

# *Adventure Tomes* The Port of Dakhalla

Don MacVittie



A port town for any Castles and Crusades® game world  
An Adventure Tome for first to fifth level characters.



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ADVENTURE TOME MODULE #AT4

# *The Port of Dakhalla*

By Donald MacVittie

A PORT FOR ANY CAMPAIGN WORLD



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*The port of Dakhalla is a gateway for both the desert kingdom and the elven forest kingdom to trade with the world. Here, dark-skinned desert traders mix with half-elven woodworkers, light skinned northerners trade with everyone, and both human and elven trade groups would like to control all trade.*

*The mix of peoples here causes friction that sometimes spills over into violence. The town has changed hands many times between the desert kingdom of Talifa and the forest kingdom of Amorice. But there is always adventure to be found.*

The Port of Dakhalla can be used as a port in any campaign world, or played in the default setting.

*The Port of Dakhalla* can be used stand-alone or as the center of the Port of Dakhalla Adventure Tome.  
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# INTRODUCTION

## Player Introduction

Dakhalla is a port to the world, and to the riches of both elven and desert kingdoms. It is also a place of intrigue where both the forest kingdom elves and the nomadic kingdoms of the desert send their less desirable citizens. Late night deals and jockeying for trade position are common, violence is not unheard of, and many of those sent here think they are only here temporarily... But it is the last full village before entering the desert, and the riches of a lost civilization the desert hides.

**If you intend to play this module, stop reading here. Only information for the game master is beyond this point.**

## Game Master Introduction

### A Tale of Two Peoples

Dakhalla sits on the border of a lush, forested elven kingdom to the south and the wasteland of a collapsed empire to the north and east.

Hundreds of years ago, the human kingdom to the north and east was lush grassland and deep forests. One day, burning rocks fell from the sky, destroying cities and forests, evaporating water sources, and violating the very soil. It is common belief among the desert people that this was punishment from their god.

When the destruction was complete, only one in ten citizens of the empire survived, all of the major cities were destroyed. Survivors took up a nomadic life, moving from one food and water source to another. Other peoples took to calling them “The Nomadic Kingdoms”, and eventually they took the label as a title of pride. Over time, they have settled into actual kingdoms centered around oasis and underground springs.

At the time of the destruction, the elves to the south already had a kingdom, a merger of several elven tribes into a unified whole. Humans and half-elves were allowed to live in their kingdom, but they did not allow them full citizenship. The elven kingdom watched as destruction rolled through the human empire with detached interest. As long as the human’s warring did not impact the elves, they would not interfere.

The elven kingdom has spent the hundreds of years since disaster struck using magic to push the desert back away from their beloved forests. The desert retreats a few inches each year, and the port has only been hospitable for the last hundred years or so. One point of contention with some desert dwellers is that the elves claim land so recovered from the desert.

Dakhalla is a small deep-water port in the elven kingdom, right on the border with Talifa, the nearest Nomadic Kingdom. Over the years, Dakhalla has been in the hands of both the human and elven kingdoms. The architecture is mixed, as are the people. The population is small but there are elves, half-elves, and humans living here and getting along just fine, for the most part. That said, there are spies, ne’er-do-wells, and those with... interesting habits in town.

In general, Doornians (as the desert peoples are known) hold humans not of their society/culture/religion as lesser peoples not to be trusted. They are darker skinned than their northern human neighbors, and do not try to convert northerners to worship their deity. They consider elves and dwarves their equals, it is only northern humans that they look down upon.

### Default Setting Information

The full name of The Nomadic Kingdoms is The Nomadic Kingdoms of Kantor Doorne. The people are monotheistic, and their deity is central to most of what they do. While not racist, they do not attempt to convert non-humans to the following of their god Doorne. The Empire that was destroyed was named The Empire of Kantor Doorne; named after their deity (Doorne) and their first emperor (Al-Serrin Kantor).

The elven Kingdom is The Combined Provinces of Amorice, a monarchy that was created by several elven clans banding together as provinces in a human-style kingdom. In an odd twist, they banded together for mutual defense against the Empire of Kantor Doorne as it grew to continent spanning importance. Their policies are somewhat racist – there are humans and half-elves living in the kingdom, but they do not share the same rights and privileges that full elves do. Most importantly, each citizen is given assignments as to where to live or what job to have, and elves get a different set of jobs and locations than non-elves. Specifically, for this module, there is only one pure elven family in Dakhalla – the governor and his family.

# INTRODUCTION

*Substitution – Any somewhat reclusive kingdom next to a desert kingdom will work as well as Amorice and Talifa, simply replace.*

*Default Setting Notes: Amorice is a mix of human and elven custom, with a king that rules, but the nobles routinely ignore him. They are unified under the king in times of crisis, but the rest of the time, disagreements can last years. The people of Amorice are the stereotypical high elves of lore – distant, advanced, tied to their forest, deeply knowledgeable but a bit xenophobic.*

*Doornians in general are strong-hearted folk that look out for one another. They are the “elder race” of man, created at the same time as elves, dwarves, gnomes, halflings, etc. They get along well enough with the “new men” of the north and far south, but do not want them to worship their deity. Talifans are friendlier and more outgoing than most Doornians, and this Adventure Tome deals largely with them. The Kingdom of Talifa is run by a warlord who holds power through support of the heads of families (heads of families are known as Pashas). They follow his direction blindly, until they decide it is time for a change. The current Warlord is popular, but some subsets of the Talifan people would rather see a more progressive warlord, and they stir up trouble.*

## Introducing the Characters

There are a variety of fun ways to introduce characters into the port. They could come to the port via boat, up the road from the elven kingdom (perhaps on business of the kingdom), be born here, on a trade mission from the Nomadic Kingdoms, or even stagger in from the desert after having been lost.

If the choice is left to the GM, making the characters locals is an easy choice, simply find a family and add the character

to the list of people in the family. This has the added benefit of giving the characters a home in the port and knowledge of its people.

## One Night Adventure Hooks

If *The Port of Dakhalla Adventure Tome* is being played – this module plus any of ONA-13, ONA-14, ONA-15, ONA-16 make up the full series– the hooks are listed here.

ONA-13 – Belentil (Area #2, Area #7) will ask the party to escort the prisoner to Sand Guard.

ONA-14 – In the normal course of running this Adventure Tome, the trail from Sand Guard will run toward the Unnamed Mesa and its temple of Anu-Hittain. Alternatively, Relandus (Area #27) can ask the party to go to temple and find a crystal orb (*Orb of Storms*) he needs for his studies. He hopes that the Orb will help him reclaim some of the desert in the name of the desert people.

ONA-15 – The trade representative of The Kingdom of Basarin (Area #48) will seek out the party to ask them to avenge a caravan. A woman from the caravan that was found nearly dead in the desert who claimed that the Oasis at Sia was overrun, everyone killed or run off into the desert.

ONA-16 – In normal play, tracks leaving the Oasis at Sia will lead to The Lost Pyramid. Otherwise, Grenna Ironwall (Area #39) will discretely request that the party go retrieve an ancient wand from the pyramid that assists in creating undead – Father Tasni’s domain.

# INTRODUCTION

## Rumor Table

Like any town, Dakhalla has a fair number of rumors, both true and false. The following table ties a number of things together to pique the interest of an investigation-minded party. A GM may offer a local party several rolls as starting knowledge at the beginning of a game. Otherwise these are available to all parties as they talk to people in town.

d100	Rumor	T/F
1-5	Amorlen (Area #2) is why the governor can't return to Amorice. His overbearing, rude behavior has made the entire family outcast.	F*
6-10	Tellenel's (Area #4) carvings are sometimes enchanted, but he will not admit it. One woman bought a fertility charm from him and had four children in three years!	F
11-15	Ali (Area #6) meets with someone north of town on nights of the full moon.	F
16-20	A small tip to Gellenarek (Area #9) will get cargo loaded or unloaded much more quickly.	T
21-25	An-Salmen (Area #11) never sleeps. He goes home, but the lights are lit all night.	F
26-30	Don't stop and talk to Aknallan (Area #12), or you'll never get away. His curiosity is insatiable, he just keeps asking questions!	T
31-35	Islar (Area #14) can arrange guides into the desert.	T
36-40	Belletaria (Area #15) needs an escort of trustworthy souls to the north.	T
41-45	Davit (Area #21) will do anything for money, he is trying hard to pay off his home.	T*
46-50	Darnique (Area #24) entertains gentlemen at night. Never the same one today as yesterday.	T
51-55	The Al-Embarras (Area #26) just up and disappear for days at a time. No one knows where they go, but some think it has to do with dark magic.	T
56-60	The house of Doorne (Area #27) the Beneficent cares for wayward children.	T
61-65	Trennor (Area #28) doesn't pay his field workers, and threatens them to keep them quiet about it.	F
66-70	The high priest at the temple (Area #33) was expelled from his sect in the desert. Who ever heard of a priest of war that wanted peace?	F*
71-75	Faaria (Area #35) sometimes sneaks people in and out of her house in the dark of night.	T
76-80	If you want oddities, Hallian (Area #36) even has books from the north!	T
81-85	Trembor's (Area #37) apprentices are slaves. They are not allowed out, and no one is allowed to visit them!	F
86-90	Silliam and Taropa (Area #43) pay top dollar for goods they need. Sell to them first.	T
91-95	There is always caravan guard work at the Caravansary (Area #44).	T
96-100	There are... Pleasures to be had at the Kingdom of Chazim tents (Area #46) whenever a caravan from Chazim enters town. They bring entertainers with them.	F*

\* Could be the opposite without impacting play at the CK's discretion.

## A Note About Deities

*This series of modules uses a monotheistic deity that is worshipped in different forms across the desert. This deity can be replaced by a monotheistic deity from your world rather easily, and we provide notes on the important "aspects" of the deity's worship wherever worshippers appear to make conversion to a pantheon easier. For example, warrior prowess, military victory, and destroying your enemies are the realm of Doorne The Destroyer; while food, trade, and charity are the realm of Doorne The Provider.*

*Talimaara is a standard elven nature goddess, and easily replaced with a nature goddess of any pantheon.*

# PORT KEY

## 1. The Leaf

A long wooden building with stables on the ground floor and steps up to the second floor stands here. A sign depicting a perfectly formed gilt maple leaf stands at the foot of the stairs, and soft, flowery music floats down from somewhere upstairs.

The Leaf Inn is the inn that caters to visiting elves. It is run by a half-elven family of four. **Terial** Enorlen is the proprietor, his wife **Abella** and their son **Pillian** lend a hand, as does Pillian's wife **Grenda**. Grenda is human, the others half-elven.

Terial has an elven build and features, with long brown hair and dark blue eyes. He manages the kitchens and the common room. Grenda has blonde hair and grey eyes, is thin for a human but fits in well with the half-elven family. She will be the one to deal with adventurers as she floats around the common room, seeing to everyone's needs. Abella tends to the guest rooms, maintaining each to an elven standard, and making certain her guests are comfortable. Pillian takes care of the stables, and though an adult still functions as potboy and assistant to Terial when things are busy.

Elves will be welcomed here, and rates for elves will be the prices listed in the PH. Humans will pay twice as much. The Enorlens are not prejudiced against humans, but they know very well that some of their guests are. If anyone complains about prices for humans, Terial or Grenda will politely suggest they try another inn.

There will be 2 (1d4) traders and 5 (1d8) guards here at any given time, with horses for each and possibly a wagon downstairs. These will all be elves and will run the entire range from hateful to humans to curious about them. Most will simply wonder why humans are in "their" inn. For other races, the reactions tend more toward the negative.

*(Terial AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment NG, XP 9+1/14)*

*(Abella AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d6 shortsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment NG, XP 9+1/14)*

*(Pillian AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Attribute Check Modification, Spell Resistance, Alignment CG, XP 9+1/14)*

*(Grenda AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 light crossbow, Alignment N, XP 5+1/10)*

*(Elven Traders AC 15, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 longbow, Elven Traits, Forest Stealth, Alignment CG, XP 9+1/14 each)*

*(5 Guards AC 15, HD 1d10, HP 6 each, Saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 9+1/15 each)*

## 2. Governors' House

A large rectangular wooden house stands here. The yard is immaculate, and the door is ornate. A single elven sentry stands by the door, a longbow across his back and a sword at his side. His tunic is the blue and tan of the elven kingdom that the port is a part of.

This is the residence of the official elven governor. He rules this town like a mayor, has two **Guards** in town and can call upon the wall guard if needed. The inside of the home is decorated in an elven fashion, and the building actually goes in a rectangle around a watered garden in the center. The reason the mayor is called "governor" here is because the nomadic kingdoms do not respect mayors at the level needed for relations on a daily basis. Over the centuries, elves have determined that the nomadic peoples will respect a governor appointed to a town, but not a mayor.

The governor and his family are full elves – the only ones in town – and he is merely marking time until he returns to the capital. He is largely detached from the daily operations of the port, but gets updates each night from the harbormaster and the wall guard captain. If he sees anything amiss, he will definitely check into it the next day.

He is **Bellentil Vernialla**, a black haired, black eyed elf. His wife **Allindra** lives here with him, her official role to see to the needs of the less fortunate in town. Her title is Beneficiara. She has light brown hair and green eyes. They have two sons **Amorlen** (50), and **Nennelen** (38), and a daughter **Vellillia** (24). They believe that they have been

# PORT KEY

exiled to this literal edge of the kingdom because they have been blessed with three children, while the king and queen have only managed one.

Amorlen is haughty. The family came here when he was 40, and he hates that he is ‘wasting’ these years in this outpost. He has black hair like his father and green eyes like his mother. His younger brother Nennelen is curious about humanity and studies people constantly. If another race comes to town, he will attempt to study them also. He has informed his father that documenting the other races is what he wishes to do for a while. He will happily chat with any strangers, trying to divine information about their race or races they’ve run into. Vellillia follows her father around, learning all that she can. She has black hair, blue eyes, and is considered attractive in the eyes of elves.

