



KAMMAE STRABOLI

The inquisitors of Kammae Straboli know when you are plotting a crime. The priests of the Moon Goddess know when you are seeking to leave town. The oracle herself knows her enemies' every plot, and yet Kammae Straboli is not the new imperial heart but a city-state struggling against problems of its own. Its people resent the oracle's dictates, however well meant. Its foes and rivals expend great effort to obscure their actions through magic; and just because Oracle Yeneva knows that Capleon will refuse to sell Kammae grain, she does not immediately have a new source of food for her people. Foresight has not guaranteed victory or contentment.

So the people of Kammae know much, and yet do not aspire to do much more than spread the word and grow slowly. The heady days after the chaining of Nethus, when divinely fired soldiers marched and conquered with a sense of certain victory, are gone. Kammae is a place of informers, suspicions, and strange pieties, where the anger of the sea lurks below the surface. It is the only one of the Seven Cities



THEOCRACY OF KAMMAE STRABOLI

Symbol: Black field, a silver serpent below three golden moons, and above three golden oak leaves

Ruler: The Word of the Moon and Voice of Wisdom, Her Resplendence the Oracle Yeneva Podella (LE female human oracle 18)

Important Personages: Lygren Ullos, the Dark Eye of the Moon (LE male human inquisitor 14)

Population: 173,800 (154,000 humans, 12,000 minotaurs, 7,800 kobolds)

Capital: Kammae, population 37,900 (32,000 humans, 4,400 kobolds, 1,500 minotaurs)

Major Cities: Antiba, population 15,000; Lunnaum, population 6,100; Deapri, population 1,200

Great Gods: Hecate (patron), Charun, Lada, Ariadne (Rava), Volund

Trade Goods: Marble, statuary, wine, lumber, apples, hazelnuts, religious amulets, charms, icons, requiem (smuggled)

without a substantial navy. It is the most eldritch and peculiar as well, with an emphasis on displays of public piety, works of true charity, and great deeds of devotion.

Kammae Straboli, City of the Oracle

The city is a fine sight of red tile roofs and whitewashed houses, all well kept, its people learned and pious. Kammae is the only place in the Seven Cities where Mavros is not one of the great gods, for Oracle Yeneva abhors war, and her goddess Hecate commands the oracle gain power in other ways than brute strength, fire, and mayhem. In many ways, Kammae is the perfect society, with little crime and a unified people. And yet it is not entirely happy.

The Requiem Dens

One of the clearest reasons for Kammae's difficulties is that many of its novice priests and most devoted zealots give themselves over to requiem, using the drug to speak to the ghosts of elven wizards, dead

army officers, or any other spirit they can corral long enough for a few pointed questions. This practice provides Kammae with lore, secrets, and insights not available to rival cities, but it comes at the price of addiction, madness, and death. Visitors to Kammae are advised to avoid the requiem dens.

Halls of the Oracle

The oracle's building adjoins the Great Gold and Silver Temple of the Three Goddesses: Hecate the Moon Goddess, and her sisters Rava the Weaver of Fate and Lada the Golden. The halls are gilded throughout the interior and lit by magical lights that dim only at the new moon. Its altars are redolent of fresh flowers in summer and rich incense and lavender in winter. The oracle holds oracular sessions for the three days of each full moon. Only the most favored heroes and wealthiest donors are guaranteed a hearing at these times. The oracle traditionally sits on the ivory stairs at the center of the temple when receiving visions.

THE PRICE OF REQUIEM

Requiem is a powerful and addictive drug that allows users to speak with the dead. Made from the death's head mushrooms, requiem is a potent drug when smoked. It gives users visions of the dead but is highly addictive. It comes in two forms: a muddy form called Clay, and a refined version called Bliss.

REQUIEM CLAY

Type poison (drug), inhaled; Save Fortitude DC 13

Onset 1 minute; Frequency —

Addiction Fortitude DC 13 + 1/question asked; Withdrawal cumulative -2 penalty to all saving throws, attacks, ability checks, and skill checks

Effect *speak with dead*, nonlethal damage, see text; **Cure** 2 consecutive saves

Price 750 gp

DESCRIPTION

Made from death's head mushrooms and various other unsavory components, this potent and highly addictive euphoric drug gives users visions of the dead. (Unwilling users can make a DC 13 save to avoid effects.)

Upon smoking requiem clay, you summon the spirit of a single deceased person that you personally knew in life; you are granted the benefits of a *speak with dead* spell and can ask 10 questions. The spirit's image is visible, and its voice can be heard in whispers, but it cannot touch you.

The spirit cannot refuse to answer your questions, but it might attempt to deceive using Bluff. The spirit receives a +3 bonus to any Bluff checks.

Afterward, you suffer 2 hp of nonlethal damage per question asked and must make a Fortitude save (DC 13 + 1/question asked) or become addicted to the drug. For each week that requiem clay is not smoked, you suffer a cumulative -2 penalty to all saving throws, attacks rolls, ability checks, and skill checks. Smoking either requiem bliss or requiem clay eliminates all accumulated penalties from abstaining. Breaking the addiction requires casting a *remove disease* or *heal* spell or abstaining at least 2 weeks with a DC 20 Will save at the end of each week. Two consecutive successful saving throws are necessary to break the addiction through abstinence.

CONSTRUCTION

Requirements Craft (alchemy), cremated ashes of a sentient being, *speak with dead*; Cost 375 gp

REQUIEM BLISS

Type poison (drug), inhaled; Save Fortitude DC 15

Onset 1 minute; Frequency —

Addiction Fortitude DC 15 + 1/question asked; Withdrawal cumulative -3 penalty to all saving throws, attack rolls, ability checks, and skill checks

Effect *speak with dead*, *contact other plane*, nonlethal damage, see text; **Cure** 3 consecutive saves

Price 4,500 gp

DESCRIPTION

Made from death's head mushrooms and various other unsavory components, this potent and highly addictive euphoric drug gives users visions of the dead. (Unwilling users can make a DC 15 save to avoid effects.)

By smoking requiem bliss, you summon the spirit of a single deceased person whose name you know. The spirit takes on the physical characteristics it had in life and might touch you, though it cannot harm you.

You are granted the benefits of a *speak with dead* spell (CL 10th), and the spirit cannot lie. Additionally, you are simultaneously granted the benefit of the *contact other plane* spell (Outer Plane, greater deity option), as the summoned spirit consults with others and relates information about a single question that would otherwise be unknown to it.

Afterward, you suffer 3 hp of nonlethal damage per question asked and must make a Fortitude save (DC 15 + 1/question asked) or become addicted to the drug. For each week that requiem bliss is not smoked, you suffer a cumulative -3 penalty to all saving throws, attack rolls, ability checks, and skill checks. Smoking either requiem bliss or requiem clay eliminates all accumulated penalties from abstaining. Breaking the addiction requires casting a *remove disease* or *heal* spell or abstaining for at least 3 weeks with a DC 20 Will save at the end of each week. Three consecutive successful saving throws are necessary to break the addiction through abstinence.

CONSTRUCTION

Requirements Craft (alchemy), cremated ashes of a sentient being, crushed pearl, *speak with dead*, *contact other plane*; Cost 2,250 gp