

# Sirocco's Kiss

Living Kingdoms of Kalamar  
Retail Adventure Adaptation

Lands of Mystery

By Andrew Garbade

**Adventure Adaptation Notes**

This adventure takes place in Baneta, Pecal. The map inside the front cover of Lands of Mystery may be used as a reference for this adventure. The road running off the page on the bottom right leads to the main gate.

Remember to replace "Bet Seder" with "Baneta" where appropriate in the adventure.

A map for the building is included in this adaptation.

In this version of the adventure, one of the rakshasa's followers named Krijir managed to overthrow his master, killing the creature. Krijir is a sorcerer and has so far managed to hide his true identity behind spells long enough to make himself a *hat of disguise*. This hat was created to be more powerful than typical versions, however, and he has so far managed to fool the other men into believing the rakshasa is still alive.

The largest potential stumbling block in this adventure is if the characters manage to scare the cult, resulting in them all congregating on the boat for protection. If possible, the judge should make sure that there are two separate combats - one at the building, and one at the boat. That should ensure that encounter ELs remain within guidelines.

The characters find themselves in Baneta after a successful job guarding a caravan for Lord Wanifer, a powerful merchant living in Bet Rogala, and sometime sponsor of heroic persons. A large flotilla of merchant ships is preparing to set out for foreign lands, and the city is awash in merchants and sailors trying to join the voyage!

This adventure also has the potential to run very short, depending on the character's decisions. The judge is encouraged to add role-

playing encounters as needed to ensure all the players get a chance to contribute to the group's success.

Lonvus is actually a member of the Gray Legion in Baneta to investigate the new "thieves" in the city. Thinking that a rakshasa is in the city, Lonvus has been sent to kill the creature before it can establish a foothold.

**The Adventure**

The characters arrive in Baneta near dusk. Due to the hour, guards at the gates are questioning people before allowing them entrance. There are several guards outside the wall to speed the process.

These guards pose some very simple questions for the characters:

1. *What is your name and city of birth?*
2. *Are you currently serving in the Pecal armed forces?*
3. *Are you currently employed by a foreign government?*
4. *What is your business in the city of Baneta?*

The characters are told to enter the city and speak with the men inside the gate.

Two men in long robes wait inside the gate, both holding large pieces of paper with several names and marks on each. They compare the sheets to one another until the characters approach. (They wait until all the characters have entered before speaking with them).

*"Greetings and welcome to Baneta. There are quite a number of people in town, and the inns are nearly full. The city council would like to ensure you find the type of establishment to suit your needs. We are here to answer any questions you may have, as well as help you find a place to rest for the length of your visit."*

(Read or paraphrase the following)

*We are offering lodging in one of three inns. The first is The Yard Arm, a nice establishment with a garden on top of the main building, and hot baths for its guests. The cost is 4 gold pieces per night for a room with two beds. Food and bathes are included at that price.*

*Another option is High Tide, a quaint inn that is slightly smaller than The Yard Arm. A two-bed room there is 1 gold piece per night, and includes three hot meals cooked by Salmar, a cook famous for his seafood delights!*

*Finally, for those who might be traveling on a tighter budget, there are still a few open hammocks at Pier Number 17. A large warehouse right at the head of Pier 17 has been converted into short-term sleeping quarters. Rooms have six hammocks each, but only cost 1 silver per night. Food is not available, but the building was visited by the local ratcatchers just last week, so it's sure to be rodent free!*

If the characters ask to see the location of the buildings, use the following key on the map of Bet Seder:

The Yard Arm - building #2

High Tide - building #8

Pier No. 17 - building "W" at the top of the page near the docks

It is not important if the characters decide to stay at different inns.

Lord Wanifer has provided them enough money to stay at High Tide for two nights.

If the characters ask, none of the inns in town can provide lodging without a ticket. The city council passed an ordinance that allowed the House of Scales (very influential in Baneta) to regulate visitors into the city during this busy time.

After the characters have made their decision, the men scribble some notes on their papers, then hand each of the characters a small slip of paper. The characters are informed the slips are their "tickets" so their beds are reserved. They should hurry to the inns to claim their rooms (or hammocks), however, since more people are arriving through other gates.

The men can answer other questions as well. In general, the town is very busy, but many places have special prices on food and drink. Some vendors are selling wares as normal, though many are closed to enjoy the celebrations. This means that vendor prices are 10% higher than listed market values. Prices may be reduced to normal via **Diplomacy check DC 10**, followed by **Diplomacy check 15**. This sequence may only be attempted once. If one or the other fails, then the vendor refuses to reduce the price for that item. A **Gather Information check DC 12** is necessary to find another vendor for the item (which resets the Diplomacy checks to reduce the price).

Once the characters have their tickets, they are each handed a crude map with directions. They are all going roughly the same direction...

Continue to "The Dying Man" in the adventure.

In game mechanic terms, he goes to 0 Constitution in the round he speaks with the characters. Short of bringing him back to life (which he would not want, if asked via *Speak with Dead*), there is no way to save this man.

