6, Ride +6, Search +5, Spot +4, Swim +3, Wilderness lore +2; Endurance, Skill focus (spot).

Languages Spoken: Fhokki, Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Sorongi, male human Com: CR 1; Medium Humanoid; HD 2d4+4; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk +3 melee (1d3+3 subdual/crit x2, unarmed strike); AL N; SV Fort +2, Ref +0, Will -1; Str 16, Dex 10, Con 14, Int 6, Wis 8, Cha 10.

Skills and Feats: Profession (farmer) +6, Ride +5; Improved Unarmed Strike, Skill Focus (Profession - farmer).

Possessions: Dagger; 5 sp.

Languages Spoken: Kalamaran.

Sub-race: Kalamaran.

Tedir, male human Com2: CR 1/2; Medium Humanoid; HD 2d4+4; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk +3 melee (1d3+3 subdual/crit x2, unarmed strike); AL N; SV Fort +2, Ref +0, Will -1; Str 16, Dex 10, Con 14, Int 6, Wis 8, Cha 10.

Skills and Feats: Profession (farmer) +6, Ride +5; Improved Unarmed Strike, Skill Focus (Profession - farmer).

Languages Spoken: Kalamaran.

Sub-race: Kalamaran.

Terano, male human Exp5: CR 4; Medium Humanoid (5 ft., 5 in. tall); HD 5d6+5; hp 28; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +1 melee, or +7 ranged; SV Fort +2, Ref +5, Will +6; AL NG; Str 7, Dex 18, Con 13, Int 15, Wis 14, Cha 12.

Skills and Feats: Animal empathy +9, Diplomacy +2, Disable device +5, Gather information +1.5, Handle animal +8, Hide +4, Knowledge (nature) +6, Knowledge (religion) +10, Listen +6, Move silently +11, Open lock +8, Ride +14, Speak language +7, Spot +6, Tumble +11, Use rope +6; Point blank shot, Skill focus (knowledge (nature)), Toughness.

Possessions: Hammer (treat as warhammer).

Languages Spoken: Dwarven, Fhokki, Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Appendix B: Creatures and Monsters

Crayfish, Giant: CR 1/2; Medium-Size Animal (Aquatic); HD 2d8+2; hp 12; Init +2; Spd swim 20 ft.; AC 17, touch 12, flat-footed 15 [+5 natural, +2 Dex]; Atk +2 melee (2d4+1, claw); AL N; SV Fort +4, Ref +2, Will +0; Str 13, Dex 14, Con 13, Int 2, Wis 10, Cha 2.

Skills: Hide +7, Move Silently +7.

Naga, Water: Large-Size Aberration (Aquatic); HD 7d8+28; hp 59; Init +1; Spd 30 ft., swim 50 ft.; AC 15, touch 10, flat-footed 14; Atk +7 melee (2d6+4 and poison, bite); SA Poison, spells; AL NG; SV Fort +6, Ref +5, Will +8; Str 16, Dex 13, Con 18, Int 2 (normally 10), Wis 17, Cha 15.

Skills and Feats: Concentration +12, Listen +10, Spellcraft +4, Spot +10; Lightning Reflexes.

Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 1d8 temporary Constitution.

Spells Known (6/7/7/5): 0th – *daze, detect magic, detect poison, ghost sound, light, mage hand, read magic*; 1st – *comprehend languages, identify, magic missile, sleep, unseen servant*; 2nd – *arcane lock, blindness/deafness, mirror image*; 3rd – *dispel magic, tongues*.

Pike, Giant: CR 1; Medium-Size Animal (Aquatic); HD 2d8+2; hp 11; Init +3 (Dex); Spd 60 ft. (swim); AC 15 (+3 Dex, +2 natural), touch 13; Atk +4 melee (2d4 bite); SQ Darkvision 30 ft.; Fort +4, Ref +6, Will +1; Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +4.

Sirens (2): CR 4; Medium Fey; HD 4d6; hp 22, 18; Init +4; Spd 30 ft., swim 60 ft.; AC 17, touch 14, flat-footed 13; Atk +1 melee (1d6-1/crit 19-20/x2, shortsword) or +6 ranged (1d4-1/crit 19-20/x2, dagger) or +6 melee touch (see below); SA Spells, idiocy touch, song; SQ Darkvision 60 ft., can breathe water; AL NE; SV Fort +1, Ref +8, Will +4; Str 8, Dex 18, Con 11, Int 14, Wis 11, Cha 20.

Skills and Feats: Bluff +12, Concentration +7, Hide +11, Move Silently +11, Spot +7, Swim +6; Weapon Finesse (unarmed strike).

Idiocy Touch (Su): Those hit by a successful touch attack of a siren have their Intelligence permanently drained by 2d4 points if they fail a Will save (DC 17). The siren can restore all Intelligence points lost in this manner as a free action.

Spell-like Abilities: 1/day- improved invisibility, obscuring mist, polymorph self. These abilities are as the spells cast by a 4th-level sorcerer (save DC 15 + spell level).

Song (Su): Once per day, the siren can use her song to charm victims. Everyone within a 30 ft. radius of the siren must make a Will save (DC 16) or be affected as if by a charm person spell cast by a 12th-level sorcerer. This is a sonic attack.

Spider, Giant Water: CR 1; Medium-size Vermin (Aquatic); HD 1d10+1; hp 10; Init +2; Spd 20 ft.; swim 40 ft.; AC 15, touch 12, flat-footed 13; Atk +2 melee (1d4+1 and poison, bite); SA Poison; AL N; SV Fort +3, Ref +4; Will +0; Str 13, Dex 15, Con 13, Int 7, Wis 11, Cha 6.

Poison (Ex): Bite, Fortitude save (DC 11); initial damage 1d4 temporary Dexterity damage, secondary 1d6 temporary Dexterity damage.

Turtle, Giant Snapping: CR 4; Medium-Size Animal (Aquatic), 15 ft long when not in shell; HD 4d12+10; hp 38; Init +0; Spd 20 ft.; swim 30 ft.; AC 17 (-1 size, +8 natural), touch 8; Atk +6 melee (bite 2d6+4); SA snatch, capsize; AL N; SV Fort +1, Ref -1, Will +0; Str 14, Dex 8, Con 13, Int 2, Wis 10, Cha 3.

Skills and Feats: +8 racial bonus to Hide checks when submerged or +12 bonus when covered by silt or other substances.

Snatch (Ex): A giant snapping turtle that hits with a bite attack will attempt to grapple as a free action (this does not provoke an attack of opportunity). If it seizes a creature two or more sizes smaller than itself, it automatically deals bite damage each round. If the turtle does not move and takes no other action in combat, it deals double bite damage to the seized creature.

Capsize (Ex): A submerged giant snapping turtle that surfaces under a boat or ship less than 10 feet long capsizes the vessel 90% of the time. It has a 50% chance to capsize a vessel from 10

to 25 feet long and no chance to capsize any vessel larger than 25 feet long.

Weed Bels (10): CR 1/3; Tiny Animals (Aquatic); HD 1/2 d8; hp 2 each; Init +2; Spd swim 40 ft.; AC 14, touch 14, flat-footed 12 [+2 size, +2 Dex]; Atk +2 melee (1 plus poison, bite); SA Poison; AL N; SV Fort +0, Ref +4, Will +0; Str 4, Dex 14, Con 11, Int 2, Wis 10, Cha 2.

Feats: Weapon Finesse (bite).

Poison (Ex): Bite, Fortitude save (DC 10); initial and secondary damage 1d3 temporary Dexterity damage.

Appendix C: New Spells

Faith Shield

Illusion/Phantasm

Level: Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level or until dispelled

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The recipient of a faith shield spell gains the benefit of a +4 deflection bonus to AC due to a strong feeling of invulnerability, effectively creating an imaginary shield with which he can repel blows. However, once the shield bearer takes damage, the shield is dispelled.

Dorama's Battle Ward

Abjuration

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 6 feet/level

Targets: All creatures within a 10 ft. by 10 ft. area

Duration: 2 rounds/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an anti-magic aura around combat between two or more opponents. No magic will affect any combatant unless he or she disengages the fight for one full round. This includes both spells cast during the melee and magic items employed during the melee. Once the battle is over, or the spell duration expires, the spell ends.

Appendix D: New Magic Item

The Mask of Races

When worn by a person, the Mask imbues the bearer with several magical powers. The wearer will be able to see things as they truly are. Illusions will be revealed as such. Furthermore, the Mask may be used to alter the facial features of the wearer to match those of any race. A different face can be created as a standard action. It will not be apparent that the one using this

power is wearing a mask to accomplish the feat. However, while the owner sleeps or is unconscious, the mask will revert to its normal form. While the mask is being used to mimic the features of a particular race, the wearer also gains a +2 circumstance bonus to Diplomacy checks made towards members of that race. Using the mask can shift the alignment of the person using it over time. Those who are lawful or chaotic will drift to a neutral bent with respect to law and chaos. The person's demeanor with respect to good or evil will remain, however.

Caster Level: 9th;

Prerequisites: Craft Wondrous Item, *true seeing*, *alter self*;

Market Price: 80,000 gp.

RANDOM ENCOUNTER TABLE

Check for random encounters with an 8% chance per hour. If you determine that there is an encounter, roll on the Random Encounter Table for the Kamarela Mounds shown on the following page. To roll 1d10,000 simply roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones.

The Dungeon Master may also use any detailed encounters described in the text, either when the foe described in such an encounter appears on the table, or in place of whatever is actually rolled. See page 132 of the *Dungeon Master's Guide* for more information.

Appendix E: Underwater Adventuring

The following rules are not complete rules intended for all underwater adventures, but rather serve as "jump-start" rules intended to help the DM better handle the PCs as they travel under Tali Lake.

Vision

Assuming no obstructions, vision in calm, fresh lake water is 40 feet up to a depth of 10 feet. Reduce this distance by one foot for every further 1 foot of depth. Violent movement along the lake bottom will obscure vision to about one foot (three feet for a sand bottom) for as long as it lasts and 10 minutes thereafter.

Combat

Only thrusting weapons will be wholly effective. Aquatic creatures will automatically gain initiative unless their opponent is trained to fight underwater. Missile weapons are ineffective except for specially constructed underwater crossbows. Creatures trapped in nets can attempt to escape but this could require up to several minutes assuming they are unhindered.

Communication

Verbal communication using air-based speech is impossible.

Spell Casting

Spells with verbal components could be at risk of failure at a percent chance determined by the DM. For example, the DM might rule that verbal spells are 50% likely to fail. This can be adjusted depending on how difficult he or she wishes to make the adventure. Also, certain material components might be adversely affected to be determined on a case by case basis. For example, incense could not be lit, powered components would likely dissolve if exposed to the water, etc. Fire based spells will not function underwater. Electrical spells are conducted to the surrounding area.

In Too Deep

Encounter	Kamarela Mounds
Abandoned Cabin	1 - 50
Ant, Giant	51 - 55
Badger	56 - 156
Badger, Dire	157
Basilisk	158
Bat	159 - 458
Bat, Dire	459 - 460
Bear, Black	461 - 470
Bear, Brown	471 - 480
Bear, Dire	481 - 485
Beetle, Giant, Bombardier	486 - 506
Beetle, Giant, Fire	507 - 516
Behir	517 - 518
Bulette	519
Cat	520 - 539
Cattle	540 - 1039
Chimera	1040
Deer	1041 - 1142
Digester	1142
Dog	1144 - 1273
Donkey	1274 - 1313
Doppelganger	1314 - 1319
Dragon, Gold	1320 - 1324
Dragon, Red	1325
Dwarf, Hill	1326 - 1356
Eagle, Giant	1357 - 1457
Elf, High	1458 - 1557
Ettin	1558 - 1577
Giant, Fire	1578 - 1581
Giant, Hill	1582 - 1587
Gaketan Mare	1588 - 1612
Ghost	1613 - 1622
Gnoll	1623 - 1683
Gnome, Rock	1684 - 2083
Goblin	2084 - 2109
Griffon	2110 - 2111
Half-elf	2112 - 2292
Half-Hobgoblin	2293 - 2317
Half-Orc	2318 - 2342
Halfling, Deep	2343 - 2382
Halfling, Lightfoot	2383 - 2982
Harpy	2983
Hawk	2984 - 3233
Hippogriff	3234 - 3235
Hobgoblin	3236 - 3265
Horse, Heavy	3266 - 3305
Horse, Light	3306 - 3365
Lamia	3366 - 3368
Manticore	3369 - 3370
Men, Adventurers	3371 - 3420
Men, Bandits	3421 - 3520
Men, Berserkers	3521 - 3530
Men, Farmer	3531 - 4280
Men, Herder	4281 - 4880
Men, Hunters	4881 - 5030
Men, Merchants	5031 - 5430
Men, Miners	5431 - 5440
Men, Minstrels/Actors	5441 - 5450
Men, Nomads	5451 - 5490
Men, Patrol, Heavy Cavalry	5491 - 5640
Men, Patrol, Heavy Infantry	5641 - 6523
Men, Patrol, Heavy Infantry - hobilar	6524 - 6673
Men, Patrol, Light Cavalry	6674 - 6773
Men, Patrol, Light Infantry - archer	6774 - 7223
Men, Patrol, Marines	7224 - 7323
Men, Pilgrims	7324 - 7373
Men, Pirates	7374 - 7423
Men, Raiders, Heavy Cavalry	7424 - 7487

Encounter	Kamarela Mounds
Men, Raiders, Heavy Infantry	7488 - 7687
Men, Raiders, Heavy Infantry - pikemen	7688 - 7715
Men, Raiders, Light Cavalry	7716 - 7735
Men, Raiders, Light Infantry - archer	7736 - 7751
Men, Raiders, Light Infantry - crossbow	7752 - 7783
Men, Raiders, Marines	7784 - 7799
Men, Travelers	7800 - 8099
Men, Tribesmen	8100 - 8150
Monstrous Scorpion	8151 - 8165
Monstrous Spider	8166 - 8170
Naga, Dark	8171
Naga, Guardian	8172 - 8173
Nightshade	8174 - 8175
Ogre	8176 - 8186
Orc	8187 - 8236
Owl	8237 - 8336
Owl, Giant	8337 - 8341
Pony	8342 - 8393
Rat	8394 - 8643
Rat, Dire	8644 - 8653
Raven	8654 - 9053
Shadow	9054 - 9057
Sheep	9058 - 9457
Skeleton	9458 - 9465
Snake, Viper	9466 - 9476
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Spooky Carcass	9490 - 9539
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NIGHT OF THE ROT LORD

INTRODUCTION

This fantasy adventure is recommended for use with four to six player characters of 3rd to 5th level, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described herein. The adventure takes place in the Narraj Forest, in the village of Bhorr's Bend on the Bhorr Kahn River. This adventure is designed for quick play, in one or two sessions, with events guiding the players toward the major confrontation.

Background

The Tale of Gharr

Gharr was the third son of Elmin, a poor woodcutter and his wife Teelai. An awkward and physically ugly child, poor Gharr immediately became the brunt of cruel jokes by the other village children, who called him 'the ugly orc-boy.' Even his elder brothers Jordar and Thelvaar had little to do with him. Only Lusinna, daughter of the village blacksmith, felt sorry for Gharr. She stood up for him, and became his only friend. However, as they matured and became young adults, she grew afraid of Gharr. He began to talk to himself and stare off into space. More than once, Lusinna caught him torturing small animals, calling them by the names of some of the villagers. As he grew more introverted, he also became increasingly possessive and jealous of Lusinna. The villagers believed him insane. Even the adults began to tease and taunt poor Gharr.

Only the strange old blind man (now near death) known as Kout (referred to as "coot") treated Gharr as a person. Kout supposedly spent almost five years living with the wild tribes of the Vrykarr Mountains, and told fantastic, if unbelievable, tales of his adventures (including battles with giants). Gharr was quite fond of him, and used to listen to his stories for hours. Kout taught Gharr many things about the mountains and the surrounding lands and peoples, including Orcish language and customs.

When Gharr was not being ridiculed, he would quietly follow Lusinna around, spying on her and seemingly stalking her. Eventually she was desperate to escape his watchful eye so Lusinna humiliated Gharr in front of several other people. She taunted and laughed at him in an effort to drive him away. Her plan worked only too well, and Gharr ran off into the wilderness vowing revenge against the village. His already fragile mind snapped completely. The darkest of his thoughts turned now to the one he hated the most, the "cruel and treacherous" Lusinna.

A group of orcs found Gharr after several days of aimless wandering in the forest, half starved and suffering from exposure to the elements. They swore obscenities and hurled offal at Gharr, meaning to have some fun with him before they tore him apart. Gharr, however, showed no fear. He spoke with respect to the orc leader, and showed an uncanny knowledge of the orcish customs of greeting. The surprised orcs befriended

the strange human, at the orders of their leader. When taken to the orc camp, Mugluck, tribal Chief and cleric of the Conventicle of Affliction, spoke to Gharr about the ways of the Rot lord. Gharr liked what he heard, and quickly became a disciple. That was two years ago, on Gharr's fifteenth birthday.

During Gharr's time spent with the Mundunooguu ("Rotting Corpse") tribe, he became strong in the ways of the pestilent ones. While the tribe hates most of the humans in the area, they are not expansionists because they fear reprisals from the Shyff military. They prefer to cause hardship for others simply by spreading disease. While learning from the orc tribe, Gharr never forgot his home, or Lusinna. When he felt he was strong enough, he and some of the orcs found their way back through the forest to the village of his boyhood home. Here Gharr and his new friends took up residence in an old cave (the village garbage dump) where they could hide and spy. They began capturing small animals and infecting them with a horrid wasting disease. After the animals died Gharr and the orcs tied stones to them and sank them in the village well. The animals contaminated the well, and Gharr placed a powdered herbal mixture in the water to cover the taste. Soon everyone who drank the water got sick. Gharr knew the oldest and most feeble would start to die first, followed by the younger ones. Gharr hopes Lusinna will be the last to suffer from his special revenge.

Although the village is located on a riverbank, the slow moving river water is too muddy to drink for most of the year. It is only between the months of Declarations through Replanting that the river swells and becomes ideal for log transportation and convenient for drinking. Furthermore, the village has had trouble in the past with river parasites and chose to build the well to alleviate this problem.

The Nature of the Rotting Flesh Disease

The rotting flesh disease is a result of Gharr's *contagion* spell. It rots the flesh of the victim from the inside out. The stomach lining and intestines are most affected. These body parts deteriorate rapidly, and eventually the stomach lining will rot away and stomach acid will soak into the body, causing agonizing pain and eventually death. Outward symptoms begin with yellowing skin and horrid bad breath. As the rot takes hold, the victim begins to bloat, cough up blood and suffer violent stomach pains. In the later stages, the pain becomes incapacitating and the victim soon dies. The disease will affect anyone drinking the well water (or anything made from the water). Game-specific details are given in Appendix D: The Nature of Disease in the Sovereign Lands.

Adventure Hooks

The players can enter the adventure in several ways:

- 1) As the PCs are passing by a tavern, they see a short man hurtling out of a tavern. Illustration 13 on page IQ8 is provided for the DM's convenience and may be displayed to the players at the appropriate time.

The man is Jordar, one of the local woodcutters. He is brave and loyal, but everyone believes he is a jinx (and the DM can play him in that manner if so desired). Jordar is handy with an ax in a fight, and can always be counted on to help a friend.



Jordar will beg frantically for help. If the players will listen to him he tells them that everyone in his village is getting sick, and no one can find a cure. A couple of the older folk are near death, and he appeals to their sense of pity to come and try to help find a cure. He is very poor, but if pressed for a reward, he will promise them an intricate wood carving worth 50 gold coins if they will save his people.

If the PCs are not at Bhorr's Bend now, he will explain that he was visiting relatives and stopped here to have a quick drink on his return trip. Unfortunately, he spilled his drink on a very large Fhokki man, and was thrown out of the tavern. (The man's name is Vilstod, but Jordar does not know that).

If the PCs should decide to enter the tavern and confront Vilstod, he will be wary of their superior numbers, and so will apologize to Jordar and offer to buy them all a drink. If the PCs demand more, he will refuse, and fight until death or unconsciousness.

Vilstod (male human Ftr5): hp 39; battleaxe, leather armor; 19 sp.

- 2) The players hear a strange rumor about people traveling down river past Bhorr's Bend. It seems that no one would allow the travelers to enter the village, with no explanation given. A few miles downstream these travelers found a logjam of freshly cut logs bound for the city of Shyff almost blocking the river. No trace of the men running the logs could be found.
- 3) The PCs can be passing through the Narrajy Forest on their way to buy horses from the Drhokker horselords.
- 4) They can be looking for work, and hear of jobs cutting and hauling logs to Shyff for shipbuilding.

Adventure Synopsis

The players reach the village in the afternoon, just before a storm hits. Here they discover some of the details of the disease. If Jordar brings the PCs into the village, they will already know a problem exists, but not the extent of it. Two old people are very close to death, and nothing will save them. No one will have realized this is not a natural disease. The dead animals in the well are detectable with a successful Search check (DC 20).

Upon hearing word of their arrival, Talhman will ask the players to help find certain roots and berries for medicine. During these trips, the PCs may find evidence of orcs passing through. They may also find one of the traps used to catch the animals. Eventually a PC will see Gharr from a distance, and if they ask the villagers about him someone will realize the person was Gharr, and tell the story of how he left the village. The players must eventually track down Gharr and his band (most

likely in the caves under the garbage pit). If Gharr has time and the opportunity he will kidnap Lusinna and keep her prisoner in his cavern lair. Gharr will try to trap the PCs in a cavern, using his orc friends to do so if need be. This might make for an interesting role-playing scene if the orcs and PCs are both caught inside the cavern when Gharr collapses the tunnel behind them. If no one discovers the secret passageway out, the orcs and players may have to work together to dig their way out.

THE VILLAGE OF BHORR'S BEND

Bhorr's Bend (pop. 200) is a tiny collection of families who make their living cutting trees and sending the logs down river to the independent city of Shyff. Shipbuilders in Shyff pay well for the large straight trees, and use them to make the finest ships on Tellene. The only inn, the Lumberjack, has infrequent business. The only people who stop here are merchants traveling up and down the river. These same merchants provide the small quantity of goods available in the general store. The village basically consists of a flour mill, a blacksmith shop where axes are sharpened and workhorses are stabled, the inn, a village hall, a general store, a Church of the Life's Fire, and the well where everyone gets drinking water. A shoddy eight-foot fence built with gaps to shoot arrows through surrounds the village. The village has no mayor and all the businessmen run it together and call themselves the village elders. The village is under the dominion of the Shyff government. Occasional Shyff military patrols visit, to ensure the safety of the inhabitants or to collect taxes when necessary. The villagers use an old cave for a garbage dump because several years ago some soldiers passing through convinced the village elders that disease could spread from open garbage piles. Throwing the garbage into the river is forbidden by the military patrols. The river is free of garbage to avoid parasitic infestations (that would eventually end up downstream in Shyff). Instead, everyone uses the old cave, closing off the entrance with a wooden cover.

Most of the villagers are unremarkable woodcutters and their families, who are worried about what is happening. The only important NPCs whom the PCs might need to encounter are detailed in the individual sections below.

When the PCs enter the village, they may hear fragments of conversation from passing villagers. The DM may choose one particular fragment or roll on the following list:

- 1 - "Look, 'the jinx' is back!" (Use this comment only if the PCs arrived with Jordar.)
- 2 - "I heard that Lusinna saw orcs in the woods yesterday." (True.)
- 3 - "Igihd likes you? Ha! Perhaps she'll try to romance you, too! (This refers to Igihd, daughter of Jahrr, who runs the Lumberjack Inn, below.)
- 4 - "The gods are against us! That is why they send this sickness upon us!"
- 5 - "Vuuza said she needs help running off those rats from the mill. Want to go? I hear she's paying!" (True.)

- 6- "You should have heard Larr when he was in his cups last night! He said he's going to go into the woods and hunt down some orcs!" (True.)
- 7- "Here, help me carry this old ladder to the garbage pile."
- 8- "I tell you, I saw someone sneaking through the village last night. Didn't you hear the dogs barking?"

The Well

If the PCs want to examine the surface of the well, point out the image of the well on illustration 14 on page IQ8, or read the following text:

In front of you sits a finely-crafted stone well. Two vertical poles on either side of the well hold up a horizontal pole with a handle for cranking. On this pole hangs a long rope that stretches down into the darkness of the well.



A PC who somehow manages to explore the bottom of the 25-foot deep well will find the bodies of several small forest-dwelling animals, all tied to stones with rope. These are the diseased bodies dumped in the well by Gharr and the orcs. Even if the PCs do not inspect the well itself, they will probably consume food or drinks made with the poisoned water, and so contract the disease. Note that liquids such as beer and ale were made before the infection of the well, so they are safe to drink. However, the stew currently served at the Inn is infected. If the PCs become infected, the DM should make secret rolls to determine when the effects begin.

The Lumberjack Inn

Sign: A simple wooden sign reading "Inn" in Merchant's Tongue.

Description: This large, one-story tavern and inn is mostly used as a resting place by weary timber cutters after a hard day's work. The atmosphere is quiet, but friendly, as the lumberjacks hoist a drink or two before returning home to their wives. Unmarried lumberjacks often eat their meals here as well, though only a few use the inn as a permanent home. The only other patrons are those infrequent merchants traveling up and down the river. The food and drink are not bad, though nothing to write home about, and the prices are reasonable (unless you happen to be a traveling merchant).

Regulars: This inn is home to four timber cutters, as well as Jahrr and his wife. These are: Railaar Gazee (male human Com3), Taofoor Naav (male human Com7), Roaza Maemo (male human Exp2), and Saatuir Fauleon (male human Exp3).

Also living in the inn is Crazy Kout, a local legend. His fantastic, if unbelievable, tales of his adventures are well known amongst the villagers. (It was Kout's knowledge that saved Gharr when the orc tribe found him.) He has a good memory but rambles and seems to get confused when telling his tall tales. Kout was once skilled with a sword but his disability and senility now makes him a non-combatant. Kout has no family, but Jahrr feels sorry for him and lets him live in the inn free of charge.

Tavern Quality: Average. The inn's specials include Red Rytarr Brew (a fine beer from the north), Atharr Wine (a good spiced cider from Fymar, also known as "Warlord's Wine"), and two surprisingly delicious squirrel and rabbit stews (these are infected with diseased water from the well). Local beer costs 3 cp per glass, while the inn's specials cost 2 sp each. The second floor of the inn has 10 rooms, five of which can be rented at 5 sp/night (the other five are rented by lumberjacks, at a much cheaper monthly rate of 25 sp/month). However, traveling merchants and other visitors will be charged double or more, depending upon their attitude. As there are no other inns or taverns in the village, Jahrr maintains a 'take it or leave it' attitude towards complaining customers.

Inn quality: Average. A semi-private room (share with up to two others) costs 5 sp, and a private room (for one) costs 5 gp. There are four rooms that can hold four people each. Baths cost 3 cp (but are free with a private room). Igihd can give shaves or haircuts for 1 cp/shave and haircut (5% chance of taking 1d4 points of damage and nicking an ear).

Crew and Customers: The owner and proprietor is a human named Jahrr. Jahrr is a former lumberjack who is now too old and frail to swing an axe with the strength of youth. He makes a meager living operating the inn with the help of his wife, Suvelt (who is quiet and shy), and their only daughter, Igihd (also quiet and shy, but very ugly). His wife and daughter assist him at the bar and in the kitchen, as well as cleaning the rooms and making the beds. The inn will have one to four customers in the morning, mostly the timber cutters eating breakfast before departing to the forest, and five to 15 patrons in the afternoon and evening. These are mostly humans, though on occasion an elf or halfling does pass quickly through town. In the evenings 10% of the patrons will be passing merchants. The other 90% will be residents of the village - roll for each individual encountered (d%): lumberjack (01-70), Talhman (71-75), Laar (76-85), Thelvaar (86-90), Jordar (91-95) and Kout (98-100).

Security: None.