The people of Dakhalla tolerate Bellentil, but adore Allindra. If there is a perceived threat to her, the bulk of the populace will turn out to defend her. Likewise, if Allindra asks someone in town to do something for her, most of them will, without any thought.

Their children are given respect because of who their father is, but most of the town dislikes Amorlen. The younger children are simply tolerated, neither liked nor disliked.

*(Bellentil AC 15, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 longbow, Elven Traits, Forest Stealth, Alignment LG, XP 9+1/14)*

*(Allindra AC 15, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 longbow, Elven Traits, Forest Stealth, Alignment NG, XP 9+1/14)*

*(3 Children AC 15, HD 1d8, HP 3 each, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 longbow, Elven Traits, Forest Stealth, Alignment CG, XP 9+1/12 each)*

*(2 Guards AC 15, HD 1d10, HP 6 each, saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 9+1/15 each)*

### 3. Elven Trade Consortium

This small green painted building has a porch on the north side, and windows at chest height on the east and west walls. From the street, people can be seen moving around through the west windows. A sign out front shows the symbol of the elven trade consortium.

This is the trading house for the elven kingdom. It is staffed by half-elves who can get along with human and elf alike. They sign contracts for salt, dates, metals, and gems from the desert, selling wine, meat, and grain from the forests. They also sign contracts with the kings of the desert to deliver wood. On the side, they trade for antiquities from the desert, but keep quiet about it, as most desert dwellers believe anything from the time of the ancient empire has importance of almost religious significance.

**Flesselander** Hiram is the trade representative. He is half elven, but looks elven to the untrained eye. His eyes are lavender, his hair black, and his build slight. His ears are pointed nearly as much as a full elf, and he makes a point of showing them off. His assistant is **Alseerevan** “Al” Triand, also a half elf. Al looks human, and purposely dresses in desert garb to accentuate the effect. His hair and eyes are brown, and he keeps his long, curly hair loose, covering his ears. Flesselander deals with elven traders, while Al deals with both desert dwellers and the people from far kingdoms that bring trade to the port. They have been amazingly successful, and believe they will be rotated home soon because of this success.

*(Flesselander AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment NG, XP 9+1/14)*

*(Alseerevan AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Attribute Check Modification, Spell Resistance, Alignment LN, XP 9+1/14)*

*If playing this module in the default setting, this is the trading house of The Amorician Red Society, Amorice’s official trade guild, named after their famous wine. Their symbol is a wine bottle and grapes.*

### 4. Tellenel’s House

This small house has beautifully carved wooden holy symbols and icons in bins on the porch. Most of them are representative of the desert – pyramids, camels, lightning bolts, other symbology used by the nomads.

**Tellenel** Farriemel lives alone here. He is one of the few people happy to live here, at the edge of the kingdom. His family is long gone, and his entire life is focused upon making the most beautiful carvings he can. He uses wood

# PORT KEY

that has fallen from trees and crafts some of the best art work in the area. Doornian traders will pay him as much as a gold piece each for his smaller carvings, while sometimes sailors will pay similar fees for something to take home to sweethearts. He will take on special projects if they are interesting and will challenge his skills. He has specialized skill in woodworking that expresses itself in game terms as +5 on artistic carving Dexterity checks.

Tellenel has olive skin with dark hair and brown eyes. He is content with his life, and happy to talk while he works. But he won't stop working, and if a party is too intrusive, he will ask them to leave.

*(Tellenel AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10)*

## 5. Rassellor's House

This house is built of wood in the elven style, but outside stands statuary of the desert, kings and griffons staring at you from cold stone eyes. The house is painted green and decorated with leaf motifs. The roof is split shingles painted red-brown, and the windows have glass panes in them.

**Rasellor** Triant lives in this house. He is a half elf that currently represents the most powerful of the desert kingdoms. While on the far side of the desert, his employer pays him well to make certain trade comes to them instead of to the nearer kingdoms. His priorities are wood and wine, but he will consider trading for preserved fish and grain. Under the floor in his bedroom is stashed his savings – 208 gold pieces and two rubies worth 250 gold pieces each.

Rasellor has elongated but rounded ears, blue eyes and blonde hair framing a narrow face with high cheekbones. He is as fake as it is possible to be. His only concern is money, and though he is smiling and nice to everyone, he really doesn't care one whit about anything other than money. When he views someone, he is thinking of how much cash he might make off of his relationship with that person. He buys as low as he possibly can, and on the rare occasion that he gets a shipment out of the kingdom he represents, he sells it for as much as he can possibly get. He is honest with his employer, but few others.

*(Rasellor AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move*

*Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment CN, XP 9+1/14)*

## 6. A Taste of Home

The sign on the porch of this large raw wood building displays a loaf of bread. The smell of cooking laced with thyme and some sweet but indefinable scent wafts from the building. Someone inside is singing a hauntingly sweet song, and smoke rises from four different chimneys in the roof.

This is the local bakery that caters to the tastes of the forest kingdom. It is owned and operated by **Allineal Llaryn** and her husband **Ali Sombre**. Allineal was a famous traveling musician that catered to the various rulers of the elven kingdom until she met and married Ali. Though she is part human herself, her talent made her an attractive match in the kingdom, and marrying a human was considered... beneath her. She and Ali moved here and settled down as her singing career rapidly cooled off. They have taken on two apprentices, **Beeleria** and **Entrossen**, both half-elves that help in the kitchens. Ali runs the bakery, and though the recipes are Allineal's. She does not bake, but handles the business side.

Allineal is an elven beauty with strawberry blonde hair and large hazel eyes whose pointed ears push through her hair unobtrusively. Ali is a dark-haired, dark-eyed, swarthy-skinned man of the desert that dotes upon Allineal. He is well built and knows how to handle himself in a fight. He will meet any threat to Allineal with deadly force, but otherwise, he is nice, and happy to talk with adventurers. Beeleria is not a beauty, having stringy blond hair and light brown eyes that look disconcerting. Her figure is normal for a human, but her skin is nearly white mottled with dark brown patches. She is shy but friendly, allowing others to speak if possible. Entrossen is a male half-elf with wiry brown hair and brown eyes. He has taken a "big brother" approach to Beeleria, and will not let pushy PCs try to make her talk too much. His skin is dusky like the northern desert people, but his ears are pointed. He is not very friendly to anyone, but he is not hateful, just disinterested.

*(Ali Sombre AC 16, HD 4d10 + 4, HP 26, Saves P, Move 30, Attacks Great Scimitar 2d6, +2 attack and damage, Alignment LN, XP 90+4/194)*



# PORT KEY

*(Allineal Llaryn AC 15, HD 4d10 + 4, HP 26, Saves P, Move 30, Attacks Longsword 1d8, Alignment NG, XP 90+4/194)*

*(Beeleria AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment CN, XP 9+1/14)*

*(Entrossen AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment CN, XP 9+1/14)*

*If playing the entire campaign, Ali is a member of a secret organization known as The White Manticore. He will attempt to silence anyone looking into his organization or asking about a place called Exterris.*

## 7. Government Building

This large stone desert-style building has symbology of the desert peoples carved into the walls. The doors are also made of stone, and open onto a stone porch that surrounds the building. A sign out front shows a sword and a piece of parchment.

Built when the port was a part of the desert kingdom, this was the trade proctors' house. When the port was taken over by the elven kingdom, it was converted to the governmental building – because most government ran out of it anyway. Tariffs and fees are collected, and day-to-day operations of both port and town are handled here. If a PC ends up in trouble, they will be put in one of three cells in this building.

Bellentil (Area #2) is here most days, and quite often Flesselander (Area #3) is also. An-Salmen (Area #11), Captain of the town guard is here on-and-off each day, checking on the guards when he is not present.

*If playing this module as an Adventure Tome, Bellentil or An-Salmen will ask the party to escort the prisoner to Sand Guard, and the prisoner will be held in one of these cells, awaiting transport.*

## 8. Trading House

This large wooden building looks like a warehouse with offices on the second floor. A set of stairs goes up to the outside to the office area.

The office area is actually a coffee house. The desert people are fans of coffee, the beans for which are grown at the edges of the desert, particularly north of here in the grassland between Sallors' Swamp and the Desert. The drink is something of a tradition here in town, and most everyone enjoys a cup now and then. Traders broker large deals in this coffee house, chartering ships full of goods from Amorice or Talifa to head north, or caravans of elven and northern goods to head east. Dakhalla is a small port, largely because no one wants to live caught between forest and desert, but it is an international trading center, and the few traders who live here do very well.

There will be 3 (1d6) **Humans**, 5 (1d10) **Half-Elves**, and one of the **Dwarven** traders here during normal business hours, along with five **Human** staff.

*(Human AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

*(Dwarf AC 16, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d8 battle axe or 1d6 crossbow, Dwarf Traits, Deep Vision, Alignment LN, XP 7+1/12 each)*

*(Half-Elf(E) AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment any, XP 7+1/12)*

## 9. Dockworkers' House

This building looks as much like a prison as a home, and yet the doors are open. Burly people freely come in and out the doors. The windows all have bars on them, and the locks on the open doors are massive for the size of the doors themselves.

This is the dock-workers' housing. Those who work the docks live here unless they have permission from one of the trading guilds to live elsewhere. At one time, the dock-workers used in Dakhalla were prisoners, and this building was a sort of jail. The Provinces of Amorice see using prisoners for labor as slavery, and outlawed the practice. The Doornians think this shows weakness, and any desert people in town might be heard to joke about elven failure to punish their criminals.

There are 15 (3d8) **Dock Workers** plus **Gellenarek An-Darpuren**, an overseer, here at night. There is a 10% chance

# PORT KEY

they will be here during the day. The trading house pays their salaries, collecting a bit from every trade to cover the costs. Savvy traders know that a tip to the overseer will get their ship/wagons loaded or unloaded faster. Gellenarek knows that keeping the workers happy speeds loading and unloading, so shares these “gifts” with the workers. Should anything happen to him, they will not be happy.

*(Gellenarek AC 15, HD 3d10+3, HP 20, Saves P, Move 30, AT 1 @ +1, Dam 1d6+1 scimitar or 1d6 light crossbow, Alignment LN, XP 30+3/90)*

*(Dock Workers AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

## 10. The Docks

Two piers jut out into the bay here, a ship floating tied to the north pier, and people scurrying about with a deck crane, unloading bales of wheat.

The piers are ancient stone pilings sitting on the ocean bottom with wood decking applied overtop. They have been here for centuries – longer than any building in town – and the stone does not appear to be eroded by the ocean waves. A crane has been constructed for loading and unloading both piers.

The docks handle 3 (1d6-1) ships a day, moving goods either directly onto caravans of the receiving parties, or off to the warehouses. These docks are busy, and the overseer will not waste time chatting. During the day there will be 15 **Dock Workers** here working along with two **Guards** plus the overseer. At night there will be a single guardsman watching the ships and docks. The overseer and guards will be in the shack during the day, as will the guard at night. The overseer is Gellenarek An-Darpuren (Area #9), a desert man with light brown hair and brown eyes.

One of the dock workers is **Alerrian Felltree**, a half-elf from the provinces that acts as a spy for a far-off kingdom known as The County of Trioton. The Triotonic Traders’ Guild controls most of the northern trade, and acts as a spy network for their king. Alerrian makes far better money simply watching what is being put through the port and reporting it to his handler than he makes as a laborer. Preparations for war, new trade goods or markets are the types of things he passes along to his handler. His handler, a woman named Hulia, brings in a small trade schooner

every other week. The goods are real, and she sells them and finds a new cargo to carry back, but the whole point of her trade route is to meet with people like Alerrian in ports along the coast.

*(Dock Workers AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

*(Guards AC 15, HD 1d10, HP 6 each, saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 7+1/13 each)*

*(Alerrian AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

## 11. An-Salmen’s Home

This desert-style adobe home is clean and neat, with newer glass windows and a solid oaken door.

This is the home of **An-Salmen Divall**, Captain of the Port Guard. He is a swarthy man of indeterminate age. His hair has gone grey, and he keeps a pointed mustache that is neatly trimmed. The captain is here at night, but during the day he spends his time either at the government building (Area #7), the gate tower (Area #45), or making rounds. An-Salmen achieved his position by being steady under pressure, and will hear out any party, but not believe any claim of emergency. Not dismissive, he just wishes to know the details before he wastes his guard’s time on a non-emergency. He is the same with traders when they have complaints, but is more respectful and responsive to them – because that is his job. The Port Guard are not the police. Should someone come to him to report a crime or complain about a business, he will send them to Area #7.

Over time, Port Guard has become a ceremonial position, and favored half-elven children of powerful families are sent here so they have military backgrounds, but are not stuck fighting.

*(Captain An-Salmen AC 16, HD 5d10 + 5, HP 34, Saves P, Move 30, Attacks longsword 1d8, +2 attack and damage, Alignment LN, XP 90+5/260)*

# PORT KEY

## 12. Caravan Housing

There is a worn-down stretch of grass next to these buildings with several wagons parked in it, and the sign shows an empty wagon. Dark skinned, dark haired humans lounge around the buildings, looking bored.

These buildings are owned by the Kingdom of Talifa, and are used to house caravans waiting to load or unload from the docks. Currently there are four wagons, seven drivers, and five guards waiting for a shipment of refined iron to come in from a far-off place called Ralistan. The beasts of burden used to be kept here also, but for sanitary reasons have been moved to the tent city north of town. When it is known that a caravan will have a wait that is longer than two weeks, the King of Talifa will send a spy amongst the caravan workers. Such is the case now, one of the drivers is **Aknallan Difellent**, a spy for the king, trying to find out all that he can about the elven kingdom without going any deeper than here. Anyone who is clearly from the elven kingdom will pique Aknallan's interest, and he will subtly question them at length.

