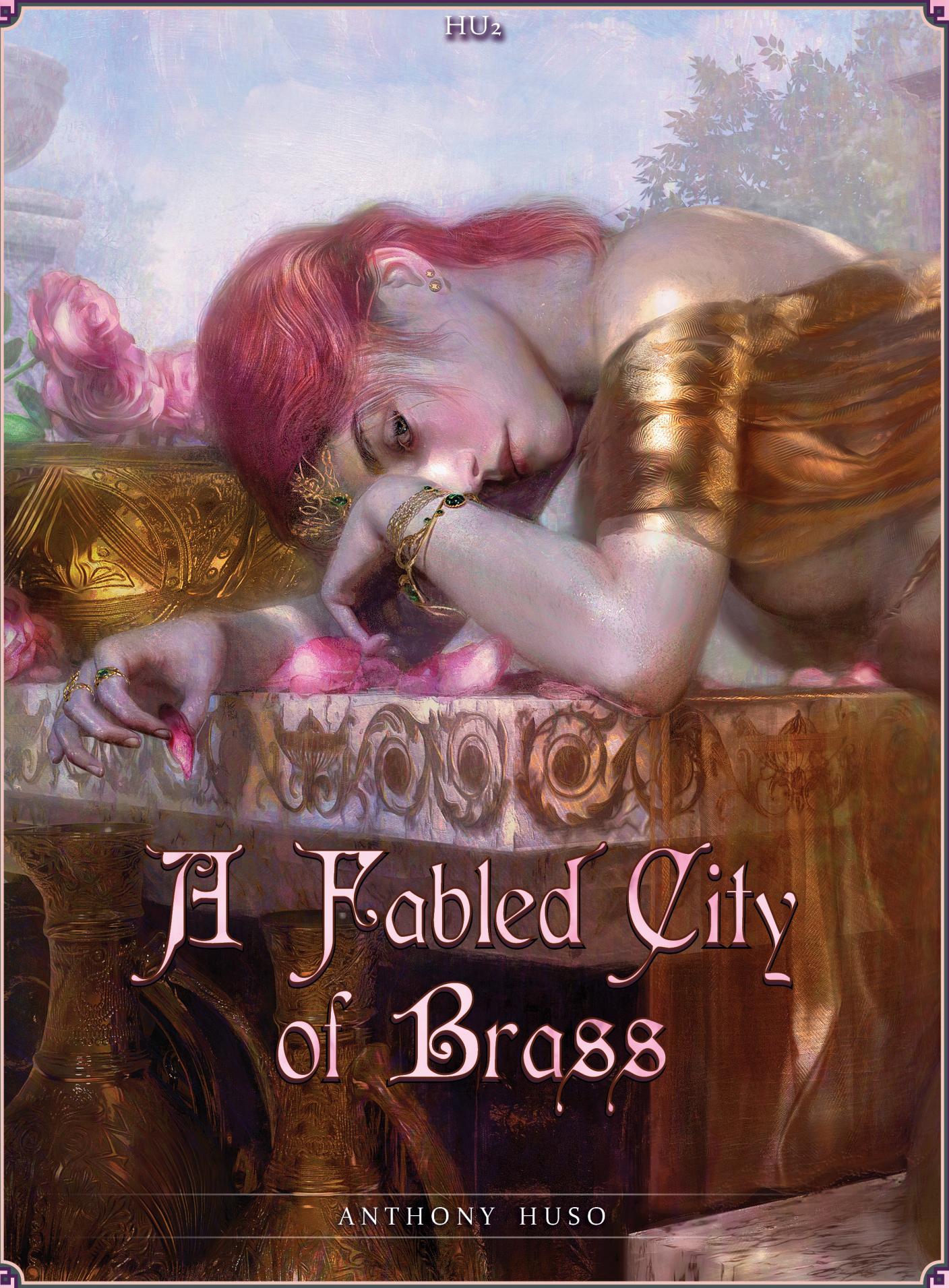


HU₂



A Fabled City of Brass

Anthony Huso

HU2

A FABLED CITY OF BRASS

Anthony Huso

AN ADVENTURE FOR 5 OR MORE CHARACTERS OF 12TH AND HIGHER LEVEL



Author, Designer, Map Artist & Layout: Anthony Huso

Front Cover Artist: Jeremy Deveraturda

Interior Artists: Jeremy Deveraturda, Catharina Klein, Gustave Guillaumet, Rudolf Ernst, Robert Huskisson, Gustave Moreau, William-Adolphe Bouguereau, Jean-Léon Gérôme, Evelyn De Morgan, Ernst Koerner, Ludwig Deutsch, Viktor Vasnetsov

Special Thanks: Ben Laurence; Guy Fullerton; Steve Powers; Jeremy Catlin; Monte Martinez; Ricardo Bare; Chris Duden; Dyson (for his Palace Goblin Market, which served as the foundation for the Groull ruins in the Bazaar); Rosemary & Don Webb for the Glasspane Horror; Alan Blomquist for Phantromas' Caustic Creations; Tramp for Achorrath & Co.; Emily's www.fantasynamewgenerators.com; Dave and Gary; and the storytellers of the Middle East.

www.anthonyshuso.com

October 13 2017

Module text is Copyright © 2017 Anthony Huso, All Rights Reserved. Advanced Dungeons & Dragons, AD&D and D&D are trademarks of Wizards of the Coast, and are used without permission. This product is not affiliated with Wizards of the Coast.

First Printing: 2017

ISBN 978-1-365-82254-4

FOREWORD

The Fabled City of Brass, proclaimed in legend to inhabit the deserts of Andalsuia—and elsewhere—was long ago conscripted for use in fantasy role playing games. Its presence in the genre has arguably made it shopworn and tired.

But if we return to the original text, most commonly associated with the *One Thousand and One Nights*, we may be surprised to find something much different than a city of stomping Efreet. Instead, the City of Brass is a ghost town lost on the sands. A place of spectral beauty and foreboding. It is a city with a lesson; filled with empty streets, great riches, automatons, illusions and death.

In the original text, the City's curse is old and powerful and the explorers who venture there barely escape to tell the tale. In reading the City of Brass, I was left in a mood like that experienced after devouring one of Lovecraft's own tales of ill-fated archaeological expeditions.

It is to this model that I wanted to remain true and, in fact—as I worked to evoke the "ghostly" and "elusive"—the project actually vanished.

After roughly 6 months of work, my hard drive, combined with my own personal carelessness, wiped away nearly all I had done.

All that remained was the map and a few traces. Crestfallen, I momentarily gave up.

But, like any explorer obsessed with a legend, I re-embarked, determined to reach my goal.

And here, at last, it is. Sparkling, like something new.

While the canon of RPG lore has long presented the City of Brass as the capitol of the Efreet, my hope is that you will find this version refreshingly different.

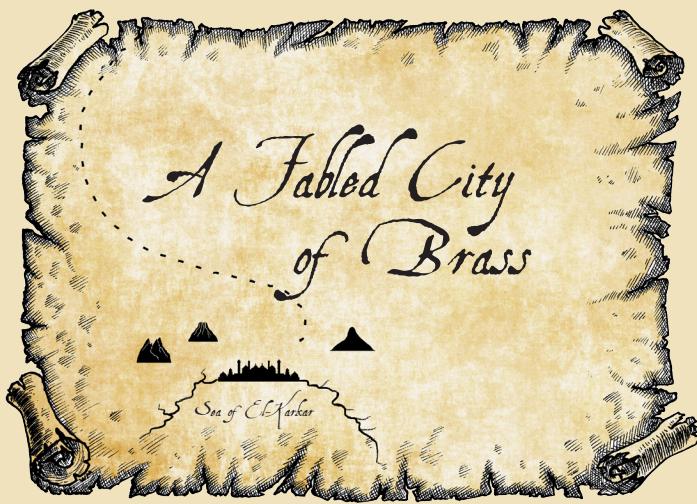
Here is the remaining fragment of a formerly sprawling city, held aloft by arcane engines, built by a people called the Gringlings. Sundered and diminished, the capitol still floats above a flaming sea, protected by ancient pacts and high sorcery. Its legacy is beautiful but tragic. Under a dome of blue sky, its glass avenues are haunted by ravens and feral creatures. There is more wealth here than your PCs will ever be able to haul away and more curses than even the very lucky will be able to entirely avoid. This City of Brass is a place all Efreet fear.