Strongbox: The strongbox is hidden in a secret compartment in Jahrr's bedroom. The compartment is not hard to find (Search DC 15), though it is locked (Open Lock DC 25), and only Jahrr and his wife carries a key. The strongbox contains the following treasure (in addition to normal tavern coins): a small axe with silver engraving on the handle, and a blue cloth bag holding 439 sp.

Jahrr, Proprietor, Lumberjack Inn, male human Exp5: CR 4; Medium-sized Humanoid (5 ft., 7 in. tall); HD 5d6-5; hp 22; Init +0; Spd 30 ft.; AC 10; Attack +3 melee, or +3 ranged; SV Fort +0, Ref +1, Will +6; AL LG; Str 10, Dex 11, Con 9, Int 15, Wis 14, Cha 7.

Skills and Feats: Climb +6, Concentration +7, Escape artist +3, Heal +5, Hide +0, Knowledge (nature) +4, Listen +4, Move silently +0, Profession +5, Ride +1, Scry +10, Sense motive +4, Speak language +7, Spellcraft +9, Spot +6, Wilderness lore +9; Alertness, Toughness.

Languages Spoken: Brandobian, Dwarven, Elven, Fhokki, Gnome, Halfling, Kalamaran, Merchant's Tongue, Orc.

Sub-race: Kalamaran.

The Church of the Life's Fire

Appearance: This temple looks like nothing of the sort; it is merely a large home in which Talhman and Lusinna (yes, that Lusinna) live. They hold services here on an irregular basis.

Clergy and Worshippers: The temple's complement of clerics includes only Talhman. He and Lusinna have six children: four of their own and two orphans. They are very distraught that they cannot find a cure for the disease. Lusinna is devoted to her husband, but she occasionally wonders what ever happened to Gharr. Although Talhman's temple is not recognized by the Church, Talhman has received training in the ways of the Friends of the Field and hopes to become ordained within a year. However, it is slow going because he must travel to Shyff to receive this training and does not like to be away from his family for extended periods. He is currently considering a hasty trip to Shyff in order to seek help in curing the disease, but fears there will be no survivors left when he returns.

Talhman has some training in the use of a warhammer, and keeps one in his house. He has basic training in the Heal and Profession (herbalist) skills but has thus far been unable to diagnose the cause of the disease. Even if he did discern the cause, he could not cure it using these techniques, as it is magical in nature.

Approximately 80% of the villagers are worshippers of Regorike, though only about half that number routinely appear for services. The other villagers worship the Holy Mother and the Powermaster (10% each).

The Temple Grounds: The temple is, as mentioned, merely a house. The first floor is empty, save for several chairs and a few long tables in front, and a small kitchen and closet in back. Talhman and Lusinna, along with their children, live on the upper floor. There is no basement. The meager treasure of the church is hidden among the scroll cases lining the walls of the workshop and consists of 300 cp, 400 sp, 60 gp and 100 gp in gems and jewelry.

Talhman, male human Clr2: CR 2; Medium-sized Humanoid (5 ft., 1 in. tall); HD 2d8+2; hp 14; Init +0; Spd 30 ft.; AC 10; Attack +2 melee, or +1 ranged; SV Fort +4, Ref +0, Will +6; AL NG; Str 13, Dex 10, Con 12, Int 15, Wis 16, Cha 13.

Skills and Feats: Knowledge +8, Knowledge (arcana) +7, Listen +3, Move silently +0, Profession +4, Scry +7, Spot +3, Use rope +2, Wilderness lore +4; Weapon Focus (warhammer).

Cleric Domains: Good, Plant.

Cleric Spells Per Day: 4/3+1.

Clerical Rank: Fielder.

Possessions: Warhammer.

Languages Spoken: Halfling, Reanaarian, Merchant's Tongue.

Lusinna (female human Com1): hp 4.

Blacksmith

Laar is the village blacksmith and axe sharpener. He tends to all the workhorses and mules used to drag the logs from the forest to the river. He is old and, slow, but still amazingly strong. He is still quite handy with an axe, and would make a good addition to a fight. Laar owns a suit of chainmail, a battleaxe and a small wooden shield but has not donned them in years. There is a 10% chance that he has any non-magical armor or weapon

that the PCs are seeking. He will sharpen weapons or polish armor for 3 cp per item. He can also repair weapons and armor, at a cost equal to one-fourth the item's original price (5 sp minimum).

Laar (male human Exp3): hp 21.

General Store

Ghirrru runs the general store and cares for her husband Brakk. A tree fell on Brakk several years ago and crippled him. He is still very sharp mentally, and remembers everything that has ever happened in Bhor's Bend. He reads constantly, and can read and speak the orcish language but will not want to admit it unless necessary.

There is a 75% chance that the PCs can purchase any goods or clothing they are seeking. There is only a 20% chance that the store holds any class tools or skill kits that the PCs want.

Brakk (male human Com2): hp 9.

Ghirrru (male human Exp1): hp 7

Jordar's House

If the PCs cannot, or choose not to, sleep at the Lumberjack Inn, they may try to convince Jordar to give them shelter (80% chance of success). However, his house is very small, and can only hold two extra persons (both of whom must sleep on the floor). In this case, Jordar will convince his the blacksmith, Laar, to let the remaining PCs sleep in the stable.

Most of Jordar's possessions are meager. They amount to nothing more than a bed, two chairs, a small table, and a few books on various subjects (religion, politics, fables, etc). However, he does own a *large (magical +2) shield* that decorates one wall. He won this shield in a game of chance many years ago, and with no training, he has no idea how to properly wield it.

Jordar (male human Exp2): hp 16.

Thelvaar's House

Elmin (Fhokki) and his wife Teelai (Reanaarian) still live in Bhor's Bend, in the house of their eldest son, Thelvaar. They never talk about Gharr, but Elmin will sometimes say a prayer to Rannor the Wanderer (asking for his son to find his way back home).

Thelvaar owns a 25% interest in the mill, from which he makes a living to support himself and his parents. If asked, he can be counted on for any financial support (up to 100 gp) in curing the village of the disease. He is cowardly, and will refuse to fight if asked, but he is not a bad person. From the time he could walk and talk, Thelvaar has had a primal dislike for his younger brother Gharr, though he gets along well with Jordar.

Thelvaar (male human Exp3): hp 16.

Village Hall

This large stone and wood building, though not the largest in the village, is certainly the most respected, even above the

Church of the Life's Fire. Mayor Deanaar Sumorna, a kind, elderly man, is loved by all the villagers for his kindly manner and wise method of settling disputes. Unfortunately, he is slightly senile, and has no idea how to deal with the current crisis. The town law is enforced by Sheriff Liazaar Feanea, a hefty, balding middle-aged man who wields a club with great dexterity. His position typically involves breaking up drunken brawls and lovers quarrels, and like the mayor, Liazaar has no idea how to cure the disease.

Deanaar lives in a small room in the rear of the hall. The remainder of the hall is filled with large wooden benches, all facing a raised podium opposite the entrance. The villagers gather here to discuss any issues of importance. There is an 80% chance per day that the Mayor will call a village meeting to discuss the sickness. If the PCs have not already become involved, the villagers will demand the mayor approach the 'traveling warriors' to ask them to help.

Mayor Deanaar Sumorna (male human Com5): hp 14.

Sheriff Liazaar Feanea (male human War3): hp 15; club, Dex 18.

Mill & Granary

The mill and granary is a joint operation owned by Vuuza (75%) and Thelvaar (25%). They make a good living from grinding meal and cutting logs for the village, as well as for traveling merchants and loggers. Unfortunately, they are plagued by an infestation of rats. Five days ago, Vuuza discovered several bags of grain had been gnawed through. She gave a sigh, but thought nothing else of it, and placed two cats in the mill overnight. The next morning, one of Vuuza's workers discovered the cats ripped to shreds.

Since that first day, Vuuza and Thelvaar have stationed a worker, armed with a pitchfork, inside the granary. Every night he kills several normal rats, but the next night more rats arrive. The night before the PCs enter the village, the worker was attacked by a trio of dire rats and killed. Now, Vuuza is desperate to find someone who can rid her livelihood of these rats. She will pay 15 gp each to anyone who succeeds. Thelvaar will pay more (up to 100 gp total), but he will have to be asked. Vuuza will only part with the money if the rats do not return for at least three days (she didn't come to own 75% of the business by giving away money...). Vuuza lives in a surprisingly austere house below the Lumberjack Inn.

Vuuza (female human Exp5): hp 19.

The rats nest lies on the eastern bank of the river between the mill and the village's northern wall. In it, sixteen ordinary rats and three dire rats have nested. Gharr has also placed some diseased animals in the rat's lair in an effort to spread the contamination further. He is hoping the rats will survive the affliction and become carriers of the disease.

Creatures: The normal rats will scurry away from any threat and not attack unless they are cornered. However, the more aggressive giant rats will attack any creatures invading their lair or the immediate area surrounding it.

Rats (16): EL 2; hp 1 each; (MM 201)

Dire Rats (3): EL 1; hp 4, 5, 6; (MM 56)

Treasure: The lair contains the remains of a long forgotten dead adventurer. All that is left is the skeleton and a sealed ceramic jar. The jar contains five doses of *Keoghtom's ointment*.

PLANNED ENCOUNTERS

If the PCs decide to set a night watch on the village streets, they may Spot (DC 25) an orc carrying a dead animal and/or the powder used to cover the taste of the well water into the village. They may also (or instead) Spot (DC 15) an empty handed orc sneaking away from the well. A similar nighttime encounter can happen with the orc traveling to or from the rat's nest on the riverbank.

Day One: The players arrive in the late afternoon, just before a storm hits. They meet some of the villagers and see the sickness for themselves.

Day Two: The locals request the PCs to search the countryside for roots and berries that they hope will cure the disease. If the PCs agree, they may find a small animal trap (Search DC 20) and/or orc tracks (Search DC 25) in the woods, but the trail will be impossible to follow. Two elderly villagers die from the disease.

Day Three (Day): There is an 80% chance that one or all of the PCs will spot Gharr lurking near the village. He will flee and disappear into the forest if the PCs give chase. If the PCs describe Gharr to any of the villagers, someone in town will realize who he is and tell the story. Three more villagers die from the disease. The rest of the villagers are becoming frantic.

Day Three (Night): Lusinna disappears, kidnapped by Gharr, while Talhman is away having a drink in the Lumberjack Inn. Garbage left in her room (Search DC 15) should give the PCs a hint to check the dump.

Gharr's lair - The Garbage Pit

A sturdy wooden gate covers the dump hole. Around the vicinity of the garbage dump, numerous tracks from all the dump patrons are visible.

Garbage Pile (EL 4)

Behind the wooden gate, the entrance to the dump is a seven-foot diameter hole leading 15 feet straight down to a garbage pile. As you open the gate, a gut-wrenching odor wafts past you, violating your nostrils and causing you to retch.

If the characters descend into the hole read the following and display illustration 15 on page 1Q9:

The garbage pile is scattered over most of the chamber floor. Once you come nearer to the chamber floor, you

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spot a natural corridor extending eastwards from the garbage pile. A crude wooden ladder rests against one of the chamber walls.

Any persons with a Constitution score of 8 or less will vomit at the stench of the room.

Creatures: An otyugh who has befriended Gharr lives in the exit tunnel and blocks the passage to the rest of the caverns. Combat with the otyugh will cause enough noise to put Gharr and the orcs on alert. The otyugh is unable to climb out of the hole. Gharr and the orcs use the ladder to enter and exit the hole.

Otyugh: hp 43 (MM 147)

B) Open Cavern

When the players enter this room, read the following and show illustration 16 on page IQ9:

With a relatively low ceiling, this chamber opens up only slightly from the corridor and is scattered with numerous stalactites and stalagmites.

Gharr will hide behind the stalactites while his orc henchmen make screaming noises in room C. A PC who makes a successful Spot check (DC 35), or a player who notices Gharr hiding on the left-hand side of the Image Quest illustration, will be able to spot him before he attacks.

C) Cavern Room (EL Variable)

When the players enter the cavern room, display illustration 17 on page IQ10 and read the following:

The corridor opens to reveal a larger chamber, relatively free of stalactites and stalagmites, and much easier to move about in. Unfortunately, it also makes it easier for the group of orcs rushing forward to attack you, growling hideously!

Creatures: Five orcs are hiding here to ambush the PC's. Unbeknownst to them, Gharr is hoping they will keep the PC's here until he can collapse the weak tunnel ceiling leading to this location. If the PCs capture the orcs, Gharr will consider them as expendable casualties of war. If the PCs manage to enter the lair without alerting Gharr and the orcs, this room will simply be empty and these orcs can be encountered in area E.

Orcs (5): EL 3; hp 8, 8, 6, 5, 3; longswords, hide armor; (MM 146).

D) Gharr's Lair (EL Variable)

If the players enter this room, read the following and display illustration 19 on page IQ11:

This room contains a crude altar covered by a rotting cloth. The sides of the room are stacked with crates. Small dead animals and some crude bedding also litter the floor.

The cloth depicts a rotting, worm-eaten head (the symbol of the Rot lord). PCs who make a successful Knowledge: Religion check (DC 20) can determine this. If the PCs have entered this room after Lusinna was captured, she will be held here and tied up with rope. Gharr (if not already killed) will be standing guard over her, waiting for the orc group from room E to ambush the PC's. Four more orcs will also be here, guarding Lusinna. If Lusinna has not been captured, the orcs will be in area E.

If confronted in his lair, Gharr will act like a rat in a trap. He will be furious at the PCs for ruining his plans, and will use every means at his disposal to escape. Gharr will threaten to kill Lusinna, and bargain for his life. The orcs are his friends, but he would sacrifice all of them to get what he wants. He will make it known that he has the power to remove the disease if he thinks that will help spare his life. He will only cast *remove disease* willingly if Lusinna begs him and agrees to go away with him.

As a cleric of the Rot lord, Gharr is infected with a contagious terminal disease. If the disease becomes too advanced, he can cure himself but he must become re-infected shortly or face the wrath of his evil god. Those coming in contact with Gharr have a 10% chance of contracting his current disease, Orc Shingles (see Appendix C). Lusinna, if she is here, will certainly have contracted the disease.

Gharr: hp 26; longsword.

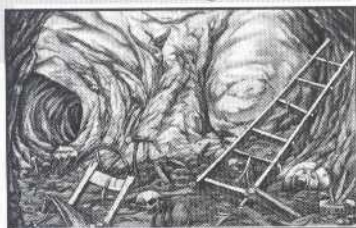
Orcs (4): hp 8, 7, 5, 5; longswords (one of which is a +1 longsword), hide armor; (MM 146).

Treasure: The crates contain food and water for Gharr and his friends and all their possessions (40 cp, 35 sp, 20 gp, 2 gems worth 50 gp, jeweled necklace worth 100 gp).

E) Orc Quarters (EL 2)

When the players enter this cavern, read the following and display illustration 18 on page IQ10:

At first glance, you see that this area is heaped with crude bedding, cracked



bowls, skull cups and other trash.

All the items in this room are worthless. This cavern also contains four orcs waiting in the eastern half of the room to ambush PCs sneaking into the lair (room D). A PC who makes a successful Spot check (DC 30), or a player who spots the hiding orc in the Image Quest illustration (peeking out from behind the rocks) will notice them before they attack.

Orcs (4): hp 8, 6, 3, 2; longswords, hide armor; (MM 146).

F) Hidden Passageway

A PC who rolls a successful Search check (DC 35) can discover this passage. If the PCs locate it, read the following:

This tiny corridor is covered with rocks and hard to see because of tricky shadows reflecting off the stalactites. It is barely large enough for a man-sized person to pass through. In any case, it will take a considerable amount of time to navigate the narrow, jagged tunnel.

CONCLUDING THE ADVENTURE

If the PCs capture Gharr without killing him, he will answer any of their questions and promise to leave the village alone. If Gharr is released, he will return to the Mundunoogu orcs (whose lair is a large, one room cave about two miles north of the village). He will rally the orcs into raiding the town. If the PCs have already left town, the villagers will be slaughtered and the orcs will move into the town.

If the PCs kill Gharr, the Mundunoogu orcs will not seek revenge, though their spite will compel them to begin poisoning the village again, after a month or so.

The PCs may wish to track down the lair of the Mundunoogu orcs to exact revenge, or gather information to ascertain whether a similar threat of disease spreading exists in the future. If Gharr is still alive, the PCs may force him into revealing the location of the orc lair. If Gharr is dead, the PCs must search the forest for clues. A total of four successful Search checks (DC 25), or two successful Wilderness Lore checks (DC 15) for PCs with the Track feat, will enable the PCs to locate the lair. Each failed check means the PCs are lost for two hours. At the end of that time, they may make another attempt. If the attempt is successful, the PCs are back on track. Note: the players do not have to succeed four (or two) times in a row – a total of four (or two) successes will suffice, even if they become lost.

No matter what happens to Gharr and the orcs, the PCs should still find a way to cure the townsfolk of the disease. One method of doing this is to get Gharr to do it. In his own weird way, Gharr still loves Lusinna. He is fully capable of curing the disease by casting a *remove disease* spell, but Gharr will only use it willingly if Lusinna begs him and promises to go away with him. Of course, the PCs can use whatever means available to convince Gharr to cast the spell (provided they don't kill him first)!

There are three other ways to cure the disease:

- 1) Find *Keoghtom's ointment* in the rat's lair.
- 2) Have one of the PC clerics who is high enough level cast *remove disease*.
- 3) Travel to nearby Shyff (or Fymor) to find a cleric who is capable of casting *remove disease*.

Should they succeed, each party member will receive 25 gold coins and a wide, hand-tooled belt with a colorful gem sewn into the front. These gems are not extremely valuable, but they and the gold are all the valuables the mayor has to offer. The players will also gain the respect of the villagers, and the tale of their brave deeds will pass up and down the river for years to come.

APPENDICES

Appendix A: Key NPCs and Monsters

Gharr, male human Clr5: CR 5; Medium Humanoid; HD 5d8+5; hp 26; Init +4; Spd. 30 ft.; AC 15, flat-footed 11, touch 14 [+4 Dex, +1 small wooden shield]; Atk +4 melee (1d6+1/crit 19-20/x2, short sword); SA spontaneous casting; AL CE; SV Fort +5, Ref +5, Will +5; Str 12, Dex 18, Con 13, Int 11, Wis 13, Cha 1.

Skills and Feats: Concentration +9, Heal +9, Knowledge (religion) +9; Dodge, Endurance, Spell Focus (Necromancy).

Spells Prepared (5/5/3/2): 0th – *detect magic* (x2), *detect poison*, *light*, *resistance* (x2); 1st – *cause fear** (x2), *command*, *cure light wounds*, *obscuring mist*; 2nd – *cure moderate wounds*, *death knell**, *hold person*; 3rd – *contagion** (x2).

***Domain Spell. Domains:** Death (death touch 1/day); Destruction (smite 1/day +4 to one melee attack, +5 to damage).

Possessions: short sword.

Languages Spoken: Fhokki, Kalamaran, Merchant's Tongue, Reanaarian.

Sub-race: Fhokki/Reanaarian.

Jordar, male human Exp2: Medium Humanoid; HD 2d10+2; hp 16; Init +4, Spd. 15 ft.; AC 10; Atk +5 melee (1d6+2/crit x3, hand axe); AL LG; SV Fort +4, Ref +0, Will +2; Str 14, Dex 10, Con 13, Int 9, Wis 11, Cha 10.

Skills and Feats: Craft (woodworking) +4, Ride +4; Endurance, Improved Initiative, Iron Will, Weapon Focus (hand axe).

Possessions: Hand axe, *large shield* +2.

Languages Spoken: Dejy, Kalamaran, Merchant's Tongue.

Sub-race: Fhokki/Reanaarian.

The Winding Road

This section provides ideas for the DM to use in order to lead his or her players from this adventure to other Kingdoms of Kalamar adventures, for use as an ongoing campaign.

PCs traveling west from Bhorr's Bend may pass through the town of Haanex, where they see a handbill proclaiming a need for adventurers. This will lead the PCs into the "Coin Trilogy" published in "The Root of All Evil," "Forging Darkness," and "Coin's End" books.

In the garbage pit, the PCs stumble across a small box sealed with wax. Within is a small story book, bound in black leather and covered with images of scythes and skulls (the symbols of a Harvester). The book tells the story of Teshudang and the corruption of Queen Simura. This could lead the PCs into the Kingdoms of Kalamar adventure, "Deathright."

In the rat's lair, the PCs find a small golden statue of a pyramid. Opening its hinged lid reveals a small (non-magical) black opal worth 25 gp. Asking villagers or traveling merchants will reveal that the closest pyramids are in the city of Thygasha. If the PCs investigate, they will become involved in the Kalamar adventure, "Midnight's Terror."

A traveling scribe, Mordeln, hearing of the PC's bravery, asks them to accompany him to distant Mendarn. He has heard that his closest friend, Brand, has been falsely imprisoned by an evil tyrant, and he needs the PCs help to free him. During the long sea voyage, Mordeln will remain in his cabin, but if the PCs stick with him they will learn he is in fact bastard royalty. This leads the PCs to the Kalamar adventure, "Aldriv's Revenge."

Laar, male human Exp3: Medium Humanoid; HD 3d10+3; hp 21; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 [Dex +2]; Atk +7 melee (1d8+3/crit x3, battle axe); AL NG; SV Fort +4, Ref +3, Will +0; Str 17, Dex 14, Con 12, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb +9, Craft (blacksmith, weaponsmith) +8; Power Attack, Cleave, Skill Focus (Craft, blacksmith and weaponsmith); Weapon Focus (battle axe).

Possessions: Chainmail, battleaxe, small wooden shield.

Languages Spoken: Reanaarian, Merchant's Tongue.

Sub-race: Reanaarian.

Lusinna, female human Com1: Medium Humanoid; HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10, flat-footed 10, touch 10; Atk +0 melee (1d3 subdual, unarmed strike); AL NG; SV Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 13.

Skills and Feats: Jump +2, Knowledge (Religion) +4, Listen +3, Ride +1, Swim +4.

Languages Spoken: Kalamaran, Merchant's Tongue.

Sub-race: Kalamaran.

Talhman, male human Clr2: CR 2; Medium-sized Humanoid (5 ft., 1 in. tall); HD 2d8+2; hp 14; Init +0; Spd 30 ft.; AC 10; Attack +2 melee, or +1 ranged; SV Fort +4, Ref +0, Will +6; AL NG; Str 13, Dex 10, Con 12, Int 15, Wis 16, Cha 13.

Skills and Feats: Knowledge +8, Knowledge (arcana) +7, Listen +3, Move silently +0, Profession +4, Scry +7, Spot +3, Use rope +2, Wilderness lore +4; Weapon Focus (warhammer).

Cleric Domains: Good, Plant.

Cleric Spells Per Day: 4/3+1.

Possessions: Warhammer.

Languages Spoken: Halfling, Reanaarian, Merchant's Tongue.

Thelvaar, male human Exp3: CR 2; Medium-sized Humanoid (5 ft., 8 in. tall); HD 3d6+3; hp 16; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +1 melee, or +6 ranged; SV Fort +2, Ref +5, Will +5; AL LG; Str 9, Dex 18, Con 12, Int 15, Wis 14, Cha 15.

Skills and Feats: Alchemy +8, Animal empathy +4.5, Diplomacy +5, Disguise +8, Escape artist +9, Forgery +8, Hide +4, Knowledge +7, Knowledge (arcana) +5, Listen +4, Move silently +4, Open lock +5.5, Read lips +8, Spot +2; Ambidexterity, Skill focus (diplomacy), Skill focus (escape artist).

Languages Spoken: Fhokki, Kalamaran, Merchant's Tongue, Reanaarian.

Sub-race: Fhokki/Reanaarian.

Vuuz, female human Exp5: CR 4; Medium-sized Humanoid (4 ft., 9 in. tall); HD 5d6; hp 19; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +5 melee, or +7 ranged; SV Fort +1, Ref +5, Will +7; AL CG; Str 15, Dex 19, Con 10, Int 15, Wis 17, Cha 10.

Skills and Feats: Animal empathy +7, Decipher script +10, Disguise +7, Escape artist +6, Handle animal +4, Hide +4, Intimidate +6, Knowledge (arcana) +5, Knowledge (nature) +4, Listen +5, Move silently +4, Profession +9, Scry +9, Spot +5, Swim +6, Use magic device +8; Alertness, Point blank shot, Skill focus (swim).

Languages Spoken: Fhokki, Kalamaran, Merchant's Tongue, Reanaarian.

Sub-race: Reanaarian.

Appendix B: Encounters

If the PCs are in the forest surrounding the village, roll for random encounters with a 20% chance of an encounter each hour. If you determine that there is an encounter, roll on the Random Encounter Table after these appendices. To roll 1d10,000 simply roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones.

In addition to or instead of random encounters, the DM should feel free to use the more detailed encounters described below. The DM may also use any encounters described in the text, either when the foe described in such an encounter appears on the table, or in place of whatever is actually rolled. See page 132 of the DMG for more information.

A. Old Campsite

This trampled area left by Gharr and/or his orc followers contains a small spot of scorched soil and charred wood. A harmless snake will be surprised by the PCs and slither away as soon as possible. Nearby, the sound of water pouring over rock can be heard. This natural spring contains clean, cool water that is safe to drink.

B. Horse Traders (human Ari1)

This small group of Reanaarians, led by a woman called Goina the Tall, is heading north to buy horses for breeding stock. They will be cautiously friendly with the PCs if approached in a non-threatening manner. They have some excellent Shyta-na-Doby wine with them. They also seem to be slightly lost.

C. Mundunooguu orcs (4)

EL 2; hp 5 each; longswords, 1d3x10 sp; (MM 146) These orcs may be followers of Gharr out finding small animals, or a wandering group from the main tribe. If they are outnumbered, they will not attack unless provoked and will flee in the face of strong resistance.

D. Loggers - (human Com1)

A small group of humans is encountered, dragging logs toward the river with a pair of fine mules. They have seen several sets of orc tracks in the woods, and will mention this to the group if treated politely.

E. Shyff Military Patrol (8)

War 1; Medium Humanoids; HD 1d8; hp 5 each; Init +0; AC 15, touch 10, flat-footed 14 [scale mail, small wooden shields]; Atk +2 melee (1d8/crit 19-20/x2, longsword); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10. Feats: Blind-Fight, Weapon Focus (longsword).

Skyrr, male human Ftr1: Medium Humanoid; HD 1d10; hp 10; Init +4; AC 15, touch 10, flat-footed 15 [chainmail]; Atk +2 melee (2d6/crit 19-20/x2, greatsword); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10. Feats: Blind-Fight, Improved Initiative, Weapon Focus (greatsword).

The mission of this military patrol from the coastal city of Shyff is to ensure that the forest remains free of dangerous monsters. They are to report immediately to their superior any threats that they are incapable of handling themselves.

F. Abandoned Cabin

This crude wooden structure appears untended but sturdy. Loggers sometimes use it for shelter. There are a small number of these cabins throughout the Narraja forest. Three common rabbits are surprised by the PCs approach and burst from the grass, scampering away at high speed.

Appendix C: Diseases of the Sovereign Lands

Disease, plagues and pestilence are common in medieval realms such as the Sovereign Lands. Lack of advanced sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to very deadly factors. Fortunately, the Sovereign Lands are not as technologically primitive as many other worlds.

There are two religious groups in the Sovereign Lands that have helped curb disease, at least in cities and towns: the Builders of Law of the Founder's Creation and the Brothers of Logic of the Fraternal Order of Aptitude. The Builders of Law have been constructing and improving sewage and sanitation systems for centuries, which contributes to the cleanliness of the cities that benefit from their works. The Brothers of Logic have studied diseases in their attempts to quantify everything in the universe; their work with herbs and natural medicines has also contributed greatly to the eradication of disease and the halting of plagues. Unfortunately, the activities of another faith of the Sovereign Lands has more than made up for the positive effects of the efforts of the two aforementioned groups: the Pestilent Ones of the Conventicle of Affliction.

The Conventicle of Affliction exists for one purpose: to spread disease and the horrors that it causes as far and wide as possible. In so doing they have created and unleashed diseases that have extirpated whole tribes and cities. The diseases they create are usually remarkably resistant to natural and magical cures, though fortunately the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have nowhere else to go. However, some of the most advanced diseases can lie dormant for decades or even centuries while waiting for a living victim, and thus disease can strike anywhere at any time in the Sovereign Lands.