*(Human AC 12, HD 1d8, HP 5 each, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

*(Aknallan AC 13, HD 3d6, HP 10, Saves P, Move 30, Saves P, Move 30, AT 1 @ +1, Dam 1d6+1, Rogue abilities, Alignment NE, XP 45+3/75)*

## 13. The Palm and the Statue

An ancient granite statue of a man with a braided goatee and a massive cobra-like head-dress stands at the intersection of the two main roads in town. Near him grows a massive palm tree.

This statue dates from the ancient Doornian empire, and was one of their Warlord Emperors – Salas Re Trioton. Salas helped Amorice fend off an invasion during his reign, so the elves honor him by leaving the statue and its attendant palm in place. The Talifa trade representative sees that the palm is cared for. For most Doornians, the palm represents rest and peace. Damage to tree or statue will bring harsh repercussions from both of the kingdoms and their people.

## 14. Saliq's Desert Emporium

This adobe building has a bright orange and red striped window shade running nearly the entire length of the south wall. The windows are glass, and in them are portrayed a large array of desert goods. Next to the door is a cart with strange purple fruit stacked on it.

This is both **Saliq's** home and business. He is a trader with contacts in desert kingdoms other than Talifa. His shop sells all manner of things from the desert – cloth, oils, soaps, salt, fruits, and vegetables. All are in bright colors, and Saliq over-charges for them. He is boisterous and loves to haggle, so he asks much, hoping to prolong the haggling.

Saliq is a handsome, well-built man with dusky skin and a ready smile. His black hair is kept medium length and oiled, as is his mustache. His eyes are a fiery dark brown and his gaze feels as if he is peering into your soul. He is originally from Chazim, a Nomadic Kingdom to the northeast. It counts slavery as legal, hates non-desert humans, and trades in wheat and slaves. He does not countenance slavery, and no longer considers himself a Chazim. He now represents Anim and Basarin, two of the nomadic kingdoms that border Talifa. But because of the kingdom he is from, other desert dwellers will assume he is like other Chazim.

Saliq has contacts with a small desert cult known as the Hallriahdah. They are fanatics that believe Doorne will not restore their empire until all of the lands that were part of the empire are back in Doornian hands.

*(Saliq AC 12, HD 1d8, HP 5 each, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 5+1/10 each)*

*If playing this module as an Adventure Tome, Saliq is Yellin Bislama's (ONA-13) contact in the port.*

## 15. Horse and Rider

Three sides of this square building are lined with horse gates, the sound of whickering coming from inside many of them. The northwest side of the building has a sign depicting a rearing stallion. The building is made of wood, and there is a bright red shade running the length of the wall, broken only by the door in the center.

This is **Islar** and **Assa's** stables. Islar is a native of one of the desert kingdoms, and Assa (Assalanleah) is a half-elf that very much takes after her elven side. They are both

# PORT KEY

happy people, some of the few that are pleased to live here, where parts of both their cultures are recognized. They will stable horses for 3 copper a day (5 copper if they supply feed), and sell horses at twice the prices listed in the Players' Handbook. They have 5 (1d8) desert **Horses**, 2 (1d4) **Camels**, and 1 (1d3) elven **Horse** mounts on hand at the start of this module. Sales and new arrivals can be accounted for by re-rolling every few days, if desired.

Islar is tawny skinned and thin, with black piercing eyes and rough-cut straight black hair. He keeps his hair short by cutting it with a dagger when it annoys him, but it makes his hair look wild. Assa looks like an elf – blonde hair, large green eyes, and fully pointed ears. While both are nice enough, Islar tries to be the one to deal with desert people, and Assa with elves. Either (50/50 chance) will deal with a party of adventurers. They can supply fodder and water for desert trips, and Islar has friends that will be guides for one gold a day. These guides will work for one copper a day if the party is all composed of desert people simply because that means they know how to handle themselves, and it is less work for the guide. These guides will be Derivesh, and if escorting non-desert dwellers, will demand their pay and abandon the party should the party prove foolish. For example, if the party insists on traveling a trail that the guides say is unsafe, the guides will insist on being paid and leave them to their folly.

*(Islar AC 12, HD 1d8, HP 5 each, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 short bow, Alignment LN, XP 5+1/10 each)*

*(Assa AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d4 throwing daggers, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment NG, XP 7+1/12)*

*(Derivesh Cultist AC 12, HD 1d8, HP 5 each, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each)*

*(Horse, Camel AC 13, HD 2d8, HP 10, Saves P, Move 30, Saves P, Move 30, AT 2, Dam 1d4 hooves or 1d8 slam, Alignment N, XP 10+2/30)*

## 16. Belletaria's Home

This red painted house has batches of herbs and desert flowers hanging from the porch. The windows are stained glass images of the elven goddess of bounty.

This is the home of **Belletaria**, the local elven priestess and apothecary. She looks old for a half-elf, and is nice to absolutely everyone. She keeps her brown hair in a single braid down her back, and her large green eyes seem to ask those she is conversing with to tell her more.

Belletaria is a distant cousin to the king of Amorice, but does not discuss this with anyone. Her purpose here is to see that the lady's bounty continues to push against the desert. In her lifetime, the greenery has pushed back the desert nearly two feet, and she is rather proud of that fact. Since this important work only takes a small portion of her time, she ministers to anyone – human, elven, half-elven – that needs her help.

Belletaria gets along well with the priest of Doorne, and the two band together when the port needs them.

Nearly everyone in town will come to Belletaria's defense, should some adventuring party cause her trouble. She is one of those people that everyone respects.

*(Belletaria AC 15, HD 5d8+5, HP 37, Saves M, Move 30, AT 1@ +1, Dam 1d6+1, Spells: Alignment NG, XP 150+5/335)*

*Spells normally prayed for (4, 4, 3, 1): Create Water x2, First Aid, Light, Bless, Bless Water, Cure Light Wounds x2, Consecrate, Delay Poison, Lesser Restoration, Remove Disease*

## 17. The Woodsman's Friend

This green painted wooden building has axes, shovels, packs, and even a rack of cheeses on the porch, the open door promising more goods inside.

**Zallalla** Bennington runs this outfitting shop. She stocks goods for both forest and desert travelers, though she sells far more to desert groups than she does to forest travelers. Her heart is with the woods, but she has a sharp business mind, and stocks mostly for the desert. The goods on the porch are simply to remind people heading into the elven kingdom that she has equipment for them too.

The shop is 90% likely to have any item that would be useful to desert travelers, and 40% likely to have any item needed for forest travel that is not also useful for the desert. Zallalla sells at Players' Handbook prices.

# PORT KEY

Zallalla is a short (4'9") half-elf woman in her 50s. Her desert-born husband **Ghallag** does purchasing for her, while she runs the shop. Her son Venlel is only three years old, and follows her around. Zallalla is perky and nice, with pale skin and red hair kept in a braid, Ghallag is dark skinned with straight black hair and dark brown eyes. Venlel looks like a cross between them, having straight dark brown hair and large brown eyes.

Zallalla and Ghallag will discuss purchasing items from a party, but they will quickly find that Zallalla's nice face goes away the minute negotiations begin. She drives a hard bargain, and will not pay more than 50% of Players' Handbook prices for used goods. While she runs the shop, Ghallag comes and goes as buying and looking over shipments gives him time. Should he enter the shop while the party is selling goods to Zallalla, he will take over negotiations – Zallaalla has cost them a few business relationships with her zealously – and will settle for paying the party 75% of the value of trade goods and 90% of the value for gems.

*(Ghallag AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10)*

*(Zallaalla AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment any, XP 7+1/12)*

## 18. Camel Statues

A statue of a camel stands upon each side of the trail here. The one on the north has his teeth bared as if about to spit, the one on the south looks placid.

When the port was run by the desert kingdom, these statues were erected to show those who entered town that they were entering a desert-owned town. They hold a plaque that says "Now entering Dakhalla, at the pleasure of the King of Talifa" in both elven and Doornian.

*Substitution – The Kingdom of Talifa is the desert kingdom that Dakhalla borders. If playing this module stand-alone, replace the kingdom without concern as it is not important to this module. If playing the Adventure Tome (this module plus any of ONA-13-16), the neighboring kingdom can also be replaced but we caution that Talifa will need to be replaced in the other modules as well. Doornian is the*

*language of the desert peoples. It does not play a large role either, so replace as needed – indeed, common will work fine for worlds where different human languages aren't desired.*

## 19. Dwarven Concession

A sign with a mountain engraved into it stands outside this grey wood building. A grey stone addition has been added in the northwest corner of the building. Two stout dwarves practice at swords on the northeast side of the building.

To the east of the elven kingdoms rise the Dwarvenforge Mountains, home to the Hold of Dwarvenrock. The dwarves trade freely with both elven and desert kingdoms, and this is their trading post for the port. While there are other nearby ports, this is the closest to Riversedge Dunn - the capital of the dwarven kingdom. There are five **Dwarves** here, two traders and three Guards. They rotate on three-month schedules so that none need stay away from the rock home for too long. At this time the traders are Master Trader Terra Dargkinson and Master Trader Grendent Forgeheater. The guards are Dregenet Ironarm, Bregevent Fullbeard, and Katreget Hammerarm. Because they are only here for three months at a time, the dwarves tend not to get involved in any events in the port. Their purpose is trade, and they frequent the docks and the trading house regularly, packing as much profit into the trip as possible. Of course, they are unofficial spies, and will be debriefed upon their return home.

If the party has a valid reason to talk to them, the dwarves will be friendly and happy to talk. They are not interested in "getting to know" anyone, nor do they engage in small talk. They might hire a small group of mercenaries for jobs on occasion, should the GM have a side quest in mind.

Their normal stock-in-trade is the grey stone of the Dwarvenforge mountains, highly sought after by desert kings because it is more solid than the sandstone that they have ready access to. While the master traders take contracts to mine the stone and deliver it later, they also directly sell shipments of weapons and dwarven ale. A shipment of each comes in about once a quarter, and sells out rapidly. The dwarven ale mostly goes on ships for sale in northern markets, while the weapons mostly go to the desert kingdoms.

# PORT KEY

One of the master traders and one of the guards will be at the trading house during daylight hours on any given day, while the others will be here – one guarding the house, the other sticking with the second master trader.

*(Dwarf AC 16, HD 1d8, HP 5 each, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d8 battle axe or 1d6 crossbow, Dwarf Traits, Deep Vision, Alignment LN, XP 7+1/12 each)*

## 20. Lennerall's Home

A young half elf stands perfectly still outside this unpainted wooden home, half a dozen birds perched upon his head and shoulders.

This is the home of **Lennerall**, an equipment supplier from the capital of the elven kingdom. He specializes in leather goods, produced in the heart of the elven kingdom and sold here. With him are his wife **Wellerina**, and the young man in the yard, **Bledrenn**. The boy fancies himself a beast master, and his exercise with birds is but one of many animal related skills he has. Bledrenn will talk to anyone, and explain in hushed, excited tones about how he can relate to animals in ways others don't. Eventually, Wellerina will come out and shoo the boy inside, offering the party tea and crackers if they wish to come in and visit. Lennerall will be at the trading house most of every day, while his wife and child will be here. Wellerina does not get along with Darnique (Area #24). She thinks there is something wrong with the woman, and doesn't want Darnique around her family. She will not be shy about saying this to a party, because she has said it to Darnique's face.

*(Lennerall AC 12, HD 1d8, HP 5, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 shortbow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment NG, XP 7+1/12)*

*(Wellerina AC 12, HD 1d8, HP 5, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d6 rapier, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment CG, XP 7+1/12)*

*(Bledrenn AC 12, HD 1d8, HP 3, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d4 dagger, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment NG, XP 5+1/10)*

## 21. Davit's Home

Unlike most buildings in town, this small building looks run down as if no one is caring for it. Faded curtains hang in the glass windows, but two of the windows are cracked. The porch has rotted-out boards on it, and the door hangs askew.

This is the home of **Davit**, a desert dweller that has moved into this hut because the building was empty and affordable. It is his goal to make it like new, and live here in "luxury". The desert is harsh, and when he came here as a driver for a caravan, people walking on grass amazed him. Davit has a dark complexion, light brown hair, and hazel eyes. He is muscular and not afraid of work. His savings covered most of the house, but not all of it, so he is spending his days working hard at anything he can find, to pay off the house before he begins fixing it. He owes 150 gold pieces to Islar (Area #15), and will take any decent paying job to help cover that expense, including being a guide in the desert.

*(Davit AC 13, HD 1d8, HP 5, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 2d6 great scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10)*

## 22. Assilin's Home

This fine green house has scrollwork showing leaves and acorns all about its eaves. The sign out front has a shriveled date and a wine bottle on it.

This is the home of **Assilin** Oakleaf. He is the by-blow of a prominent ruler in the elven kingdom, that has been allowed to use the family name. He has used that name to corner the market on Doornian date wine, and dates in general. He is more successful than he'd ever dreamed, and does not forgive his father for leaving his human mother living in relative poverty. Though half-elven, he does not like or trust most full elves. If the party includes a full elf, Assilin will be less than accommodating. In his mind, he is a human with unusually shaped ears, and will not be pleased at all if anyone mentions his failure to grow a beard at age 34.

The one part of his supply chain that Assilin does not control is shipment. He must wait for the desert kingdom to send him dates and wine. The hazards of the trade route make that delivered price higher than he would like. Because of this, he is always on the lookout for a group he could hire relatively cheaply to go pick up his goods.