If your players are wise, they will feel the same.



Anthony Huso

14 October 2017



INTRODUCTION

This 1st edition AD&D module is meant to inhabit that rare space where character sheets with years of wear are pulled out for a foray into legendary peril. Clearly, I have no interest reaching a broad audience. This thing you are holding was created for my own amusement and I offer it humbly to those grognards who refuse to die and further refuse to play anything else.

For it is you who understand that mechanics are the building blocks of real stories in the same way that the laws of physics and the universe at large create the mysterious and surprising stories of our lives. When dice are rolled in the open against hard rules, drama mounts and memorable moments are created.

While I don't expect this brief introduction to win converts to the only rule system you need, it is my right to vandalize the introduction with a rant.

This module is designed to be played with miniatures on a mat but theatre of the mind is still viable. If your gaming space precludes a mat and miniatures, you will need to embellish descriptions to accurately portray the party's surroundings.

Be advised that much of what you are about to read will make little sense without the appendices, of which there are five:

- **Appendix A: Dead Races** containing the Gringlings & the Groull
- **Appendix B: Bestiary Surreal** containing roughly 30 new horrors
- **Appendix C: Fabled Spells** containing a scroll-full of powerful new magics
- **Appendix D: Artifacts Great & Small** containing over 40 enchanted objects
- **Appendix E: City of Brass Rules & Systems** containing easy-to use exceptions to play during the adventure

Note that all five appendices are contained in a separate volume: *City of Brass Appendices* and you will need both books to properly run this adventure.

My reason for splitting the Fabled City of Brass into two volumes is selfish, but aimed at making actual use of the module easier.

Having the Main Key open to any given entry, one can reference the Appendices quickly and often (read: all the time) without losing one's place.

Why will your party travel to the Fabled City of Brass? Reasons for going are as endless as its treasures. Page 92 of this supplement provides a body of legends for sharing with players.

PREP

To familiarize yourself with special rules and encounters relevant to this adventure, begin by reading **Appendix E**. Although **Appendix A** will help frame your understanding of who built the City of Brass and why, it is not immediately necessary.

The rest of the appendices may be set aside entirely until you have need of them.

Because much of the expedition takes place outdoors, the referee must keep in mind what the party can see and what can see them. Therefore, be prepared to glance at proximal areas of interest and describe the skyline, vistas or visible landmarks, especially if Players ask.

While a full read of the module is obviously preferred, prep of three to four hours should be sufficient for an experienced referee.

APPROACHING THE CITY OF BRASS

The City of Brass currently stands on the strange and violent boundary between the Elemental Planes of Earth and Magma. Only after traversing incalculable deserts and wastes can it be approached through a valley (or wadi) between two nameless mountains.

Although the City may technically be approached by sea—in magical barges of brass—there are no landings and such an endeavor is not recommended.

The deserts and wastes that surround the City are hostile to Prime Material life, and without magical protections against heat, the party will quickly die.

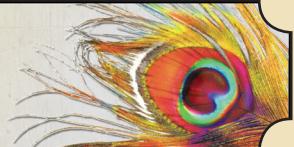
Without the City walls, there is nothing edible or drinkable to be found and all provisions must be carried.

The hazards of the wilderness are not within the scope of this document but consist of frequent, deadly sandstorms; purple worms; demons; ghosts and of course, elementals. Camping in the wastes is perilous and uncomfortable and should offer no greater than 50% odds of providing enough rest to regain lost hp and spells.

For an epic approach to the City, I recommend Robert J Kuntz's excellent "To the City of Brass" tournament module from 1987.

The City is cordoned by powerful enchantments and cannot be found even with aerial surveys or gems of seeing. A guide will be needed, or the party must find and interact with the brass lamassu detailed in Section A.

Exterior, Gate & Walls



When the party is within one mile of the City of Brass, check once per turn (at 50% odds) to see if they notice the low, ominous hill in the distance with a sand-blasted silhouette on its peak.

This lonely monument consists of a dais of broken stone with a brass lamassu atop, resting on its haunches. One paw shields its eyes. The other extends toward the horizon. The cracked dais bears a socket-like basin with an inscription in the Gringling tongue (see Appendix A: Dead Races).

"O thou that comest unto me, if thou know not the way that leadeth to the City of Brass, offereth up a jewel of great value. Then this lamassu will turn and point. And in whatsoever direction it pointeth, thither proceed without fear, for it will lead thee to the City of Brass."

Any non-living object placed in the empty basin immediately vanishes—forever lost.

But if gems totaling at least 20,000 sp value are placed in the basin, their disappearance will cause the statue to turn like lightning. Its eyes will sizzle with pink light and its paw will point at a now-visible black shape on the horizon, sparkling with two fires.

All characters who witness this need never again make a sacrifice at the statue. They will be able to find and lead others to the City of Brass on subsequent expeditions.

The enchantment is such that anyone who does not witness this—though they may be led to the City of Brass by a guide—will be unable to locate the City.

Note that once the PCs strike for the City, they will come under the effects of the blissful haze (see Appendix E). Since a full mile separates the brass lamassu from the Gates of Gold, a walking party will cover the distance in roughly 20 minutes.

A-01 Sea of El'Karkar

Players

The wastes end abruptly atop cliffs of obsidian glass. Below, is an ocean the color of sunsets, which streams spectral flames into a gel-blue sky. The air is heady with excess oxygen. Two hundred feet below, the breakers thunder with firework displays, but the City of Brass floats above it, hovering in a fundament of white vapor and stuttering lightning. The City barely kisses the top of the cliffs, connected to solid land by a black wall and shining golden gate. Overhead, an eternal gas-blue sky fills with oxygen pouring off the Sea of El-Karkar.

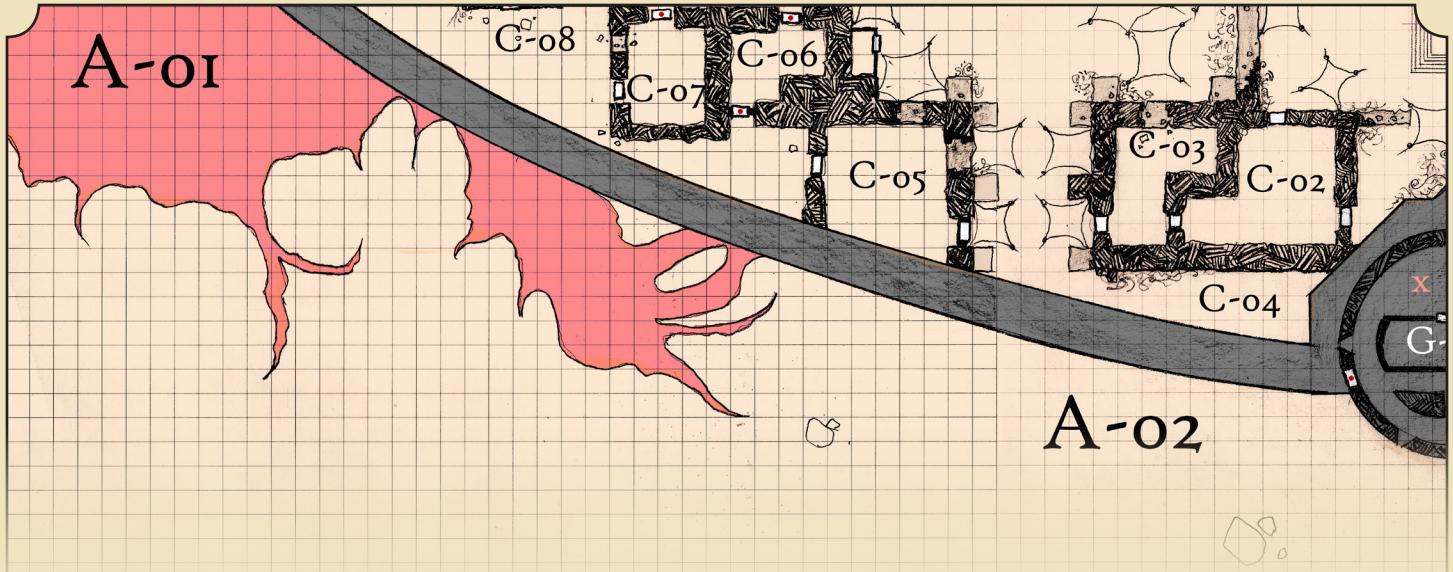
DM

The **Sea of El'Karkar** is composed of **Dam Mamara** (see Appendix D). Unprotected PCs falling into the sea will take 3d6 dmg per round while submerged and 6d6 dmg per round at the surface. Those daring to fly beneath the City will take 1d4 dmg per round unless magically protected and may (25% chance per round) draw the attention of 2d20 Firedrakes that lair in the crevices by the thousands.