Infection: Catching Diseases

Catching a disease is usually a matter of luck (or Ill-Luck). Few diseases are actually able to hunt for victims; they must be carried in some way, or they lie in wait in moist, hot and filthy areas. Many vermin carry diseases, though the vermin themselves are not necessarily affected. Some diseases travel through the air, while others come from eating afflicted meat, drinking contaminated water or touching afflicted people. The occurrence of disease is up to the Dungeon Master.

Various precautions against disease exist; some may be valid while others may just be old wives tales.

The Rotting Flesh Disease of Gharr

Where is the Disease Found?

The Rotting Flesh disease is (currently) only found in the village of Bhorr's Bend in the Narraja Forest. A Pestilent One named Gharr developed it in order to wreak

revenge upon the people of Bhorr's Bend. It is an extremely potent and vile disease. Should the disease come to the attention of other Pestilent Ones, or become introduced into the water sources of large towns and cities, it could cause the deaths of thousands.

How is the Disease Contracted?

The disease is transmitted through fouled waters; other methods may be possible.

Who Carries the Disease?

Any human, demihuman, humanoid, or animal can contract this disease.

Stages of the Disease

Stage One: Symptoms include mild cramping and heartburn.

Stage Two: Symptoms include major cramping, heartburn, and horrid breath.

Stage Three: Symptoms include crippling abdominal pain and horrendous gas, breath smells like rotting meat, difficult to eat or drink, or concentrate on doing anything.

By what Method can the Disease be Cured?

There are no known natural cures for the Rotting Flesh disease; there has been no time to investigate the disease for potential natural cures. A *remove disease* spell or ability is thus at this point the only possible cure.

Rotting Flesh Disease: Infection Ingested; DC 16; Incubation 1 day; Damage 1d6 Con, 1d3 Str.

Orc Shingles (a.k.a., Slow Rot, Swine Rash)

Where is the Disease Found?

Orc Shingles is found throughout the Young Kingdoms and the Wild Lands. It is an old and common disease, found among the lower classes, mostly beggars. It may also be found near large orc populations worldwide.

How is the Disease Contracted?

Orc Shingles is contracted by touch; specifically, touching an afflicted being on an afflicted spot of skin.

Who Carries the Disease?

This disease can only affect humans, demihumans, and humanoids.

Stages of the Disease

Stage One: Symptoms include itchy skin and a slight rash.

Stage Two: Symptoms include rashes on 50% of the body, large boils, and open, oozing sores.

Stage Three: Symptoms include rashes on 75% of the body, very large bleeding boils, open, infected oozing sores, and a general physical weakness.

Stage Four: At this stage, the victim's skin begins to liquefy. Rashes cover 100% of the victim's body, most of which is covered in sores and boils.

By what Method can the Disease be Cured?

Orc Shingles is a common disease; unfortunately, it is difficult to cure. Simple potions made by local hedge wizards

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and wise women relieve the pains of the boils and sores. These philters will grant a +1 to a +5 to the victims' next saving throw against the disease; such nostrums cost between 5 and 50 gp per dose, again depending on efficacy and local market. Patent cures are available, though rare and expensive. A potion made of orc bone powder and rare herbs from the Vohven Jungle will act as a *remove disease* spell against this disease. This potion costs at least 100 gp, usually up to 500 gp the further one gets from Svimohzia.

Orc Shingles: Infection Contact; DC 14; Incubation 1d6 days; Damage 1d6 Con, 1d2 Cha** when damaged, the character must succeed another saving throw or 1 point of temporary Charisma damage is permanent drain instead.

Goblin Pox (a.k.a., Mage Bane, Babbling Sickness)

Where is the Disease Found?

Goblin Pox is found in regions of high goblin population. It is most commonly found among forest or swamp dwelling goblins. It is rarely encountered outside of goblin communities.

How is the Disease Contracted?

Goblin Pox is passed through the air, usually through coughs or through the explosive expressions of the guttural goblinoid language. It is highly contagious.

Who Carries the Disease?

This disease can affect only humans and most humanoids, but dwarves, gnomes, halflings and hobgoblins are immune. Known carriers are usually slain on sight, though in Kalamar they are unmolested if they wear red robes and white masks and ring gold bells to warn of their coming.

Stages of the Disease

Stage One: Symptoms include a slight rash and small red spots on the skin.

Stage Two: Symptoms include rashes, large red splotches on the skin, fever, and dizziness.

Stage Three: Symptoms include rashes, very large red splotches, babbling and muttering, and a general mental malaise.

Stage Four: At this stage, the victim's brain begins to turn to mush. Rashes cover 100% of the victim's body, most of which is also covered in horrible red splotches.

By what Method can the Disease be Cured?

The elves developed a cure for the Goblin Pox centuries ago, but they rarely share it with other races; even then, they will only give a vial to afflicted friends for immediate use. The elven cure, known as Illuromellian, is in the form of an elixir; when imbibed, the elixir acts as a *remove disease* cast against Goblin Pox. The elves never charge their friends for the potion; they will expect a similar favor later. Otherwise, only rare herbs from the Ashul Weald mixed with hobgoblin blood can cure the disease; such a concoction, costing 300 gp or more, acts as a *remove disease* spell. Goblins have their

own potions that grant a +1 to a +3 to saves against the disease, but only for goblins.

Goblin Pox: Infection Inhaled; DC 14; Incubation 1d3 days; Damage 1d4 Int** when damaged, the character must succeed another saving throw or 1 point of temporary Intelligence damage is permanent drain instead.

The Black Plague (a.k.a. Kiss of the Rot lord)

Where is the Disease Found?

The Black Plague is found throughout Tellene. It is believed to have originated during the War of the Gods thousands of years ago when it was unleashed by the Rot lord on the followers of his enemies. It is one of the most potent common diseases extant today, due to its virulence, ease of transport and difficulty of cure. It is most common in urban areas, especially large cities that lack good sanitation.

How is the Disease Contracted?

Fleas that live on rats, mice and similar creatures carry the Black Plague. The fleas leap from their current carrier to humans and then the disease leaps from the fleas to the human victim. Contrary to popular belief, the disease is not carried by air or vapors, and thus rose petals and scents do not ward off the plague.

Who Carries the Disease?

Elves are naturally immune to the Black Plague. Other demihumans and humans are susceptible to the plague, as well as humanoids.

Stages of the Disease

Stage One: Symptoms include fever; itching and blackened skin around lymph nodes is common, and the first sign of the disease.

Stage Two: Symptoms include tiredness, dizziness, fever, and swollen lymph nodes.

Stage Three: Victim is bedridden; symptoms include continued fever and chills; severe, bloody cough; large, painful puss-filled buboes; blackened, infected lymph nodes; and swollen glands.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

By what Method can the Disease be Cured?

There are no known natural cures for the Black Plague, though there are some rare herbs that will give victims a +1 to +3 bonus against the disease. Magic is the only known remedy.

The Black Plague: Infection Contact; DC 16; Incubation 1d6 days; Damage 1d6 Str, 1d6 Con, 1d2 Int. The victim must make three successful Fortitude saving throws in a row to recover from the Black Plague.

The Rotting Death (a.k.a., Green Rot)

Where is the Disease Found?

The Rotting Death is an uncommon tropical or sub-tropical disease that rarely flares up in temperate regions during

hot and humid summers. It is found among jungle or swamp dwelling populations.

How is the Disease Contracted?

The Rotting Death travels by contact with an infected being or through contact with items that were held (or worn) by infected beings within the last 24 hours. The Rotting Death also lies in wait in still pools of water. It can be contracted by touching or drinking such water.

Who Carries the Disease?

Any race can carry the disease. Known carriers in Svimohzia are required to wear green robes, continually sound gongs, and avoid entering cities and towns, but are usually unmolested otherwise. Carriers in Kalamar and Reanaaria are usually slain when discovered, normally with flaming arrows, as fire supposedly slays the disease.

Stages of the Disease

Stage One: Symptoms include itching and runny nose, slight fever.

Stage Two: Symptoms include extreme itching, a greenish rash with boils, and weakness.

Stage Three: Symptoms include rotting flesh, and muscle and a horrible stench.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly.

By what Method can the Disease be Cured?

Hishmanwhi, a rare herb found near volcanic vents in the Lozhen Mountains of Svimohzia, acts as a remove disease spell against the Rotting Death. Lesser herbs from the Imomena Hills will grant a +2 to +5 to saves against the disease; they are effective only when taken daily. Hishmanwhi costs 250 gp per dose, while lesser herbs cost 5 gp per plus per daily dose.

The Rotting Death: Infection Contact; DC 14; Incubation 1d3 days; Damage 1d4-1 Str**, 1d4-1 Con, 1d4-1 Cha** when damaged, the character must succeed another saving throw or 1 point of temporary Strength and Charisma damage is permanently drained instead.

The Blue Death (a.k.a., Kennad's Vengeance)

Where is the Disease Found?

This is a rare disease found in arctic and sub-arctic regions, notably in the Lands of Torakk, the Jorakk Mountains and the Dashahn Mountains, though it has been found in northern Cosdol and the northern Brindonwood as well. It is active during the short northern summers and lies dormant during the winter.

How is the Disease Contracted?

The Blue Death is found in the ponds that form on the northern plains and forests during the summer months. Contact with infected water or drinking it has the same effect, as does eating the flesh of an afflicted creature; merely touching an afflicted being does not constitute exposure.

Stages of the Disease

Stage One: Begins 4d6 hours after infection. Symptoms include a chill that no fire will warm.

Stage Two: Symptoms include aching joints; the chill is now noticeable by others as the skin starts to turn bluish-white. The victim no longer sweats even under extreme physical strain.

Stage Three: Symptoms include frost forming on the victims' skin, which turns ice blue; victims' hair starts turning blue, as do the whites of his eyes and his irises.

Stage Four: Symptoms are the same as stage three, only far more painful as the victims' skin shatters cracks, rifts form at joints whenever the victim moves. When the victim's Constitution reaches zero, he freezes and turns into ice, as though dipped in liquid nitrogen.

By what Method can the Disease be Cured?

Torakki legend claims that the gems from an Ice Cleric's hood act as a certain cure when crushed and mixed with his blood, though the efficacy of such is unknown. Blue Elf blood is a known cure, and acts as a *remove disease* spell. The crushed dried leaves of the Crimson Dragon Vine, a common plant found in the Rytarr Woods, give a +1 to +3 on saves when imbibed mixed with mead.

The Blue Death: Infection Ingested; DC 18; Incubation 4d6 hours; Damage 1d4 Dex, 1d4 Con.

The Dancing Death

Where is the Disease Found?

The Dancing Death is an uncommon disease found almost exclusively in the Brandobian lands; it has been surmised that a Pestilent One in the region created the disease in Eldor and that it thus far has not spread elsewhere because of the surrounding mountain ranges and seas.

How is the Disease Contracted?

The Dancing Death can be contracted only by the touch of an afflicted being in Stage One or Stage Two. By Stages Three and Four the disease has altered to the point where it is no longer contagious. Rumors say that if the ashes of one that has died due to the disease are put into a drink, the drinker thereof will contract the disease.

Who Carries the Disease?

This disease affects only humans, demihumans and humanoids. Animals are not affected.

Stages of the Disease

Stage One: Symptoms include random ticks and jerky reactions.

Stage Two: Symptoms include loss of appetite, queasiness of the stomach and increased ticks and involuntary movements.

Stage Three: Symptoms include frothing at the mouth, involuntary movement and speech, usually loud, nonsensical chanting and muttering.

Stage Four: Symptoms are the same as Stage Three, only magnified to the point where the herky-jerky movement of the victims makes it look as though he is "dancing." Victims stumble and shuffle about in a mad, screaming, frothing mania; victims will "dance" until their Constitution reaches zero, at which point they will die.

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By what Method can the Disease be Cured?

Oddly enough, Dobyos wines (and ONLY wines from Shytana-Dobyos) are effective against the disease, providing a +1 to +5 bonus on saving throws depending on vintage and quality. A horrid cure is to drink wine laced with ashes from a cremated former victim of the Dancing Death; such a concoction acts as a remove disease spell.

The Dancing Death: Infection Contact; DC 16; Incubation 1d6+6 hours; Damage 1d3 Dex, 1d3 Con.

Encounter	Narrajy Forest
Allip	1 - 2
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Antelope	18 - 117
Aranea	118 - 122
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Drhokkeran Charger	3540 - 3639
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Goat	4230 - 4329
Goblin	4330 - 4379
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UNGUARDED HOARD

INTRODUCTION

This fantasy adventure is recommended for use with four to six characters of 5th to 8th level, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described. The PCs may be of any alignment (including evil). This adventure is designed to help a DM introduce PCs to the city of Bronish, for adventuring in that city or as a prequel to exploring other areas of Svimohzia.

Below, the DM will find extensive details on the Free City of Bronish, as well as information on regional groups, such as the Kargi hobgoblins, the dark elves of the Krimppatu Mountains and the lizardfolk of Whiven Marsh. The DM should peruse the full section on the Free City and the Kargi hobgoblins before running the adventure, in order to further personalize the adventure with interesting asides and encounters. The DM will also need copies of each player's character sheet for the encounter in the dragon's cave.

Background

The free city of Bronish lies on the western shores of Svimohzia beyond the shadows of the Dashahn Mountains. Bronish remains a haven for just citizens in part because it regularly pays homage to a gold dragon, Rhingoryx, who lives in the Dashahn Mountains. The dragon came forth long ago to defend the city from slavers and it has flourished in relative peace ever since.

In recent times, however, Kargi hobgoblins have crossed the mountains from the southeast. They greatly desire control of this new territory yet fear the legend of the dragon. After years of scheming and small skirmishes with Bronish, a resourceful hobgoblin leader (Dunag Sul-Mag of the Krolg tribe) managed to acquire a powerful enchanted arrow reputedly capable of slaying even the most ancient dragon. After scouting out the lair, the hobgoblins sent a troop of warriors to kill the dragon. This resulted in the simultaneous slaughter of both the dragon and the hobgoblins (from the dragon's fire breath).

Note: Rhingoryx preferred to travel in elven form in order that he might better understand the people he protected. He often stayed at the Merry Merchant in Bronish for days at a time in his "Rhaengaer" guise, where he will be sorely missed. Rhingoryx was approximately 250 years old at the time of his death.

Prior to the tragic encounter, the Bronish city council had sent most of its small army east to engage a band of hobgoblin raiders. However, the raiders were merely a decoy to distract the city from the assassination mission. The Bronish troops discovered the plot to kill the dragon from the defeated hobgoblins and immediately returned word to the council.

Adventure Synopsis

Suspecting a trick and short on troops, the council decided to hire mercenaries (the PCs) to investigate the rumor and warn the dragon or guard the domicile if the dragon is found dead. This way, the city remains guarded. Pending the results of this

initial investigation, the council plans to organize a proper expedition to resolve the matter.

Although the council has made every attempt to keep the rumor a secret, the PCs might encounter other bands of evil NPCs or greedy brigands who are investigating rumors of the unguarded dragon's hoard. On the way to the remote cave, the PCs must also deal with the dangers of the Whisvomi forest and hills, including common wild animals, dangerous monsters and hungry lizardfolk. A band of opposing adventurers of approximately the same strength as the PCs will already be at the cave when the PCs arrive.

After the PCs arrive at the dragon's lair and establish control from other treasure seekers or city officials (depending on who the PCs are working for), they will be in for a surprise. The dragon has an angry mate who witnessed the murder of her companion. In a rage, she flew southeast over the Krimppatu Mountains to lay waste to all hobgoblin villages she could find. She is due to return shortly after the PCs win the cave from the opposing band of adventurers and will be quite angry that strangers are now invading her home. Resourceful players might be able to talk their way out of a fight. In addition, the dragon does not wish to risk mortal combat since she is not at full strength from her recent combat with the hobgoblin villages to the east. If the PCs can convince the dragon of their good intentions, she will ask them to assist her in finding the specific hobgoblin tribe responsible for the murder.

Adventure Hooks

1) A halfling named Nolan will seek out the PCs (see "The Proposition" below) and hire them to deliver a message to the dragon.

2) If the party is of the neutral or "treasure-seeker" type, they could simply hear rumors of an unguarded dragon's hoard in the nearby mountains and choose to travel there on their own.

3) If the PCs are evil or otherwise willing to associate with hobgoblins, they can become introduced to the adventure by encountering a group of hobgoblins in the Whisvomi forest, the Dashahn Mountains or the Kingdom of Ul-Karg. The hobgoblin chieftain behind the assassination plot, Dunag Sul-Mag of the Krolg tribe, would be willing to send the PCs with some of his warriors because of the inherent danger involved in the mission. He wishes to spare every able bodied warrior in his tribe for a later invasion.

If this is the case, the PCs could be part of any number of expeditions at the discretion of the DM. They could be part of the initial hobgoblin scouting force tasked with pinpointing the location of the lair. They could be part of the assassination team sent to slay the dragon. Alternatively, they could be part of a follow-up expedition to determine the result of the murder plot, rescue any survivors and return any spoils from the lair to the tribe.

THE PROPOSITION

While the PCs are in town, a halfling named Nolan (who is a steward for the city council) will contact them. Nolan will approach the PCs while they are socializing or securing a room at an inn (see "The Merry Merchant" and "The Sea Breeze," below). His task is to hire a group of wholesome-looking adventurers to investigate the rumor of the hobgoblin assault on the dragon. He will be wary of divulging too much information until the PCs have gained his trust. The basic mission is to quickly travel to the dragon's lair (a map to the Dragon's Lair is shown on page IQ16) and deliver an important sealed message to the dragon. The message is sealed with wax in a scroll tube. Written in the Merchant's Tongue language, the message reads:

To His Most Eminent Divine King, Lord and Protector of All Righteous Creatures in His Demesne,

We, Your humble worshippers have discovered news of potential grave consequence to Your Greatness. A rogue hobgoblin has borne witness that his brethren, who are unworthy to even breathe the air within 100 leagues of Your Domain, have defiled Your Excellency with their approach of Your Fantastic Presence. Furthermore, it is their unthinkable intent to attempt to cause harm to befall Your Exalted Being. We believe they may have obtained an enchanted black arrow conceived of insanity in the darkest pits of their miserable existence which they claim has the power to slay even one as mighty as Yourself with but one blow. While the folly of such a boastful claim would amuse us under different circumstances, we greatly fear any shred of truth in the outlandish matter and would not dare to waste Your time with it otherwise. For the sake of those here who love You, and there are many, please be advised and on guard against this blasphemous threat. We are sending patrols into the wilds at this very moment to find the source of this plot against the very reason that we live and breathe.

Yours truly,

The Bronish Council of Seven.

If the dragon cannot be found at his home, Nolan will instruct the PCs to wait there for him so that they may deliver the message in person and guard the domicile from any not bearing the mark of the Bronish Council of Seven (a coiled gold dragon). Payment for the delivery of the message will be 20 gp per person upon completion of the task. The PCs may bargain for up to 50 gp per person. If they insist upon more, Nolan will seek other adventurers.

If requested, Nolan can provide a guide who is familiar with the path to the Dragon's abode. That guide is a short Meznam dandy, Amven, whose only desire above hearing himself speak is to look upon himself in the mirror. His foppish demeanor can be intolerable at times, particularly from one so unimpressive of stature. Aside from his self-centered attitude, he is a useful guide because he knows the trail well and is a skilled bard.

Amven (male human Brd4): hp 13; chainmail, quarterstaff, sling; 1d6 sp.

Nolan (male halfling Com6): hp 11.

The Merry Merchant

Sign: A smiling Brandobian merchant holding a mug in his outstretched right hand. The name is written in Brandobian above and Merchant's Tongue below.

Description: This is one of the major inns in the city, and the most likely place for new arrivals, such as the PCs, to stay. The Double M, as the regulars call it, is a well-maintained inn and tavern on the seashore in the Old Town Quarter. One of the oldest buildings in Bronish, it is said to have been one of the original trading houses of the early Mendarn merchants. Local fishermen frequent the tavern while foreign merchants frequent the inn.

The rooms and food are both affordable and high quality. Consequently, it is possible that there will not be any rooms available at certain times. The most crowded time is daily just after dusk when the local fishermen return from their day's work to relax with a drink and a meal.

Regulars: Some possible locals that the PCs might meet here include Moretam the Fishmonger and Fenshishy the Fool. Moretam is a neutral good human Meznam merchant who deals in the catch of the day and sells fishing supplies. He is friendly to outsiders and likes to hear of far away lands. In return, he is often willing to share whatever local information might be of use to an unaccustomed traveler.

Fenshishy, on the other hand, is a chaotic neutral Meznam/Brandobian fisherman who is inquisitively paranoid. Both friends and newcomers alike often call him a fool. With the local dragon overtly protecting the city from obvious threats of force, he believes that pirates, Vrandols and Pel Brolenese spies secretly walk the streets in an effort to subvert Bronish from within. Though he has no proof of any of his conspiracy theories, no one has ever been able to prove him wrong. His theories include the following:

- Evil shapeshifters live among the good inhabitants of the city.
- The Brolenese are abducting Bronish citizens, brainwashing them to be sympathetic to the dark religion of the Overlord and returning them to the general population until the time is right for invasion.
- Many-tentacled subterranean monsters are in league with certain citizens for an eventual takeover of the city. He has heard that the vile beasts control men's minds with their strange powers.

Other than his knowledge of the recent skirmish to the east, Fenshishy has no details on the extent of the recent hobgoblin activity. However, if the PCs reveal any further information to him, he will not be surprised one bit. He claims to have some knowledge of exactly where certain hobgoblin tribes reside within the western reaches of Ul-Karg.

Crew and Customers: The proprietor of the Merry Merchant is a Brandobian/Meznam man named Verlo Relnman. Verlo inherited the tavern from his father, who inherited it from his own father. He is a cheerful, portly man who makes every effort to ensure the comfort and the needs of his guests. He is very popular with both the locals and visitors, and as such, he has

many friends in the town who take an interest in ensuring that his establishment succeeds.

His sons Estind and Malbren assist him at the bar and in the kitchen. He has six serving girls: Ananesh (Meznam), Brava, Lelten (both Brandobian), Mari (halfling), Mirashez (Meznam), and Sabeleen (Brandobian – Verlo's only daughter). The tavern will have 20 to 30 customers in the morning, and 30 to 40 patrons in the afternoon and evening, mostly humans. In the evenings, one to five of the patrons at any one time will be adventurers, roll for each individual encountered (d%): fighter or barbarian (01-60), rogue or bard (61-90), cleric (91-99) or wizard or sorcerer (100) of (1d6): 1st (1, 2), 2nd (3, 4), 3rd (5), 4th to 7th (6) level. Any other persons encountered will be merchants (10-15), guards (1-5) and other commoners (primarily fishermen).

Security: One guard; a burly 6th-level male Meznam fighter named Svezahni.

Strongbox: A large strongbox is hidden in the cellar in a secret wall compartment (which requires the sliding movement of several stone blocks to find and remove). Svezahni sleeps in this room, as well. A PC who makes it past him will still have a tough time finding the compartment (Search DC 40). The strongbox is locked (Open Lock DC 30), and only Verlo carries a key. The strongbox contains the following treasure (in addition to normal tavern coins): a +1 *kama*, a leather bag holding 800 gp worth of jewelry wrapped in silk (these belonged to Verlo's late wife) and a *potion of invisibility*. Meznam has been tempted to use this to spy on the serving girls at night, but so far has resisted.

The Sea Breeze

Sign: A flat, thick piece of wood carved in the outline of a ship, complete with masts and cloth sails attached. The name is written in Merchant's Tongue on both sides.

Description: This idyllic little sanctuary lies just a bit off the beaten path apart from the hustle and bustle of the main city, about a quarter mile down the road from the East Gate. The front of the establishment is decorated with a wide variety of wind chimes. These can be heard for a great distance, continually chiming soothing songs.

The rooms and food are of average quality, but atmosphere is soothing and relaxed. The most crowded time is at noon when local and traveling merchants begin to grow hungry for a drink and a meal.

Regulars: While patronizing the Sea Breeze, the PCs might meet a female Mendarn human named Shamira. If approached in a polite way by a well-mannered group, she would be willing to join them in their adventures.

Another local one might encounter is young Tyresh. Having grown up in the city, he often seeks out travelers who tell of lands far away. Although he has no formal skills beyond fishing, he wishes to leave Bronish to learn exotic skills and find wild adventure. He might even go so far as to secretly tag along with a group he suspects will take him in for such adventures.

Crew and Customers: The proprietor of the Sea Breeze is a Meznam woman named Shavazha Aziri. She is a dark-skinned woman with a kind heart that belies her gruff appearance. She is very popular with both the local women, as she provides free room and board to any female suffering from severe marital problems.

Her staff are all Meznam. She has one hostess, Hava, and two serving girls, Savinah and Laravim. The Sea Breeze will have 5 to

10 customers in the morning, and 10 to 20 patrons in the afternoon and evening, mostly humans. In the evenings, one to two of the patrons at any one time will be adventurers, roll for each individual encountered (d%): cleric (01-80), rogue or bard (81-90), wizard or sorcerer (91-99) or fighter or barbarian (100) of (1d6): 1st (1, 2), 2nd (3, 4), 3rd (5), 4th to 7th (6) level. Any other persons encountered will be merchants (5-10), and other commoners (primarily female).

Security: A tall Deji man, Kodar, serves as cook and occasional bouncer.

Strongbox: A small strongbox is hidden in the floorboards (Search DC 20) under a rug in Shavazha's bedroom. The strongbox is locked (Open Lock DC 20), and only Shavazha carries a key. Aside from normal tavern coins, the strongbox contains the following treasure: 335 gp worth of jewelry, a scroll of *cure light wounds* and a scroll of *hold person*. At the end of the week, the tavern coins are taken to the Merchant's Guildhall.

THE TREK TO THE CAVE

The trek to the dragon's cave lies through the Whisvomi forest and hills to the Dashahn Mountains. It is a well-defined path known as the Dragon Road, but this does not make it any safer since area brigands find easy sport in poorly armed pilgrims bringing gifts to the dragon. While the dragon would certainly condemn these thieves, he reserves his energy for more significant threats to the well being of his subjects. In addition to normal benevolent animals such as deer, geese, rabbits, squirrel, raccoon, fox, etc., there are many other inhabitants of the Whisvomi Forest and Hills. If the PCs stay on or near the path to the dragon's lair, the following more specific encounters can be substituted at the DM's discretion.

1) Brigands (EL 7)

This group of three fighters and four rogues, all of 1st-level, are camping out in the foothills. They try to use surprise and intimidation to rob vulnerable travelers in the area. The fighters (clad in banded mail + shield) will rush up to PCs brandishing longswords to demand valuables. The rogues all wear leather and use missile weapons (bows, daggers). The group's treasure consists of 38 gp, 11 ep, 898 sp, and 229 cp in addition to standard adventuring/camping equipment. They will run away if met by stiff resistance.

Fighters (3): hp 10, 10, 10; longswords, banded mail, large wooden shields.

Rogues (4): hp 5, 5, 5, 5; leather armor, shortbows, 10 arrows each, 3 daggers each.

2) Hobgoblins (EL 4)

A group of eight Ul-Karg hobgoblin foot soldiers wander the Whisvomi hills in search of the whereabouts of their comrades sent to destroy the dragon. Like their kinsmen sent before them, they are members of the Krolg tribe living in northwestern Ul-Karg. There are several such groups in the area. They do not know of the partial success of the plot or of the assaults on their Ul-Karg villages by the dragon's mate. They will attempt to capture any travelers to question them about the activities of the Bronish authorities. They speak Svimozhish and their native tongue.

Hobgoblins (8): 8, 8, 8, 7, 6, 6, 6, 5; (MM 119).

Unguarded Hoard

3) Lizardfolk (EL 10)

A group of ten reptilian flesh eaters have emerged from their lair in the Whiven Marsh to hunt for humans to feast upon. They will attempt to capture any human foes to march them back to the swamp.