# PORT KEY

*(Assilin AC 12, HD 1d8, HP 6, Saves P, Move 30, AT 1 @ +1, Dam 1d8+1 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Attribute Check Modification, Spell Resistance, Alignment any, XP 7+1/13)*

## 23. Pallip's Home

This whitewashed wooden house has two signs, one on either side of the door. They are decorated to look like scrolls, and in a neat script read "Translations made here." The sign on the left is written in desert script, the sign on the right in flowing elven script.

This is the home of the wizard **Pallip Taliana**. He sells his services as a translator of documents because the meeting place of two cultures needs documents in two languages. The money he earns by translating gives him the freedom to work on his sorcery between documents, but the only spell he uses regularly is Comprehend Languages so that he can do translations. If a party asks him to do any magic other than that spell, he will jump at the opportunity. He practices his spells, but doesn't feel he gets to use them in a "productive" manner. Helping the party might just be the thing. If it will take more than a day or two of his time, he will charge five gold pieces a day to make up for lost translation wages.

*(Pallip AC 11, HD 5d4+5, HP 17, Primes M, AT 1, Dam 1d4 Dagger, Spells, Alignment NG, XP 90+5/175)*

*Spells in Spell book: Arcane Mark, Detect Magic, Detect Poison, Endure Elements, Light, Mage Hand, Mending, Prestidigitation, Comprehend Languages, Erase, Floating Disk, Identify, Read Magic, Shield, Continual Flame, Enhance Attribute, Locate Object, Mirror Image, Clairaudience/Clairvoyance*

*Normally memorized (5, 5, 3, 1): Detect Magic X2, Endure Elements, Light, Mage Hand, Comprehend Languages X2, Erase X2, Read Magic, Continual Flame, Enhance Attribute X2, Clairvoyance*

## 24. Darnique's Desert Delights

There are two buildings here, both in the wattle-and-daub style preferred by desert dwellers. The front building has red and white shades over the window and a sign depicting a heart superimposed upon a pyramid. The building further from the road has five chimneys sticking out of it.

This is both the home and business of **Darnique Pislantium**. She will happily tell customers that she was rejected from training to be on the Warlord of Banni-Assan's harem. She lives here to see her people but be out of the warlord's reach. She sells foods from the desert that are cooked in the back building. Except for a small area set aside for her bed here, the front building is given over to food for sale. Darnique also has a small collection of distinctly feminine clothing that she will sell to those who come to her with a reference. The clothing is actually from the palace at Banni-Assan, and she can request replacements from time to time, so selling the clothing gives her a bit of extra income.

The truth is that she is a trained assassin, and this is her cover. A message will come for her with a caravan from Banni-Assan, and she will do whatever the message instructs. In return, money is regularly placed on account for her in the city. Should the party make an enemy of anyone in power in the desert kingdom, it is possible she will target them. Her assassin tools are hidden in a concealed compartment above her bed.

Charming, beautiful, and kind, Darnique is actually a sociopath. She has no compunction or remorse, and assumes those targeted by the Warlord deserve their fate. She has been known to... Entertain here also for a select clientele and the correct fee. She has shining brown slightly wavy hair, bright blue eyes, and the dusky skin of the desert people. Her figure is appealing, and she can speak fluently in both the Elven and Doornian languages. She is a trained dancer, and moves with an elegant grace.

Both Darnique's Scimitar and her Daggers have sheaths that hold poison. Each dose of poison is good for one hit, but if she sticks her weapon back into the sheath and pulls it out, the poison is effective again. This will work four times per weapon/sheath before the poison is too low to be effective. She uses Type IV poison, as most of her jobs do not involve murder, but quick incapacitation allows her to do what she needs to.

*(Darnique AC 14, HD 5d6, HP 17, Saves M, Move 30, AT 1@ +1, Dam 1d6 +1 (Scimitar) or 1d4 + 1 (dagger) + poison, Alignment NE, XP 160+5/245)*

*Substitution - Banni-Assan is the nearest city in the desert and the capital of the Kingdom of Talifa. If Talifa has been replaced, Darnique can hail from the capital of the*

# PORT KEY

replacement kingdom. The Doornian language is the language spoken predominantly in the desert. Replace as needed.

## 25. Clan Derivesh House

This white painted wattle and daub house has banners on either side of the door that are half black, half white, with a thread -of-silver scimitar in the center. The shades over the windows are in black and white stripes, and the door is a strange kind of wood. A man in white desert clothing, including a litham\* scarf that covers all but his eyes, with a scimitar at his hip stands by the door and nods as you walk past.

\* *Litham is a Bedouin head scarf with mouth cover.*

This is the clan home of the Derivesh here in the port. The Derivesh are a tribe of warriors from the nearby desert, who are part of the adjacent desert kingdom. The Derivesh are feared by most, and often take contracts deemed to increase that “respect”. If there is something violent happening in the desert, some of the Derivesh are likely involved. This clan home generates a good deal of their regular income though. Its purpose is to hire out guards and guides for caravans headed into the desert.

The Derivesh are generally, though not exclusively, olive skinned with dark hair and eyes. They are more intelligent on average than their warlike demeanor would imply. The feminine half of the clan, while warriors as skilled as the men, can also be very attractive. They are a quiet people, preferring to listen rather than talk, and happy to keep silent when others might be made uncomfortable by it.

One of the uses of this clan house is to remove people from the reach of those in power. If a clan member is accused of murder, or draws the romantic interest of a powerful warlord, this clan house is outside the bounds of the desert, and thus used as a safe-haven while the clan resolves whatever issue has cropped up.

The Derivesh will hire out as guides or guards to any location in the desert except The Shining Sea. Their price will be three gold pieces per guard per day and an equal share in any loot taken off of enemies that they helped defeat along the way. There are twelve Derivesh Cultists here, and three Derivesh Fanatics.

*(Derivesh Cultist AC 12, HD 1d8, HP 5 each, Saves P, Move 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12 each)*

*(Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Fanaticism +1 on attack and damage, Alignment LN, XP 15+2/37 each)*

*If playing this module as an Adventure Tome, this Derivesh house is owned by the Halriadah Derivesh clan (ONA-13)*

## 26. House of Al-Embarra

This wattle and daub house has window shades in stripes of all the colors of the rainbow. The door has brass hardware, and unlike most houses, the windows have shutters on the inside. Either side of the door has sandstone trim with hieroglyphics engraved into them.

This is the home of Al-Embarra, Prestidigitator Extraordinaire, Mystical Advisor to Kings, Foremost Enchanter of All the Desert Kingdoms. And the hieroglyphs adamantly declare all of these titles. **Relandus** Al-Embarra and his wife **Suntael** are both Wizards, but they are not as renowned as they proclaim. In fact, Relandus made a tiny error in lighting the naming fire for a Warlord’s son, and the Warlord was left bald and *very* angry. That is why they are here. While the Warlord can reach them, it is far more difficult, and they have cultivated friends here that help protect them from the Warlord’s agents. They are both dark skinned, dark haired, and dark eyed, but both are thin, almost appearing frail. They far prefer to spend time inside studying than out doing strenuous activity, and it shows.

Darnique (area #24) is not used for local murder, or she would have been assigned to Relandus already. She has been protecting him when agents come to town. She warns Relandus, and stalls the agents while the Al-Embarras find important business out of town for a few weeks.

*(Relandus AC 12, HD 3d4, HP 9, Saves M, Move 30, AT 1, Dam 1d4 Dagger, Spells, Alignment NG, XP 30+3/57)*

*Spells in Spell book: Arcane Mark, Detect Magic, Endure Elements, Light, Mending, Comprehend Languages, Floating Disk, Identify, Read Magic, Continual Flame, Enhance Attribute, Mirror Image, Fireball*

*Normally memorized (4, 3, 1): Detect Magic X2, Endure Elements, Light, Comprehend Languages, Erase, Read Magic, Continual Flame*



# PORT KEY

*(Suntael AC 13, HD 4d4+5, HP 16, Saves P, Move 30, AT 1, Dam 1d4 Dagger, Spells, Alignment NG, XP 60+4/124)*

*Spells in Spell book: Dancing Lights, Detect Magic, Detect Poison, Endure Elements, Hold Portal, Identify, Read Magic, Charm Person, Sleep, Fog Cloud, Web*

*Normally memorized (4, 3, 1): Detect Magic, Detect Poison, Endure Elements, Hold Portal, Identify, Read Magic, Web*

## 27. House of Doorne the Beneficent

This wattle and daub building has a garden beside the house, with several small children working in it, overseen by a woman wearing traditional desert clothing. The shades over the windows are black and gold striped, and a sign out front shows a pyramid with the sun rising over it.

This is the orphanage of Doorne the Beneficent. This aspect of Doorne, god of the desert peoples focuses on healing the sick, caring for the weak, and tending to things like pestilence. This chapter house takes in children, regardless of race. They are cared for and taught farming, woodworking, window glazing, and bookbinding. The children are fed enough, if not to excess. Most of the children of this orphanage have no idea who their parents are, because it is tradition that children are left on the stoop in the hours before dawn, their previous life left behind.

There are three men and two women working here. One of the men is half-elven, the others **Human** and the orphanage administrator is the priest across the street at area #33. The men are Al-Teerelan, **Deltrack**, and Sarven, the women Vulia and Brealaiz. Deltrack is half-elven, the others are all desert-stock humans. Deltrack and Brealaiz are in a relationship, the others have all devoted their lives to the orphanage. They are trained in all aspects of Doorne the Beneficent (called Benat-Doorne by most of the desert people), and raise the children to be devout followers. Training people not of desert stock to follow Doorne is forbidden, and if fanatics were ever to find out, there would be much trouble for the orphanage.

*(Deltrack AC 12, HD 1d8, HP 5, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment any, XP 7+1/12)*

*(Human AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

## 28. Field Workers' Home

These buildings are kept up, but not made beautiful like some. The shades over the windows were brown and green, but have faded nearly to white.

This is the communal living (front building) and equipment storage (back building) for farm workers. Sixteen **Workers** are packed into the front building. Each have little more than a hammock and part of a chest, while the overseer – **Trennor** Al-Ghanzel – lives in the back building with the equipment and next season's planting grain. These people spend most of every day working the fields. The weather here is warm enough to plant year-round, and the overseer does. He trades seed grain from one crop for seed grain for another so that he is rotating crops. Crop rotation is something well known among the desert people from the years before their empire was destroyed, but the rest of the world is only just now learning it from them.

*(Workers AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

*(Trennor AC 14, HD 2d8, HP 10, Saves P, Move 30, AT 1 @ +2, Dam 1d6 +2 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/15)*

## 29. The Desert's Bounty

Crystals, sandstone blocks covered in hieroglyphs, small copper, silver, and gold pyramids, and bolts of silk are set out on tables outside the wattle and daub building. Three large men wearing leather vests and bearing scimitars stand equally spaced along the tables, arms crossed and watching anyone nearby. A heavy-set old man wearing bright colored desert dress stands haggling with a woman in aquamarine colored silks over a bolt of cloth.

The Desert's Bounty is Habin Al-Osarin's shop. He is the older man haggling with a customer. His attempts at trade with remote locations have not gone well, so he started selling to sailors and elves that came here on business. Soon he was selling enough to need a wagon, then a small shop, and now this shop and warehouse combination. He has a

# PORT KEY

bed in the shop, and the three guards have beds in the warehouse. Al-Osarin specializes in exotic materials from the heart of the desert, his pride and joy being a small collection of what the desert people call Disaster Diamonds – diamonds created when fire rained from the sky and destroyed their empire, creating all the deserts. He will sell them dearly – 5,000 gold for a small one, 25,000 gold for the largest, near plum-sized one. These diamonds are sought after by some, but no special properties other than giving off a faint glow after being cut has been found. Some of the items that Al-Osarin deals in are relics of the empire or holy to various sects of Doorne. He knows things are not always on the up-and-up, but buys the items cheap and sells them to people who are “just passing through” so that the items are far from him quickly. Several sailors buy from him and are paid commissions by collectors when they sail back to the north. If a party member mentions antiques or relics to him, Al-Osarin will usher them inside for some more serious negotiations. He is retired from *The White Manticore*, and will discourage anyone who is asking questions about the organization.

Habin and his two employees are all **Derivesh Fanatics**, though retired.

*(Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37 each)*

## 30. Desert Bathing Pool

This open sided pool has several people bathing in it. They appear to have no clothes on and each individual sits separate from the others.

This pool is religious in nature, dedicated to Doorne the Brother (Ghitan-Doorne), who is the brother of other gods. The cult of Ghitan-Doorne is frowned upon in the desert, and even outlawed in a few places. But here, the faithful of Doorne use the pool regardless of sect. In the eyes of the Ghitan-Doorne faithful, bathing here before praying to Doorne is a requirement. Members of other sects make it a point to stop at the temple after leaving the pool – not because they agree with Ghitan-Doorne, but because they like to bathe. There will be 5 (1D8) people here bathing at any time, a mix of locals and caravan team members that have been here enough to know about the pool and how it is used. Should the Ghitan-Doorne determine that someone is

being dishonest about bathing, they will ban that person from the pool.

*(Doornian Faithful AC 12 (10 while bathing), HD 1d8, HP 5 each, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 5+1/10 each)*

## 31. Doornian Warehouse

This large building has double doors facing the street and a stable on the back. There is a regular door on the north side of the building.

When caravans come into the port, if the ship is not in yet they can unload here. If there is nowhere else to store their horses and wagons while waiting for a return shipment, they can store them here for fourteen silver per horse and five silver per wagon for each week they wait. The warehouse is owned by the King of Talifa, and is run by the Overseer Gellenarek from the docks (Area #10). Gellenarek uses dock workers on off hours to load and unload caravan wagons.

## 32. Salique and Ferreletier, Clothiers

The front of this building has a sign running along the top that boldly declares “Salique and Ferreletier, Clothiers”, along with a sign by the door showing a tailored suit on the south side and traditional desert garb on the north side. Large glass windows on either side of the door display clothing – elven, desert, and even the modified desert style popular in The Kingdom of Dilorn, far to the north.