Firedrakes x2d20 : AC 5 | MV 6 (or 18 flying | HD 4 (hp 18 each) | THAC0 15 | ATT 1 | DMG 2d4 bite | SA 60' fire breath for 2d8 dmg | SD burning blood; immune to fire | AL Neutral | Size S | XP 197 apiece | FF p. 36

The **underbelly of the City** is punctuated with eight baleful engines. These 80' diameter pits emit cool white light and vapor along with a quiet but ominous hum that can be heard constantly throughout the City. The engines are indestructible short of Wish magic. They maintain the City's position and are powered by the esoteric batteries found at D-40.

Though legends are told of sultry, red-skinned mermaids inhabiting the Sea of El'Karkar, such adventures are not within the scope of this module.



A-02 The Black Walls

Players

This lofty wall shimmers with dust. It is improbably smooth. Wiping the surface with your hand reveals a depth you did not expect—like a vertical black lake. Your own face is reflected in the surface of the volcanic glass, but darkened, indistinct and with ugly distortions.

There are holes bored into the wall, millions of them, each two inches in diameter, spaced a foot apart in all directions. As you ponder these perforations you hear a faint resonance, almost like singing. This and the wind are the only sounds.

Though you do not vocalize it, the obsidian wall terrifies you, dwarfs you, towers over you—engineered 120' above the haunting lavender sands.

DM

The **boreholes** are the skyward perforations (see Appendix E). Those who survive the perforations and surmount the wall will see a grand illusion of an inner moat. The moat is deep and clear with celestial flowers floating on a placid surface.

Seductive Illusion: There is a 50% chance of 1d3 Houris (see Appendix B) being nearby who will invite those on the wall to “jump” via Suggestion (PHB p. 75) and “join them.”

Those who jump, fall 120' and mash themselves on paving stones for 20d6 dmg + System Shock Check or Die + all gear must save vs Crushing Blow.

Guardian: Residing on the Ethereal Plane is a guardian who will only materialize if the walls or gate are assaulted/vandalized. Demophon is a black-skinned Titan of gentle disposition who may succor good PCs. Demophon's only charge is to protect the integrity of the Gate and Walls. He is not allowed to assist the PC's in entering the City, but he will not prevent them from doing so as long as they do no damage to the architecture.

Demophon the Black Titan : AC 2 | MV 21 | HD 17 + 4 per die (hp 145) | THAC0 7 | ATT 1 | DMG 7d4 + 14 | SA spell use | SD invisible at will; levitate + ethereal once per day | MR 60% | AL Neutral Good | Size L | Psionics: 90 ATT (B,C,D,E) / 90 DEF (Immune to Psionics) + Animal Telepathy, Detect Magic, Reduction (to 6'3" tall), Mind Bar, Telepathy | STR 25 | INT 19 | XP x 10,625 | MM p. 94

Each round, Demophon can do all of the following:

- cast one spell
- attack
- use one psionic attack
- use one psionic discipline

Demophon's Clerical Spell List:

1st: Cure Light Wounds x4 (PHB p. 43)

2nd: Hold Person x4 (PHB p. 45)

3rd: Cure Blindness (PHB p. 46); Cure Disease (PHB p. 46); Dispel Magic (PHB p. 47); Remove Curse (PHB p. 47)

4th: Cure Serious Wounds x2 (PHB p. 48); Neutralize Poison x2 (PHB p. 48)

5th: Cure Critical Wounds x2 (PHB p. 49); Flame Strike x2 (PHB p. 49)

Demophon's M-U Spell List:

1st: Shocking Grasp x2 (PHB p. 68); Tenser's Floating Disc x2 (PHB p. 68)

2nd: Detect Evil x4 (PHB p. 44)

3rd: Fireball (PHB p. 73); Lightning Bolt (PHB p. 74); Slow (PHB p. 75); Tongues (PHB p. 75)

4th: Dimension Door (PHB p. 76); Fire Shield (PHB p. 77); Ice Storm (PHB p. 77); Wall of Fire (PHB p. 78)

5th: Bigby's Interposing Hand (PHB p. 79); Cloud Kill (PHB p. 79); Hold Monster (PHB p. 80); Wall of Force (PHB p. 82)

Exterior, Gate & Walls



A-03 Gates of Gold

Players

Above a cyclopean gate, individual panes of stained-glass fill the tympanum of an obsidian arch, blazing forth in the shape of a peacock.

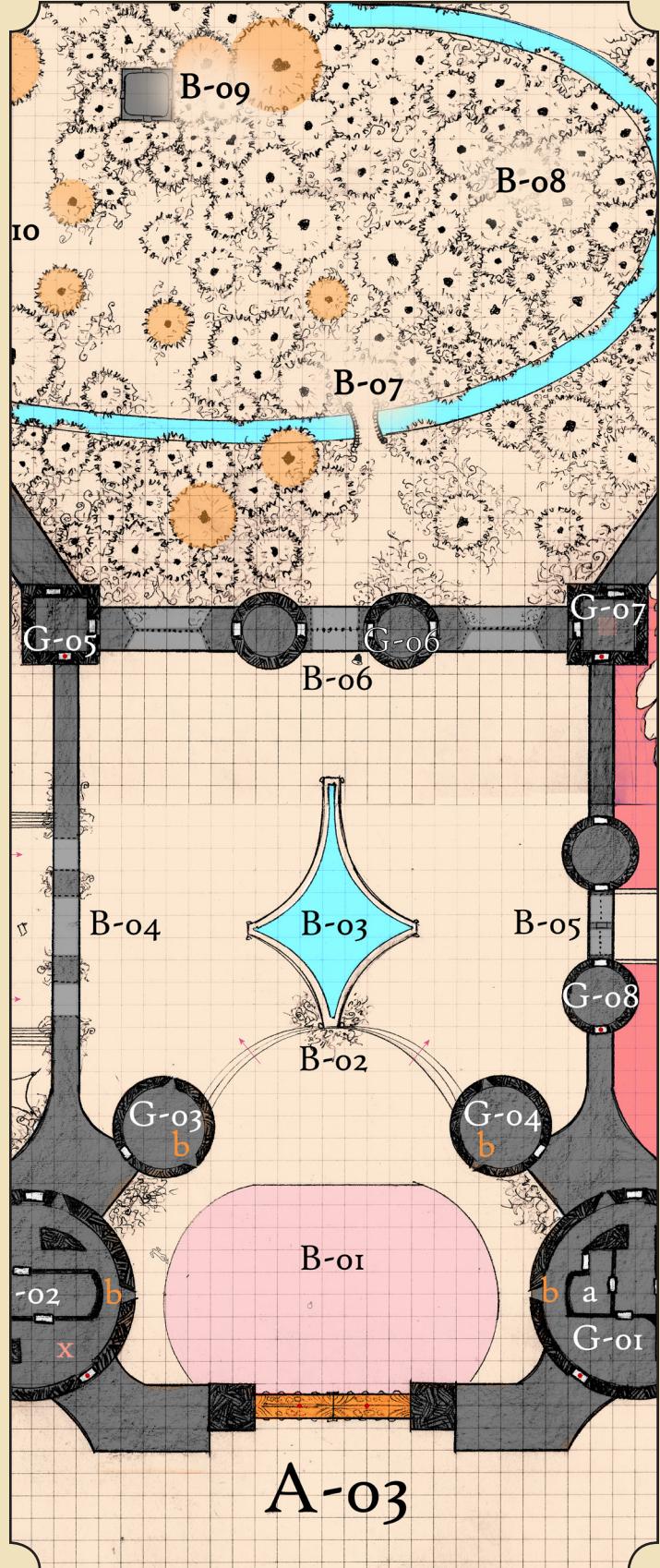
This shining bird radiates light over mighty rose-brass valves that hum loudly. You judge the gate seventy feet broad and twice again as high. The closer you approach the louder the resonance. Vast panes of glass form windows into the valve's thickness, revealing incomprehensible artifice. Lights of orange and blue circulate within. At twenty paces, the hum is deafening and all the hair on your body stands erect.