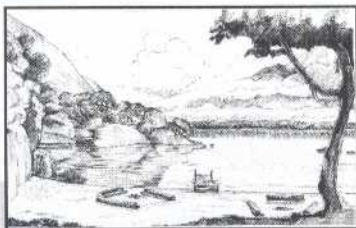
Lizardfolk (10): hp 16, 16, 15, 14, (x3), 13, 11, 10, 10; (MM 128)

4) Pilgrims (EL 0)

A family of four halflings (Com1) are traveling to seek the dragon. They are oblivious to the dangers of the wilderness. The family consists of a father (Gorgy), mother (Tira), and adolescent son (Gorum) and daughter (Tarnou). They bear several intricately woven baskets of fine quality to offer as gifts.

DRAGON'S LAIR (EL VARIABLE)

As the PCs approach the lake read the following and display illustration 20 on page IQ12.



The Dragon Road ends in a clearing at the shore of a calm, small lake. The lake is shaped like a peanut shell. There is evidence of prior encampment in this area with several small fire pits ringed in stone and cut timber arranged as benches nearby. A small pier lies on the shore where the Dragon Road ends.

Locals call this place Golden Lake. The waters are free from major predators since the dragons hunt the lake. If the PCs encountered Nolan, they should remember that he told them the dragon's cave is located on one of the lake sides. Because the lake is not circular, but rather peanut shell-shaped, the PCs will be unable to view the entire lake from the end of the Dragon Road.

If the PCs row out from shore or walk around the edge about half way across the lake, display illustration 21 on page IQ12 and read:



A large cave becomes visible on the opposite side. It is about 15 feet above the water level with an entrance ramp rising from the water composed of rocks of various sizes. To either side of the ramp lies sheer cliff walls rising to the bluffs above. Stains of water runoff are evident on the loose rocks and cliff face. There are two rowboats moored on the rocky shore across the lake. They appear to be sized for four passengers each. The cave is only accessible from the water, or by rappelling down the cliff from above.

If the PCs enter the cave, read the following and display illustration 22 on page IQ13.

Inside the cave, a scene of death assaults your senses. Eight hobgoblins lie dead in random positions, their bodies scorched and blistered with what must have been



intense heat. To the right of the entry chamber lies the entrance to a larger cave, where an enormous gold dragon lies slumped and motionless.

The hobgoblin bodies possess standard arms, armor and outdoor survival supplies but no treasure. They bear no standards.

A Surprise Encounter

As the PCs enter the cave, another group of treasure-seekers who have arrived first will meet them. This group is a party of evil adventurers who heard about the rumors of the plot to kill the dragon and quickly came to remove the treasure for themselves. If the PCs are in league with the hobgoblins, or if they are acting independently of either the hobgoblins or the city council, then the group will be agents of the Bronish City Council of Seven. These men were sent to warn the dragon of the threat, and to protect the lair and treasure if the dragon is absent. This good aligned group will similarly have two extra men-at-arms over and above the number of people in the PC's group. If this group is defeated, one of them will be carrying the sealed scroll tube with the message to the dragon (see "The Proposition").

If the DM showed the Image Quest illustration (IQ 22) to the players, but they do not notice the shadowy figures standing near the dragon's head, their characters do not notice them either. If the DM chose not to use the illustration, or if there are NPCs or PCs played by the DM, the characters may notice if they succeed at a Spot check (DC 20). If the PCs do not notice the other treasure-seekers, they will observe the PCs for 1d6 minutes to determine their strengths and weaknesses. At that point, if they still remain undetected, they will return to the main cavern and prepare an ambush.

In order to give the PCs a challenge, the opposing group should be nearly identical to the power and skills of the PCs. The DM may even use the players' own character sheets against them! In addition, there will be two extra men-at-arms serving the opposing characters to help carry and defend the loot. The opponents will fiercely defend their spoils and will only surrender or flee if the battle has hopelessly turned against them. Some of their number may actually prefer their comrades to fall in the conflict (since this means more treasure for them).

Men-at-Arms (2): hp 8, 5; longswords, chainmail.

The Dragon's Pet (EL 3)

If the PCs look around, or search (DC 10), the entry chamber, read the following and display illustration 23 on page IQ14.

To the rear left of the entry chamber lies a narrow split in the rock wall. Cool water from an underground stream gently issues forth through the cave and out into Golden Lake.



If the PCs make a successful Spot check (DC 15), or if players notice the creature in the Image Quest illustration, they will have spotted the Rock Serpent.

This opening in the rock wall extends far into the bluff and eventually up to the surface at the top of the cliffs. It is in this part of the cave that the dragon keeps a rare creature known as a Rock Serpent as a pet. This snake has no mouth but feeds by shooting a bolt of disintegration from its nose to vaporize rocks. It then breathes in the dust and gas for sustenance. The creature only has animal intelligence but is loyal to its master. The dragon's death cry and flame blast informed the serpent that its master was dead, and it will attack anyone who comes within 5 feet of the opening in the wall.

Rock Serpent: hp 36.

Main Chamber

If the PCs enter the main chamber of the cave, read the following and display illustration 24 on page IQ14.



The greater cavern that contains the corpse of the gold dragon is otherwise clean, with very little debris. A heavy stone door, covered with ornate script, stands on the rear wall.

The treasure of the dragon is behind this door. Carved on the door is the following riddle (written in Low Elven). PCs who are elven will recognize the language immediately, as well as being able to translate it accurately. Halflings and dwarves can recognize the language with a Knowledge check (DC 15). All other PCs must succeed at a Knowledge check (DC 25) to recognize the language as Low Elven. The door will open if a PC (or other character) speaks the solution to the riddle.

When translated, the riddle reads:

Here is a thing that nothing is.
Tis foolish, wanton, sober, wise.
It hath no wings, no eyes, no ears.
And yet it flies, it sees, it hears.

It lives by loss and feeds in smart.
It dwells in woe, it liveth not.
Yet ever more this hungry elf,
doth feed on nothing but itself.

Answer: The mind.

Winning the Hoard

If the PCs manage to open the door, display illustration 26 on page IQ15, and read the following:

As the door
magically swings
open, the glow of
golden treasure
staggered you.



The dragons' treasure

hoard is quite expansive, considering it is the sum of almost a century of sacrifices on the part of the people of Bronish. Should the players pick out items on the Image Quest illustration that they wish to examine, the DM can find the items on the following list.

Moving clockwise from the bottom center of the image, the treasure pictured is:

- Three wooden chests containing two elf-sized suits of chainmail, two longswords, a bastard sword, two longbows, two quivers, 40 arrows, 4 daggers, a masterwork elven harp, several suits of noble's clothing, and 2d10 items of adventuring gear from the list on page 108 of the D&D Player's Handbook.
- One cedar chest (unlidded, worth 150 gp), containing 402 pp.
- A large heap of coins (6,964 gp, 8,611 sp, 10 pp, 109 cp).
- An ivory, dragon-shaped container (worth 200 gp) holding a total of 42 various ornamental stones (worth 1d10+5 gp each).
- A finely carved stone table (worth 10 gp), on which sits (from left to right): a golden bowl (150 gp) containing 8 fine amber gems (100gp each) and 16 pearls (10 worth 100 gp each and 6 worth 500 gp each); a pearl encrusted golden crown (5,000 gp); and a silver bowl (50 gp) containing 10 silver rings (50 gp each) and three stacks of silver coins (45 sp total).
- A small mahogany shelf attached the stone wall holds (from left to right): a small rolled tapestry (15 gp) of a gold dragon in flight, and six vials and bottles containing a *potion of Charisma*, *potion of spider climb*, *potion of reduce*, *potion of levitation*, *potion of haste*, and a *potion of enlarge*.
- A large arcane locked iron chest containing four *horse-shoes of speed*, a *cube of frost resistance*, *ring of feather falling*, 15 +1 arrows, *rod of enemy detection* (38 charges), and a *periapt of health*.
- a bookcase containing 40 various tomes, mostly on history, magic, warfare, architecture, geography, and various goodly religions, worth 1d100 gp each; a scroll of

The Winding Road

This section provides ideas for the DM to use in order to lead his or her players from this adventure to other Kingdoms of Kalamar adventures, for use as an ongoing campaign.

1) A ship at the Bronish docks could be the Sirocco's Kiss, making a stop before journeying to Bet Seder. The cultists may kidnap an associate of the PCs to feed to Rhingarr, their rakshasa leader. The PCs will only learn about this after the Sirocco's Kiss is already on route to Bet Seder. If they give chase, they will reach Bet Seder after the Sirocco's Kiss has been docked for several hours. The PCs can now begin the first adventure, "The Sirocco's Kiss," in this book.

2) PCs seeking travel to Brandobia may board a ship owned by Merchant Lord Brendlin Orth. Unfortunately, the ship wrecks on the coast near Dralven. If the PCs survive, they can then be drawn into the adventure entitled "Siren's Prize."

3) The PCs may hear rumors of a sphinx who gives away valuable treasure, merely for correctly answering a riddle. The only ship traveling to the Elos Desert, where the sphinx resides, is heading for Prompeldia. When the PCs arrive in the city, they may enter into the adventure "Sometimes They Come Back," published in the book entitled "Harvest of Darkness."

4) In Bronish, PCs can easily board a ship (possibly the Forsaken, captained by Haager Pocaat) to the Reanaaria Bay region. Stopping at Zoa, they will encounter Geolain or Driscall, two characters who can involve them in the "Coin Trilogy" beginning in the adventure entitled "Root of All Evil."

summon monster V; and a small wooden globe which appears to be devoid of design. A Search (DC 40) will locate the hidden switch that will open the globe, revealing a golden ring of sustenance.

- A series of tables on the northern wall are covered in various alchemical and magical devices, for use in researching spells and identifying potions. The value of all the items would be in the range of 3,000 to 5,000 gp, but only to the right buyer in a major city (not Bronish). Most of the items are either glass or highly fragile and would be difficult to transport.

The Return of the Mate

A short time after the party has opened the treasure room, the dragon's mate, Dharingaryx, returns. Rhingoryx and Dharingaryx met only a few months ago, while each was in their elven guise. As is the case with most metallic dragons, the pair immediately "recognized" each other, and it was "love at first sight," so to speak. Since that time, Dharingaryx has been splitting her residence between Rhingoryx's lair and her manor house in Monam-Ahnozh (where her treasure hoard remains). No one on the Council of Seven realizes that Rhingoryx had found his mate, and the news will come as a great surprise to all concerned.

She is angry and tired from her excursion to the northwestern reaches of Ul-Karg. Her first action upon returning will be to polymorph into a small bird to investigate her lair for intruders. She will quietly observe the party to determine their intentions prior to showing her true form. If she believes anyone presents a threat she will fly outside the cave and use her fear aura and *scare* spell to try to scatter the PCs. She will attack if she believes that it is warranted, but will quickly retreat in the face of strong resistance (so that she can rest and heal the damage she sustained from her foray against the hobgoblins).

If she believes the PCs have good intentions she will approach the cave under the guise of a fair elven maiden named Daerinaea (appearing unarmed, wearing diaphanous golden robes). If she does so, the DM may display illustration 25 on page IQ15 and read the

following to the PCs:

Well met, good citizens. I am called Daerinaea and once called this proud creature a true

friend. I have just sent a message seeking help for Rhingoryx. Praytell, do any of you know what happened in this place?

Dharingaryx will be very inquisitive about any details the PCs may have on the events surrounding the assassination. If the PCs continue to treat her in a friendly manner, Daerinaea will somberly ask for their aid. In a soft, sad voice, she asks:

May I presume upon you to aid me in the cleaning of Rhingoryx's cave – and, unfortunately, the preparation of a funeral pyre for him?

If the PCs tell her how they defended the cave from the evil treasure-seekers, she will show her true form, and offer the PCs a choice of one item (per PC) from her hoard. This is one item ONLY – a bowl of coins or a chest full of items does not count.

Daerinaea/Dharingaryx: hp 122 (normally 244); MM 74.

CONCLUDING THE ADVENTURE

Dharingaryx still wishes to exact further revenge on the specific hobgoblins responsible for the deed. As she learns more about the PCs, she may attempt to hire them to find out which hobgoblin tribe is responsible (and even travel to Ul-Karg with them, if necessary). She can offer them thousands of gold coins or even magical treasures for their loyal assistance. Another matter of significant importance to her is the answers to her questions: How did the guilty party get the *arrow of slaying*? (A troop of hobgoblins found it deep within the Dashahns.) Who made it? (The dark elves of the Dashahn Mountains.)

This clearly presents extensive opportunities for the PCs to continue their involvement with Dharingaryx. Once they have found the source of the arrow, she will wish to see that the knowledge of the methods to manufacture such an evil device is destroyed forever.

Should they choose to accompany her she will certainly be a powerful ally. However, she will be anxious to return to the lair and secure it against further incursions, in order that she may bear the offspring of her former mate in comfort, for she is "with egg!" However, she will keep this fact a closely guarded secret, as all sorts of villains may attempt to take advantage of her situation or even capture the young dragon(s) for various nefarious purposes. What Dharingaryx does NOT know is that she will lay not one or two but THREE eggs - an unprecedented number in modern dragon history. If rumors of this incredible occurrence get out, all manners of foul folk and beasts are attracted to her lair and the surrounding area, hoping to either capture or destroy the young dragons.

Whether or not the PCs choose to continue to assist her, Dharingaryx will take up Rhingoryx's protection of the city. Also, the Bronish Council of Seven will certainly be grateful for the efforts of the PCs to guard the dragon's home against intruders. The PCs will be welcomed in Bronish as minor heroes, and a day of celebration will be held in their honor.



What if the Dragon did NOT die?

The Dungeon Master may feel that the death of the Gold Dragon of Bronish would alter the campaign balance overly much, even with the introduction of Dharingaryx. Perhaps the *arrow of slaying* was not fully efficacious, and the dragon merely seemed dead; or perhaps the party goes on a quest for a restorative artifact that will return the dragon from death.

APPENDICES

Appendix A: NPCs and Monsters

Amven, male human Brd4: Medium Humanoid; HD 4d6; hp 13; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15 [+5 chainmail, +2 Dex]; Atk +4 melee (1d6+1/crit x2, quarterstaff) or +2/-2 melee (1d6+1/1d6/crit x2, quarterstaff) or +5 ranged (1d4/crit x2, sling); SQ Bardic music, bardic knowledge; AL NG; SV Fort +1, Ref +6, Will +3; Str 12, Dex 14, Con 11, Int 14, Wis 9, Cha 15.

Skills and Feats: Climb +8, Concentration +7, Decipher Script +9, Listen +6, Perform +9, Pick Pocket +9, Tumble +9; Dodge, Improved Initiative, Two Weapon Fighting.

Spells Known (3/3/1): 0th – *daze, detect magic, light, mage hand, prestidigitation, resistance*; 1st – *charm person, cure light wounds, unseen servant*; 2nd – *hold person, invisibility*.

Possessions: chainmail, quarterstaff, sling; 1d6 sp.

Languages Spoken: Brandobian, Elven, Merchant's Tongue, Svimohzish.

Sub-race: Meznam.

Brigands (3) Human Ftr1: Medium-sized Humanoids; HD 1d10; hp 10 each; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 16 [+6 banded mail, +2 large shield]; Atk +3 melee (1d8+1/crit 19-20/x2, longsword); AL NE; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +5, Ride +4; Power Attack, Cleave, Weapon Focus (longsword).

Possessions: Banded mail, longsword, large shield; 1d10 gp.

Languages Spoken: Brandobian, Merchant's Tongue, Svimohzish.

Sub-race: Mendarn (1), Meznam (2).

Brigands (4) male human Rog1: CR 1; Size M (5 ft., 10 in. tall); HD 1d6-1; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +1 melee (dagger), or +2 ranged (shortbow); SV Fort -1, Ref +4, Will +1; AL CN; Str 12, Dex 14, Con 9, Int 10, Wis 12, Cha 11.

Skills and Feats: Bluff +4, Climb +3, Disable device +4, Escape artist +6, Forgery +2, Gather information +2, Hide +2, Innuendo +5, Intimidate +4, Intuit direction +5, Listen +1, Move silently +2, Search +2, Spot +1, Use magic device +4; Point blank shot, Track.

Possessions: leather armor, shortbows, 10 arrows each, 3 daggers each, 1d6 gp.

Languages Spoken: Svimohzish.

Sub-race: Meznam

Daerinaea/Dharingaryx, female adult gold dragon: CR 15; Huge Dragon (Fire); HD 23d12+115; hp 244 (122 currently); Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; AC 30, touch 8, flat-footed 30 [-2 size, +22 natural]; Atk +32/+27/+27 melee (2d8+12/2d6+6/2d6+6, bite, 2 claws); Face/Reach 10 ft. by 20

ft./10 ft.; SA wing attack, tail slap (+27 melee, 2d6+18), crush, breath weapon (50 ft. cone of fire 12d10, DC 26, or 50 ft. cone of weakening gas, 6 temporary Str damage, Fort DC 26 negates), frightful presence (180 ft., DC 26); SQ immune to sleep, paralysis, and fire, spell resistance 23, blindsight, keen senses, damage reduction 5/+1, water breathing, luck bonus, polymorph self 3/day, bless 3/day, double damage from cold except on a successful save; AL LG; SV Fort +18, Ref +13, Will +18; Str 33, Dex 10, Con 21, Int 20, Wis 21, Cha 20.

Skills and Feats: Bluff +28, Concentration +28, Diplomacy +28, Escape Artist +23, Jump +35, Knowledge (religion, arcana) +28, Listen +28, Scry +28, Search +28, Spellcraft +28, Spot +28; Cleave, Extend Spell, Flyby Attack, Hover, Power Attack, Quicken Spell-like Ability.

Spells Known (6/8/7/5): 0th – *arcane mark, cure minor wounds, daze, detect magic, disrupt undead, purify food and drink, read magic*; 1st – *cure light wounds, endure elements, grease, magic missile, ray of enfeeblement*; 2nd – *aid, minor image, scare*; 3rd – *cure serious wounds, gaseous form*.

Languages Spoken: All human, demi-human, and humanoid; Celestial, Draconic.

Men-at-Arms, human War1 (2): CR 1; Medium Humanoids; HD 1d8; hp 8, 5; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 [+5 chainmail]; Atk +3 melee (1d8+1/crit 19-20/x2, longsword); AL NE; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 8, Wis 9, Cha 9.

Skills and Feats: Jump +5, Ride +4; Blind Fight, Weapon Focus (longsword).

Possessions: chainmail, longsword; 1d10 gp.

Nolan, male halfling Com6: CR 5; Small Humanoid (3 ft., 3 in. tall); HD 6d4-6; hp 11; Init +0; Spd 20 ft.; AC 11 (+1 Size); Attack +6 melee, or +4 ranged; SV Fort +2, Ref +3, Will +3; AL LG; Str 15, Dex 11, Con 8, Int 13, Wis 11, Cha 14.

Skills and Feats: Climb +4, Gather information +5, Handle animal +12, Hide +4, Jump +9, Listen +11, Move silently +2, Spot +0; Run, Shield proficiency, Skill focus (handle animal).

Languages Spoken: Brandobian, Halfling, Merchant's Tongue, Svimohzish.

Rhaengaer/Rhingoryx, male mature adult gold dragon: CR 18; Huge Dragon (Fire); HD 26d12+156; hp 328; Init +0; Spd 60 ft., fly 200 ft. (poor), swim 60 ft.; AC 33, touch 8, flat-footed 33 [-2 size, +25 natural]; Atk +36/+31/+31 melee (2d8+13/2d6+6/2d6+6, bite, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA wing attack, tail slap (+31 melee, 2d6+18), crush, breath weapon (50 ft. cone of fire 14d10, DC 29, or 50 ft. cone of weakening gas, 7 temporary Str damage, Fort DC 29 negates), frightful presence (210 ft., DC 28); SQ immune to sleep, paralysis, and fire, spell resistance 25, blindsight, keen senses, damage reduction 10/+1, water breathing, luck bonus, polymorph self 3/day, bless 3/day, double damage from cold except on a successful save; AL LG; SV Fort +21, Ref +15, Will +20; Str 35, Dex 10, Con 23, Int 20, Wis 21, Cha 20.

Skills and Feats: Bluff +31, Concentration +32, Diplomacy +31, Escape Artist +26, Jump +39, Knowledge (religion, arcana) +31, Listen +31, Scry +31, Search +31, Spellcraft +31, Spot +31; Cleave, Empower Spell, Extend Spell, Flyby Attack, Hover, Power Attack, Quicken Spell-like Ability.

Spells Known (6/8/7/7/5): 0th – cure minor wounds, daze, detect magic, detect poison, light, mage hand, read magic, resistance; 1st – charm person, command, cure light wounds, identify, remove fear; 2nd – bull's strength, calm emotions, cure moderate wounds, knock; 3rd – cure serious wounds, haste, negative energy protection; 4th – holy smite, improved invisibility.

Languages Spoken: All human, demi-human, and humanoid; Auran, Celestial, Draconic, Ignan.

Rock Serpent: CR 3; Small Magical Beast; HD 4d10+4; hp 36; Init +1; Spd 20 ft.; AC 18, touch 12, flat-footed 17 [+1 size, +1 Dex, +6 natural]; Atk +5 ranged (1d20/crit x2, disintegration breath, 60 ft. range); AL N; SV Fort +5, Ref +5, Will +1; Str 10, Dex 13, Con 13, Int 2, Wis 10, Cha 6.

Skills and Feats: Listen +6, Spot +6; Alertness.

Special: The rock serpent has no treasure, but its brain can be used to create a *ring of spell storing*, which will reduce the cost of the materials by 10,000 gp.

Shamira Serimahn, female human Clr4: Medium Humanoid; HD 4d8+16; hp 37; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15 [+5 chainmail, +2 Dex]; Atk +3 melee (1d6/crit x2, light mace); SQ turn undead 5/day; AL NG; SV Fort +8, Ref +3, Will +6; Str 10, Dex 15, Con 18, Int 10, Wis 14, Cha 15.

Skills and Feats: Concentration +11, Heal +9, Knowledge (religion) +7; Blind Fight, Combat Casting, Dodge.

Spells Prepared (5/5/4): 0th – detect magic (x2), light, resistance (x2); 1st – bless, comprehend languages, magic weapon, protection from evil *, summon monster I; 2nd – aid *, hold person (x2), summon monster II.

***Domain Spell. Domains:** Good (cast Good spells at +1 caster level); Protection (protective ward 1/day).

Tyresh Ashwami, male human Com1: Medium Humanoid; HD 1d4+1, hp 5; Init +1, Spd 30 ft.; AC 11, touch 11, flat-footed 10 [+1 Dex]; Atk +1 melee (1d3 subdual/crit x2, unarmed strike); AL CG; SV Fort +1, Ref +1, Will +1; Str 12, Dex 12, Con 12, Int 12, Cha 12.

Skills and Feats: Profession (fisherman) +5.

Appendix B: The Free City of Bronish

A detailed map of the free city of Bronish can be found on the inside back cover of this book for easy reference during play.

There has been a trading settlement of Mendarns in the area of Bronish for almost three hundred years, though until the last century it had been little more than a small Meznam fishing village with a Mendarn trading house. Mendarn merchants traded finished goods for the raw gems and gold that the local Meznam nomads acquired from the dwarves and gnomes of the Dashahn Mountains. The settlement was also a major source of raw materials for rope and basket making, though most of the materials were transported to Mendarn for manufacture. However, all that changed 98 years ago, in 946 YK, when boatloads of Mendarn and Brolenese refugees arrived in the small settlement.

The refugees had been followers of Bronish Vromlond, a Preacher of Peace (Cleric of Ranas the Peacemaker) who had escaped from slavery in Pel Brolenon. Bronish taught that all

peoples should live in harmony, regardless of race, and that all should enjoy the fruits of their own labors. This earned him not only the love of his many followers but also the enmity of many merchants and noblemen. Bronish was slain, as were many of his followers, during an attack in northern Mendarn fostered by merchants and nobles and tacitly approved by the king of Mendarn. The remnants of his followers in southern Mendarn (humans and halflings) fled the country; most took ships in Dayolen and sailed for Svimohzia, where they landed in the small, nameless village where now stands the Free City. The five and twenty score settlers gave thanks to the Peacemaker for their deliverance, and immediately named their settlement Bronish, after their martyred leader.

The new settlement had some difficulties, notably bad relations with the merchants that originally possessed the settlement. However, the Meznams were friendly to the new settlers and quickly allied with them, as they felt that the Bronish (as the Mendarn refugees had taken to calling themselves) would only help improve their lot in life. Troubles with Mendarn merchants were quickly resolved when the merchants discovered that the Bronish were more than happy to trade with them, as long as they were fair, and that the profits from the increased trade more than made up for the loss of control over the simple settlement. Hundreds of other Mendarn settlers joined the Bronish during the first ten years, finding their way of life to be far superior to that which they lived in the motherland. Then, in 958 YK, a group of Bronish explorers/miners made an incredible discovery in the Dashahn Mountains.

Seven explorers/miners, three Mendarns, two Meznams and two halflings, stumbled upon the lair of a gold dragon while prospecting in the Dashahn Mountains. They immediately paid tribute to the great beast; they gave him all the gold and gems they had, and flattered and serenaded him with prose, poetry and song (for one of the Meznam miners was a bard). The dragon, whose name was Rhingoryx ("Shimmering Gold" in the language of dragons) befriended the miners, as he had watched the development of the new city with interest, and wished to become involved in their society, for he was an extremely social dragon. The dragon gave each of the miners a magical charm, that they may call upon him in times of need.

No one believed the miner's tale when they returned to the city; none that is, until a fleet of pirates and slavers landed on the city shore and proceeded to loot and pillage the settlement and capture the citizens for slavery. Then the seven miners called upon the dragon, and the dragon came to their aid. Only one pirate survived; he returned to his compatriots and told the tale of the Gold Dragon of Bronish; raiders have never again bothered the city. The citizens were most grateful for the dragons' help, and gave him tribute of all manners of goods, mostly gold (gold was not available in the city for months afterward). Since that time, Rhingoryx has effectively been the King of the Free City.

Population

8,000. The people of Bronish are primarily of Brandobian (Mendarn or Brolenese) descent, with a large minority of Meznams and halflings. The breakdown is about 55% Brandobian (Bronish or otherwise), 25% Meznam, 10% of mixed heritage and 10% halflings. A very small number of citizens are

from elsewhere, and include elves, dwarves, gnomes, other Svimohzians, Brandobians and Kalamarans.

Most foreign residents stay in the Foreign Quarter or the Merchant's Quarter. As they are not citizens, they are not counted in the city population (there are maybe 100 to 200 foreigners in the city at any one time). Foreigners may become citizens after a period of seven years of official residence; this time is halved if they are members in good standing of the city militia. Prospective citizens that perform extraordinary deeds may be granted automatic citizenship.

The people of Bronish are mostly middle class. The law forbids slavery, as well as serfdom and bond-servitude. There is no true nobility in Bronish, though members of the Seven High Clans (descended from the seven miners and their families) are usually afforded the respect reserved for nobles (they also have many of the responsibilities of nobles though they hold but few of the privileges). A small underclass, mostly of foreigners and lackadaisical Bronish, live in the Old Town and Foreign quarters of the city. A large number of citizens live in the city proper; approximately 25 to 30%, between 2,000 and 2,400 all told. Most citizens live on farms or estates in the nearby area, live in logging villages in the Whisvomi Forest or mining villages in the Dashahn Mountains, or, in the case of many Meznam families, still live the nomadic lifestyle of their ancestors. The city folk are mostly craftsmen, merchants, clerics or city functionaries. Literacy is quite high among the city residents, and is not uncommon among the rural residents (about 90% in the city and 50% in the rural areas).

The official language is Brandobian (the Mendarn dialect). All city records are written in Brandobian. Svimohzish is commonly heard, for the nomads had never taken to the written word, and thus the local Meznams are not upset at the lack of official status of Svimohzish as a written tongue. The halflings had always spoken Brandobian as a native tongue; they used their old tongue, known as Oldor, only among themselves when they did not wish the "Big People" to understand what they said; thus, like the Meznams, the halflings have no problems with the status of their language. Merchant's Tongue is commonly spoken in the city, but rarely elsewhere.