He has the following equipment:

leather armor  
dagger  
+1 light crossbow  
+2 crossbow bolts x3  
scroll of *bless* x3

He also has a small tattoo on the inside of his lower lip of the Gray Legion symbol (Pekal Gazetteer pg. 16).

Characters may make relevant skill checks to identify the uses for these items. Bardic knowledge (or similar) is also possible. All these checks have DC 25.

Another way to determine the use of these items is by taking them to a local temple. The priests would know (and voluntarily relate) that the scrolls would have to be used on the individual bolts, then fired at the creature using the bow. Scriptures state that the blessed crossbow bolt can kill a terrible "tiger demon" known as a rakshasa. Temples in Baneta include:

Halls of the Valiant  
The Assembly of Light  
Parish of Love  
The Order of Thought\*  
Theater of the Arts  
Parish of the Prolific Coin

\*The Order of Thought in Baneta is found to be closed "by Royal Decree". **Gather Information DC 15** reveals some kind of scandal that befell the clergy in Baneta, but none seem to know exactly what happened.

Characters may learn about the "Sirocco's Kiss" as per the adventure text.

The guards are not corrupt in Baneta, just very busy. They promise to look into the matter as soon as time allows, but the characters should get **Sense Motive checks DC 15** to realize that the guards probably will postpone the investigation at least until the city has cleared out (7 - 10 days).

If the characters use Gather Information to try and find information on the ship, somebody they speak with might point them toward Dorrok Cooperson, a half-hobgoblin member of the Longshoremans Guild. When the Sirocco's Kiss arrived in port, the crew and passengers snubbed the local guild, so there is bad blood between the sailors and the guild members.

Dorrok is very devoted to the guild and its members, and should be unfriendly toward the characters at first \*unless\* one of them is also a member of the Longshoremans Guild. If they are, Dorrok helps the group at no charge. If there is not a member, characters need to make two **Diplomacy checks DC 12** to convince him they don't mean any harm toward the guild or its members. As always, good role-playing should outweigh the need for rolling dice!

The characters have the opportunity to convince Dorrok to help them. He can provide the following information:

1. The boat schedule - 10xATL gold
2. The building schedule - 10xATL gold
3. Assistance removing the sailors - 5xATL gold

Option 1: This option does not include any information on Krijir.

Option 2: This option does not include any information on the "guard" - simply that one cultist sleeps while two remain awake.

Option 3: The sailors receive an official "visit" from the local "harbormaster" asking them to come register their names in the books. Not looking to raise any suspicion, Krijir instructs the sailors

to go and complete the forms. Of course, the "harbormaster" is really a Longshoreman, and the sailors are politely "encouraged" to join the crew of another boat (tied up and sold as indentured servants).

Currently, the cultists are preparing an abandoned building to serve as their home and guild hall (the L-shaped building labeled "W" near the bottom of the map). Characters can discover this building by following the cultists, speaking with Dorrok, or Gather Information checks DC 30.

In this version of the adventure, the cultists have already found a building to secure and prepare for their permanent move. Arkajia has asked Krijir to wait a few days before leaving the ship for his new "palace" in the city. Three cultists are in the building at all times, with at least one on guard duty, and one other awake and nearby. One other is always resting.

The ship contains the sleeping quarters for the sailors, three cultists and Krijir. The sailors do work in the mornings, then spend some time in town before returning to the ship.

If the characters manage to alert the cultists to their presence (see details in the adventure), the group at the building is called back to the ship for additional protection. They keep the same schedule, but the two awake cultists are on deck and both on guard duty. Arkajia, Bejar, and Cland continue to visit the warehouse they are preparing, but they are only gone from 8am-12pm. The sailors keep their schedule.

Here is a the schedule for this adaptable:

#### Ship

10pm-6am:

All sleeping below deck

4 sailors

Krijir

Arkajia

Bejar

Cland

6am:

2 sailors awake, begin work on deck

8am:

All other awake

Arkajia, Bejar, Cland leave for building

2 more sailors begin work on deck

10am:

2 sailors leave for town

2pm:

2 sailors return to ship

2 other sailors leave for town

6pm: Arkajia, Bejar, Cland return to ship

2 sailors return to ship

6pm-10pm: All awake and aboard ship below decks

#### Building

3am:

Koyschi sleeps

Ijami guard

Sani free time

11am:

Sani sleeps

Ijami free time  
Koyshi guard

7pm:  
Ijami sleeps  
Koyshi free time  
Sani guard

8am-6pm  
Arkajia, Bejar, Cland working inside building

The "guard" lounges around outside most of the time, trying to look "mean" if anyone approaches (other than the cultists). If the characters investigate and seem to be a danger (by asking strange questions, attacking, etc), the guard on duty attempts to go inside the building, or at least call for help.

The person with "free time" has a 75% chance of being inside the building, and a 25% chance of being away (and unavailable for combat).

The person who "sleeps" during the watch must make a Listen check DC 15 to hear anything happening outside, but only a Listen check DC 5 if there are loud noises inside the building. Anyone awake and inside the building only needs to make a Listen check DC 5 to hear problems outside.