DM

All glass in the City, stained or otherwise, is actually glassteel (PHB p. 90).

The gate bears a single keyhole. Only the Key of Dawn (see area G-48) or artifacts of great power can open these valves. The gate is 80% magic resistant and requires 2,000 dmg to bring down.

If touched, a sizzling-crack splits the air accompanied by a white flash. Everyone within 60' of the gates will be affected as by a Power Word Blind (PHB p. 91) and become deafened (no save) for 2d8 rounds. The PC who touched the gate suffers 20d6 lightning dmg (save vs Breath Weapon for $\frac{1}{2}$) and all gear must save vs Lightning. This PC is also thrown 30' from the gate but will take no dmg as they will land in soft sand.





Note that within the walls that surround the City of Brass, the weather is ideal. The winds, temperatures and horrors of the waste are held at bay and overhead, the skies are blue and beautiful.

No special provisions for survival are necessary. The PCs will feel like they have entered one of the seven heavens.

B-01 Glass-bottom Pool

Players

A colossal courtyard greets you with silence. Beautiful, nameless flowers rustle over white stone. The shadows of phantasmal towers with rose brass domes lord over you.

A lozenge-shaped section of the yard is recessed some two feet, forming a great shallow pool. Its surface ripples with wind. Its bottom is made of glass. Through this glass, a dizzying vista of the flaming sea gives you pause.

You notice a brass bottle lies near the center of the pool. And to the west, near the flowering wall, something low and inauspicious flaps in the wind.

DM

The 150' x 100' shallow pool is marked on the map. It is filled with unholy water—which appears clean and magically replenishes. This pool deals 1d6+1 dmg to any good clerics or paladins who touch it. Touching or entering the pool triggers the four brass men (stationed at each embrasure marked with a gold b) to begin firing.

The brass bottle's lead seal is broken and whatever was inside has long since escaped. It has no value.

Feel free to foreshadow by allowing anyone in the pool to see Al'lhab, the red dragon, glide below the City.

Any square indicating plant-life may be searched and harvested (see Appendix E: Flora, for details on handling this mechanic).

Brass Men x4 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THACo 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

The low, flapping shape is clad in rich colorful clothing, pinned to the courtyard by the bones of a long-dead Gringling. It holds a spear +5 (+3 on the Prime Material) and wears a thick ring of beaten gold set with a lustrous padparadscha (15,000 sp value).

B-02 Marble Lips

Players

Broad marble steps of dreamy white connect two courts, the higher of which surrounds a star-shaped pool. Supporting this pool's southern point is a 10' marble bulwark crowded with

paradisaical plants and carved with a set of beautiful bas-relief lips.

DM

When approached within 10' the lips speak per Magic Mouth in the Gringling tongue. The mouth triggers thus only once every 24 hours. Assuming the party can understand Gringling, read the following:

"O thou who arrivest at this place, behold my calamity and be not deceived. For the world's beauty is borrowed. It is an illusion of the plain, which the devils adorneth for man until his death. Behold! Here was a people whom, after their mighty works, wept for their lost dominion; and in this place, is the last information respecting lords collected in the dust."

"O my City! O my damsels and children! My elephants without number and warriors like fierce lions! My enjoyments—which I imagined would continue without failure! But alas, there alighted among us the terminator of delights, the desolator and ravager of mansions, the destroyer of great and small, which fell upon us like thunder. We perished. And so, in death, I have ordered these lips to speak the admonitions of this place, which is become a tomb. I am removed from the grandeur of my palace, which fate I could not prevent by numerous stratagems."

"Know thou also that thy days are borrowed and the riches of this place cannot deliver thee from the loan. The beast is come. Her heavy feet approach in silence. Therefore, go I also now to dwell in my grave—where my ear yet listens for my name."

Each time the mouth speaks a 16 HD fire elemental appears on the tongue—though what it is will not be clear until the end of the speech, when it drips off the tongue onto the ground and attacks.

Fire Elemental x1 : AC 2 | MV 12 | HD 16 (hp 77) | THACo 7 | ATT 1 | DMG 3d8 | SA each successful hit requires worn gear to save vs Magical Fire | SD +2 weapons to hit | AL Neutral | Size L | XP 4,005 | MM p. 38

B-03 Howz Vestals

Players

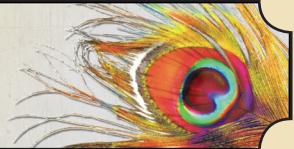
At the center of this reverberant court of white stone, three women banter softly, dipping their amphorae to gather water from an incandescent pool. The court is rich with blue shadowed carvings and paradisaical flowers, but pales in comparison to the burning beauty of these women.

DM

The incandescent blue water in the pool (and the water of all pools and canals in the City) heals 1d4 hp if drunk or bathed in. This effect will heal a maximum of 8 hp in any 24 hour period.

The women laugh and banter in quiet musical tones. If called to,

Celestial Howz & Garden of Al'Akwan



they respond with waves and smiles but quickly return to their private conversation.

For AC purposes, treat the women as Houris (Appendix B) though they will never attack or use Suggestion. Any successful attack dispels them, though they reappear 3 turns later as they are illusions projected by the City. They cannot be disbelieved.

Use the Houri monster entry to describe them. They speak Gringling but ignore questions. If their speech is understood, it is banal but includes passing information about the Forbidden Bazaar and Temple Hill.

B-04 Arches of Fire

Players

Three proud arches pierce the massive wall but provide little shade, for they are strung with jewels of fire, which dangle exactly as a curtain of beads. Exquisite, alien flowers cover much of the masonry.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) cause each bead they touch to turn momentarily blue—and may pass through the beads unharmed. Although the beads sway as they are passed, they are not fully corporeal and cannot be parted or held aside for others.

Red-Flagged & Unchronicled characters will take 1d4 dmg if they pass within 5' of the beads and 2d6 dmg if they touch or pass through them.

B-05 Arches of Ice

Players

Two arrogant arches carved with whipped and enslaved Effreet stand here, each blocked by five portcullis bars of what might be pure gold. The air is quite chilly and the view beyond the bars is shockingly drifted with snow.

DM

A tracery of frosted condensation is visible on the bars.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) find themselves physically unable to approach the bars. This force repels at a distance of 5' in the same manner as magnetic poles.

Red-Flagged & Unchronicled characters who pass within 5' of the bars take 1d4 dmg. Touching the super-cooled bars causes 2d6 dmg. The bars are set far enough apart that any character weighing less than 90 lbs may slip between them if a successful DEX check is rolled on 4d6. Doing so still causes 1d4 dmg.

Though the bars are hollow, they are gold. If the PCs determine a way to remove them from the gate, they gradually warm to ambient temperature.

Each of the ten bars is 25' long and weighs 1,000 lbs. (200,000 sp value each)

B-06 Garden Gate

Players

Alien script incises the arch, but your gaze is drawn between the bars of an elaborate gate to where cooing, throaty creatures skim and flutter; scudding under the fantastic botanicals. Flowered tendrils neck and shush, their colors dulcet and syrupy. How long have you been standing here? Your cheeks are misted with nectar. Suddenly, you notice a golden bell with rope hung above the gate just as another breeze rumbles the blossoms.

DM

The Gringling inscription above the gate reads:

"The Garden of Al'akwan."

The gold bell weighs 10 lbs (10,000 sp value). If rung, Azaran flies from B-09 and arrives in 1 round, alighting on the north side of the gate. From a broken column in the shade, she will inquire what the PCs want (she can speak any language). If they desire to enter the garden, they must answer her riddle.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are asked this riddle:

"A plump little girl in a red-red dress. A wand on my nose, a stone in my chest. What am I?"

Answer: A Cherry

Red-flagged & Unchronicled characters are asked this riddle:

"You are my prisoner. If you tell a lie I will hang you. If you tell the truth I will slit your throat. What can you say to save yourself?"

Answer: You will hang me.

Despite a languid personality and contentment with her role, Azaran will follow through on warnings of inflicting injury should the party enter the garden without answering one of her riddles.