At a Glance

The city rests on the shores of the Brandobian Ocean (Known as the Northern Sea of Svimohzia to locals). A small river, the Vromlond, passes through Bronish, and divides the High Quarter from the rest of the city. The city is "protected" by a low wall; it is a mere 10 feet wide and 15 feet tall, and is used more to keep animals and undesirables out than as a means of protection from invasion. Merlons and crenellations extend from either side of the wall, in case invaders breach the walls or gates. The walls are accessible only from the gatehouses or towers of the four gates. There is an area in the northeastern section of the city, known as "The Keep," which is actually little more than a walled area at the highest point in the city. The Keep is to be used to house women and children in case of an invasion; currently it houses a few sheds that contain stores of grains and weapons in case of a siege. Buildings may not be built against the walls of the city, nor may any structure be built outside the walls within one long arrow flight of the walls (per the orders of Rhingoryx; he has studied many tomes on battle tactics and sieges). Wall Street follows along the walls on the inside. Many

city folk use Wall Street to bypass the more crowded traffic of the streets and alleys further in the city.

The city walls have two main gates and two side gates. The Golden Gate, also known as the Dragon Gate, opens to the Dragon Road, which travels south past various farming villages and logging villages until it ends at the dragons' lair in the Dashahn Mountains. The High Gate, in the southeastern section of the wall, opens to the High Clan Road, which passes by all seven estates of the Seven High Clans of Bronish. Smaller gates in the east and west walls serve local farmers and merchants, the West Gate and the East Gate are unremarkable. Entry to the city is free for simple travelers; merchants must pay "one copper per horse, mule, ox and axle." Large weapons, such as greatswords and battleaxes, bows and crossbows, must be left at the gate. They will be returned when the person leaves the city. Travelers will get a receipt for their weapon, inscribed with the symbol of the Speaker of the Word. The guards grant their word "upon the honor of the Speaker of the Word" (one of the most potent oaths in the Sovereign Lands) that they will guard the weapon and return it to the owner when they leave the city.

The wall towers, each of which is 30 feet tall by 30 feet wide, can house up to 90 citizens during a siege or war. These towers are always stocked with grain and supplies. The smaller gatehouses are only 25 feet tall by 40 feet wide, and are designed to house members of the City Guard. The East and West Gatehouses each have a dungeon to house criminals until they are brought before the Court of Justice, while the North Gatehouse, which enters the Keep, only holds long-term criminals. All four gates into the city are 10 feet across and 10 feet tall; there are three doors, the first an iron portcullis, the second a pair of wooden double doors and the third another portcullis. The gate into the Keep has twice the number of doors as the other gates. Murder holes are found at all five gates, which are well supplied with oil and pitch. The gates are closed at night, about one hour after dusk, and are opened at false dawn.

The city streets follow the general north to south, east to west grid that is common throughout the Sovereign Lands. North to south roads include Lance Lane, Center Street, Freedom Road, Cart Way, the Street of Gold, Weaver Way and Seven Street. East to west roads include the Old Road (a.k.a., the Old Wall Road), Spear Street/Sailor Street, the Long Road, and the Street of Craftsmen. Wall Street follows the entire inside circuit of the city walls, while Sea Street follows the entire shoreline and the river (often called "River Road" along the river). Most alleys are unnamed. Most streets are hard packed dirt covered with gravel, and tend to get muddy in spots during the rainy months, the alleyways even more so. Freedom Square, the Plaza of the Dragon, the Street of Gold, East Long Road and the entire High Quarter are paved in large cobblestones; eventually all the city streets will be paved as part of another of Rhingoryx's long-term improvement plans (West Long Road is next on the list).

The city has a very advanced sewer system, especially considering its size and wealth. The sewer system, like the walls, was built at the insistence of Rhingoryx, who firmly believed that a clean city would be a better city. He drew up the plans himself. With the assistance of several Builders of Law brought in from Meznamish, the sewers were constructed in a mere three years. With the sewer system in place it is illegal to dump refuse or relieve oneself in the streets of the city (1 sp to 1gp fine). Every street corner has a sewage shaft where chamber pots are dumped

every morning. There are several services that pass by every street every morning and collect chamber pots for a monthly fee. Most temples, inns and taverns have their own connections to the sewer system, as do many wealthy homes in the High Quarter. Rainwater enters the system through street culverts and washes the sewers clean periodically. The sewer system dumps everything into the sea, the bay or the river; and thus the shoreline is rather messy, but the city is very clean. Most drinking and bathing water is taken from cisterns that stand atop most buildings; public fountains are found at major street corners, fed by public cisterns atop nearby buildings. Rumors abound of giant rats and alligators from Whiven Marsh that live in the sewers, but such rumors have never been substantiated.

City Quarters

The free city of Bronish is divided into five sections: the Old Town Quarter, the Merchant's Quarter, the Foreign Quarter, the Craftsman's Quarter and the High Quarter (the quarter naming system predated the construction of the High Quarter, though the names stuck). There is also the Hall of the Dragon, at the center of the city, flanked by Freedom Square and the Plaza of the Dragon.

City Quarters (Craftsman's): The Craftsman's Quarter is the heart of the city, and the largest of the five quarters. Here live all the local craftsmen, from the basket weavers and rope makers to blacksmiths, armorers, weaponsmiths, butchers, bakers, candlestick makers and folk performing every other craft and profession that is needed to run a city. Most craftsmen live in apartments above their workshops; the wealthy craftsmen own separate homes while their assistants and servants live in various clean, though cramped, tenements. This quarter is home to the Temple of Saint Bronish, the Hall of Harmony, and Freedom Hall. Travelers from the surrounding area and adventurers alike frequent the Dragon Road Inn, a good inn and tavern, which lies on the Gold Market. The Gold Market got its name by being area where most of the gold and other minerals and gems that enter the city with prospectors, miners and merchants are traded. A fountain sits in the middle of the market; it has seven statuettes of gold dragons, each of which holds a "gold nugget" in its claws and spits water out from its mouth into the fountain. Miners, prospectors and merchants toss coins into the fountain for luck in their hunt for wealth. The city guards collect coins every week. These coins go into the fund to pave the streets of the city. The Wurm and Crown Tavern, an excellent tavern, also sits on the Gold Market, and is frequented by the more successful fortune hunters; rumors about the Dashahn Mountains and the Whisvomi Forest abound in this tavern.

The Healing Hearts Tavern, next to the Hall of Harmony, is known as the place to go to find love and companionship; sometimes for a price, but more usually only with a free spirit. The Wall Street Inn is an average inn, known for its peace and quiet. The Neshvani Crown and Thorns Tavern is owned and operated by a Meznam cleric of the Passionate Peoplehood, and is known as the wildest tavern in the quarter. The Copper Pot Inn is a low class, if serviceable hostel. The Gold Flagon Tavern (the only tavern on Freedom Square and the Plaza of the Dragon) is frequented by craftsmen and merchant alike, while the West Gate Tavern is usually crowded with farmers and other locals who come into town on festival and market days. Weaver Square

is the spot where basket weavers and rope makers used to ply their trade in the early days of the city. Now, they continue to do so, though most actual production takes place in the forest villages where the raw materials are collected. The tallest tree within the city walls stands in the center of the square. It is the target of every child in the quarter, as it is said that only the bravest and most talented child can climb the Weaver's Tree.

Most homes in this quarter are two or three stories, usually with two or three rental flats. Most businesses are two or three stories, with the second story being home to the owner and operator and the third being a rental flat. The Temple of Saint Bronish is three stories, with a Brandobian style steeple that rises another four stories high, making it one of the tallest structures in the city. The other temples and inns are three stories.

The Long Road runs the entire length of the northern border of the quarter, while the Street of Craftsmen runs through the heart of it and Wall Street borders it on the south and west. Freedom Road, the Street of Gold and River Road (Sea Street) all pass through the quarter from north to south. Alleys are usually quiet and well kept though a burglar or two might lurk in them in the deep of the night. Torches are only found on inns, taverns and temples, though the Street of Gold and the Gold Market are usually well lit during warm summer nights when businesses stay open longer. The City Guard frequently passes through the quarter and often checks the alleys, and like the Merchant's Quarter, the City Guard is very protective about this section of the city.

City Quarters (Foreign): The Foreign Quarter received its name back when the city was yet young, and non-Bronish Mendarns settled in this area of the city. Today it truly lives up to its name, as it is home to the largest concentration of foreigners in the city. As such, most shops in the area either cater to foreigners or are owned and operated by foreigners selling foreign goods. The most prominent building in the quarter, the Temple of All Gods, reflects the nature of the area in that it has shrines to dozens of foreign Gods (some of which are the same God under different names). The Temple of All Gods is said to house shrines only to good and neutral deities, but some evil shrines do exist in the basement levels of the temple. The Dirk and Dagger Tavern is known for its infamous brawls, usually over foreign politics or faiths, and is avoided by Bronish folk. The Sword and Spear Inn is the undeclared home of foreign mercenaries and adventurers in the city, and the Old Wall Inn is known for being home to the less savory and roguish foreigners. Spear Street and Lance Lane are infamous for their hawkers by day and muggers by night, though they are still safe by far compared to the streets of other cities.

Most homes in this quarter are two-story tenements, usually with three or four rental flats. Most businesses are two stories, with the second story being home to the owner and operator. The temple and inns are three stories. The Old Road, Spear Street, East Long Road, Wall Street, Lance Lane and Center Street all pass through the quarter; most are safe, save Spear Street and Lance Lane, which are the most notorious streets in the city. Alleys are often home to destitute foreigners, most of whom would not think twice of slitting a purse or two. Torches are only found on inns, taverns and the temple. The City Guard frequently passes through the quarter, though rarely ventures into the alleys ("leave foreigners to their own" is their attitude).

City Quarters (High): The High Quarter is the wealthiest district of the city. Every street and alley is paved, the buildings are of the finest construction and most ostentatious appearance and the services and shops are quite expensive. However, the people in the quarter are not as arrogant and self-serving as most upper class folks are elsewhere; they definitely have a sense of noblesse oblige, and act upon it most of the time. The residents come either from the Seven High Clans of Bronish, or from one of the several other wealthy families of the city. The High Quarter, however, is not famous merely because of the residents; it is also known as the High Quarter because it is physically the highest section of the city. The east bank of the Vromlond River averages 15 to 20 feet higher than the west bank; steep cliffs or inclines fall from the embankment down to the river. A 4' mortared stone wall along the embankment keeps people from falling over the edge when they get too close. The point on the east bank at which the High Bridge crosses the river is ten feet higher than the west bank; a stone ramp leads to the bridge on the west bank, whereupon the bridge then crosses the river at a level point. There is a charge of one copper coin per person, creature and axle to cross from the west side to the east side, except on Godday (though no carts may cross on Godday). There is no charge to cross from the east to the west. The High Bridge is made of stout wood, and can be collapsed in a few moments with the proper key (another device developed by Rhingoryx).

The High Bridge ends at Seven Square, home to the most expensive shops in the city. A statue of Mizhamo Izhamoni, the Royal Bard of Bronish, stands in the center of the square. Mizhamo was one of the seven explorers/miners that "discovered" Rhingoryx and led the group in their reverential singing and flattery. He later founded the Izhamoni Clan, one of the Seven High Clans, was the first Speaker of the Council of the Dragon, and is regarded as the founder of modern Bronish.

The most notable structure in the High Quarter is the Hall of the Council of Seven, where the government of the city and the City Guard (see below) are based. The Hall is constructed of fine marble with golden veins and striations; gold-plated statues of dragons watch from the roof of the Hall like benevolent gargoyles. The Court of Justice lies at the opposite end of the quarter, and is built of expensive woods. It is a most impressive and imposing edifice. The House of Order sits in the center of the quarter, and is the most popular spot for commoners to visit; it is a pleasant building, with great stained glass windows, fine statuary, pleasant music and a peaceful atmosphere. The Hall of the Valiant sits across Council Plaza opposite the Hall of the Council of Seven, and is home to the Servants of the Swift Sword.

Council Plaza is one of the finest spots in the city, a pleasant boulevard cooled by small trees and flowers. A gold plated 15' tall statue of Rhingoryx stands in the center of the plaza, facing south toward the Dashahn Mountains where he lairs. The Golden Drake Tavern also sits on the Council Plaza, and is frequented by public servants and guardsmen alike. The Royal Bronish Arms Inn stands near the Council Hall, and is usually home to those members of the Council from the countryside that do not own their own townhouses in the High Quarter. The Golden Orb Inn, the finest inn in the city, stands on Cobblestone Plaza across from the Seven Coins Tavern, which is the most expensive tavern and restaurant in the city.

Cobblestone Plaza was the first section of the city to be paved with stones.

A small market of gem dealers, jewelers and purveyors of other fine goods sets up in the plaza on Godday and during major festivals in order to take advantage of the large number of High Clan and other wealthy patrons that enter through the High Gate. The Sea Breeze Inn stands about a quarter of a mile down the road past the East Gate, and is an excellent yet affordable inn (see above).

Most homes in this quarter are three stories, each owned by a wealthy family or one of the Seven High Clans. Most businesses are one or two stories, with the second story usually being storage and only rarely being home to the owner and operator; most shop owners live in the Craftsman's or Merchant's Quarters. The House of Order is five stories, with four small Brandobian style steeples that rise another three stories high, making it the tallest structure in the city. The Hall of the Council of Seven is four stories tall, while the other temples and inns are three stories. Seven Street runs the entire length of the quarter north to south, and the "alleys," which compare well with the roads of the other quarters and are named after the most prominent house or building along the way, are extremely clean and well maintained. Lanterns are found on inns, taverns, temples, and most houses, though torches are more common in alleys. The City Guard is a frequent sight in the High Quarter; guards are usually found in large numbers, as it is their home quarter.

City Quarters (Merchant's): The Merchant's Quarter takes up the northeastern section of the city, and is home to the merchant docks, warehouses and the Merchant's Guildhall. Most foreigners pass through this quarter to go to the Foreign Quarter; only the wealthier foreign merchants stay in this quarter, as the local merchants like to keep their area clean and quiet. The upper middle class houses in this quarter are very well maintained and moderately opulent, though not ostentatiously so (local merchants prefer moderation). Many of the middle class merchants live above their shops. The shops in this quarter mostly deal in imported goods or are actually export houses that sell Bronish goods and raw materials to foreign merchants. The Merchant's Guildhall, which is also the home of the local Parish of the Prolific Coin, is the most opulent building in the quarter, and save for the Hall of the Dragon, is the fanciest building outside of the High Quarter. Coin Court, shaded by small cherry trees and fragrant vines, sits to the west of the Guildhall. A small wishing well sits in the middle of the court. Rumors say that whoever casts coins into it will receive luck back in proportion to their generosity. The coins are collected weekly through a small tunnel from the guildhall, and all coins collected go to the Merchant's Guild Widow and Orphan Fund.

The Temple of St. Mroln is very popular among merchants, who go there and make offerings to ensure the safety of their ships, cargo and crew. The Hall of Slumber is an inn owned by a Dream Weaver; he holds services for a few locals and a number of foreigners every Godday at the inn. The Bywater Tavern is a very popular stop; Bywater Brew, a sharp ale derived from Meznam formulas, is exported to Meznamish, Mendarn, Eldor and even Kalamar and Tokis. The Traveler's Rest Inn is a good, inexpensive inn, while the Merry Maid, Sea Hag and Sea Dragon taverns are good, average and low quality respectively, home to

all manners of clientele. The Sea Market is continually busy with incoming and outgoing cargoes, criers, vendors and factors, and is usually frequented by ne'er do wells and pickpockets from the Old Town Quarter. A marble statue of Rhingoryx stands in the market at the spot where he slew the foul pirates in 958 YK (Year of the King, the Brandobian calendar). Local merchants leave a gold coin at the foot of the statue when they ship out, hoping that the gesture will bring good luck and keep pirates from their ships. The coins disappear every night, and none know where, as local beggars and thieves are too superstitious to try to take them.

Most homes in this quarter are two stories, with a rental flat on the second story, though the wealthier merchants keep both stories to themselves. There are a few two-story tenements, usually with three or four rental flats. Most businesses are two stories, with the second story being home to the owner and operator. Warehouses are usually two stories, though the second tends to be open to the first. Both temples and inns are three stories. Sailor Street is the main thoroughfare through the quarter, from the Sea Market to the Plaza of the Dragon. The Old Road, East Long Road, Sea Street (River Road), Center Street, Cart Way and Weaver Way also cross through the quarter; and most streets are well lit by torchlight at night. Alleys are usually clear of refuse and troublemakers, though the odd drunken and belligerent sailor can be found in the alleys behind the Sea Hag and the Sea Dragon taverns. The City Guard presence is firm in this quarter, and the guards brook no nonsense.

City Quarters (Old Town): The Old Town Quarter is the section of the city that represents the original village of the Meznams and Mendarn merchants; part of the old wooden palisade can still be seen in places along the south side of Old Street. This quarter is home to the city's fishermen, lower class and small underbelly; it is rather peaceful as such areas go, but still is known for the occasional brawl and mugging. The most prominent feature of the quarter is the Merry Merchant, one of the oldest inns in the city (see above). Fishermen and sailors commonly frequent the Temple of the Sea Queen. The Homely House Hostel is a fair inn, connected to the Twilight Rest Tavern, which is the haunt of local fishermen and scalawags. The Pegleg and Parrot Arms Inn is rumored to be a contact point for pirates and buccaneers, and has an unsavory reputation, while the Grapevine Tavern is an excellent place to find rumors and hear local legends. The Fish Market rests on the shore, where dozens of fishermen tie their small crafts to rickety wharves; an old wooden statue (which predates the coming of the followers of Bronish) stands in the center of the market. The statue is "The Old Fisherman," and apparently represents a legendary Meznam fisherman who "caught the one that everyone else said got away." Fishermen leave small offerings at the statue, hoping that the "Old Fisherman" would help them catch the "Big One."

Most homes in this quarter are one story, though some are tenements with two or more flats. Most businesses are two stories, with the second story being home to the owner and operator. The Merry Merchant is the only three-story building in the quarter, while the other inns are two stories. Sea Street, the Old Road (known as Old Wall Road locally) and Center Street are the only true streets in the quarter; all other byways are cramped, twisting alleys, the most notorious of which is the alley behind the Pegleg and Parrot, which is informally known

as "Pirate Pass." Torches are rare at night, and most alleys are dark with unknown, possibly unfriendly denizens. The City Guard rarely passes through this quarter, usually leaving the fisher folk to themselves; they will readily investigate any grievous crime, but generally leave the local drunks to find their own fate in the morning.

Government

The seven miners and their families formed the Council of the Dragon shortly after Rhingoryx's defeat of the pirates. This council then led the city in all things under the eye of the dragon (for the former leaders of the city were slain in the early hours of the pirate raid). For a generation the people were happy with the arrangement, until 978 YK, when the Council of the Dragon was opened to elections. The people of Bronish remembered the grief that absolute power had caused them in the past and saw again its evil in the Meznamishi Civil War. Thus, after much discussion and debate, and after consultation with the dragon, the people founded the Council of Seven in 980 YK. The Council of Seven is open to any citizen of Bronish age 45 or older (50 for halflings), and is elected by all Bronish citizens age 21 and older (33 for halflings). Councilors serve for a period of seven years. The people elect a new councilor every year, rotating out the oldest member. To date, no less than four members of the council at any one time are from the Seven High Clans. However, all clan members sit on the council because of their own abilities, not necessarily due to their money or influence.

Since the founding of the Council of Seven, the Free City has experienced few major troubles. Thus far, the only force that has threatened the city was a small army of hobgoblins from Ul-Karg, which invaded the region in 1020 YK. Fortunately, the city had recently completed the city walls. Rhingoryx insisted that the people build the walls, for he knew that he could not be everywhere at once. Rhingoryx and the forces of the city were eventually able to stamp out the invading force, but many of the nearby villages and nomad clans suffered heavy losses. The memories of the Hobgoblin War (as it is known in Bronish legend and history) have faded for most, and the city folk have once again cut back on their forces (once twice the size of the current police force), though the villagers have not forgotten nor forgiven the hobgoblins.

The laws of the Free City are not that different from the laws elsewhere, however the mode of punishment differs from that of most cities and states. A heavy fine and exile from the city punish crimes that warrant death or mutilation in other lands. Exile is always permanent. Clothing from the offender is given to Rhingoryx; one sniff and he remembers the person for life. If an exile ever returns to the lands of the Free City, the dragon WILL hunt him down and eat him (distasteful, but necessary). Note that all Crimes against Nobility, Freeman and Peasants apply to ALL people in the Free City and surrounding territories, from the lowliest farmer to the Speaker of the Council of Seven. Crimes against the Crown apply to crimes against the dragon, the Council of Seven, the Order of the Golden Wyrm and the City Guard. There is hardly any racial preference or persecution in the city; citizens will not tolerate anyone that would stir up racial hatreds. Any such people are exiled from the city. If they return and are noticed, they must answer directly to the dragon.

Other unusual laws in the city include:

- Relieving oneself in the street or emptying a chamber pot into the street: fine of 1 sp to 1 gp.
- Owning or selling slaves: loss of all property and exile.
- Defacing a public statue or work: imprisonment and fine of twice cost of repairs.
- Bearing of illegal arms in the city: confiscation of the weapon and fine of 10x value of weapon.

Economy

Local food and lumber from the Whisvomi Forest are in adequate supply, as is metal from the Dashahns. The chief export of the city, however, is the fine rope and basketry made from vines found in the marsh and forest. The city is on good trading terms with Meznamish, Eldor and the colony of Vrandol, though many fear Eldor's imperious nature.

Military

Military (City Guard): The Bronish City Guard is one of the rarest sights in all the sovereign lands: an honest, hardworking organization dedicated to the common good of the city and its citizens. There are a few bad apples among the lot, but most Guardsmen deal honestly with citizens, though they are suspicious of foreigners; they also tend to be competent and usually get their man if possible. The Guardsmen, named Rhiln in Brandobian, wear leather armor and caps and carry clubs; they wear blue tabards that bear the coiled gold wyrm device of the Council of Seven. They operate in teams of five men, one of who is a Rhilnd, or "sergeant" that wears ring mail, a metal helm and carries a shortsword. The City Guard is not equipped to deal with well-armed foes, and will not hesitate to call in the Royal Dragon Company to handle troublesome and deadly adversaries.

The City Guard operates from the Hall of the Council of Seven, and has offices and cells in the North, East and West Gates. The Rhilnd, or "city commander" has his office in the Hall of the Council of Seven and maintains a small staff. Rhiln are paid 2 gp per month, while a Rhilnd receives 5 gp per month. All Rhilnen are Bronish citizens 25 or older; most are lawful and good or neutral and good while some are lawful and neutral and a few are lawful and evil.

Military (Militia): The Bronish Militia only barely deserves the name. The people of the Free City are just not fighters, which is appropriate for a people descended from pacifistic refugees. The militia consists of all volunteer citizens aged 16 to 60 that decide to show up every fourth Fireday of the month; it is illegal to discriminate against employees who attend militia meetings. Resident foreigners may join the militia; honorable service usually halves the remaining time required in order to become a citizen. Usually only about 50 people show up, though the entire city muster is about 150; village musters, however, have a better turnout, as the villagers remember the Hobgoblin War of a generation ago; and up to half of the adult population of the outlying villages attend the militia meetings. Most militiamen (and women) are barely trained and count as "green." They are taught the basics of spear use ("pointy end goes toward the bad guy") and some swordplay. Militia members are required to keep a shortsword and spear in their home; most are unarmored, though some wear leather or padded armor, while a very few wear studded leather or ring mail. Anyone who owns a longsword and can show that he knows how to use it holds the

title Ilvend, or "corporal" and leads groups of ten to twenty militiamen during drills and emergencies. The militia has not been called up in over three years; the last time it was called up was when a tiger somehow got in the city and the City Guard needed assistance in hunting it down.

Military (The Royal Dragons): The Free City is well guarded in myth and in fact by the gold dragon Rhingoryx, but both Rhingoryx and the Council of Seven understand that there are problems and situations where the dragons' attention is either not possible or impractical. Thus, the city keeps a standing "army" of 150 men. The "army" of Bronish is known as the Royal Dragon Company, and consists of ten lances, or "squads" of seven footmen and ten lances of seven mounted warriors. There is one Vendl, or "lieutenant" for every two lances, while the Vendlond, or "commander" oversees the entire Company. The various units are usually scattered throughout the villages in the surrounding area, with only a quarter of them in the city proper at any one time. It is an honor to be chosen for the Company; most Royal Dragons are followers of the Swift Sword, while the Vendlond and most Vendlen are Servants of the Swift Sword.

The footmen wear chainmail, shield, and carry longswords and daggers, while the cavalry sit on light warhorses and wear chainmail and shield and wield spears and longswords. Vendlen wear plate mail and carry bastard swords; mounted Vendlen usually ride medium warhorses wearing ring mail barding. Most footmen and cavalry are trained in the use of the short or composite bow, but forgo its use, considering it "ignoble." Rhingoryx and the Council of Seven are currently considering the development of a third martial element, a standing corps of halfling slingers, but such is only in the initial discussion stages.

Soldiers of the Royal Dragon Company wear white tabards that bear the coiled golden wyrm of the Council of Seven. Most wear the most expensive armor possible, usually filigreed with gold or silver; some carry a backup weapon, such as a mace or shortsword. The Royal Dragon Company operates out of the Hall of the Valiant. Common footmen receive a stipend of 5 gp per month and cavalry receive 10 gp per month. Vendlen earn 20 gp per month, while the Vendlond performs his duties as a part of his faith. Many of the common warriors and most of the Vendlen are members of the Seven High Clans or servants of the Swift Sword and forgo their stipend, seeking service in the Company as part of what they consider to be their duty to the city. The vast majority of members of the Company are lawful and good, with the balance being neutral and good or lawful and neutral.

Temples

Most good and neutral religions exist within the city, though only the major faiths have actual temples. The most popular temples among the middle class are the House of Solace and the Parish of Love, which have the largest temples in the city. The Temple of Saint Bronish (House of Solace) follows the Brandobian profession of the faith and the traditions of Bronish; most clerics are Preachers of Peace, though the number of Pacifists has grown over the last few decades. The House of Solace holds its ceremonies and services in Brandobian, though a fair number of Meznams attend. The Hall of Harmony (Parish of Love) is firmly rooted in the Meznamishi profession, though ceremonies are held in both languages. The Parish is the favorite

of the local Meznam population, though about half of the attendees are Bronish Brandobians. Other temples frequented by the middle class include Freedom Hall (Face of the Free) and the Merchant's Guildhall (Parish of the Prolific Coin).

Temples found in the High Quarter include the House of Order (hosting shrines for the Home Foundation, the Hall of Oaths and the Assembly of Light), the Hall of the Valiant (Halls of the Valiant) and the Court of Justice (which functions as the official legal court for the city). The families and friends of the Seven High Clans and members of the upper middle class in the city primarily frequent the "High Temples"; others attend services when they require inspiration or services of the deity in question. The Temple of St. Mroln (Temple of Stars) is frequented by merchants and sailors, while the Temple of the Sea Queen (Water Corner) is frequented by fishermen and sailors. The Temple of All Gods, usually frequented only by foreigners and the few other native worshippers, contains shrines to most other good and neutral Gods, as well as a secret shrine or two to various evil faiths. Small groups or individuals that have shrines in their own homes or places of business represent other good and neutral faiths, and represent only a fraction of the entire population of the city. Most city folk attend two or more weekly services at different temples, usually at the Temple of Saint Bronish and one other personal favorite.

Mages & Sages

Glanden Strom, a short Mendarn, makes potions for sale. He charges all foreigners 110% of list price, though he deducts 10% from the list price for Bronish citizens, and 20% for personal friends. A 5th level sorcerer, he can also create magic arms and armor, though he will charge a minimum of 5000 gp, regardless of the spell to be cast.