**Salique** is a lighter skinned desert dweller with sandy brown hair and blue eyes, while **Ferreletier** is a half-elf with red hair and large almond colored eyes. They make clothing in all of these styles, Ferreletier specializing in elven dress, Salique specializing in Doornian, and both collaborating to make what they envision to be Dilornian clothing. They will pay well for examples of new or different clothing styles. They are also always on the lookout for new types of cloth, and will pay well for sources that deliver. They both live upstairs, and can be found here nearly all of the time, one of them leaving only to purchase something they need. Much of their work is exported without being finished, so given the chance to create a custom fitted piece, they will go to town. The PCs will become the center of attention while they gather measurements, bringing bolts of cloth while each tries to

# PORT KEY

sell the positives of their native clothing style. They will be happy to serve, and will only charge 2/3<sup>rd</sup> of Players' Handbook prices for fine clothing.

*(Salique AC 13, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d6 scimitar, Alignment CG, XP 5+1/10)*

*(Ferretier AC 12, HD 1d8, HP 6, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d4 scissors, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, Alignment any, XP 7+1/13)*

### 33. Temple of Doorne the Beneficent

This, the largest building in town, is an ornate pyramid covered in a shining white stone. There are sphynxes just north and south of the building on the eastern side. The doors are clad in gold, and have detailed symbols of the sun setting on a pyramid hammered into them.

This is the temple of Benat-Doorne in town. All faithful of Doorne worship here at some point on most days, and some come here three times a day – morning, noon, and night. The priest is **Ali-Mannan-Asibe**, an older Doornian with peppered black hair and strange yellow eyes. He wears his hair loose at shoulder length, but if he is exerting himself or bent over, a PC might notice that the bottom of both ears has been cut off. Ali is a good man who truly cares for people, and unlike many Doornians, will sit and speak with followers of other deities. He will not offer unbelievers succor, and he will not attempt to convert anyone not of desert blood. It is widely (and accurately) believed that Doorne does not want followers other than his people. In hard times, the priest has sold Doorne's blessings in the form of healing, but the price is exorbitant – 1000 gold per level of the spell – because he runs a risk. Some faithful find using Doorne's blessing for anyone but the faithful is sacrilege, and might kill him for it. But the occasional funds he receives in this manner support the orphanage across the street and help feed some of the out-of-favor clans in the desert kingdom. If the party gains a reputation for helping the faithful, Ali-Mannan-Asibe can be an ally. If they go out of their way to harm desert people, he can coordinate for the party's enemies.

*(Ali-Mannan-Asibe AC 17, HD 7d8+7, HP 38, Saves M, Move 30, Attacks War Hammer 1d8, Alignment LG, XP 405+7/671) Spells: 5 5 4 2 1*

*Suggested Spells Memorized: 0 - Create Water x2, First Aid, Light, Purify Food and Drink; 1 - Bless x2, Cure Light Wounds x2, Resist Elements; 2 - Aid, Augury, Consecrate, Speak with Dead; 3 - Create Food and Water, Cure Serious Wounds; 4 - Healing Circle*

### 34. Glass and Treasures

The east and north sides of this building have tables displaying glass of every type. There are panes of glass, blocks of glass, fine statuettes that appear to be made completely of glass, and even some stained glass showing a pyramid with the sun rising over it. The shades over the windows of this home are orange and white, and appear to be new. Smoke rises from two large chimneys and several smaller ones.

This is the home and business of **Telif An-Drassen**, a talented glass-maker and his two apprentices. They use sands of various quality gathered from the desert to produce their glass. In general they have three qualities – glass made from local sand that has impurities which Telif blames upon the fertile land nearby, glass from true desert sand is coarse and only slightly impure, Telif believing it is the ruins of his people's great empire that gives the impurity, and the highest quality glass that is made from what Telif calls "Heart of the Desert" sand. He tells no one – not even his apprentices – where he gathers this fine sand that melts to form near perfect glass. If an apprentice should ask about it, he will scold them to find their own source when they are good enough to warrant their own shop.

On any given day one of the three of them will be out in the desert gathering sand, another will be producing glass inside the building, and the third will either be producing glass or outside with the wares. Aside from a few small pieces, not much outside can be easily carried away, so they do not worry overly much about thieves. Anyone selling goods stolen from Telif in the port would be found out, it is just too small for that type of activity.

Telif is a stocky man in his late 20s with brown hair and hazel eyes. He knows his business very well, but is so focused on his craft that he pays attention to little else. He can tell you the value of any glassware, and tell you of the intricacies involved in making and handling such fragile stuff... But he can't tell you the name of the Elven governor, and wouldn't care if someone told him. As long as the

# PORT KEY

governor is not hurting his business, he does not think who they are matters.

His apprentices are **Banneria**, a half-elven 24-year-old woman with strawberry blonde hair and green eyes, and **Dreggen**, a half orc 22-year-old man with most of the physical features of an orc, but most of the mental acuity of a human. With the exception of being ugly by human standards, he seems to have gotten the best of both worlds.

Banneria and Dreggen are the best of friends because they share life experiences. She is the offspring of an elven knight and a human commoner, he is the offspring of an orcish warrior and a human commoner. Neither knew their parents, and both were raised here in the orphanage. When Telif gives them free time, they both volunteer at the orphanage. They teach glass-making, and comfort the children by telling them that they will be okay. They do have a future, if they learn at the orphanage and get a trade.

*(Telif AC 12, HD 1d8, HP 6 each, Saves P, Move 30, AT 1 @ + 1, Dam 1d6 + 1, scimitar or 1d6 light crossbow, Alignment LN, XP 7+1/13)*

*(Banneria AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Attribute Check Modification, Spell Resistance, Alignment any, XP 7+1/12)*

*(Dreggen AC 13, HD 1d8, HP 6, Saves P, Move 30, AT 1 @ +1, Dam 1d12+1 two handed axe, Darkvision 60', Enhanced Sense of Smell, Martial Prowess, Resistant to Disease +2, Alignment CN, XP 7+1/13)*

## 35. The Softer Touch

A sign out front shows a well-endowed woman from the waist up, her face pinked with rouge and her eyes blacked with charcoal. Her hair is wound in intricate ringlets that seem to sparkle. The shades over the windows are of soft pastels.

The desert is a harsh place, and not one given over to luxury. This shop at the edge of the desert exists solely to offer luxury – primarily to women, but a fair share of men frequent the shop also. Inside, the smell of sandalwood mixes with eucalyptus. A Doornian woman with what most countries would consider too much make-up works industriously, mixing powders and oils.

This is the home and shop of **Faaria** Mesbah, a woman from one of the northern nomadic kingdoms. She was captured by slavers and secretly transported into Talifa. While slavery is legal in some of the desert kingdoms, it absolutely is not in Talifa – because slavery is not legal, when she escaped from her captors, she was instantly a free woman. Having heard that the slavers feared even entering the elven kingdom, she set out for Amorice. Though very much a Doornian at heart, she now lives here, at the edge of the desert, helping her people be beautiful when they wish.

Faaria is an attractive (treat as if CHA 16) 34-year-old woman, but a sadness hangs about her that anyone who talks with her about the desert will immediately notice. She lived with her people until her mid-20s, and that is still home to her, but she will never return to that life. She pines for the person she was before tragedy struck, and it shows through.

When selling, she will be complimentary and tell customers how this or that can make them look appealing. If customers are looking for clothing also, she will tell them about the clothiers and if they are after distinctly feminine dress, that they should contact Darnique (Area #24) if they wish something specifically suited to a woman. Darnique has been kind and understanding of what Faaria has been through, and Faaria considers the other woman a friend. Of course, Darnique has no friends, but Faaria doesn't know that.

Given the opportunity, Faaria helps slaves escape. Being in a place where slavery is illegal, should someone bring a slave here, Faaria will attempt to contact them and offer to get them deeper into the elven kingdom. Escapes are planned for the dark of night, when attention is at its lowest.

*(Faaria AC 12, HD 1d8, HP 5 each, Saves M, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, +2 on all Charisma checks, Alignment LN, XP 5+1/10)*

## 36. Unique Things

This building has a wooden porch in the northeast corner that is covered with strange and eclectic things. Metal oil lamps from the far north, strange creatures carved from even stranger woods from the far south, weapons that are not normally seen around the desert, and fine silverwork from the Foxhair Mountains far to the northwest. A half-elf stands on the porch, and calls out to you as you walk by.

# PORT KEY

The man on the porch is the owner of this establishment – **Hallian** Trebeer. He is half elven, but the human side descends from the fairer skinned humans of the north, making him look strange and pale in comparison to most residents of the port. He is handsome enough, if the pale skin is looked at as exotic, but is starting to show his age. He is 54 years old, has chestnut colored hair and startling blue eyes. While it is clear he is fit, a small paunch is starting to develop at his waistline. Hallian has trade contacts throughout the world, and uses them to bring the exotic here. Knowing that two kingdoms rely on this port for trade, he has correctly guessed that other oddities would be welcome. He sells Halberds and silverwork from The Raiderspoint Alliance, far to the northwest, while at the same time selling Dirgian ale from the southeast of the continent, and oils from Silentia Ens, far to the northeast. He even sells carvings and totems from the jungle kingdoms of a far southern continent. He likes to talk, and has a story about each item he is selling. “This totem belonged to the King of the Jungle, brought here at great expense in their large sailing canoes...” type stories. The locals assume that half or more of his stories are fabricated, but he is a good storyteller, so they will listen most of the time.

Much of his trade is for cargoes, but the items displayed here are for individual sale. He asks a premium of 125% of Players’ Handbook prices, but for most of the things he sells, no one else can match the origins or construction, so he gets his price. Locally, nearly every glass lantern in the port came from his stores.

Hallian has a small stock of books from the north – “King Pethygaron and the Skald”, “Of Mice and Kings”, “She Rode to the Fight: A Nordalian Knight’s Tale”, and more - that he loves, and will only even show customers if directly asked about books.

He has two warehouse workers – **Stellena** and **Y’Denil**. Stellena is a strong half-elven woman who is mute, but manages to communicate with Y’Denil and Hallian just fine. She is in charge of the warehouse and is all business, though there are rumors about her relationship with Hallian. Y’Denil is of desert stock and works diligently to please both Hallian and Stellena. He is but 17 summers, and still learning the basics of business, but hopes one day to have his own little shop. The three of them are a tight-knit bunch, and trouble with any one of them will be trouble with all three. Once a month a ship comes in with a load solely for

Hallian. The ships’ crew and the dockworkers help unload the ship and bring the goods here, where Stellena takes over and she and Y’Denil arrange the warehouse so goods can be found.

*(Hallian AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Attribute Check Modification, Spell Resistance, Alignment NG, XP 7+1/12)*

*(Stellena AC 12, HD 1d8, HP 6, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Empathy, Move Silently, Spot Hidden Doors, Enhanced Senses, Spell Resistance, +1 to hit and damage, Alignment LN, XP 7+1/13)*

*(Y’Denil AC 12, HD 1d8, HP 6, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, +1 to hit and damage, Alignment LN, XP 5+1/11)*

## 37. Tannery

This wooden building has a faint aroma of something rotting coming out of it. On the porch are several beautifully preserved animal hides, from a black bear and a deer of the woods to antelope and even a sand thumper lizard from the desert. Above the door, the preserved face of an immature dragon leers at you.

The port uses a lot of leather. For covering goods, for cloaks, for some styles of rope, and for the soft boots favored by the desert people. This ingenious tannery sees to all of those needs without making the town smell too horrible. In a deep basement cut out of the foundation stone below the town is a large room with a pool in the center. The pool is filled from the sea through a small seam in the rock. This salt water, along with other chemicals, is used to treat and preserve hides. The animals or their skins are brought in through the side door, straight down a flight of stairs into outer chambers around the pool room, and are there scraped and cleaned. The resulting collection of shavings are later rendered into fat, and the hide is sent to the pool room for processing. Because all of this happens below-ground, the stench normally associated with tanneries is not too prevalent outside. But inside the building – or far worse down in the basement – it can bring tears to a characters’ eyes.

The Tannery is owned by Trembor Rector, a northern human with bright red hair and green eyes. He is a

# PORT KEY

woodsman that has opted to settle down, and prefers the challenge of working on the wide variety of hides he can find here between desert and forest. Some of the hides that his tannery turns out were actually harvested by him, but by far his biggest supplier is the kingdom of Basarin, who send many camel pelts and some stocky horse pelts to him each culling season.

Trembor has five **Apprentices** that are treated okay, but not often allowed to leave the basement. This is largely because everything they own is impregnated with the stink of the tanning process, and other townsfolk complain if they are allowed out. He pays them two gold a month – a fortune for what amounts to manual laborers – and teaches them everything they wish to learn about tanning also. While they would tell you their life is good, most tannery owners would call Trembor a slave-master for keeping them cooped up.

*(Trembor AC 14, HD 1d8, HP 7 each, Saves P, Move 30, AT 1, Dam 1d8 longsword or 1d6 short bow, Alignment LN, XP 7+1/12)*

*(5 Apprentices AC 12, HD 1d6, HP 4 each, Saves P, Move 30, AT 1, Dam 1d6+1 scimitar, Alignment LN, XP 7+1/11 each)*

## 38. Dock Warehouse

This large building has windows on the second floor and only two large double doors on the ground floor. A burly guard in chain mail with a scimitar across his back walks around the building.

It is common for ships to come into port and their cargo not yet be sold. The traders' Guildhouse owns this warehouse for just such situations. Goods are marked with colored bits of cloth to indicate one cargo, then stored in the warehouse until sold or picked up. The owners of the goods are charged by the month, with fees ranging from a few copper for a small space to ten gold a month to rent the entire warehouse. Knowing there are sellable goods in the warehouse has made the occasional sailor decide they could make off with something and be gone on their ship before anyone was the wiser – so the Traders now pay two **Guards** to keep watch here, one during the day and one at night.