Azaran, the Aafenan Sphinx : AC -3 | MV 15 (or) 30 flying | HD 13 (hp 68) | THAC0 9 | ATT 2 | DMG 3d6 constriction, and 1d8+1 flaming scimitar | SA spells & poison spit | SD Nil | AL Neutral | Size L | XP 8,274 | Appendix B

In addition to her spell-like abilities Azaran has the following clerical spells:

1st: Bless (PHB p. 43); Cure Light Wounds (PHB p. 43); Sanctuary (PHB p. 44)

2nd: Augury (PHB p. 45); Hold Person (PHB p. 45); Snake Charm (PHB p. 46)

3rd: Animate Dead (PHB p. 46); Speak with Dead (PHB p. 48)



4th: Sticks to Snakes (13 snakes, 65% poisonous) (PHB p. 49)

B-07 Marble Bridge

Players

On the north side of a pale bridge, something white and cat-sized flicks this way and that. It has long beautiful fur and leaps and spins, as if trying to catch bees among the flowers.

DM

This thing is the tufted tail of the Golden Dzo, swatting at insects while it chews blossoms. Its great golden bulk is hidden under the greenery.

Golden Dzo : AC 0 | MV 12 | HD 16 (hp 128) | THAC0 7 | ATT 1 | DMG 2d12 | SA Breath turns to gold | SD Nil | MR 20% | AL Neutral | Size L | XP 11,010 | Appendix B

The bridge crosses a canal of incandescent blue water. This elemental water is the same as that at B-03 (healing up to 8 hp dmg in any 24-hour period at a rate of 1d4 per draught or bath).

All water sources on the map bestow the same benefit unless otherwise stated.

B-08 Sacred Grove

Players

Euphoric birdcalls echo among the trunks. From the sozzled flowers, you step into a kingly ring of trees that unlaces on an open sky. Delirious butterflies ravish this orchard, which blushes with clover-pink apples; each seemingly polished to a mirror-shine.

DM

In addition to regular flora checks that PCs may make, this area contains four fruit trees laden with the legendary **Apples of Samarkand** (see City of Brass Appendices p. 7-9).

B-09 Sphinxian Minaret

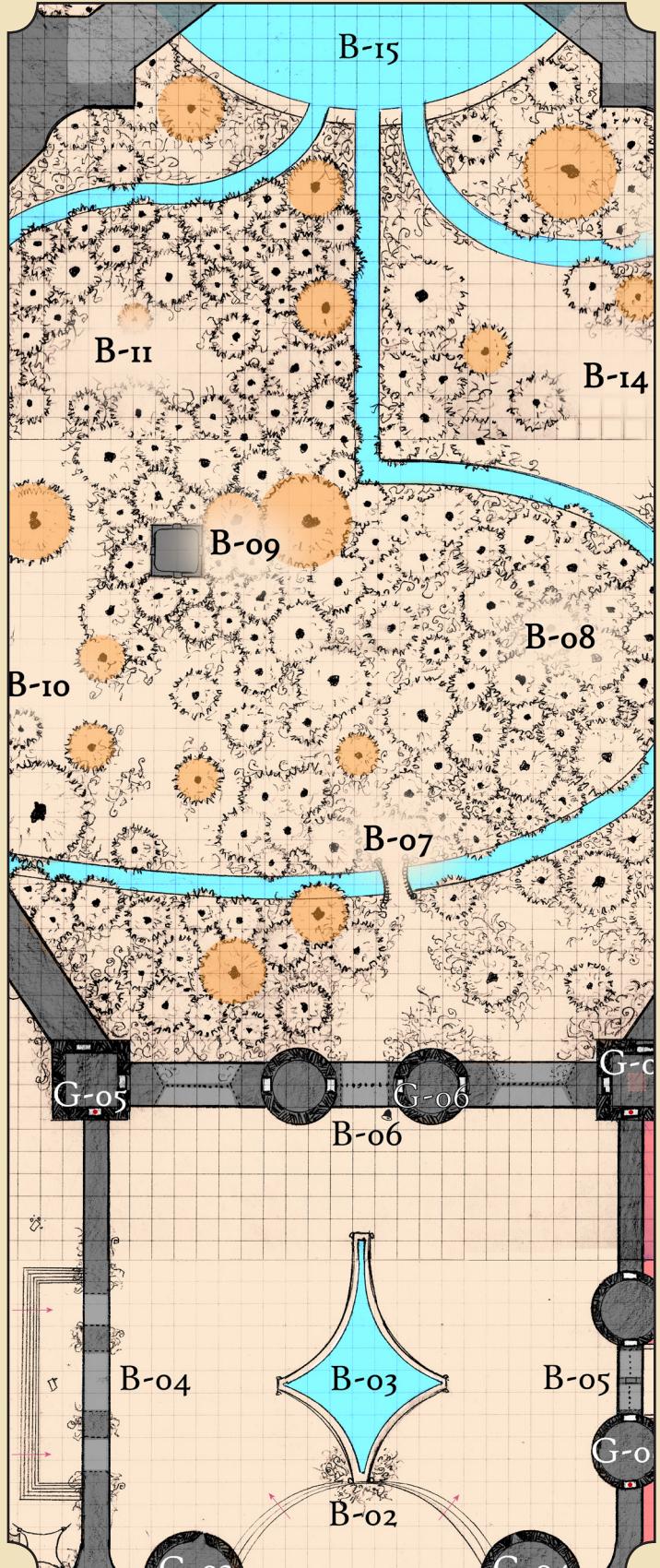
Players

A minaret without door or stairs rockets above the trees. Mighty blocks of white marble, heavily spotted with orange lichen, comprise its bulk. Its lofty peak is set with four arches that hint at a shadowy refuge beneath its gleaming brass dome.

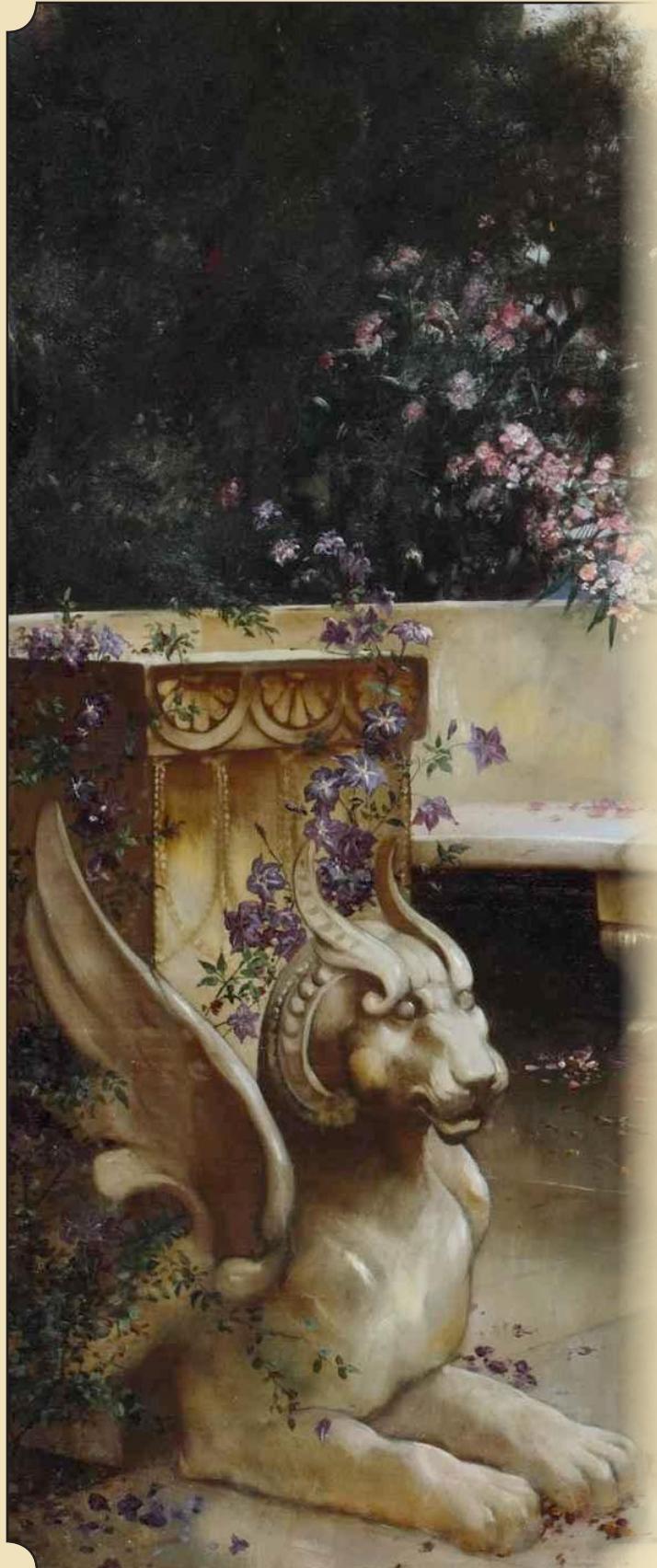
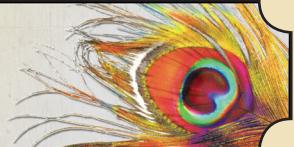
DM

The refuge—a single-room lair—is strewn with fresh flowers and open to the wind. This is where Azaran, the Aafenan Sphinx (see area B-06) usually lounges. Unless dead or otherwise engaged, she will be here, 150' above the garden, watching lazily for trespassers.