#### Discovery

The characters hopefully have spent some time preparing their magic blessed bolts before confronting the enemies. Obviously, shooting Krijir with the crossbow will simply deal damage. However, all the characters get to make Will saves to disbelieve the illusion if Krijir is struck with a bolt. Even if his disguise is discovered by the characters, the cultists continue fighting until the death, to enthralled

with their leader to see the truth.

#### **Conclusion**

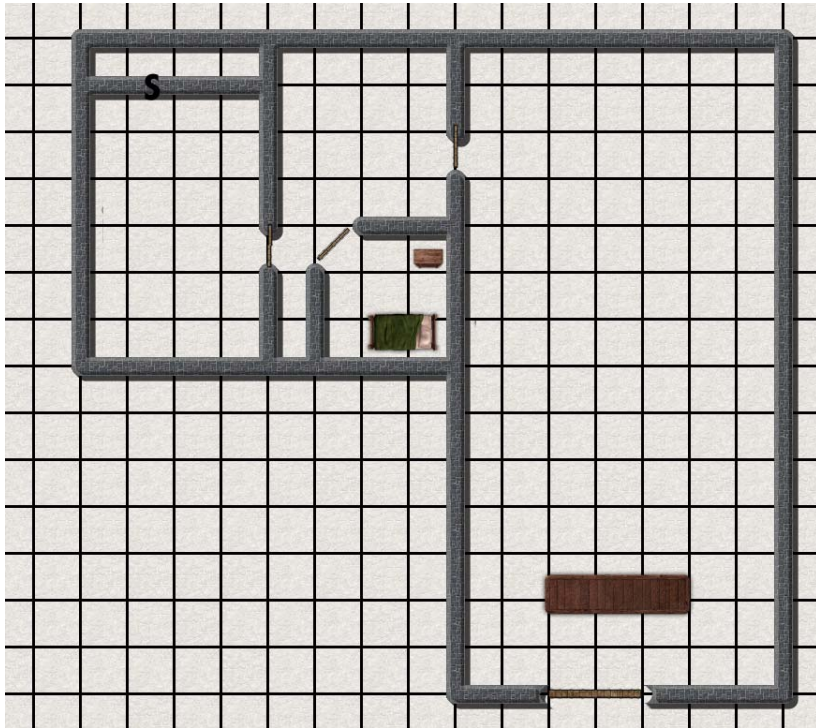
If the characters defeat all the enemies, they are contacted discreetly a few days later by a brown-haired man wearing a rough tunic. They are informed about the agent's name and affiliation (confirmation if they discovered his tattoo), and thanked for assisting the Gray Legion in the matter.

He also distributes some gold as a small token of gratitude.

Further, he offers the group a bag of valuable items if they agree to turn over Krijir's Hat of Disguise. If asked, the man shows the characters what he has to offer (the judge can show the characters the Gray Legion Item certs at this time, but NOT the cert for Krijir's Hat of Disguise).

**Map**

Abandoned Warehouse (1 square = 5 ft.)



"S" indicates a secret door. There is a small cache of treasure within the room. If the characters defeat all the cultists (including Krijir), then they get to keep the treasure.

The room with the bed indicates where the off-duty guard sleeps.

All doors are simple wooden doors, and there is a large table that the cultists might try to use for cover.

The open areas of the building are littered with various (stolen) building materials and trash. Characters may only move their normal rate, no double moves, charging, or running.

**Experience Points**

Due to the length of this adventure, all characters receive 500 experience points for participating. This is an exception to the typical method of experience awards.

The judge may, at his/her discretion, award up to an additional 100 xp (per player) for good role-playing.

Judges who "eat" this adventure receive 250 experience points.

**Treasure**

1200 gp reward money, and all looted items may be sold for ½ market value.

**Characters receive the following certificates:****Potion of Cure Moderate Wounds (x4)**

This brown liquid has the consistency of molasses and tastes of salty kelp.

**Potion of Cure Light Wounds (x4)**

This small vial holds a bright orange liquid and has a sour taste.

**Favor of the Gray Legion**

The Gray Legion appreciates your assistance with the emerging threat in Baneta. For completing the assignment and avenging their agent's death, the Gray Legion is willing to pay for half the cost of one divine spell. This spell must be cast in Bet Rogala or Baneta.

**Characters also receive either :****Krijir's Hat of Disguise**

This hat of disguise functions exactly like the one in Core Rulebook III (pg. with one exception; this item was created with a higher level spell and requires a **Will save DC 16** is required to see through the illusion.

**Or the following items:****Mithril shirt**

This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.

**Cloak of Resistance +1**

This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

**+1 Arrows x20**

These +1 *arrows* come with a narrow leather quiver.

**Bracers of Armor +1**

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

**Phylactery of Devotion**

This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. The wearer of a phylactery of devotion is able to channel the power of his devotion to help those in need. Paladins who wear this item can use lay on hands as if they were one level higher. Clerics who wear this item heal one additional hit point of damage when casting "cure" spells. Other characters who wear this item gain the ability to "lay on hands" (similar to the paladin ability of the same name) for one hit point once per day.

**Bag of Tricks, gray**

This small gray sack has a leather drawstring and various animal and natural patterns stitched into the sides.