The warehouse is overseen by Gellenarek An-Darpuren (Area #9), and the labor used to get things into and out of the warehouse is the dock workers (for a fee, of course), or the ship's crew themselves.

*(Guard AC 15, HD 1d8+1, HP 6, Saves P, Move 30, AT 1 @ +1, Dam 1d6 +1 scimitar, Alignment LN, XP 5+1/11)*

## 39. Arguyle's House

This house is painted a deep red, with all trim painted black. More like the wattle-and-daub buildings of desert manufacture than the wooden building that it is, there are shades above every window and the door. These shades are also colored in stripes of black and red. On the left side of the door is a sign depicting a piece of parchment, on the right side is a shield depicting a crystalline skull on a black and red field.

This is the home of **Arguyle** and **Grenna** Ironwall, trade representatives from the far-off Kingdom of Tasnami. While the Kingdom of Tasnami conducts trade with the desert people on the far edge of the desert kingdoms, Arguyle and Grenna are here mostly for trade with the elven kingdom. That is the official story at least. Grenna is a spy for the Kingdom of Tasnami, and Arguyle is of noble lineage (second son of the Duke of Ironwall) from the kingdom. During the Wars of Enlightenment, Tasnami sent an army across the desert to attack the Combined Provinces of Amorice. That army was diverted by the armies of The Nomadic Kingdoms, redirected into Sallors' Swamp to the north of the port. Few came out of the swamp alive. Grenna's job is to stay aware of what Amorice is doing, and Arguyle's job is to strengthen ties with the desert kingdoms nearby to avoid a repeat of that debacle.

The governor knows that one of them is a spy, and feeds them a mix of accurate and inaccurate information. The worship of Father Tasni – patron god of the Kingdom of Tasnami – is forbidden in Amorice, so Arguyle's dark rights are restricted to inside this house. Once a year he takes the risk. He purchases a young slave from the Kingdom of Chazim, where slavery is legal, bringing the slave back here to sacrifice to Arguyle and Grenna's dark god during Deathfest, the holiest week in the worship of Father Tasni. The governor knows that should Arguyle and Grenna ever stop being useful for misdirection, he can simply expose their sacrifices and expel them from Amorice. While he is not authorized to risk war with Tasnami by killing them, he would not hesitate to banish them and set them out in the desert.

# PORT KEY

*(Arguyle AC 16, HD 6d10+6, HP 40, Saves P, Move 30, AT 1 @ +2, Dam 1d8 + 2 Longsword, Horsemanship, Inspire, Embolden, Demoralize, Alignment LE, XP 240+6/480)*

*(Wallguard (light war horse) AC 14, HD 3d10, HP 20, Saves P, Move 30, AT 2 or 1, Dam 1d4+2 hooves or 1d4 bite, Alignment N, XP 20+3/80)*

*(Grenna AC 15, HD 4d8, HP 20, Primes M, AT 1@ +1, Dam 1d6+1, Spells, Alignment LE, XP 60+4/120)*

*Spells normally memorized (4, 4, 3): Create Water, Detect Alignment, Detect Poison, Endure Elements, Command, Cure Light Wounds, Protection from Alignment, Shield of Faith, Consecrate, Delay Poison, Hold Person.*

## 40. Dock Warehouse

This large building has only very small windows placed just above head height. There are two big double doors, one on the west wall and one on the north. A single burly guard dressed in chain mail and carrying a scimitar walks slowly around the building.

Similar to area #38, this warehouse is used to hold shipments while they are waiting to be picked up. This building is used for shorter-term storage, where there is an agreed date and it is close, or someone is running late on a pick-up arrangement. They charge the same rates as Area #38, but for a minimum of a month, and often goods are only kept here a few days. This warehouse is owned and controlled by Flesselander (Area #3).

*(Guard AC 15, HD 1d8+1, HP 6, Saves P, Move 30, AT 1 @ +1, Dam 1d6 +1 scimitar, Alignment LN, XP 5+1/11)*

## 41. Bellara's House

This tidy little house is wattle and daub, but the trim is of elven decoration, with scrollwork depicting acorns and leaves. The door is oak with black fixtures, and a sheaf of wheat hangs outside the door.

This is the home of **Bellara** Zameen, a woman of desert stock who is 57 years old. She is the chief cook at the caravansary, and makes enough off of her work to afford this little home. She is right at five feet tall and weighs 180 pounds. When not at work, she has a ready smile and an enchanting laugh. When at work, she keeps a perpetual scowl and wields a ladle like a weapon. She is a naturally happy person that has been taken advantage of one too many

times by being relaxed at work, so she isn't relaxed any more.

Bellara's cooking is astounding. She specializes in the foods of Aban, her home kingdom in the far northeast of the desert. Her food always satisfies and is different even here. Some caravan owners have taken to calling the Dakhalla caravansary The Caravansary of Bellara because the cooking is so memorable.

She is at the kitchens from before the sun rises until nearly when it sets, overseeing the baking of bread through the final cleanup after dinner.

Bellara has converted from the worship of Doorne to the worship of the elven goddess Talimaara. She does not talk about it at work, as many of the desert people would see her change of religion as blasphemy. Her experience with the faithful of Talimaara is that they care far more about the well-being of the individual than any of the various cults of Doorne do, and she is happy with her conversion.

*(Bellara AC 12, HD 1d8, HP 5, Saves P, Move 30, AT 1, Dam 1d6 heavy metal ladle, Alignment LN, XP 10)*

## 42. Devor's House

This large house has desert style clothing for adults and children alike hanging on a line outside. The window shades are red and white striped and a bit faded. Three children between seven and ten run around outside, apparently playing tag.

Devor Apalla and his three adult sons live here with their wives and a combined total of seven children. Devor is responsible for the animals at the caravansary, and his sons are his assistants. Together they make enough money to live here comfortably and save some. Devor also deals in stocky desert horses on the side. Originally from Chazim, Devor and his wife Newhea could not tolerate the casual view of slavery exhibited by their kingdom, and came here to be apart from it. The horses that Devor trades are actually from family back home, who sell to him cheap, and he sells the horses for a decent profit.

Devor will hire his sons out to be guides in the desert, but only two at a time. He needs to keep the animals and wagons at the caravansary, so one stays to help. He will negotiate hard, with a target of five copper a day per guide. He is a shrewd businessman and will start at a silver a day. If the party accepts this fee without blinking, he will make certain

# PORT KEY

his son knows to treat them well and get them where they need to go. Under *no* circumstances will he agree for any of his sons to enter Chazim. He does not want them exposed to slavery, and there is always the risk that, being strangers, they might get swept up by slavers. The wives work at the caravansary also. One helps with grooming the horses, the other three help in the kitchen. The family doesn't like Bellara because they see her at work and at home, and assume her smiling, happy demeanor at home is a mask.

Devor has 20 gold pieces and 183 silver pieces hidden under the floor of his house – the profits they have managed to stash away.

*(7 Adults AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)*

*(7 Children AC 10, HD 1d4, HP 2 each, Saves P, Move 30, AT 1, Dam 1d4 knife, Alignment LN, XP 5+1/7 each)*

## 43. An-Telliq's House

This ornate, two story house has hieroglyphs carved in each piece of stone trim. The door has a golden pyramid with a sword-pierced sun rising behind it, and the window shades are striped with black and thread-of-gold.

This is the home of **Silliam** An-Telliq, his wife **Taropa**, and their daughter **Bahira**. Silliam is the eldest son of a Pasha from the kingdom of Talifa, Taropa is the daughter of another Pasha. They were born into wealth, and given management of the caravansary to get them out of the way of their older sisters, who are set to inherit the mantle of Pasha from their fathers. They have made the most of it. While the bulk of the income from the caravansary returns to the King, there is enough left for them to be the richest family in town. They were raised with the desert kingdom view that pashas and their families serve the people, and it shows. They are nice to their employees, they support the orphanage, they call on people who have an emergency, and they always pay whatever is first asked for an item, even if they know it is too much. In a town where loyalties tend to be split between desert and forest, everyone likes and respects the An-Telliq family.

*(Silliam AC 16, HD 2d10+4, HP 15, Saves P, Move 30, AT 1 @ +2, Dam 1d8 + 2 Longsword, Horsemanship, Inspire, Alignment LN, XP 20+2/50)*

*(Zeban (light war horse) AC 14, HD 3d10, HP 20, Saves P, Move 30, AT 2 or 1, Dam 1d4+2 hooves or 1d4 bite, Alignment N, XP 20+3/80)*

*(Taropa AC 15, HD 1d10+1, HP 7, Saves P, Move 30, AT 1 @ +3, Dam 1d8 + 3 Longsword, Horsemanship, Inspire, Alignment LN, XP 7+1/14)*

*(Tan-Natu (light war horse) AC 14, HD 3d10, HP 20, Saves P, Move 30, AT 2 or 1, Dam 1d4+2 hooves or 1d4 bite, Alignment N, XP 20+3/80)*

## 44. Caravansary

The most expansive building in town, this is clearly a caravansary. Wagons and carts sit parked in neat lines on the west side of the building, and the grapes-and-scimitar symbol of the kingdom of Talifa is painted on each wall.

This interconnected set of buildings is kept clean and neat, with food, entertainment, and a place to sleep provided for caravan masters, drivers, and guards. Silliam and Taropa set an example of making the caravan teams comfortable and seeing to their needs and desires. They know that these people have been traveling across the desert, seeing little more than sand. While they are here, unloading, loading, and buying supplies, the caravansary staff is expected to treat them well. Caravan guards will spring to the defense of the caravansary, even defending the wall with a thought of protecting the caravansary. Goods cannot be stored here – there is not space – but carts and wagons can, and there is stabling for 20 animals here.

At any time there will be 2 (1d3) caravans here, each with 5 (1d8) horses or camels and 3 (1d6) wagons or carts. Each caravan will have one **Driver** and two **Guards** (or **Derivesh Fanatics** acting as guards) per draft animal, plus one trader per cart. Caravan teams will vary from the utterly reliable and polite type to scurrilous bandits that were scraped together. In general, a caravan master will build the team he wants, so this tends to run by caravan. The An-Telliqs are nice, not stupid. They will watch caravans that seem to be seedy, and may even decide to hire some trustworthy souls to watch bad actors.

*(Driver AC 13, HD 1d8, HP 5, Saves P, Move 30, Saves P, Move 30, AT 1, Dam 2d6 great scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10)*



# PORT KEY

*(Guards AC 15, HD 1d10, HP 6 each, saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 5+1/11 each)*

*(Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37 each)*

## 45. Desert Gate

One of the odd features of Dakhalla, the Desert Gate stands at the end of a stretch of wall that only covers the north side of town, the gate being all there is on the east side, and no wall at all on the south side of the port. The gate has two towers that are manned by guards that actually live in them. The guards wear the blue and brown of the Provinces of Amorice, with a sheaf of wheat on their tunics.

The last time that Dakhalla changed hands, King Lenellian of Amorice decided he would build a wall and defend the port from another Doornian invasion. He only finished the north wall and the northeast gate before an agreement was reached with the king of Talifa. Amorice charges no taxes, tariffs, or duties on goods that leave Dakhalla for Talifa. Talifa uses this arrangement to strangle all trade with the desert. Talifa relies upon this trade, as it gives them respect and contacts in the other desert kingdoms, eliminating any risk of war. Units of the Amorician army are rotated through here to familiarize them with desert people, warriors, and weapons, then rotated back.

There are 15 (3d8) **Guards** stationed here at any time, most of them elven, some human, and a few half-elven. Dakhalla is part of the kingdom they are here to guard, and they will generally be polite and helpful to people. There are always exceptions – an individual guard might be rude or even overly forceful, but if brought to the attention of their captain, will be relieved. One of the guards present will be a captain of the guard, two more will be sergeants, and the rest are the guard teams. If violence occurs in town, the captain will evaluate if he is needed. Previous encounters have taught the Amorician army restraint, and just because it is Doornians fighting in town does not make it an invasion.

*(Guards AC 15, HD 1d10, HP 6 each, saves P, MV 30, Attack longsword 1d8, Alignment LN, XP 5+1/11 each)*

## Outside the wall

*Outside of the town wall, multiple tent cities can be seen representing other desert kingdoms. Talifa's agreement reserves duty-free trade in the port only. As a result, these kingdoms maintain a presence by keeping their oasis-style tents set up outside of town. They negotiate with Talifa while comparing Talifa's trade rates with the cost-after-tariff. If any of these camps are attacked, they will defend themselves. Since they are representatives of different kingdoms, other camps will be slow to get involved unless it looks like the fighting will spread to them.*

## 46. Kingdom of Chazim Tents

A group of red, gold, and black striped tents sits on the grass here, four people dressed in all black traditional desert garb are tending a fire, sharpening weapons, and airing blankets.

These tents are home to the trade delegation from the Nomadic Kingdom of Chazim. Others – even other Doornians – will avoid them, because Chazim's primary revenue comes from the slave trade. They are devout followers of a cult that exists primarily among their clans and views all humans not of desert descent to be aberrations that can be treated as cattle. At first, Gypsies (whom all Doornians believe are accursed by their god) and non-desert humans were their “trade stock”, and no Doornian cared. These days, anyone caught in a smaller group in the desert – particularly within Chazim, but increasingly in neighboring kingdoms also – might disappear to their slave coffles. They know that slavery is illegal in Amorice and Talifa both, so their delegation here sells wheat that they grow in the grassland on the west side of their kingdom. A close look at the shields the guards bear will show a pair of black coffles centered on normal Doornian colors of red and gold. There are five **Guards**, three **Traders**, and three **wives** here. One of the “wives” is actually a slave woman named **Gifella**. Since she is accepted as a traders' wife and has all the benefits of other wives in desert kingdoms, she wears her silver-plated slave collar, but acts *nothing* like a slave. While PCs might hear about her, she has no wish to be “rescued”, because she is building a life for herself and assumes her collar will come off soon – unless someone gets involved and messes that up for her. She is well trained with daggers, as are most harem slaves.