Treasure: seven rose-gold cuones (280 sp value) and two potions decorate her nest: one of Planar Adjustment, the other a Twilight Elixir (see Appendix D for both).



Celestial Howz & Garden of Al'Akwān



B-10 Meadow of the Mares

Players

Five fey-eyed, fish-boned unicorns canter in this baby-green meadow, snowy manes trailing in the wind. You judge by their affected, sunlit movements, that they are aware of you.

DM

Unicorns x5 : AC 2 | MV 24 | HD 4+4 (hp 25, 23, 22, 18, 16) | THAC0 13 horn; 15 hooves | ATT 3 | DMG 1d12 horn; 1d6, 1d6 hooves | SA Charge | SD immune to poison, death and charm; never surprised; dimension door; save as 11th level M-U | AL Chaotic Good | Size L | XP 525; 515; 510; 490; 480 | MM p. 98

This is the harem of the sire at B-14 and he will know telepathically if they are threatened, arriving in a single round.

B-11 Anqa's Glade

Players

The moment you realize the birds and insects have become silent, is the moment your eyes roll back in their sockets. For an instant, your throat tightens. You blink. Your skin turns clammy. Ahead, you see a ruby-hued shape fluttering among the flowers like a hidden dancing flame. Goosebumps pucker your skin and you sense in the primal parts of your mind that a beautiful eldritch thing is stealing through the trees.

DM

If the PCs pursue, they will encounter the burning peacock.

Anqa, the Burning Peacock : AC -3 | MV 6 (or) 30 flying | HD 3 (hp 13 minimum) | THAC0 10 | ATT 3 on odd rounds, 1 on even | DMG 1d12 beak; 1d4, 1d4 talons | SA always wins initiative; bonus to hit & dmg for target alignment; spells & psionics | SD bedazzlement, death fireball | MR 50% | AL Neutral Good | Size M | Psionics: 120 ATT (D,E) /120 DEF (F,H,J) | XP 1,175 + 6 / hp for each incarnation | Appendix B

B-12 Electric Outlet

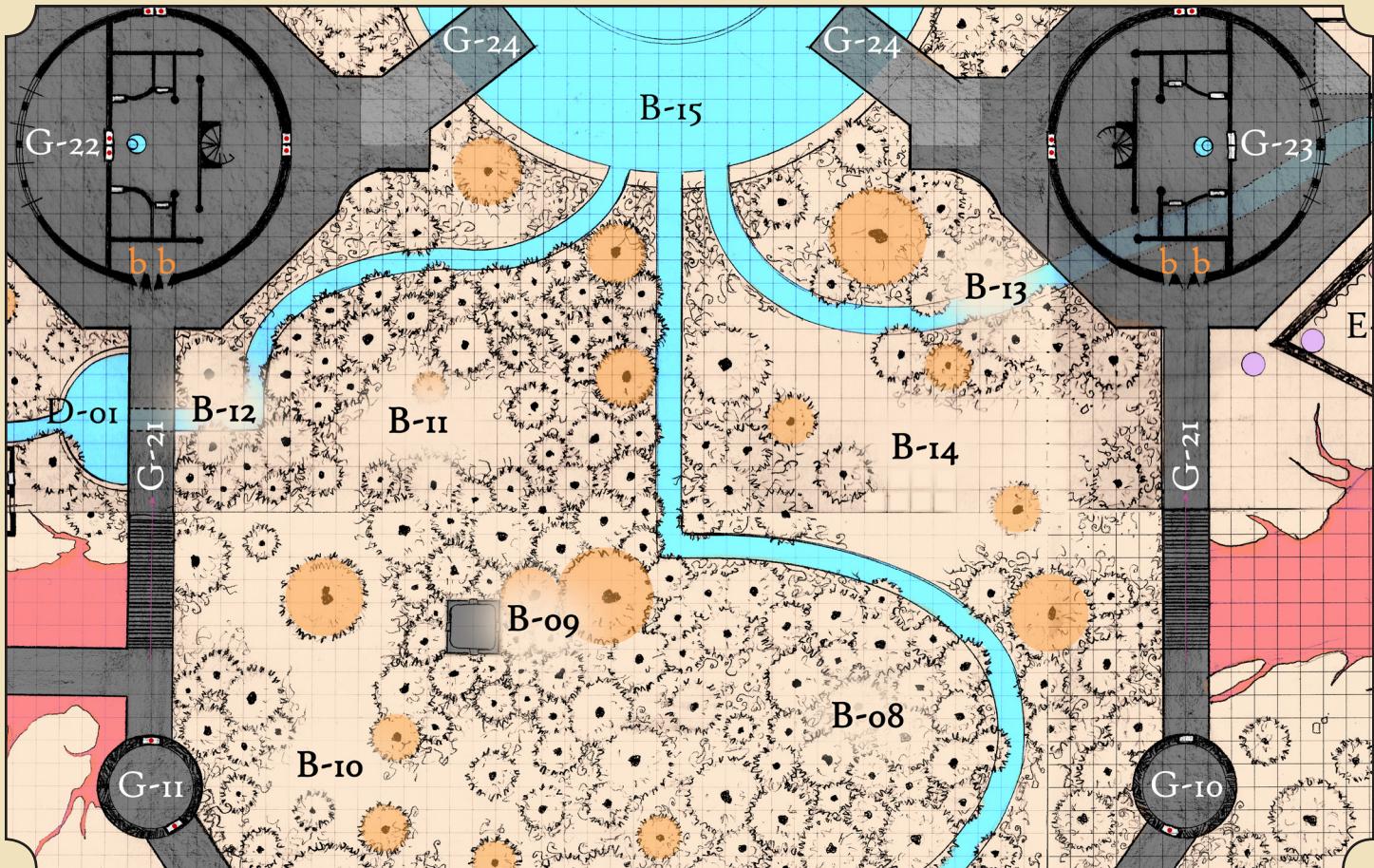
Players

The canal of incandescent blue water flows into a barrel vault with little clearance for swimming. It carries fleets of flower petals and colorful leaves into shadows cast by the garden's obsidian wall. You hear echoes of splashing from within the tunnel as if there might be falls on the other side.

DM

Anyone entering the tunnel must deal with increased current and slippery surfaces. A STR check on 3d6 is required every round from PCs in the tunnel.

Failure means the PC is drawn onto a metal baffle and pressed against the canal outlet where they will be trapped and electrocuted. Water passing over the metal baffle receives a charge before exiting through a slot (10' wide by 1' tall). Contact with this



baffle deals $3d6$ electrical dmg per round. Those so trapped may make additional STR checks each round. Success = escape.

Those making a STR check are able to investigate the tunnel but need to make a STR check each round to do so safely. An algae-coated skeleton pressed against the baffle wears a rotten quiver that still contains an Arrow of Dragon Slaying (DMG p. 168).

B-13 Fiery Outlet

Players

The canal of incandescent blue water flows into a barrel vault with little clearance for swimming. You note that the current is languid but the air grows shrill where it is drawn quickly into the tunnel.

DM

The current in the tunnel rapidly increases. PCs are allowed up to two STR checks to escape the current. The first check requires $3d6$. If this fails, one additional check using $5d6$ is allowed. If both are failed, the PC is swept through the slippery, algae-coated tunnel to area E-11.