Amera, a female elf, makes an excellent living creating and selling spell scrolls to passing adventurers and other travelers. Amera is the sister of Jelena, protector of the elven community of Ellerfast located in the distant Rokk Woods. Amera left the Rokk after harsh words with her sister on the subject of racism (Jelena is very xenophobic). She has not talked to her sister in several years. Amera's specialty is in scrolls that involve spider-like abilities. Her cheapest scrolls are *giant vermin*, *insect plague*, *spider climb*, *summon swarm*, *web*, etc. She always charges list price.

Underworld

Several pirate gangs routinely put to shore in Bronish, often disguising them as merchant ships so as to avoid the dragon's eye. They use the city as a meeting place or a stopover while avoiding Brolenese slaver vessels or pursuing naval vessels from other lands, assuming that it is the last place their pursuers would look.

Of greater import is the fact that the amount of exiles (because of racism) is on the rise. This is due to the House of Scorn, who maintains at least one hidden temple in the Foreign Quarter. They hate the general peace and lack of bigotry they see among the citizens, and are subtly attempting to stir up trouble between neighbors.

Interesting Sites

The Hall of the Dragon is at the physical and spiritual heart of the city. It was built shortly after the people of Bronish sealed

their alliance with Rhingoryx and has been continually upgraded and expanded over the decades since. The Hall of the Dragon is four stories tall, and constructed of the same white and gold marble as the Hall of the Council of Seven. A 40-foot diameter golden dome rises from the center of the roof, reaching another two stories into the sky; the peak of the dome is topped with a 50-foot pole, upon which flutters the banner of the Council of Seven, a white field with a coiled golden wyrm. 15-foot-tall gold-plated statues of gold dragons grace the roof at the four corners of the building, and similar, smaller statuettes are found all along the edge of the roof. 15-foot-tall doors open out in the middle of three of the walls, onto the Plaza of the Dragon, Freedom Square, and the Long Road. The inside of the hall primarily consists of one large ceremonial chamber, which is replete with statues of the heroes of Bronish, and include Bronish Vromlond, the members of the first Council of the Dragon, major past members of the Council of Seven, heroes from the Hobgoblin War and others that have served the Free City and the dragon in remarkable ways. Ceremonies are held at the Hall of the Dragon on a monthly basis, and are well attended by all.

The Hall also contains the offices of the Order of the Golden Wyrm, an organization founded and controlled by the Seven High Clans of Bronish; members are either members of the High Clans or friends and allies that have proven themselves worthy. The Order is dedicated to the service of the dragon and the Free City. The Order performs charitable works, supports the Royal Dragon Company and the City Guard, helps organize the Militia, assists the government of the Council of Seven and leads the city in festivals and ceremonies centered on reverence of the dragon. Ceremonies of the Order fall into two categories, public and private, with the public ceremonies being counted as the most popular holidays of the city. The most popular ceremony is "Song of the Dragon King," an annual event in which the Dragon is serenaded in the King's Glade by the youth choir of the Order, the Order gives out gold coins to the poor and ceremonially crowns the dragon as King of Bronish.

The Plaza of the Dragon lies to the east of the Hall of the Dragon, and is the site of many ceremonies of the Order of the Golden Wyrm. Years ago the dragon used to meet with the people of the city in this area, but the city grew up around the Hall; thus all such meetings were moved outside the city, to the area known as the King's Glade. A statue of Rhingoryx stands in the center of the Plaza of the Dragon; it is the twin of the statue in Council Plaza, though in this case the statue faces the Hall of the Dragon. The Plaza is usually ringed with small vendors and stands that sell everything from food and drinks to jewelry and woodcarvings of the dragon.

Freedom Square lies on the western side of the Hall of the Dragon, and is dedicated to the memory of Bronish Vromlond and other martyred leaders of the Bronish movement. It is a quiet and peaceful area, with small trees and a fountain in its center. The fountain has a statue of Bronish surrounded by statues of human and halfling children; the children bear cornucopias that squirt water back into the fountain. The square is home to the farmers market every Pelsday and Homeday.

Special Notes

Unknown intruders in the dark of the night are attacking the mining villages of the Dashahn Mountains near Bronish. All evidence points toward hobgoblins from Ul-Karg, but

something isn't quite right. In fact, the raids are actually being conducted by dark elves opposed to the alliance with the Kargi, in the hopes that the attacks would create a counter-offensive before the alliance is ready.

Recently, a lone, ancient dwarf stumbled into the city with a map that he claimed would lead him to Imdar Tum, (or "Mother Lode"), the largest vein of gold in the Dashahn Mountains, which was lost ages ago. Various factions tried to buy or steal the map and hire, kidnap or kill the dwarf. He went into hiding and has not been heard of since. When found, the Imdar Tum will be discovered to be the home of a long lost tribe of dwarves, now evil and steeped in strange magics.

A series of horrible murders has paralyzed the city with fear. The City Guard is at a loss and citizens are fleeing to outlying villages. Unbeknownst to all, a vampire from Mendarn (who persecuted the followers of Bronish a century ago as a living noble) has arrived in the city to exact revenge upon the descendants of the "rebel scum." He uses methods to kill the victims which do not readily lead to the conclusion that he is a vampire. Thus far he has only killed descendants of the leaders of followers of Bronish from his own former demesne.

Finally, the lizardfolk of the Whiven Marsh have been very active lately. Several homesteads to the north and east have been destroyed, but no one can say whether these were merely raids, or something more ominous.

The Krolg Tribal Lands: The mountainous Krolg tribal lands lie on the westernmost reaches of the Kingdom of Ul-Karg. The Kingdom of Ul-Karg is divided into sections, each of which is populated by a different tribe. The reigning hobgoblin king belongs to no tribe but rules over all independently, receiving homage from each tribal leader. As the kingship is not inherited, any tribal chieftain bold enough to challenge the present king to trial by combat can become king through victory.

The current chief of the Krolg is Dunag Sul-Mag. It is he who was able to acquire the arrow of dragon slaying and hatched the plan to assassinate the benevolent guardian of Bronish. With this feather under his cap, he plans to exploit the vulnerability of the city of Bronish to gather the resources and prestige he needs to make a personal bid on the Ul-Karg crown.

The Krolg are a small but ancient tribe that has survived among the Krimppatu Mountains since the time when the black elves tread the surface. They are a rugged breed and skilled mountaineers who sometimes clash with human, dwarven or gnome miners from the north. Since the Krolg reside within the mountain valleys and caves, their villages can be hard to find. As such, the Dragon's inflicted a vengeful reign of terror upon other more obvious but unsuspecting hobgoblin villages further east in the Nazguk foothills.

Dark Elves of the Dashahn and Krimppatu Mountains: Thousands of years ago, a terrible war broke out among the elves of Tellene. The forces of good and evil, law and chaos divided the elves. The stronghold of the dark elves, so called for they were allied with the forces of chaos and evil, lay in the plateau that once stood where Meznamish and Mewzhano Bay now lie. Eventually the forces and lands of the dark elves were shattered, and the dark elves retreated into their citadels deep beneath the roots of the Dashahn and Krimppatu Mountains. Today the dark elves fester in their subterranean cities, plotting their revenge

upon the outside world. To that end they have, from time to time, assisted the hobgoblins of Ul-Karg in their wars and machinations against neighboring nations, especially Meznamish and Bronish. However, the dark elven cities are, as in all things, divided over the issue of working with the hobgoblins, and some of the cities actively oppose the plots with the King of Ul-Karg and do what they can to foment chaos amidst the hobgoblins.

The dark elves of Tellene revere the Gods of Chaos and Evil; their favorite deity is the Prince of Terror, whom they call Kheiskhari. Warriors worship Shambourki, the Creator of Strife, while most common dark elves revere Lhaghari the Ravisher. Gherhinn, the Prince of Pestilence is also a favorite, as the dark elves like to use plagues and diseases against their enemies. The Confuser of Ways is not openly revered, as the dark elves believe that the Great Deceiver deceived them long millennia ago, and that it was through his treachery that they were condemned to a subterranean existence. The wizards of the dark elves, who constitute the majority of the nobility, also deal with Demons from the Abyss in their bids for power within dark elven society. Note that dark elven society in Tellene is egalitarian, in that neither males nor females are any more likely to rule; individual clans may be matriarchal or patriarchal or neither, depending upon their own traditions.

Dark elven society centers on the clan, which is a group of families related by bloodlines. Dark elven cities will be home to anywhere from one to more than twenty clans; each city is an independent nation, though smaller cities might pay tribute to larger, more powerful cities. A royal clan and a council of the noble clans rule each city; advancement in the "government" is through assassination and inter-clan wars. Few royal clans maintain their vaunted position for more than four or five centuries. Most nobles are wizards or clerics, and only the most powerful of warrior nobles ever maintains their position. Human, elven and dwarven slaves do most of the actual work, from tending to the great mushroom farms and worm ranches to low-skilled artisan work.

The Lizardfolk of Whiven Marsh: The lizardfolk of Whiven Marsh have been peaceful for generations out of mind, only rarely kidnapping a human or halfling to satiate their grisly appetites. Most have also been too primitive to be of any real threat. However, a new pattern of lizardfolk activities has been developing in the last couple of years. Lizardfolk have been encountered using advanced tools and weapons; these lizardfolk are also more aggressive than their predecessors, and actively hunt humans and sometimes raid outlying villages. Ten years ago a lizardfolk discovered the ruins of an ancient city buried in the center of the marshlands; he stumbled into an ancient temple and was transformed by the magics within into a Lizard King. Since then the Lizard King has been bullying and organizing the primitive tribes into a barbaric society, centered on worship of Shhinn'shaas the Abaser. The lizardfolk are capturing humans for their horribly depraved ceremonies, most of which condemn the captives to a fate worse than death. The lizardfolk are based out of the ruins of the ancient city, much of which is still unexplored. A few tribes are still outside the Lizard King's sphere of influence and are actively opposed to the Lizard King and his followers, and thus might be friendly to and ally with the characters.

Appendix C: Random Encounters

As the PCs travel to the dragon's lair through the Whisvomi Forest and the Whisvomi Hills, roll for random encounters with an 8% chance for an encounter each hour. If you determine that there is an encounter, roll on the following Random Encounter Table. To roll 1d10,000 simply roll a 10-sided die 4 times, the first roll being the 1,000s digit, next the 100s digit, then 10s, then ones. The DM may also use any encounters described in the text, either when the foe described in such an encounter appears on the table, or in place of whatever is actually rolled. See page 132 of the DMG for more information.

Encounter	Whisvomi Forest	Whisvomi Hills
Abandoned Cabin	1 – 50	1 – 50
Abandoned Equipment	51 – 55	51 – 55
Ancient Ruins	56 – 205	56 – 205
Ant, Giant	206 – 230	206 – 230
Ape	231 – 430	231 – 430
Ape, Dire	431 – 450	431 – 450
Aranea	451 – 455	451 – 455
Assassin Vine	456 – 480	456 – 480
Athach	481 – 483	–
Basilisk	481 – 482	484 – 485
Bat	483 – 982	486 – 985
Bat, Dire	983 – 992	986 – 995
Bear, Black	993 – 1092	996 – 1095
Bear, Brown	1093 – 1142	1096 – 1145
Bear, Dire	1143 – 1147	1146 – 1150
Bee, Giant	1148	1151
Beetle, Giant, Bombardier	1149 – 1248	1152 – 1251
Beetle, Giant, Fire	1249 – 1298	1252 – 1301
Beetle, Giant, Stag	1299 – 1348	1302 – 1311
Behir	1349 – 1353	1312 – 1316
Beholder	1354 – 1355	1317 – 1318
Belker	1356 – 1359	1319 – 1322
Boar	1360 – 1459	1323 – 1422
Boar, Dire	1460 – 1464	1423 – 1427
Campsite	1465 – 1564	1428 – 1527
Cat	1565 – 1714	1528 – 1677
Cattle	1678 – 2177	–
Chimera	1715 – 1719	2178 – 2182
Chuul	1720 – 1721	2183 – 2184
Cockatrice	1722 – 1726	2185 – 2189
Cultivated Shrubs (KoK p.166)	1727 – 2326	2190 – 2289
Deer	2327 – 2526	2290 – 2489
Digester	2527	2490
Dog	2528 – 2657	2491 – 2620
Donkey	2621 – 2695	–
Doppelganger	2658 – 2662	2696 – 2700
Dragon, Gold	2663	2701
Dragonne	2702 – 2706	–
Dryad	2664 – 2813	2707 – 2756
Dwarf, Hill	2757 – 2856	–
Eagle	2814 – 2913	2857 – 2956
Eagle, Giant	2914 – 2923	2957 – 2966
Elephant	2924 – 3673	2967 – 3716
Elf, Drow (Night only)	3674 – 3678	3717 – 3721
Ethereal Filcher	3679	3722
Ethereal Marauder	3680	3723
Ettercap	3681 – 3685	3724 – 3728
Formian	3686 – 3700	3729 – 3743
Fruit Trees	3701 – 4200	3744 – 4243
Gargoyle	4201 – 4210	4244 – 4253
Giant, Fire	4211 – 4215	4254 – 4258
Giant, Hill	4259 – 4288	–
Gibbering Moulder	4216	4289
Girallon	4217 – 4231	4290 – 4304

Encounter	Whisvomi Forest	Whisvomi Hills
Gnoll	4232 – 4291	4305 – 4364
Gnome	4292 – 4491	4365 – 4414
Goblin	4492 – 4516	4415 – 4614
Gorgon	4517 – 4519	4615 – 4617
Grey Render	4520	4618
Griffon	4619 – 4643	–
Hag, Annis	4521	4644
Hag, Green	4522	4645
Halfling, Deep	4646 – 4670	–
Halfling, Lightfoot	4523 – 4672	4671 – 4820
Half-Orc	4673 – 4697	4821 – 4845
Harpy	4698 – 4702	4846 – 4850
Hawk	4703 – 4952	4851 – 5100
Herbs	4953 – 5152	5101 – 5300
Hippogriff	5301 – 5325	–
Hobgoblin	5153 – 5652	5326 – 5825
Horse, Heavy	5653 – 5692	5826 – 5865
Horse, Light	5693 – 5752	5866 – 5925
Invisible Stalker	5753 – 5755	5926 – 5928
Kobold	5756 – 5855	5929 – 6028
Krenshar	5856	6029
Lamia	6030 – 6034	–
Lammasu	5857 – 5861	6035 – 6039
Leopard	5862 – 5961	6040 – 6139
Lion, Dire	5962 – 5965	6140 – 6143
Lizard	5966 – 6165	6144 – 6343
Lizard, Giant	6166 – 6215	6344 – 6393
Lizardmen	6216 – 6315	–
Magmin	6316	6394
Manticore	6317 – 6321	6395 – 6399
Medusa	6322	6400
Men, Adventurers	6323 – 6372	6401 – 6450
Men, Farmer	6373 – 6722	–
Men, Hunters	6723 – 6922	6451 – 6700
Men, Merchants	6923 – 6972	6701 – 6750
Men, Miners	6751 – 6760	–
Men, Nomads	6973 – 7372	6761 – 7160
Men, Patrol, Light Cavalry	7373 – 7472	7161 – 7165
Men, Patrol, Light Infantry - archer	7473 – 7922	7166 – 7175
Mimic	7923	7176
Monkey	7924 – 8023	7177 – 7276
Monstrous Centipede	8024 – 8043	7277 – 7296
Monstrous Scorpion	8044 – 8053	7297 – 7306
Monstrous Spider	8054 – 8078	7307 – 7331
Naga, Dark	8079	7332
Naga, Spirit	8080	7333
Natural Spring	8081 – 8160	7334 – 7453
Nymph	8161 – 8170	7454 – 7463
Ogre	8171 – 8220	7464 – 7513
Ogre, Mage	8221 – 8223	7514 – 7521
Orc	8224 – 8348	7522 – 7696
Owl	8349 – 8428	7697 – 7816
Owl, Giant	8429 – 8433	7817 – 7821
Pegasus	8434 – 8436	7822 – 7824
Phase Spider	8437 – 8441	7825 – 7829
Phasm	8442	7830
Pony	8443 – 8492	7831 – 7880
Praying Mantis, Giant	8493 – 8517	7881 – 7905
Pseudodragon	8518 – 8667	7906 – 8155
Rat	8668 – 9067	8156 – 8555
Rat, Dire	9068 – 9077	8556 – 8565
Raven	9078 – 9177	8566 – 8665
Shambling Mound	9178 – 9202	8666 – 8690
Sheep	8691 – 9090	–
Snake, Constrictor	9203 – 9302	9091 – 9190
Snake, Constrictor, Giant	9303 – 9352	9191 – 9240
Snake, Viper	9353 – 9402	9241 – 9290
Sphinx, Andro	9403	9291

Encounter	Whisvorni Forest	Whisvorni Hills
Sphinx, Crio	9404	9292
Sphinx, Gyno	9405	9293
Sphinx, Hieraco	9294	
Spider Eater	9406 – 9408	9295 – 9297
Spooky Carcass	9409 – 9458	9298 – 9347
Sprite, Grig	9459 – 9508	9348 – 9397
Stirge	9509 – 9578	9398 – 9477
Tendriculos	9579	9478
Tiger	9580 – 9679	9479 – 9578
Tiger, Dire	9680 – 9684	9579 – 9583
Toad	9685 – 9809	9584 – 9758
Treant	9810 – 9819	9759 – 9768
Troll	9820 – 9844	9769 – 9793
Vampire	9845	9794
Vampire Spawn	9846	9795
Wasp, Giant	9847 – 9856	9796 – 9805
Werebear	9857 – 9861	9806 – 9810
Wereboar	9862 – 9866	9811 – 9815
Wererat	9867 – 9876	9816 – 9825
Weretiger	9877 – 9886	9826 – 9835
Werewolf	9887 – 9893	9836 – 9842
Wight	9894 – 9900	9843 – 9849
Wolf	9901 – 9975	9850 – 9974
Wolf, Dire	9976 – 9980	9975 – 9979
Wolverine, Dire	9981	9980
Worg	9982 – 9986	9981 – 9985
Wraith	9987 – 9988	9986 – 9987
Yrthak	9988	
Yuan-Ti	9989 – 9998	9989 – 9998
Zombie	9999 – 10000	9999 – 10000

GLOSSARY

Arkajia – a servant of Rhingarr the rakshasa, p2, 5, 7, stats p8.
Ashoshani – the capital city of the Kingdom of Ozhvinmish on the island of Svimohzia, see the Kingdoms of Kalamar sourcebook, p149.

Awhom Forest – a densely wooded forest on the eastern side of the island of Svimohzia, see the Kingdoms of Kalamar sourcebook, p 164.

Banader River – a primary trade route for the Young Kingdoms region located west of Pekal. See the Kingdoms of Kalamar sourcebook, p99.

Bejar – a servant of Rhingarr the rakshasa, p5, 7, stats p8.

Bet Seder – The capital city of the Kingdom of Tokis, a nation in the Empire of Kalamar. See the Kingdoms of Kalamar sourcebook, p60.

Bhorr Kahn River – a muddy river in the Narrajy Forest used to float lumber to market in the City of Shyff, p33.

Boronus – the proprietor of the sole inn in the Village of Popowon in Pekal. He is a retired Pekalese soldier, p21.

Bronish Vromlond – a cleric of Ranas the Peacemaker, god of peace and comfort. He escaped slavery in Pel Brolenon only to be killed by the nobles and merchants of the Kingdom of Mendarn. His surviving followers later founded the City of Bronish in his name, p52, 58.

City of Bronish – an independent city-state on the western coast of the Svimohzish isle. See the Kingdoms of Kalamar sourcebook, p 164.

City of Shyff – an independent city-state on the northern tip of Reanaaria Bay in the Narrajy Forest. See the Kingdoms of Kalamar sourcebook, p 121.

Cland – a servant of Rhingarr the rakshasa, p5, 7, stats p8.

Daerinaea – the name by which the gold dragon Dharingaryx goes when she is her in elven form, p50, stats p51.

Darbren – a human fisherman, currently captive of the Feaalee Clan of nixies, p19, 24, stats 28.

Dharingaryx – a female gold dragon who is the mate of Rhingoryx the gold dragon, p50, stats p51.

Donata – halfling mayor of the Village of Popowon and cleric of Profali the Lord of Tranquility, god of peace and comfort, p20, stats p28.

Dorama's Battle Ward – a first level sorcerer/wizard abjuration spell, p28, details p30.

Dunag Sul-Mag – a hobgoblin leader of the Krolg tribe who acquired an *arrow of dragon slaying* to assault the gold dragon Rhingoryx, p45, 59.

Faith Shield – a first level cleric spell, p28, details p30.

Feaalee Clan – a group of nixies that often captures humans to use as slaves, p19, 23-24.

Ganoor – a water naga who rules the Trioole clan of nixies in Tali Lake, p19, 24.

Golden Alliance – the largest merchant's guild on Tellene. See the Kingdoms of Kalamar sourcebook, p171.

Hall of the Prophet Tanikos Moresu – a decrepit building in Bet Seder dedicated to a sect of the Inevitable Order of Time that reveres the scribe Tanikos Moresu as a prophet, p4, details p13.

Hurona – a halfling leatherworker who resides in the Village of Popowon, p 20, 24, stats p29.

Hyperion, the – a merchant cog taken over by a worshipper of Galapiti the Harvester of Souls, god of death; the ship is now haunted by undead, p10.

Ijami – a servant of Rhingarr the rakshasa, p5, stats p8.

Isa – a captive of the Feaalee Clan of nixies, p19, 24, stats p29.

Jahr – proprietor of the Lumberjack Inn in the Village of Bhorr's Bend, p34-35.

Jordar – a resident of the Village of Bhorr's Bend who begs adventurers to help cure the disease running rampant in his village, p33, 36, stats p39.

Kamarela Mounds – picturesque little hills on the southwestern tip of Lake Eb'Sobet in the country of Pekal. See the Kingdoms of Kalamar sourcebook, p71.

Kargi – a tribe of hobgoblins who inhabit the Kingdom of Ul-Karg on the island of Svimohzia, p45. See also the Kingdoms of Kalamar sourcebook, p155.

Kingdom of Ul-Karg – a hobgoblin nation on the island of Svimohzia. See the Kingdoms of Kalamar sourcebook, p155.

Kout – an old blind man who resides in the Village of Bhorr's Bend, p33, 35.

Koyschi – a servant of Rhingarr the rakshasa, p5, 7, stats p8.

Krimppatu Mountains – a mountain range on the western side of the island of Svimohzia. See the Kingdoms of Kalamar sourcebook, p166.

Lonvus – a young Brandobian man from the city of Miclenon who is stalking Rhingarr the Rakshasa, p3.

Lumberjack Inn – the sole inn of the Village of Bhorr's Bend, proprietor is Jahrr, p35.

Lusinna – a resident of Bhorr's Bend, childhood friend of Gharr, a cleric of the Rot lord, p33, 36, 38, stats p40.

Mask of Races, The – A magic item used by the deji Chief Hynen during the hobgoblin civil wars of 35 IR. It was buried with him in the barrow mound near the village of Popowon in Pekal, p19, 26, details p30.

Mugluck – chief of the Mundunooguu tribe of orcs in the Narraj Forest. A cleric of the Conventicle of Affliction, p33.

Mundunooguu – a tribe of orcs in the Narraj Forest. The name means "rotting corpse" in their language, p33, 39, 40.

Narraj Forest – a tall forest on the northern tip of Reanaaria Bay. See the Kingdoms of Kalamar sourcebook, p 122.

Norga Krangrel – a hobgoblin Kingdom northeast of the Elos Desert. See the Kingdoms of Kalamar sourcebook, p 84.

Oldor – the name of the old racial language used by the halflings of Bronish, p53.

Principality of Pekal – an independent Kingdom northwest of Kalamar that was once a part of the Kalamaran empire. See Kingdoms of Kalamar sourcebook, p53.

Ragi – an old fisherman who frequents Tali Lake, p 20, stats p29

Rakshasa – an evil outsider that appears as a humanoid tiger and has a taste for human flesh. See the Monster Manual, p153.

Rhaengaer – the name that the gold dragon Rhingoryx goes by when in elven form, p45, stats p51.

Rhingarr – a rakshasa who hails from Shwimajomwhi but now resides on a boat called the Sirocco's Kiss, p3, 6, stats p8.

Rhingoryx – a gold dragon who protects the City of Bronish in return for their homage, p45, 50, 53-54, stats p51.

Riddle of the Barrow Mound – a challenging logic puzzle written on the outside of the barrow mound near the Village of Popowon. Its solution gives a clue to where the magic item, the Mask of Races may be found, p25-27.

Rock Serpent – a small magical beast that is the pet of Rhingoryx the gold dragon, p49, stats p52.

Rogin the Scribe – a stargazer who resides in the Village of Popowon, p20.

Sani – a servant of Rhingarr the rakshasa, p4-5, 7, stats p9.

Shwimajomwhi – an ancient lost city in the Awhom Forest now inhabited by monkeys, p3.

Sirocco's Kiss – a small merchant ship that houses Rhingarr the rakshasa, p3.

Sorongi – a jealous local drunk in the Village of Popowon, p20-21, stats p29.

Suvinus of the Silver Cloth – a cleric of Deb'fo, Knight of the gods who lived over 500 years ago. Suvinus was instrumental in helping the humans and demi-humans of the central plains of Tellene defeat the Kargi Hobgoblin threat during the hobgoblin civil wars of 35 IR, p19, 26.

Svowmahni – a large city in the Kingdom of Ozhvinmish n the island of Svimohzia, see the Kingdoms of Kalamar sourcebook, p150.

Tali Lake – a small lake that lies east of the Banader River on the edge of the Kamarela Mounds. It is inhabited by clans of nixies, p19, 23-24, 31.

Talhman – a cleric of Naataal the Raiser, god of harvest, life, fertility and agriculture. He resides in the Village of Bhorr's Bend, p34, 36, stats p36 and 40.

Tanikos Moresu – a 1st century IR scribe rumored to be a prophet of Pagari the Fate Scribe, god of prophesy, time and fate, p4, 13.

Tiger Claw Society, The – an organized crime group led by Rhingarr that dominated the black market of Zha-nehzmish from 517 IR to 544 IR, p3.

Terano – the stable master in the Village of Popowon, p 21, stats p29.

Trioole Clan – a friendly nixie clan that resides in Tali Lake, p19, 24.

Village of Bhorr's Bend – a small logging village in the Narraj Forest along the Bhorr Kahn River, p34.

Village of Popowon – a small village near Tali Lake in western Pekal, p19-20.

Vohven Jungle – a large expanse of tropical rainforest on the southern half of the island of Svimohzia. See Kingdoms of Kalamar sourcebook, p166.

Whaznar Groshti – a thief who once served Rhingarr the rakshasa, p3.

Whisvomi Forest – a subtropical forest on the slopes of the Dashahn Mountains in western Svimohzia. See Kingdoms of Kalamar sourcebook, p166.

Zha-nehzmish – a seaport city on the island of Mez Vowmi east of Svimohzia. It is the capital city of the country of Ahznomahn. See Kingdoms of Kalamar sourcebook, 144.