# PORT KEY

(Guard - Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37 each)

(Trader AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 10 each)

(Wife AC 13, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d4 dagger or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)

(Gifella AC 12, HD 1d8, HP 6, Saves P, Move 30, AT 2, Dam 1d4 dagger, Alignment LN, XP 7+1/13)

## 47. Kingdom of Anim Tents

These elaborate silk tents are colored red and gold. In the north, the many yards of silk required to make even one of these tents would be worth a fortune, but here it is used for shelter. There are two guards lounging around the area, who watch you as you walk by.

The Kingdom of Anim is fabulously wealthy because they control nearly all of the silk trade in the world. It is their primary export, and why they are here – to negotiate to get their silk sold elsewhere. They are shrewd businessmen and do not feel Talifa’s control of trade in the port is fair. As a result, these representatives occasionally send a clandestine shipment out from coves north of the port. Anyone who discovers them loading silks onto small boats north of town to row out to waiting ships will have a death mark on their head. It would mean war with Talifa – or expensive reparations – if word were to get out that they paid nether tariff to Amorice nor dealt through Talifa. There are three **Guards** and three silk **Traders** here. One of the guards is an unwilling spy for Chazim, and will report about sales, profits, and when smaller caravans are going to pass close to Chazim. His family is originally from Chazim, and the kingdom of Chazim has threatened anyone of his blood if he does not help them. He believes his honor requires him to do what he must to protect his family – though he was born in Anim and has never met any of his relatives in Chazim.

(Guard - Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37 each)

(Trader AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)

## 48. Kingdom of Basarin Tents

These gold and red tents have horses and camels embroidered on them at regular intervals. Eight people in brightly colored modern desert garb of tunic, pantaloons, and headdress sit around a fire talking quietly. A horse line is tied out, and two horses plus three camels are tied to it.

These are the tents for trade representatives from The Kingdom of Basarin. They are here strictly to sell horses and camels, and their mounts are considered the best in the desert. Most desert-dwellers would call them the best in the world, but there are others whose entire lives are spent with horses that might argue that point. Certainly outside the desert the compact size of Doornian bred horses makes them smaller than many other breeds.

There are three **Traders** and four **Guards** in the camp, with a single member of Master Trader Devann’s Harem.

The people of Basarin are faithful of Doorne, but do not frequent temples or trust priests of Doorne. As a result of the priesthood’s recent support of a war that left many of Basarin’s youth dead, the people of Basarin have held to their beliefs for the most part, but do not trust the temples or official priests. Should a priest of Doorne come to their camp, they will avoid the individual, eventually having a guard come over and ask the priest to leave.

(Guard - Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37 each)

(Trader AC 12, HD 1d8, HP 5 each, Saves P, Move 30, AT 1, Dam 1d6 scimitar or 1d6 light crossbow, Alignment LN, XP 5+1/10 each)

# PORT KEY

## Adventures around the Port

There are always things going on around the port. The breadth of people living here and the number of spies present in town make nearby adventures easy to come by. This section offers a few adventure hooks that can forward the story or fill space.

**Area #2 Beneficiara.** Allindra needs someone to take food to a group of starving Talifans out in the desert. If the people delivering the food are not desert stock, the men of the clan will be offended. If the party cannot talk them down, they will fight.

**Area #3 Retrieve the gold - Flesselander** has a shipment of gold coming in as payment for wood, but the shipment is late. He needs someone to go find it and bring it in. The caravan sits on a desert road, no sign of men, camels nearly dead of thirst. The party has to coax the camels back and fight off anyone that comes to take the gold. What happened to the caravan's crew is up to the CK.

**Area #6** An assassin has been hired to kill Ali Sombre, and Ali asks the party to protect him. A group of five **Derivesh** will come in on a caravan and attack him the night the party is hired to protect him.

**Area #8** A young trader - Atinga - has a chance to step up and bring a massive caravan of desert salts into town... He just needs 250 gold pieces. If the party doesn't have the funds, he could finance his venture if they retrieved something for him. He needs one of the statuettes from the edge of the desert, as he has a buyer looking to understand how the elves are using them to push back the desert. This is the opposite of the Area #16 adventure hook below... This is one of Belletaria's statuettes that Atinga can sell to finance his trip.

**Area #12** Aknallan needs information about elven troops in the area. If the party will ask a few discrete questions at the wall and down the trail at Sandguard, he will pay up to 100 gold for the right information. Of course, should the guard catch on, the party will be arrested as spies.

**Area #15** One of the Derivesh warriors wants an escort into the elven kingdom. He will be unwelcomed, and the party needs to defend him. He will demand "No matter what", because he expects the elven guard to be hostile.

**Area #16** Belletaria is missing a statuette, and that section of the desert won't heal unless a new one is placed there.

Can the party escort her north to replace it? Any of the wandering monsters from ONA-13 might be along the way.

**Area #17** Zallalla's son is missing! He actually has wandered off, but the party could stumble into all sorts of things looking for him.

**Area #19** The Dwarves need a small amount of raw gold transported to Sand Guard. They will pay well, but insist that the party be geased to guarantee their honesty.

**Area #22** Assilin Will hire guards to go pick up goods in Banni-Assan. Banni-Assan, capital of Talifa out in the middle of the desert, is less accepting of outsiders than the tribes. Desert creatures will of course be along the path.

**Area #23** Pallip has heard of a scroll with a spell he does not have. He will pay good money if the party will go retrieve it.

**Area #26** Relandus Al-Embarra needs spell components, and Pallip won't trade with him. If the party will travel to The Raging River to the south and gather components for him, he'll pay well. Wandering monsters in ONA-13 can be along the way, or other level-appropriate creatures.

**Area #29** Al-Osarin needs to get a collection of small golden pyramids out of the desert. If the party will go meet with the sellers, pick up the goods, and take them to a cove north of town, he will pay well for their silence. Should any Derivesh discover what they are transporting, the party will get a death mark placed upon them, and all Derivesh that hear of it will be honor-bound to slay the thieves of holy relics.

**Area #30** Arguyle or Grenna will ask the party to travel to Chazim and pick up their new "apprentice". This is actually their next sacrifice, and the apprentice is a young slave. Chazim is not a safe place for any outsider, but if the party is obviously not of desert stock, they are very likely to be targeted by slavers (use Derivesh stats and scale to taste – recommend one slaver per five slaves in coffles, or one per party member if guidance is desired).

**Area #44** The An-Telliqs want to hire a party to watch a shady caravan crew. As long as the crew is in town, the party will be paid a daily stipend to watch them and report back about what the caravan crew does. The pay would be two silver per person per day, and food and lodging will be free at the caravansary while the party is doing this job.

# NEW MONSTERS

## Cultists

A man dressed in all white slips through the window and looks about the room. Spotting his target, he slips a half-written letter from the desk into his robes. He glances about, then steps quietly to the door. Cracking the door and quietly peering through the crack, he spies the author of the note. Bursting the door open and calling upon his brotherhood, the white-robed man attacks...

The historical myths and reality of cults and secret organizations are numerous. The organizations vary in purpose and intent, but motivation is cult following – of a leader or a splinter of a religion or both. These groups aim for a specific goal... Protection of a sacred relic, changing the world, serving their deity, changing rulers... The number of possible goals is innumerable. What is constant between them is that they are secretive, constantly working in small groups, and when they commit, they commit in large numbers.

We do not delve into all possible cultists here, but only those important to this module – The Derivesh. As noted at the end of the Derivesh description, this module has one sub-set of Derivesh, the Halriadah, and cultist stats are used for some desert kingdom guards.

## Desert Cultists – The Derivesh

In the heart of the desert reside those who believe the world has gone wrong, and that they are the ones to right it. Some believe they must keep information and power out of the hands of those who would abuse it. Some believe they should withdraw from contact with all men. Some believe they must right the wrongs with action. The Derivesh are this last kind. They believe they must strike out firmly against those not of the desert to correct all of the wrong in the world.

Strictly ordered to reflect the needs of living in the desert and the martial life they have chosen, the Derivesh are always Lawful in alignment, but their ranks include men who are both good and evil. They are united in a single purpose, restoration of the desert kingdom. While cultists vary in this purpose, the Derivesh focus on returning the destroyed desert empire to its former glory. Though centuries have passed, their faith has not. It is their belief that Mighty Doorne will return his people to greatness when the time comes. Until that time, the Derivesh must persevere, and fight for the desert, against those without who would weaken their people, and those within that would harm those same people.

Derivesh in Hellebarde Games' default setting

In *The World of Nordalia*, the Derivesh are representative of those of the elder human race that have both martial and religious training. In ancient times, each port contributed Derivesh to great armies. Since the fall of the empire, they have fallen to small cults with specialized goals. There is a generic hierarchy, with Cultists at the bottom, Fanatics above them, and Priests above that. The Derivesh have no single Cult Leader, but rather each group is controlled by a Minor Leader. No two groups of Derivesh are the same, but generally for each ten cultists there will be four fanatics and a priest. If a group is more than six cultists there will be a Minor Leader coordinating their efforts.

As long as a given group of Derivesh is not rebellious, everyone in the desert from commoner to warlord treats them with respect. A common saying among the Doornian people is “As loyal as a Derivesh”, because they are brutally honest and will die to keep their word. This alone earns them their respect, but when a warlord or pasha is too much of a tyrant, Derivesh from across the desert will form an army as of old and put an end to that leader's tyranny.

## Fanaticism

The Derivesh are fanatical. There is nothing that will turn them from their purpose. They do not make morale checks, the only time one runs from a fight is if he is ordered to go pass a warning to others.

## Intense Focus

The Derivesh train constantly. This grants them a bonus of +1 on all attack and damage rolls. Some few specialize in thievery instead. These individuals instead get a +1 bonus on sneaking and thieving rolls. Other focuses are possible.

*Derivesh in this module: The Only Derivesh in this module are the Halriadah, who believe the fertile lands of the past will be restored when all of the ancient empire's lands are once again controlled by desert peoples. They are central to ONA-13, and ONA-15 and ONA-16 also introduces the Insemi, who believe man must return water to the desert before*

# NEW MONSTERS

## DERIVESH CULTIST

**Number:** 5-50 (1d6)  
**Size:** Medium  
**Alignment:** Any Lawful  
**Armor Class:** 12  
**Hit Dice:** 1 (d8)  
**Hit Points:** 5  
**Move:** 30 ft.  
**Attacks:** Scimitar (1d6)  
**Special:** +1 on attack and damage rolls  
**Treasure:** 1  
**XP:** 7+1 per HP  
**Fanaticism:** Derivesh Cultists never check morale.

## DERIVESH FANATIC

**Number:** 2-12 (1)  
**Size:** Medium  
**Alignment:** Any Lawful  
**Armor Class:** 15  
**Hit Dice:** 2 (d10)  
**Hit Points:** 11  
**Move:** 30 ft.  
**Attacks:** Scimitar (1d6)  
**Special:** +1 on attack and damage rolls  
**Treasure:** 1  
**XP:** 15+2 per HP  
**Fanaticism:** Derivesh Fanatics never check morale.

## DERIVESH PRIEST

**Number:** 2-12 (1)  
**Size:** Medium  
**Alignment:** Any Lawful  
**Armor Class:** 15  
**Hit Dice:** 2 (d10)  
**Hit Points:** 11  
**Move:** 30 ft.  
**Attacks:** Heavy Mace (1d8)  
**Special:** +1 on attack and damage rolls  
**Treasure:** 1  
**XP:** 20+2 per HP  
**Fanaticism:** Derivesh Priests never check morale.  
**Spells:** (4/4/2) Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps

## DERIVESH SUBLEADER

**Number:** 1 (0)  
**Size:** Medium  
**Alignment:** Any Lawful  
**Armor Class:** 15  
**Hit Dice:** 5 (d8)  
**Hit Points:** 25  
**Move:** 30 ft.  
**Attacks:** Scimitar (1d6)  
**Special:** +1 on attack and damage rolls  
**Treasure:** 2  
**XP:** 180+5 per HP  
**Fanaticism:** Derivesh Priests never check morale.  
**Spells:** (4/4/2) Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps  
**Invoke Derivesh:** The Derivesh Subleader can rally the faithful by shouting out to them. All Derivesh who can hear him speak out are +1 to hit and +1 AC. This effect lasts for 1d6 rounds.

*(Derivesh Cultist AC 12, HD 1d8, HP 5 each, Saves P, Move 30, Attacks Scimitar 1d6, Fanaticism, +1 on attack and damage, Alignment LN, XP 7+1/12)*

*(Derivesh Fanatic AC 15, HD 2d10, HP 11, Saves P, Move 30, Attacks Scimitar 1d6, Special: +1 on attack and damage, Alignment LN, XP 15+2/37)*

*(Derivesh Priest AC 15, HD 2d10, HP 11, Saves M, Move 30, Attacks Heavy Mace 1d8, Spells, Special +1 attack and damage, Alignment LN, XP 72 each) Suggested spells: Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps, Alignment LN, XP 20+2/42)*

*(Derivesh Subleader AC 15, HD 5d8, HP 25, Saves P, Move 30, Attacks Scimitar 1d6, Special +1 attack and damage, Fanaticism, Spells, Invoke Derivesh, Alignment Any Lawful, XP 225) Suggested spells: Detect Alignment, Detect Magic, First Aid, Light, 2xCLW, Sanctuary, Shield of Faith, Delay Poison, Detect Traps, XP 180+5/305)*

# CONVERSION

## Overview of Adventure Tomes

*The Port of Dakhalla* is a standalone port/village that can be used however needed in your campaign world, but it is also the first *Tome* in a series of modules that can be played as an ongoing campaign. Played with the series of One Night Adventures associated with the port, this module is the base for progression to about fifth level. If played as a series, all four *Tales* (ONA13, ONA14, ONA15, ONA16) combine with this module to make the *Adventure Tome*.