B-14 Meadow of Mul'tahab

Players

A unicorn of spectral beauty forages on dew-drenched flowers at the meadow's edge. He flickers with golden muscles and sinews. Rose-colored flames ripple over his horn, hooves, mane and tail. For a moment, you can only stare.

DM

This is the unique stallion whose harem cavorts at B-10. If the PCs have harmed them, he will know it and be ferociously aggressive.

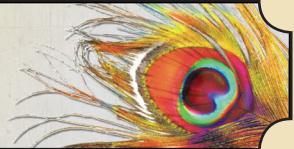
Mul'tahab : AC -2 | MV 24 | HD 4+4 (hp 36) | THAC0 8 | ATT 3 | DMG 1d12 horn + 1d6 (fire); 1d4 + 1d6 (fire) each hoof | SA spell use | SD Immune to poison, gas, sleep, charm, illusion, hold, slow & death magic; never surprised; +1 to initiative rolls | MR 50% | AL Chaotic Good | Size L | XP 1,363 | Appendix B

B-15 Pool to Eternity

Players

Lapping the marble lip of a white retaining wall is a circular pool some 75 yards across where exotic lotuses drift. Channels notch the top of the wall, sluicing into canals that course throughout

Celestial Howz & Garden of Al'Akwan



the garden. To you, the pool seems very deep indeed.

At the center of this body of water, a reservoir rises from a plug of stone, which doughnuts the pool. This reservoir is perhaps 100 feet across and rises 20' above you. Its continual overflow makes musical splashing down the reservoir's sculpted sides.

From the top of the reservoir you notice a sinuous orchid-colored fume uncoiling on the wind.

DM

Accompanying spectacular lotuses of other colors, there is 50% chance for one of each: Black, Azure Sky and/or Snowpetal lotus to be present in the main pool (see Appendix E).

For each round that a PC loiters within 10' of the pool, there is a 25% chance he/she will be noticed and attacked by the froghemoth swimming in the pool's 80' depths. Only if the pool is entered will the tadhemoths attack.

Froghemoth x1 : AC 2 (tentacle) 4 (body) 6 (tongue) | MV 2 (or) 8 swimming | HD 16 (hp 96 [body] 20 [tentacle] 14 [tongue]) | THACo 7 | ATT 1 (or) 4 | DMG 5d10 (bite); 1d4+4 (ea. tentacle) | SA tongue grab; swallow whole | SD fire resistant but fire can drive back; electricity does only 1 dmg per die & slow it for 1 round | AL Neutral | Size L | XP 10,020 | MM2 p. 67

Tadhemoths x8 : AC 4 | MV 16 swim | HD 5 (hp 23 each) | THACo 15 (hp 23 ea) | ATT 1 | DMG 3d8 | SA nil | SD as above | AL Neutral | Size L | XP 488 apiece | MM2 p. 67

There is a great quantity of sediment at the bottom of the pool. Each turn spent sifting has a 2 in 6 chance of discovering one of the following:

1. 300 electrum anqas (9,000 sp value)
2. 7 orcanthium marks (14,000 sp value)
3. Large jacinth (20,000 sp value)
4. Wand of Defoliation 13 charges (UA p. 96)
5. Ring of Djinni Summoning with 3 charges (DMG p. 129)
6. Lenses of Ultravision (contact lens version) in a small case (UA p. 101)
7. Winged Boots on a skeleton: Speed 15" | MC: A (UA p. 98)
8. Rod of Lordly Might: 46 charges (DMG p. 133)

Repeat rolls indicate nothing was found that turn.

B-16 Necropolis Gate

Players

North of the canal, the paradisaical garden becomes a morass due to seepage. Deep mud glistens and ugly black mold cankers the palace's white foundation walls, especially in the shaded northwest corner where something sinewy and black grunts and turns.

DM

The stairs to D-21 connect to B-16 by means of a formerly beautiful gate of gold, which appears to have been sawn off and looted.

The beast in the mud will attack with gaze across the canal. Its diet grants 25% magic resistance.

Catoblepas x1 : AC 7 (or 3 with cover from trees) | MV 6 | HD 6+2 (hp 40) | THACo 13 | ATT 1 | DMG 1d6 + stun | SA death gaze | SD Nil | MR 25% | AL Neutral | Size L | XP 1,020 | MM p. 13

Treasure: there is a freshly dead adventurer on the bridge (1 day old). He wears strange ecru-colored cloth armor and a utility belt. The armor is only as heavy as normal clothing, provides AC 8 vs melee weapons and AC 0 vs piercing/missile weapons. On his belt is a Temporal Modality with 13 transformations remaining. From 3' away, a Velvet Gun strains to reach the corpse's leg. If not fed within 48 hours it will die. (see Appendix D for both the modality and the gun).

B-17 Pastel Ruins

Players

Blocks of a smooth pastel material make a tumbled-down tracery of whatever structure once stood here. The blocks glow softly, which dissociates them from their surroundings. They seem to float like the two-dimensional panes of light that also hover here, displaying three-dimensional vistas of a beautiful desert. They are ordered such that they may once have been false windows.

Suddenly, you notice a pile of glittering coins resting in the grass.

DM

An adult green dragon is well camouflaged beneath the vines and flowers. Its red eyes may give it away: there is a 1 in 6 chance for each actively-scouting PC to notice them. It will attack if its hoard is disturbed, though the red dragon at E-13 routinely pilfers whatever it wants.

The green dragon is a product of Gringling engineering and therefore immortal. **It regenerates even after death** unless all its hp are eliminated by fire. Rather than slaying it, Al'lahab uses it as a treasure collecting slave.

Green Dragon (Engineered) x1 : AC 2 | MV 9 (or) 24 flying | HD 9 (hp 45) | THACo 12 | ATT 3 + tail | DMG 1d10 (each claw); 4d6 (bite); 4d6 (tail) | SA breath weapon | SD troll regeneration | AL Neutral Evil | Size L | XP 3,030 | MM p. 33

Treasure:

- 17,890 Alien Copper (8,945 sp value)
- 66,540 Silver Crowns (of same value)
- 11,500 Electrum Anqas (345,000 sp value)

B-18 Library Gate

Players

A dead woman—face hidden by beautiful red hair—rests in an ecru uniform: perhaps some kind of cloth armor. She wears a utility belt and a streamlined pack. It appears she may have died falling from the palace far above.



Celestial Howz & Garden of Al'Akwan B

DM

The armor is only as heavy as normal clothing, provides AC 8 vs melee weapons and AC 0 vs piercing/missile weapons.

The backpack saves as hard metal against all attack forms and is waterproof. It can hold only 20 lbs.

Inside are a pair of Dueling Circlets (see Appendix D). The utility belt holds a folding knife and a torch (flashlight) with one chemiostatic battery that will last 12 hours (treat as bullseye lantern).

B-19 Pool of Cosmic Black

Players

This reservoir's depth matches the 20' retaining walls that elevate it above the lower pool. The water's clarity allows you to see a great brass urn at the reservoir's bottom—while atop, alien lotuses skate the mirror-like surface. Floating in the reservoir's center, is a perversely beautiful flower whose tremendous size and shape thrums the walls of reality. It seems to be a species of extravagant lotus, though its petals are difficult to see properly. The blossom's shape is hole-like with stars and galaxies burning in the depths. From it, a purple-black fume trails on the wind.

DM

The brass urn at the pool's bottom weighs 2,000 lbs and connects to the Elemental Plane of Water. It gushes continuously, filling the pool. If the current can be fought, the plane of water can be entered. Returning to the City of Brass by this means is also trivial provided the location is known.

Accompanying many spectacular lotuses are 1d3 of each: Black, Azure Sky and Snowpetal lotuses (see Appendix E).