Dragon's Lair

Scale  10 feet
20 feet

1. Lair Entrance
2. Entry Chamber
3. Main Chamber
4. Treasure Chamber

Golden Lake



Gharr's Lair The Garbage Pit

Scale  5 feet
10 feet

A
Hole in ceiling



Scale  5 feet
10 feet

Sandbottom
Clearing



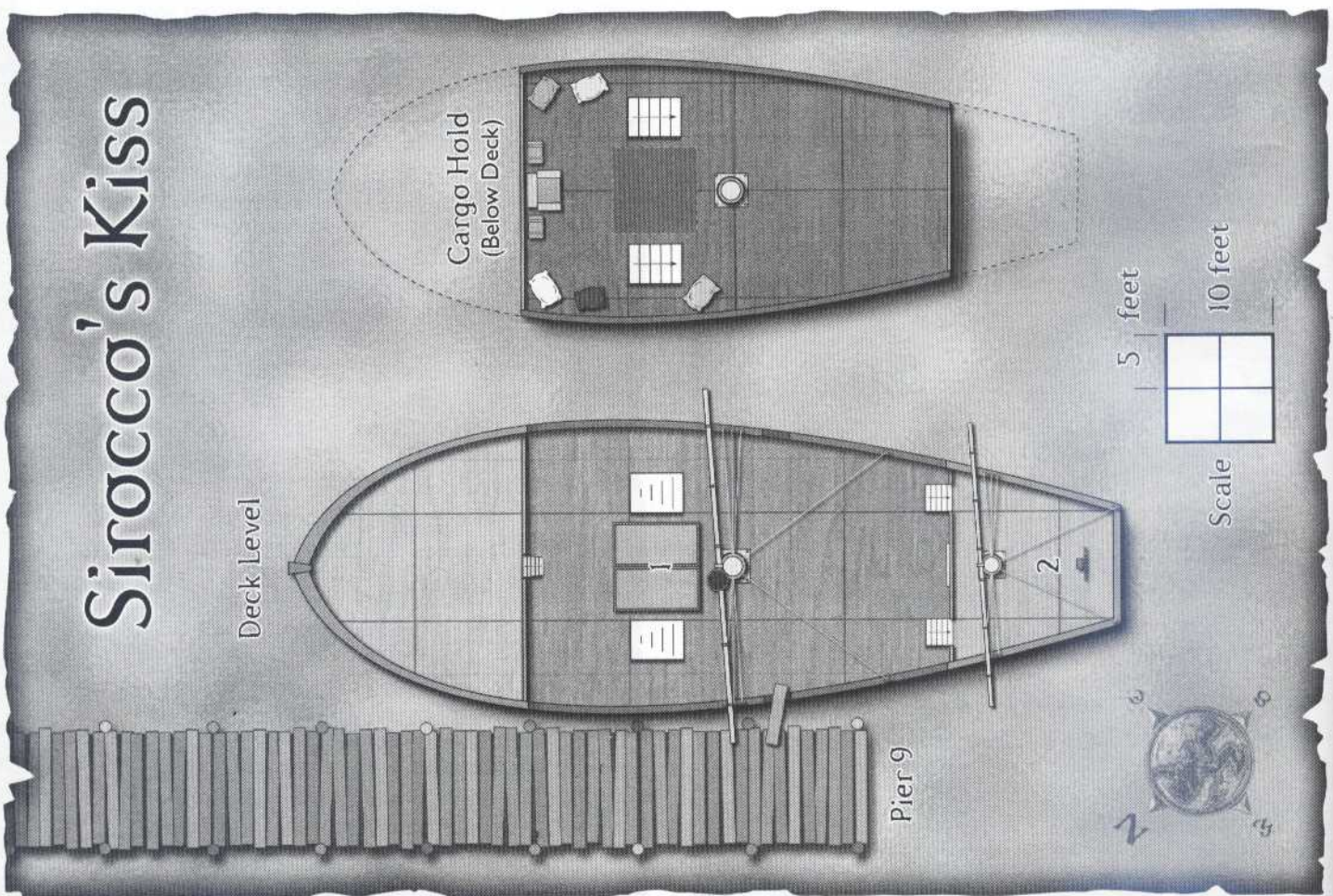
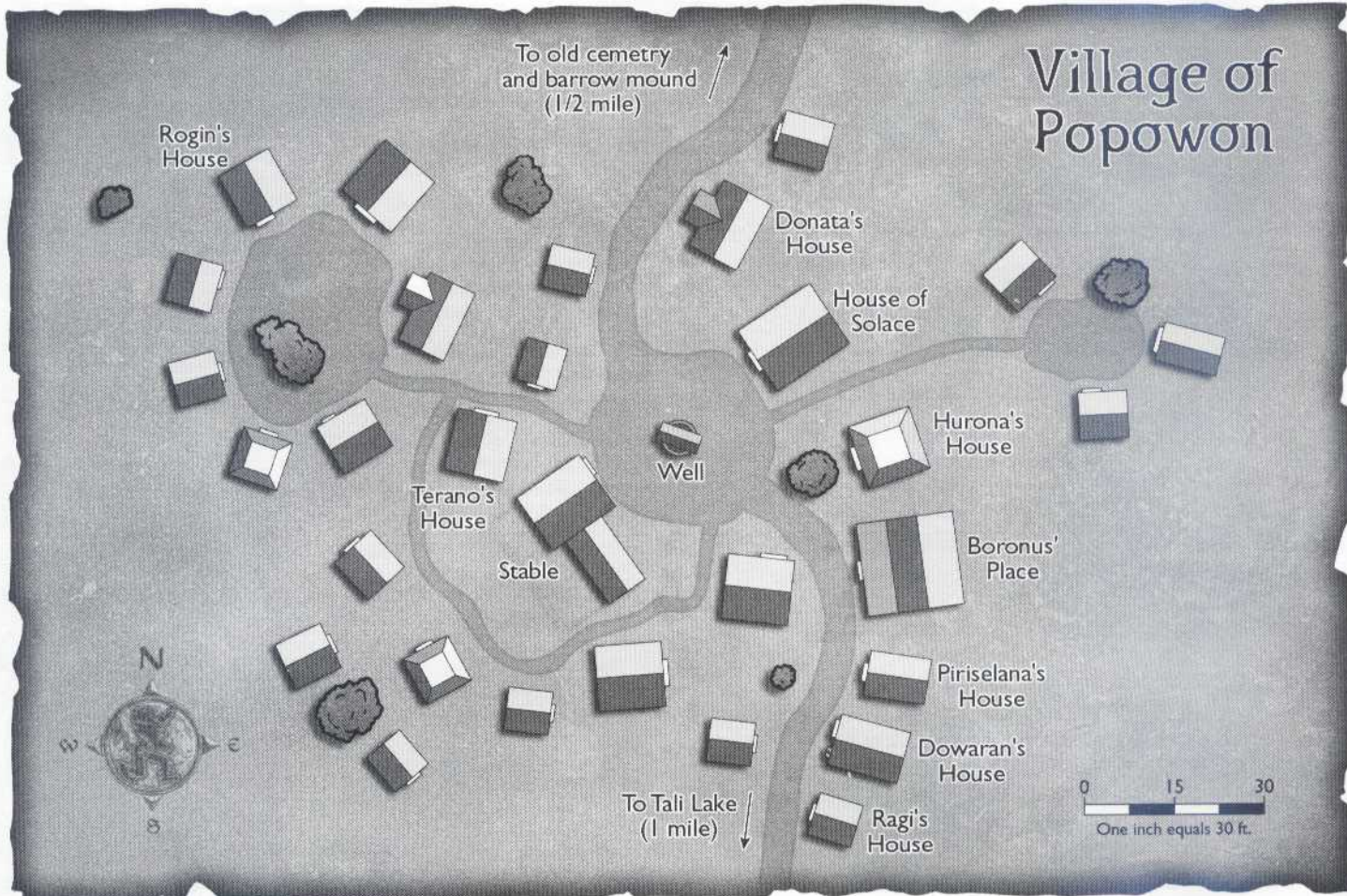
Rock

Seaweed
Huts

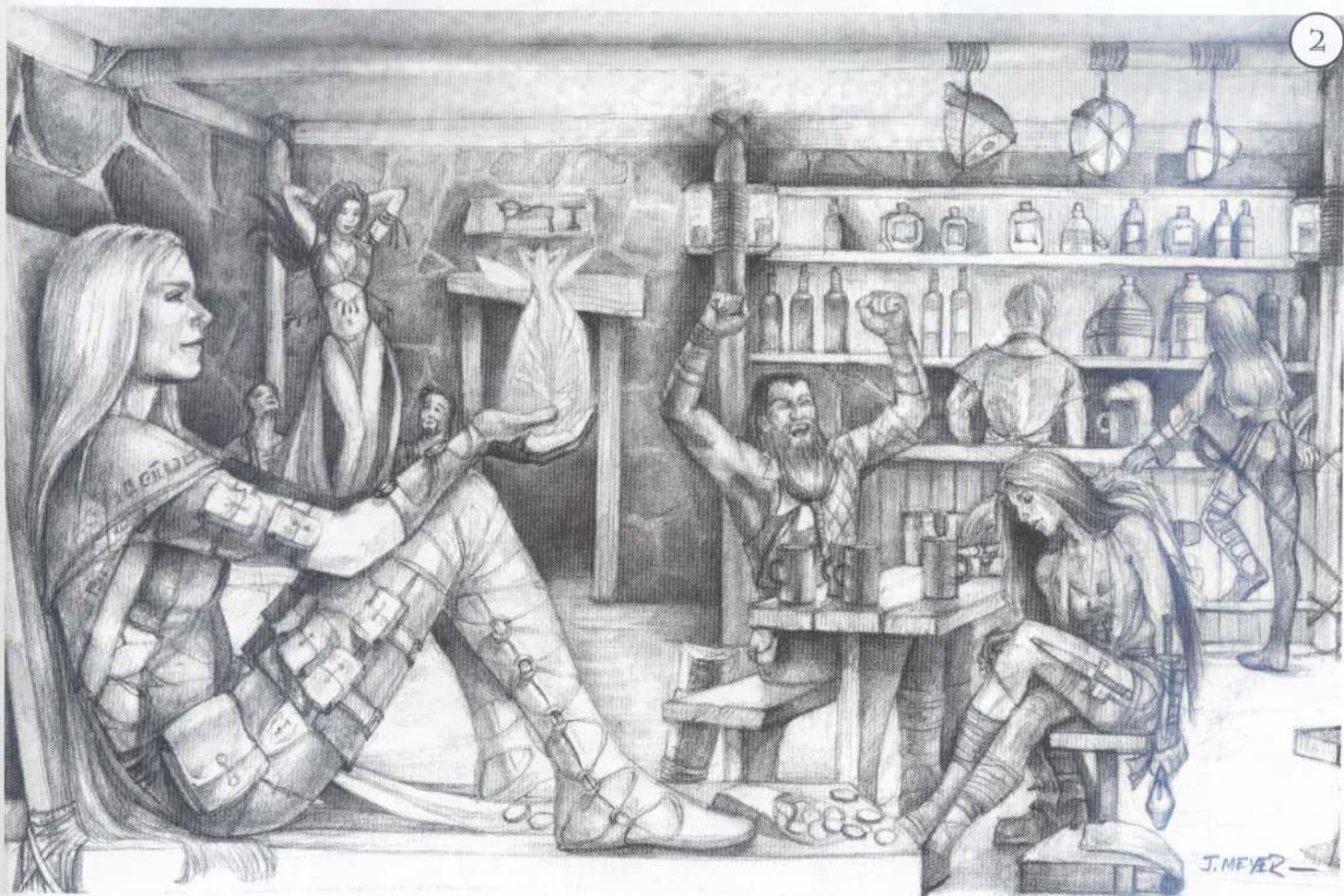
Thick
Seaweed

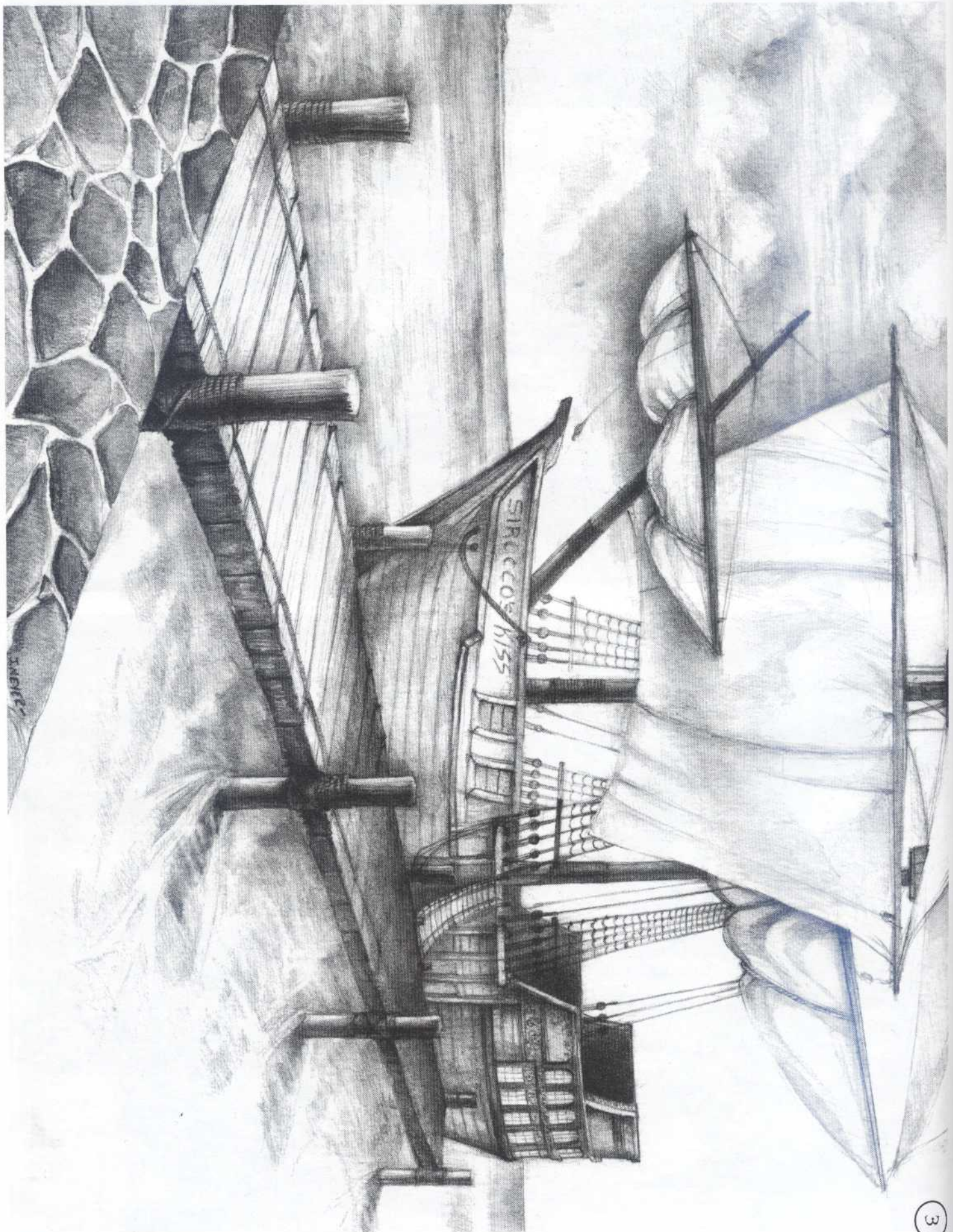
Nixie
Village

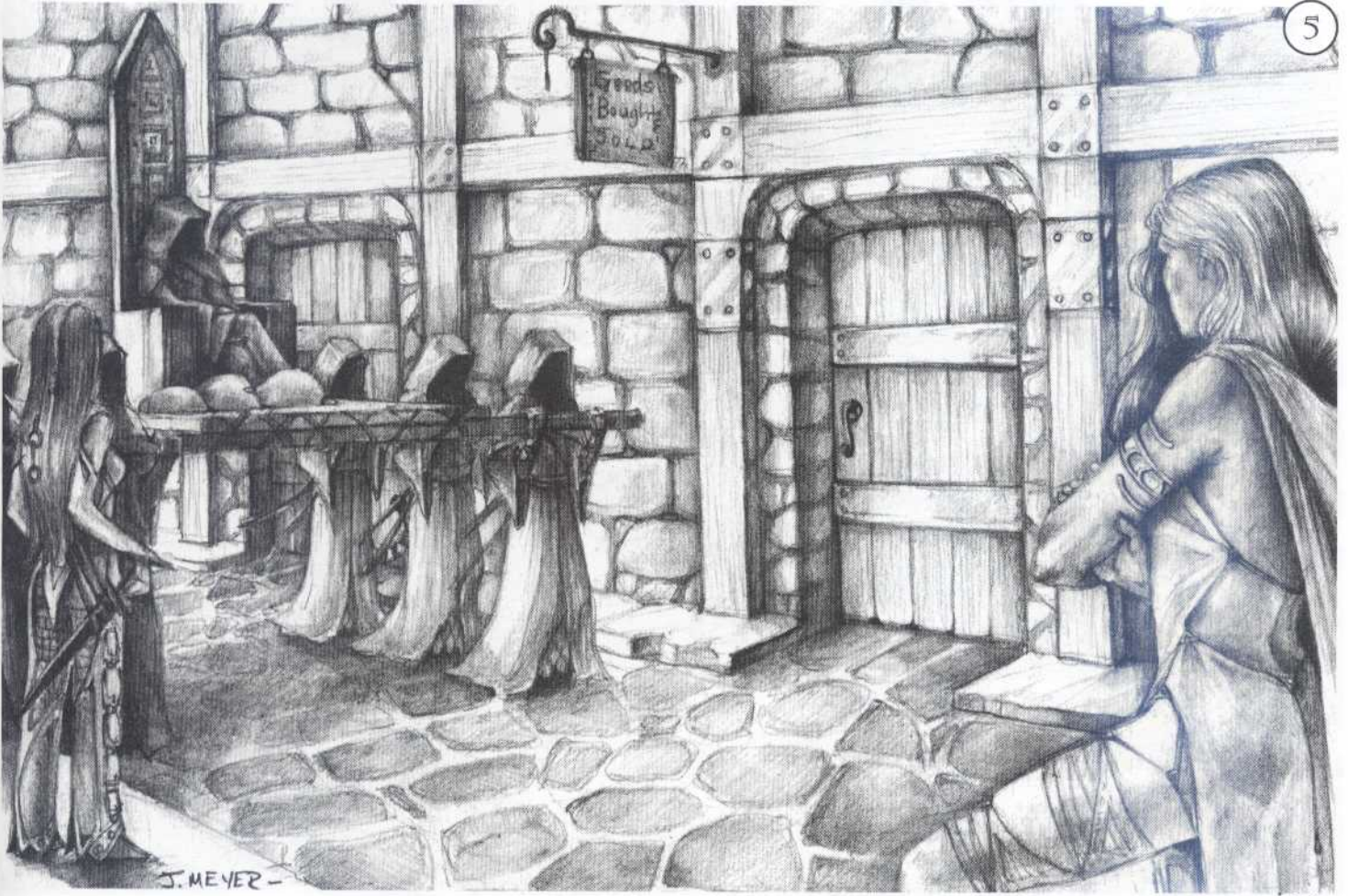
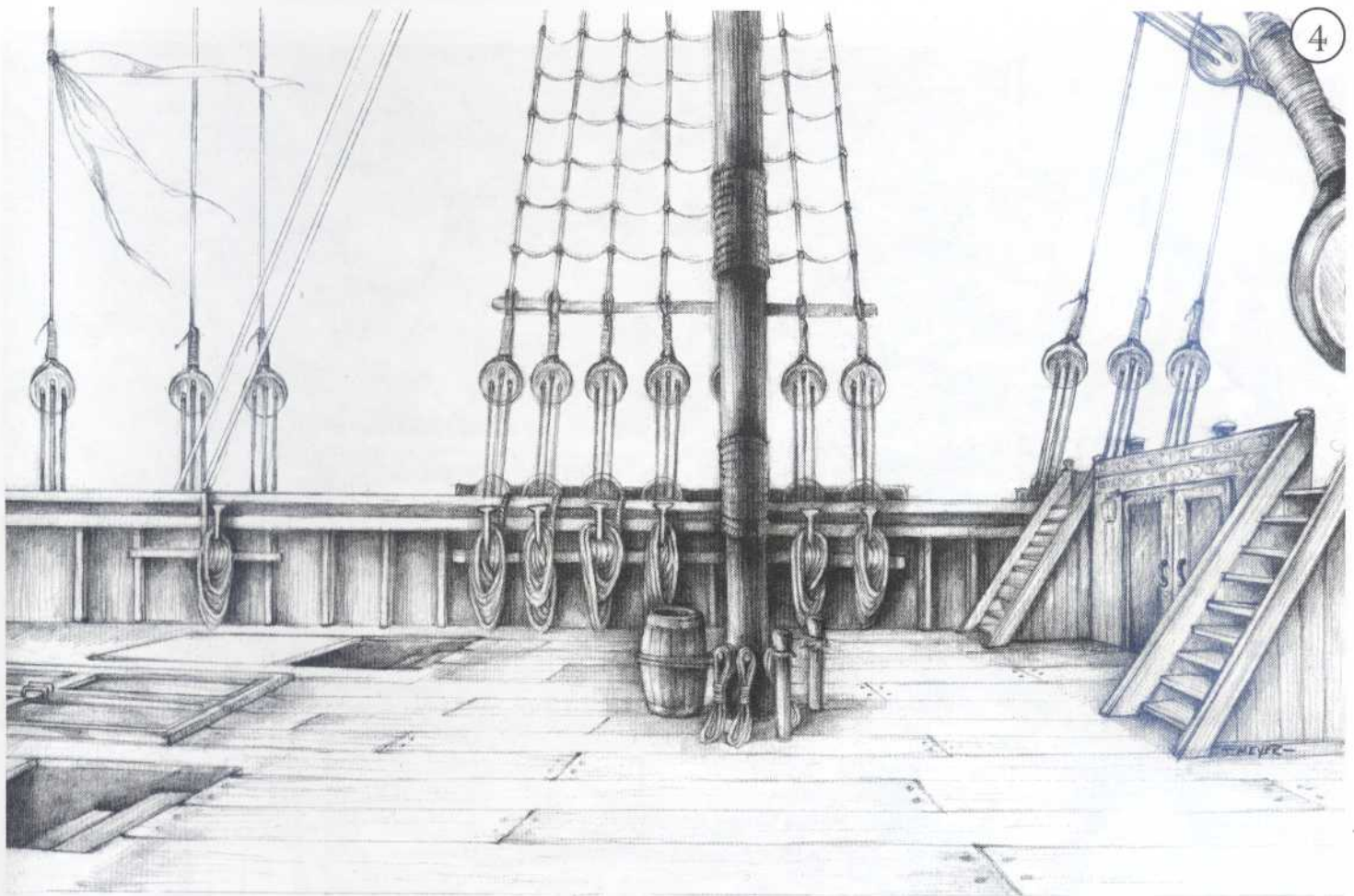