## Placement in your game world

If this module is used as a stand-alone port, it can be placed at the juncture of trade roads and logging river anywhere.

If the entire Port of Dakhalla *Adventure Tome*, is to be played, the port should be placed directly on the border of a desert kingdom and a non-desert kingdom. It is easiest if the non-desert kingdom is primarily elven, but this is not required, simply replace some of the half-elves and the town management as needed.

## Scaling Encounters

This module is designed to provide a base of operations for the party, not to create encounters. Even so, there are several groups in town that a party could end up in a confrontation. We have provided individual scaling for group size in each encounter area. For more powerful PCs, scaling might best be handled by increasing the level of the individuals. Using Berserker or even Knight statistics for Guards, for example, can make a suitable challenge for a higher-level party.

## Using *The Port of Dakhalla* with Other Game Systems

The Port of Dakhalla was designed for use with the Castles and Crusades RPG, and playtesting was performed with that system. Because the Port is a home of classed races, replacement with equivalent class/race is the best option for a GM to use for other systems.

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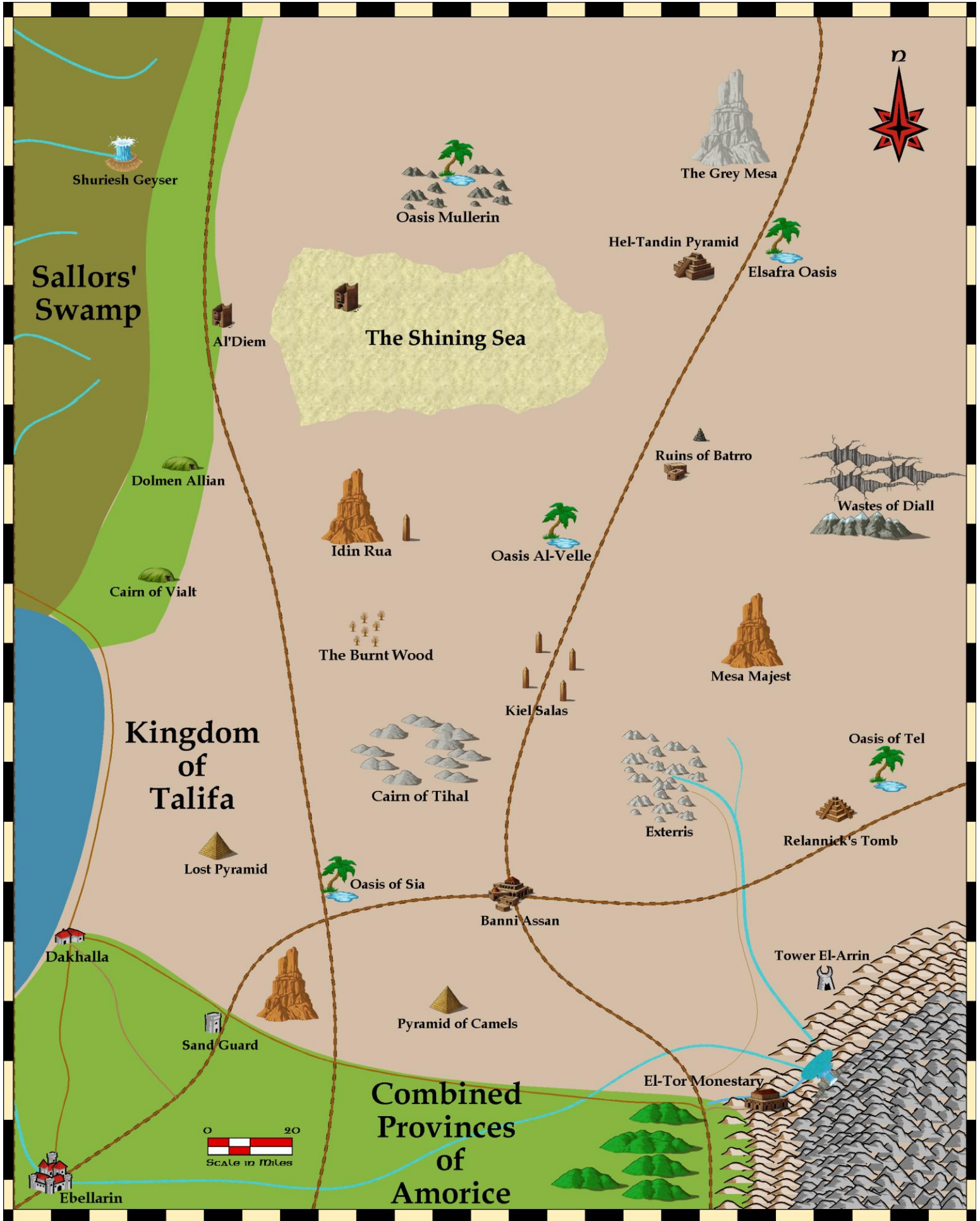
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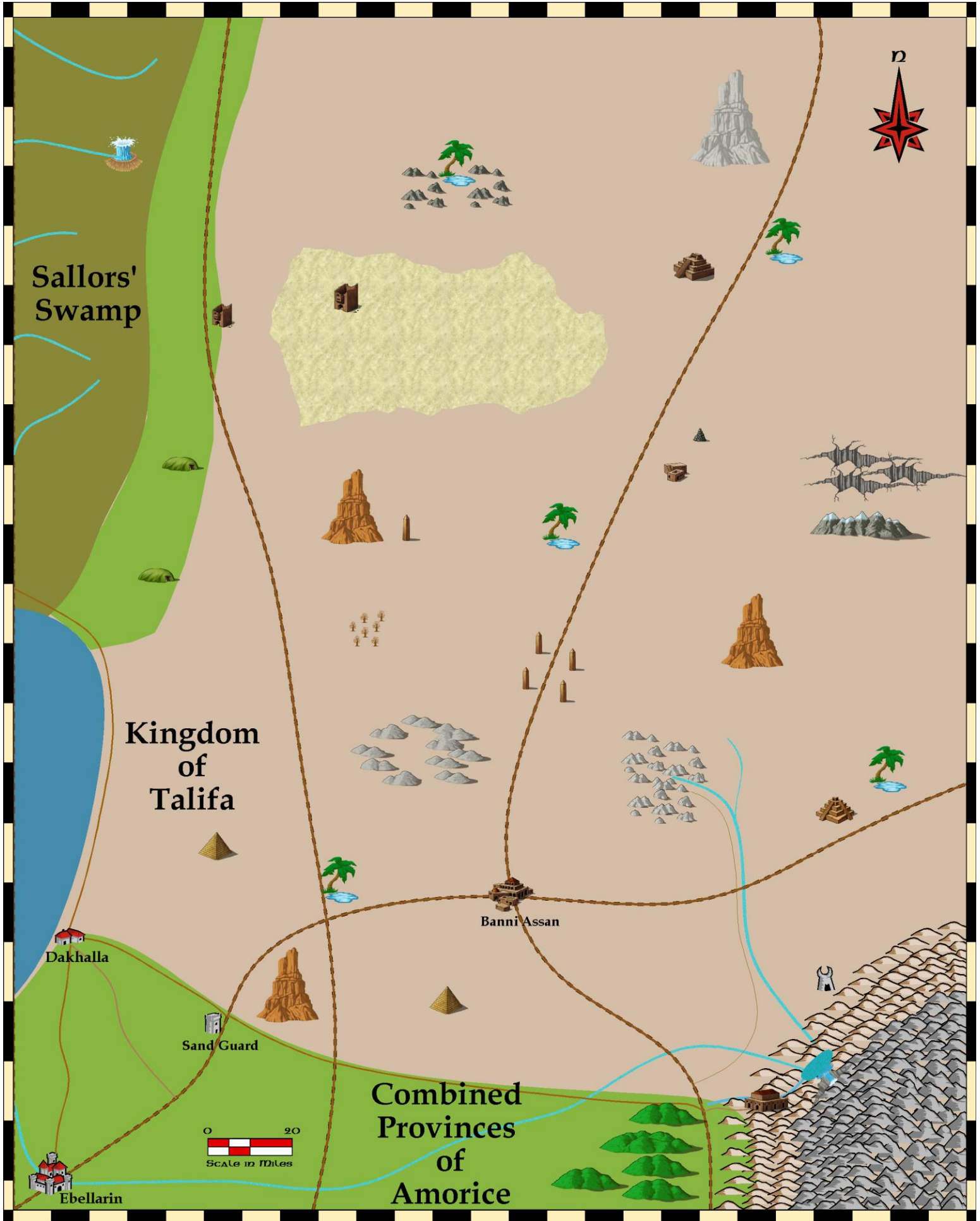
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# AREA AROUND DAKHALLA





# AREA AROUND DAKHALLA - PC STARTING MAP

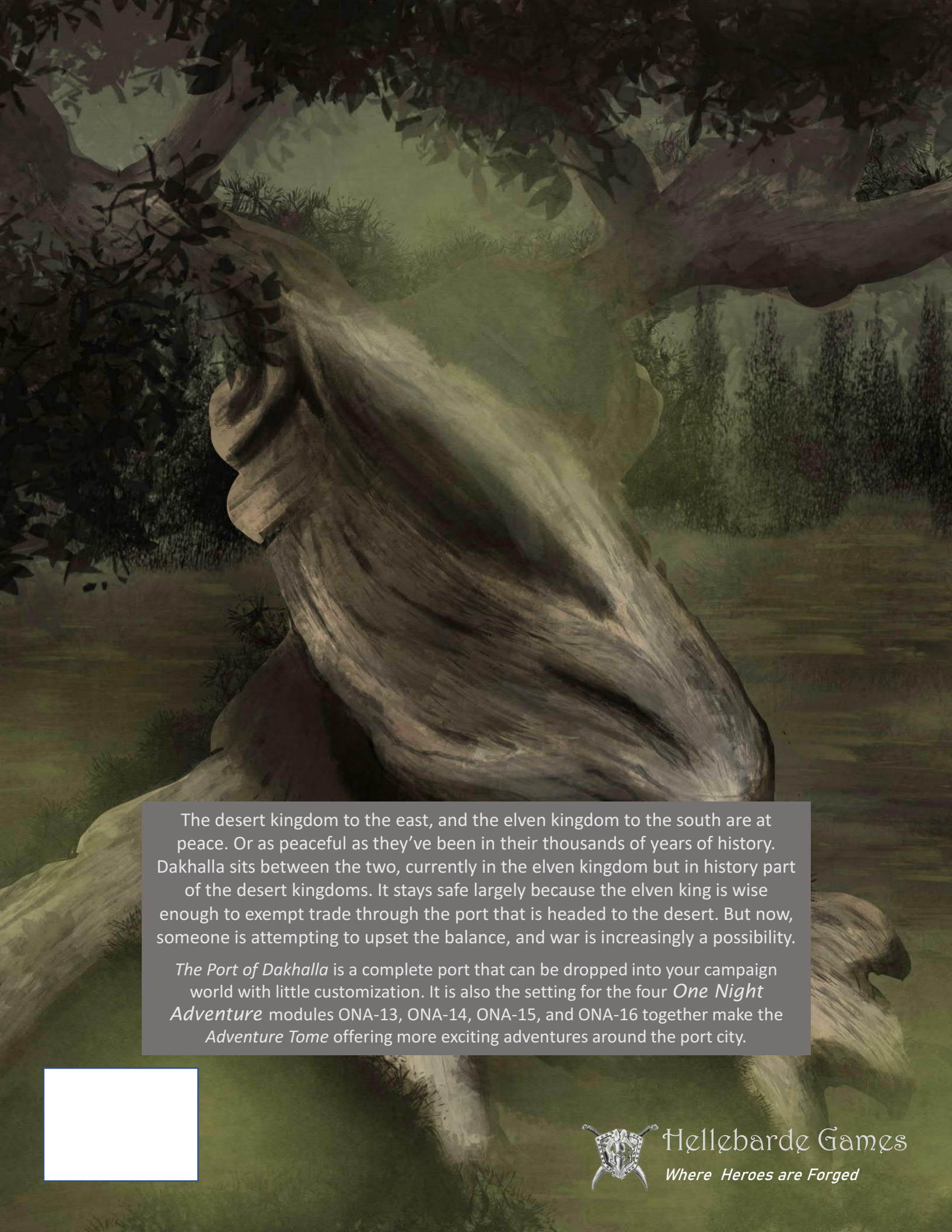


# THE PORT OF DAKHALLA – CK MAP



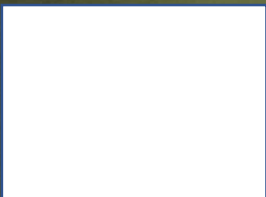
# THE PORT OF DAKHALLA – PLAY MAP





The desert kingdom to the east, and the elven kingdom to the south are at peace. Or as peaceful as they've been in their thousands of years of history. Dakhalla sits between the two, currently in the elven kingdom but in history part of the desert kingdoms. It stays safe largely because the elven king is wise enough to exempt trade through the port that is headed to the desert. But now, someone is attempting to upset the balance, and war is increasingly a possibility.

*The Port of Dakhalla* is a complete port that can be dropped into your campaign world with little customization. It is also the setting for the four *One Night Adventure* modules ONA-13, ONA-14, ONA-15, and ONA-16 together make the *Adventure Tome* offering more exciting adventures around the port city.



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