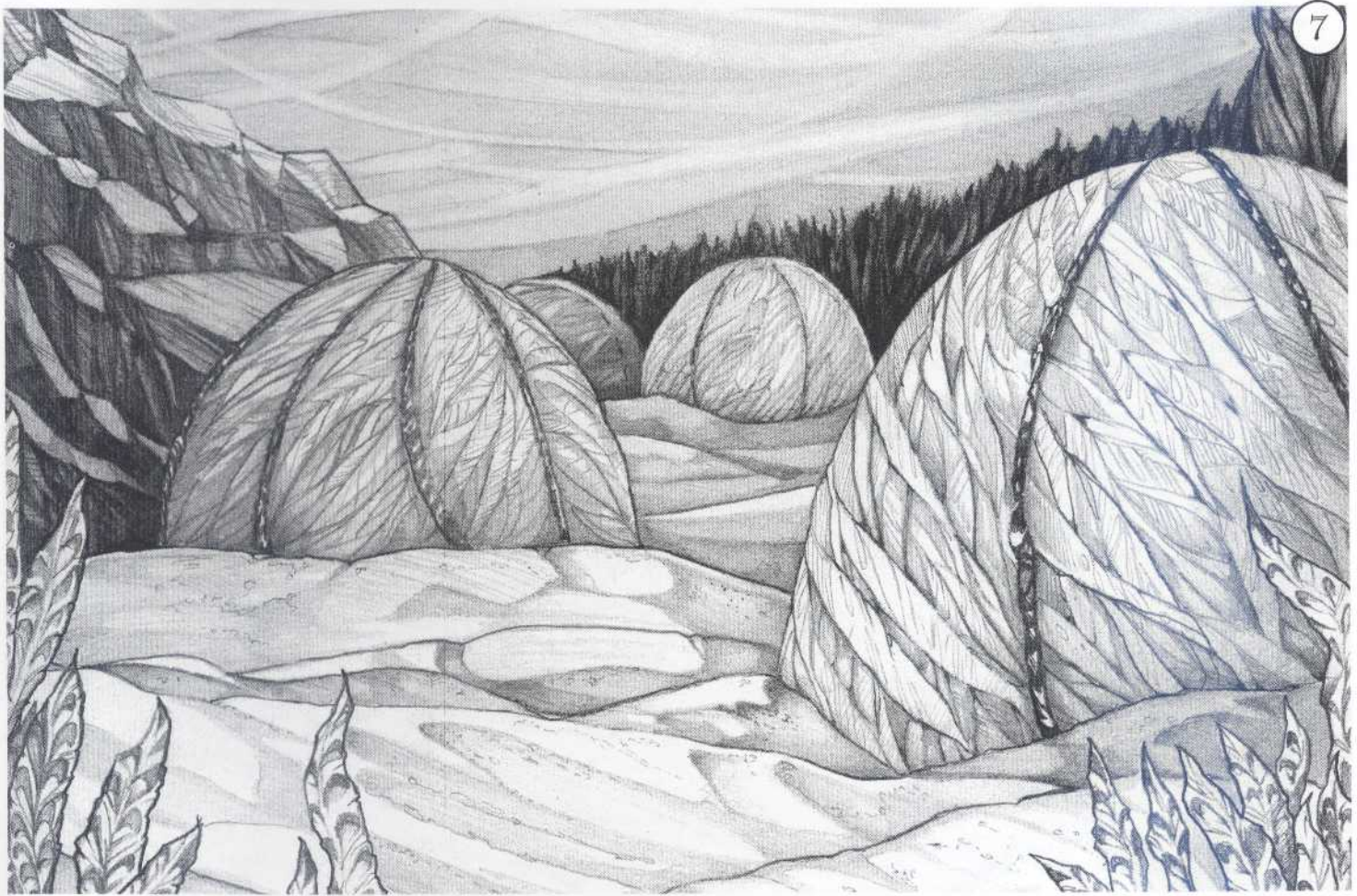


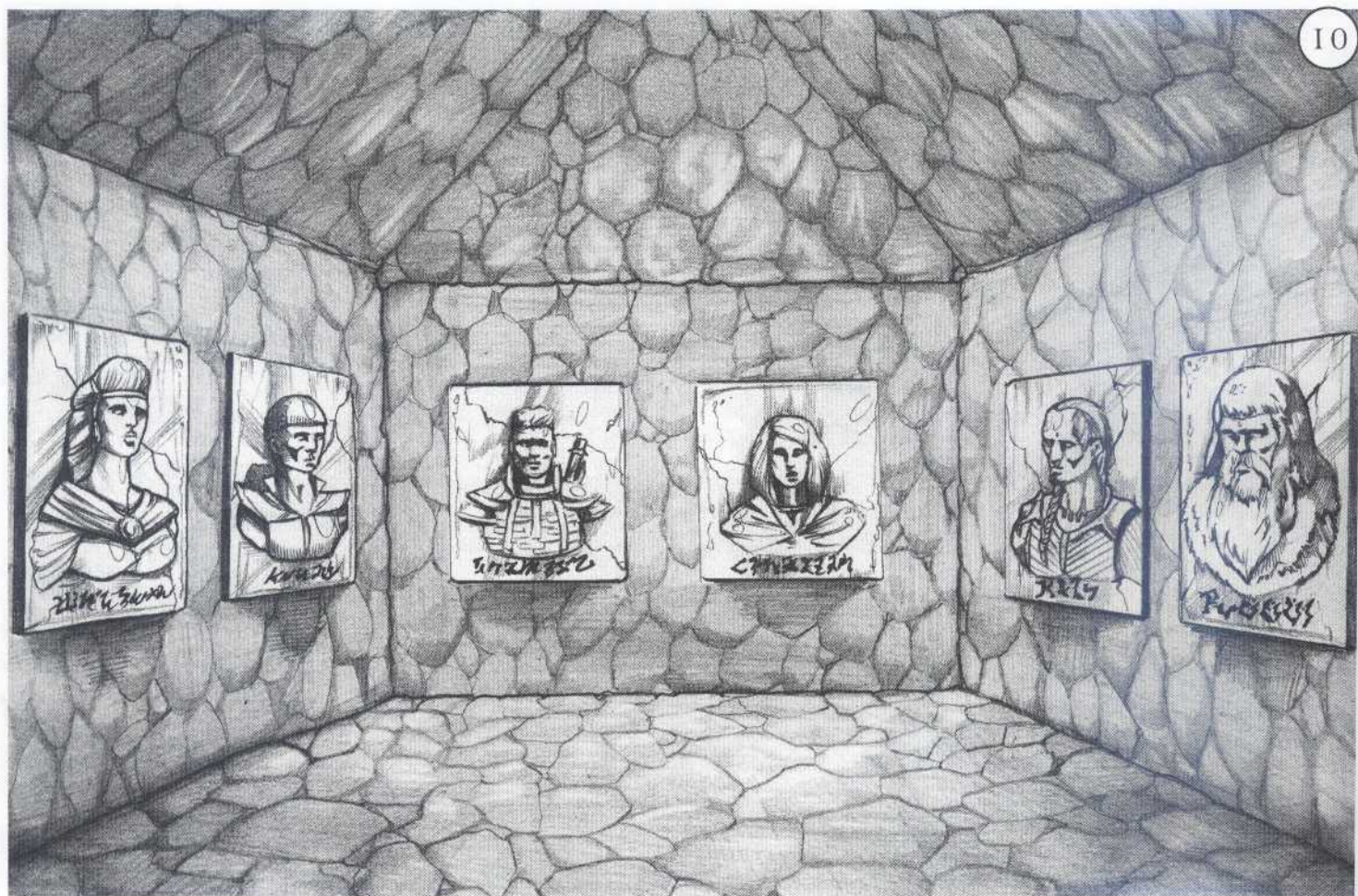
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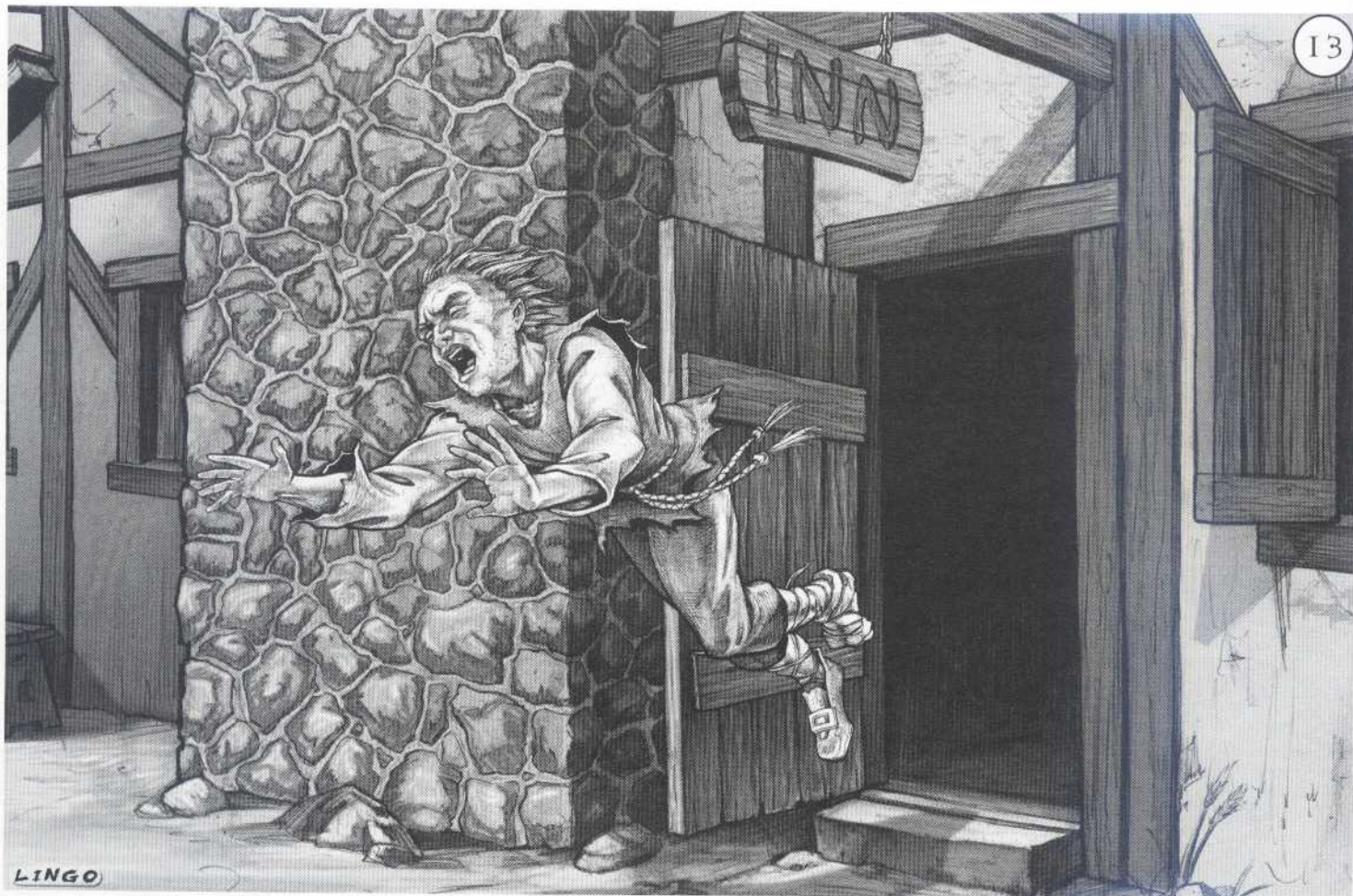


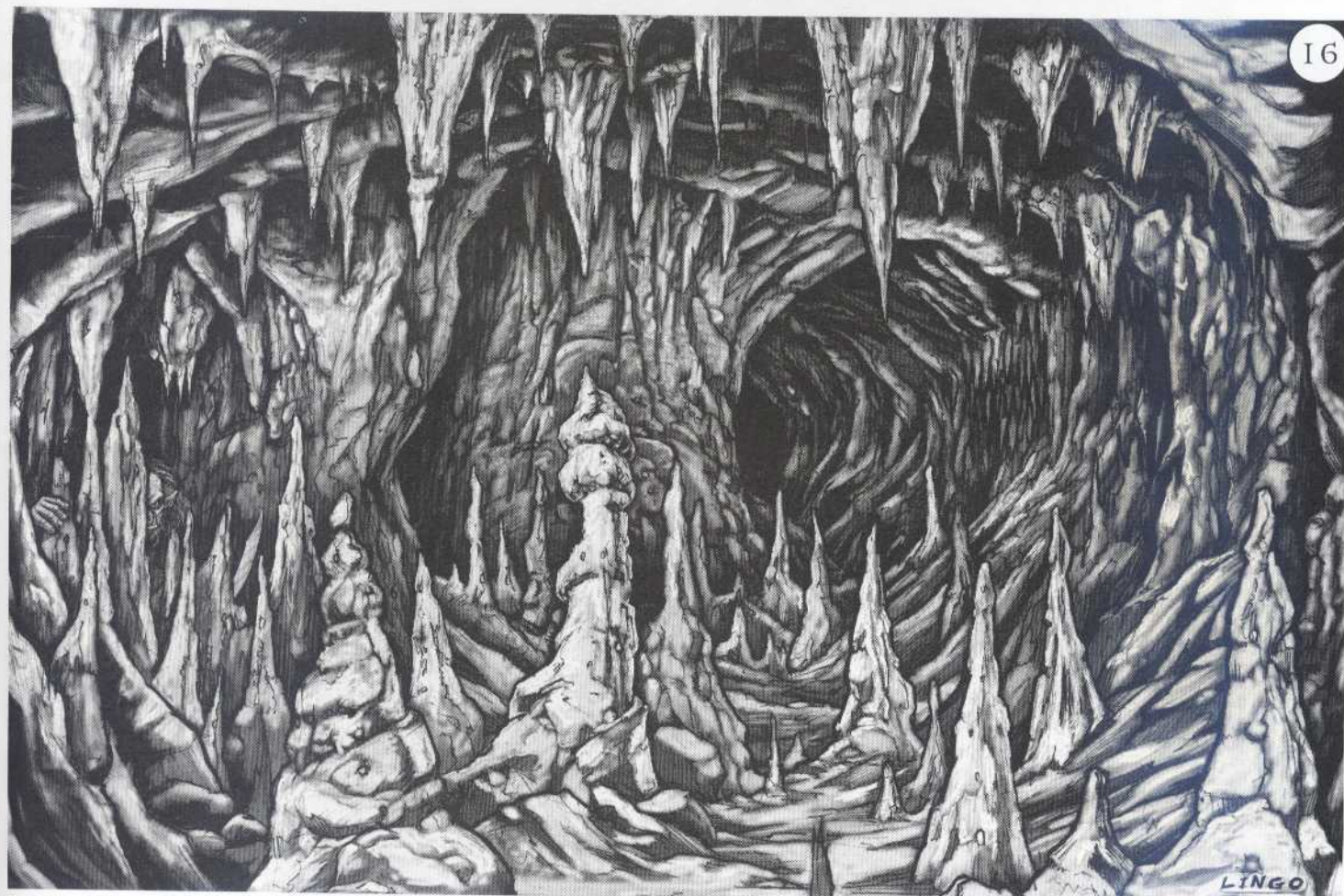






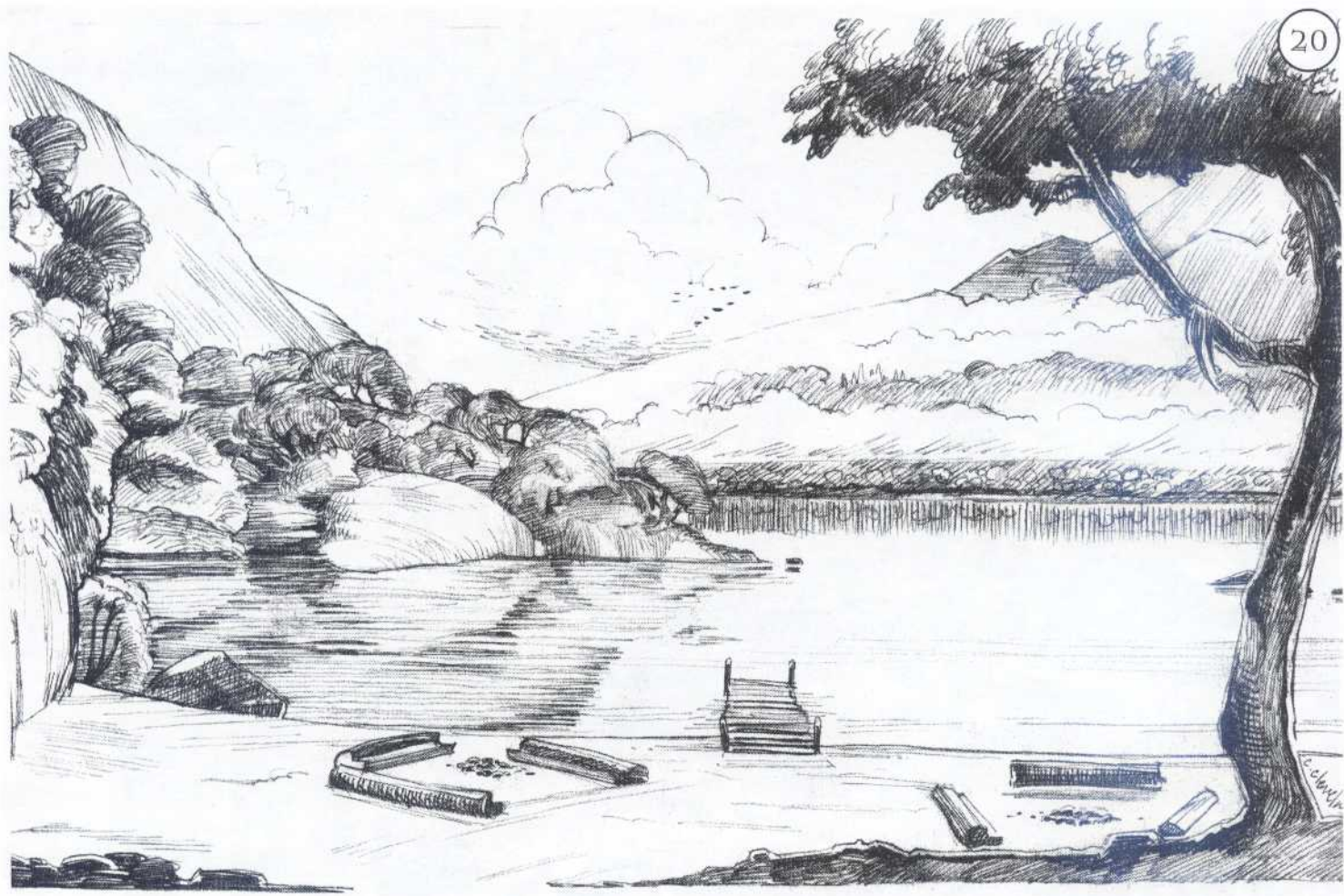


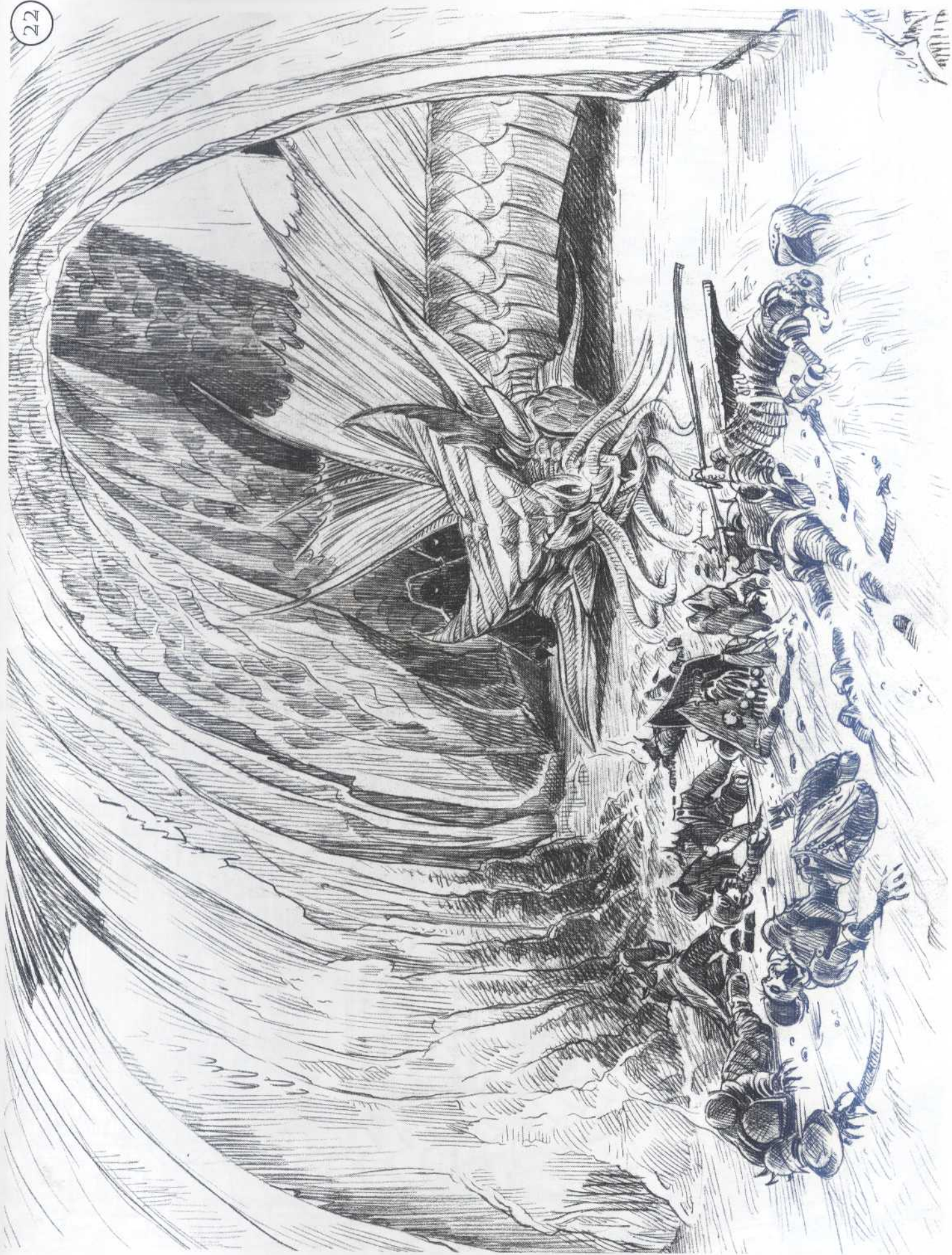


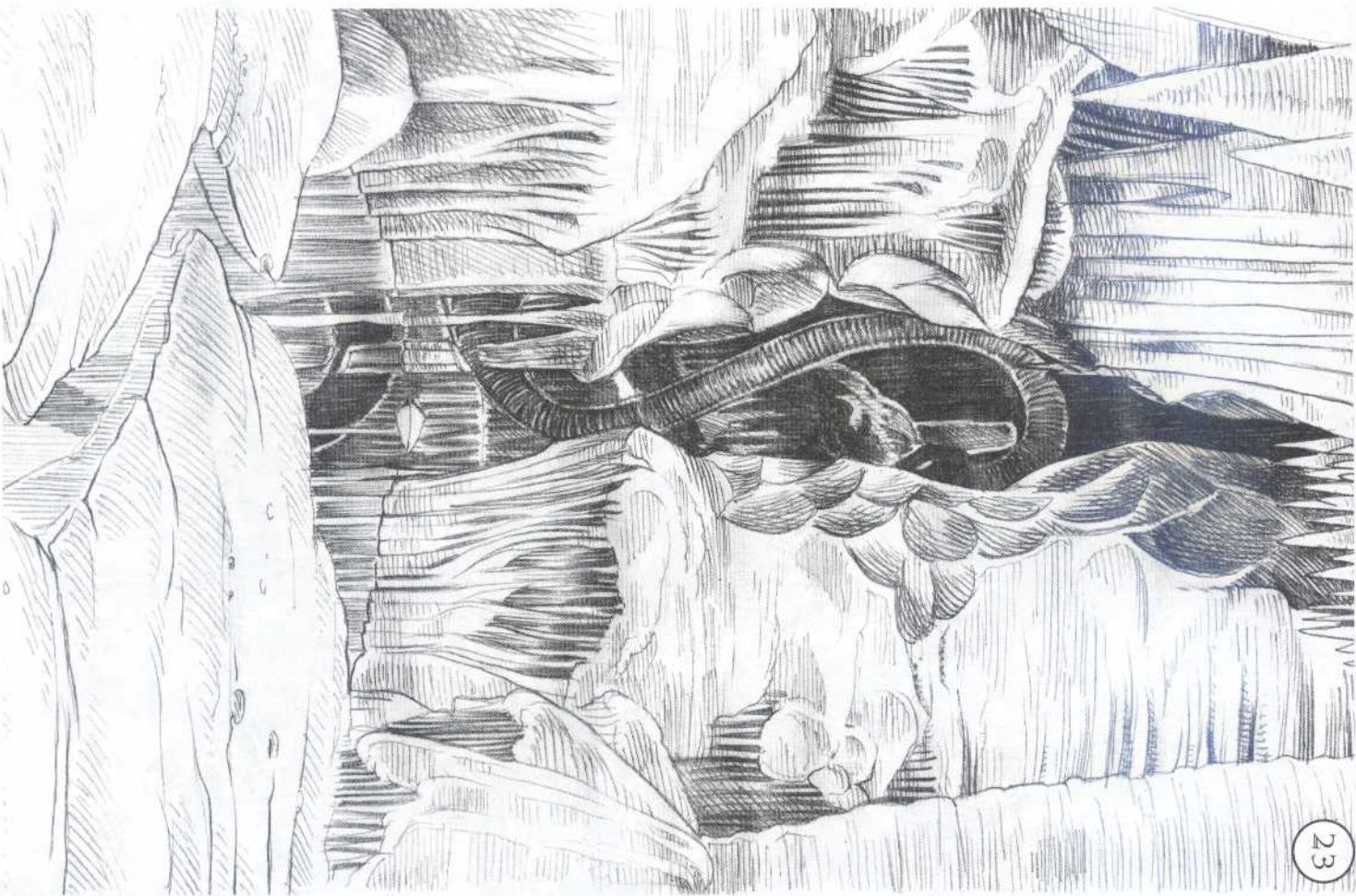










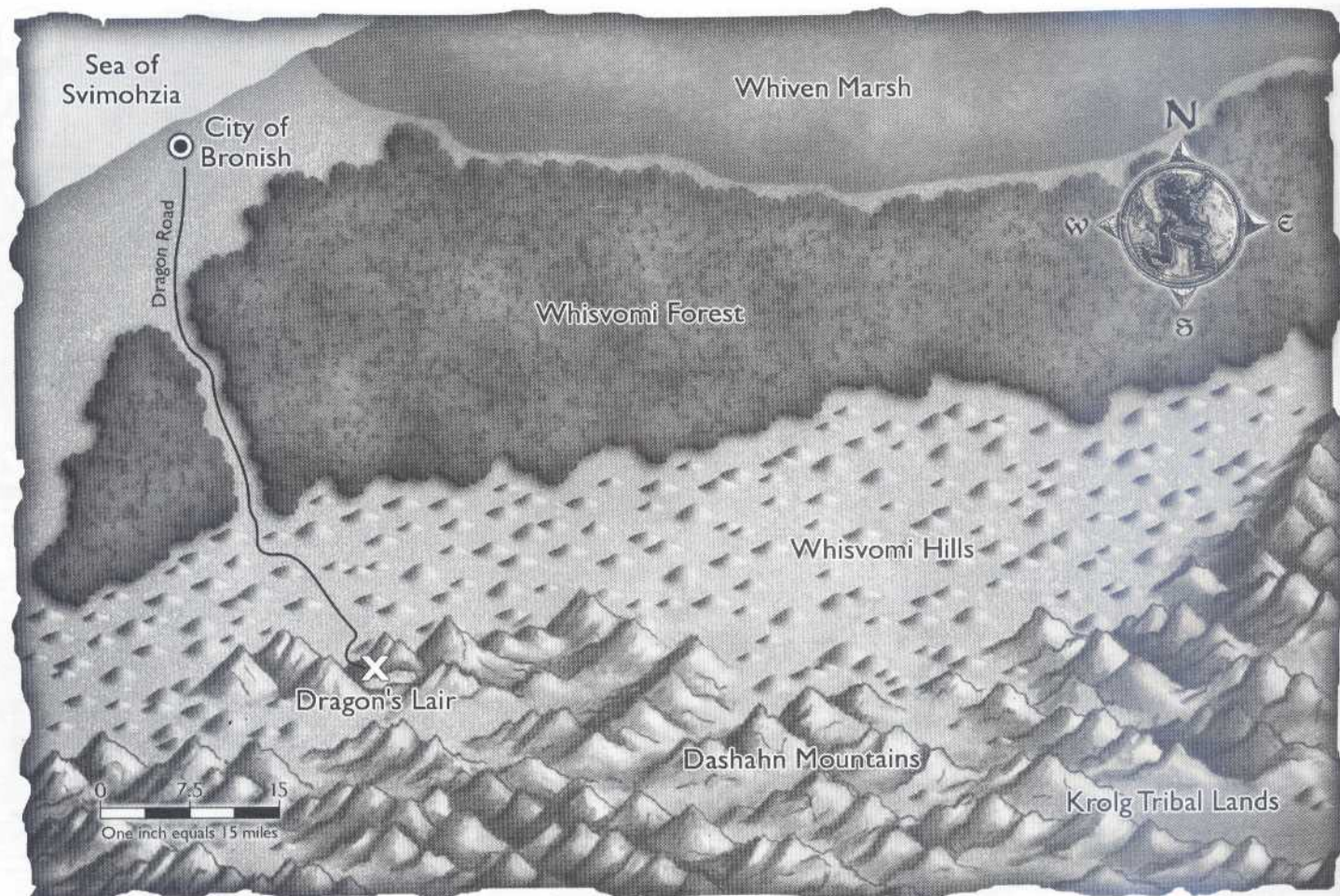


23



24





Free City of Bronish

Fishermen's Wharves

Bronish Bay

Merchant Wharves

Fish Market

Sea Market

The Old Road

Lance Lane

Center Street

Cart Way

Plaza of the Dragon

Freedom Square

Spear Street

The Long Road

Street of Craftsman

Freedom Road

Street of Gold

Gold Market

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold

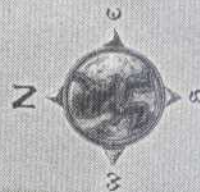
Street of Gold

Street of Gold

Street of Gold

Street of Gold

Street of Gold



0 60 120
One inch equals 120 ft.

1. Hall of the Dragon
2. Hall of the Council of Seven
3. Merry Merchant Inn and Tavern
4. Sea Breeze Inn
5. Temple of Bronish (House of Solace)
6. Hall of Harmony (Parish of Love)
7. Temple of St. Mroln (Temple of Stars)
8. House of All Gods (Many faiths)
9. Freedom Hall (Face of the Free)
10. Court of Justice
11. House of Order (Home Foundation, Hall of Oaths, Assembly of Light)
12. Merchant's Guildhall (Prolific Coin)
13. Sea Queen Temple (Water Corner)
14. Hall of the Valiant (Halls of the Valiant)
15. Golden Orb Inn
16. Royal Bronish Arms Inn
17. Gold Drake Tavern
18. Seven Coin Tavern
19. Dragon Road Inn
20. Wyrm and Crown Tavern
21. Hall of Slumber Inn
22. Bywater Tavern
23. Healing Hearts Tavern
24. Wall Street Inn
25. Neshvani Crown and Thorns
26. Copper Pot Inn
27. Gold Flagon Tavern
28. West Gate Tavern
29. Dirk and Dagger Tavern
30. Sword and Spear Inn
31. Old Wall Inn
32. The Grapevine Tavern
33. Traveler's Rest Inn
34. Homely House Hostel
35. Pegleg and Parrot Arms Inn
36. Twilight Rest Tavern
37. The Merry Maid Tavern
38. The Sea Hag Tavern
39. The Sea Dragon Tavern

The Keep

Council Plaza

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

Seven Square

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Seven Square

Seven Square

Seven Square

High Gate

Cobblestone Plaza

Viomland River

Golden Gate

The Dragon Road

King's Glade

West Gate

LANDS OF MYSTERY

Beware the dark embrace of evil...



The shadowed streets and alleys of the City of Rogues echo with cries of terror... cries that herald the arrival of an evil cult and the terrible beast they worship. A small village becomes the focus of strange kidnappings, warring magical creatures, and a magical treasure hidden beneath a long-abandoned barrow mound. A northern logging community fights a desperate battle against pestilence and plague, a dangerous tribe of orcs, and a wronged enemy from the past. A hobgoblin host enters the lands of the Free City of Bronish, and the call goes out to their gold dragon protector. But he does not answer...



This accessory provides four distinct role-playing adventures for use separately or as part of an ongoing campaign. Each adventure includes hooks to draw the player characters in, as well as suggestions on how to tie each adventure into other Kingdoms of Kalamar adventures.



The Lands of Mystery fantasy game supplement and adventure is an official 3rd Edition translation of four adventure supplements previously published as the *Sirocco's Kiss*, *In Too Deep*, *Night of the Rotlord* and *Unguarded Hoard*.



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- Details on the history and legends of the areas of Tellene the players will be exploring.
 - Includes 9 detailed taverns and inns, 7 new monsters, 6 detailed temples, 4 new spells, new magic items and poisons, 2 challenging riddles, 8 diseases, jump-start rules for underwater adventuring and a full campaign backdrop for the Free City of Bronish, all for D&D 3E!

All done in the quality you've come to expect from Kenzer & Company.

To use this adventure, a *Dungeon Master* also needs the *Player's Handbook*, the *DUNGEON MASTER'S Guide*, and the *Monster Manual*. We also recommend the use of the *KINGDOMS OF KALAMAR Campaign Setting Sourcebook*.

For 1st-8th-level Characters



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ISBN 1-889182-59-1



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U.S. \$15.99 CAN \$23.99
Printed in U.S.A. K&C1109