The Universe Flower has the following stat block:

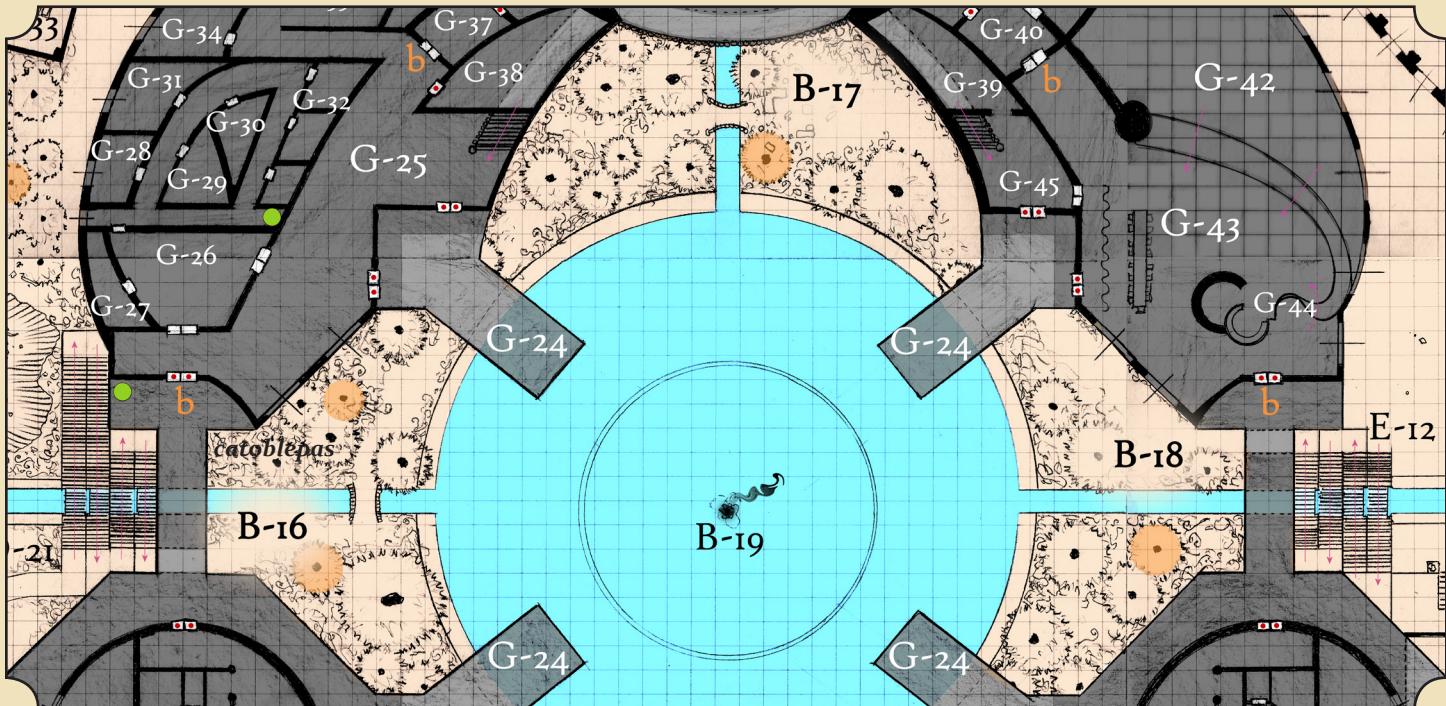
Universe Flower : AC 8 | MV 0 | HD special | THAC0 nil | ATT nil | DMG nil | SA cosmic fume | SD immune to most spells | MR 20% | AL Neutral | Size L | XP 0 (cannot be destroyed)

Those within 10' of the bloom who inhale the cosmic fume of the universe flower immediately age 1d3 years (system shock or die). Furthermore, if one of their prime requisites is not yet 18, it increases to 18. Each round the fume is inhaled, repeat this procedure. Use DMG p. 13 for additional aging effects.

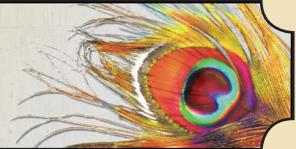
Striking the flower with hand or weapon requires a save vs Petrification. Failure draws the PC into the interstellar void of the Prime Material. This is a one-way trip. Unless the stranded PC has oxygen, plus magical protection from cold and radiation (such as a cube of force) they will die at the end of 3 rounds.

The flower is immune to most magic.

Cold damage dealt to the plant, however, (or a wand of defoliation that penetrates its magic resistance) causes the blossom to begin closing. If a total of 40 cold dmg is done, the blossom will shut entirely—wiping the Prime Material Plane clean of all material. The Universe Flower will re-open 1 hour later spawning a new big-bang with new galaxies, stars and so on. Obviously, this will destroy the home worlds of the PCs and all they know. Furthermore, return to the Prime Material will be hazardous for some time, likely necessitating the PCs to establish themselves on other planes of existence.



Forbidden Bazaar



The Bazaar contains a psi-geist kiosk (Appendix D) that will attempt to chronicle PCs with the City. Kiosks are marked with purple highlighting.

C-01 Stone Throwers

Players

Pavilions of unobtainable color move softly in the breeze. They are hedged by spectacular flowering vines and pitched among the dissolving ruins of a darker, alien-looking civilization. These curious black ruins extend both above and below the "floor" of the market—a floor made of one great pane of etched glass. Below your feet, cellars and basements sleep in drifted dust and sinister bones. Above the transparent paving, the bazaar flourishes with honeysuckle-smells, tossing leaves and snapping silk.

DM

The ruins on which the bazaar is built are a portion of **Groull architecture**, displayed here as a war trophy (see Appendix A: Dead Races). On the DM map, walls shaded light gray indicate walkable space some 12' above the bazaar's glass floor, while dark-shaded regions are much-taller walls or columns composed of black Groull masonry.

It is from atop the lower 12' walls that an assault will rain down on the PCs:

Al'hajar Devils x8 : AC 7 | MV 12 | HD 2+4 (hp 13 each) | THAC0 16
melee (or) 11 missile | ATT 2 claws (or) 1 stone | DMG 1d2 (each claw); 2d4 (hurled stone) | SA initiative | SD teleport; illusion; poison; etc. | MR 5% | AL Lawful Evil | Size S | XP 234 apiece | Appendix B

Each of the pavilions shown on the map were once filled with splendors but as these treasures were laid out in the open, they were also the first to be looted. Nevertheless, wonderful baubles may still be found. Roll once every 5 rounds for each PC searching:

- 01-16: Roll on Furnishings & Appointments, General (DMG p. 218)
- 17-32: Roll on Magic-User Furnishings (DMG p. 218)
- 33-48: Roll on Misc. Utensils & Personal Items (DMG p. 219)
- 49-64: Roll on Clothing & Footwear (DMG p. 219)
- 65-80: Roll on Jewelry & Items Typically Bejeweled (DMG p. 219)
- 81-96: Roll on Food & Drink (DMG p. 219)
- 97-00: Roll on Table III. Magic Items (DMG p. 121)

The DM may wish to compose their own tables. Food items will be unspoiled and good to eat due to the City's enchantment.

Non-food items found will have significant value:

- 01-50: Object is worth 6d6 x 100 sp
- 51-75: Object is worth 6d6 x 1,000 sp
- 76-95: Object is worth 6d12 x 1,000 sp
- 96-00: Object is worth 6d12 x 10,000 sp

C-02 Vaulted Storeroom

Players

The black slab walls swirl with broad-petaled excortication, lifted as though by an immense fillet knife. The crescent-shaped lacerations reveal a tender, liquid blackness beneath the dusty surface of the walls—a gleaming, almost regular pattern that conjures strange images of tucked fish-bone larvae. This pattern, though obviously of no concern to whoever piled the mountain of wicker in the center of the room, nevertheless lends a hysterical terror to the mundane jumble of dry, web-strewn baskets.

DM

In circling the pile of spider-infested baskets, an apparition will be seen—though only momentarily. What it is and where it goes will be impossible to ascertain. After vanishing, it will not return.

C-03 Haunted Warehouse

Players

If players come through the north window:

The syncopated hiss of disembodied women's whispers float in the cool air of this dim warehouse. Filling your nostrils is the disconcertingly heady smell of urine and sweet flowers. You see two chests among others, flung open to reveal the glitter of fine silks.

DM

If PCs come through the door, they will not hear the whispers. Unless already summoned by the sound of combat, three invisible lamias banter here.

The chests of fine silks are an illusion. Characters who investigate the chests will be attacked from behind.

Lamias x3 : AC 3 | MV 24 | HD 9 (hp 49, 49, 40) | THAC0 12 | ATT 1 | DMG 1d4 + WIS drain | SA charm, suggestion | SD mirror image, illusion | AL Chaotic Evil | Size M | XP 2,288; 2,288; 2,180 | MM p. 59

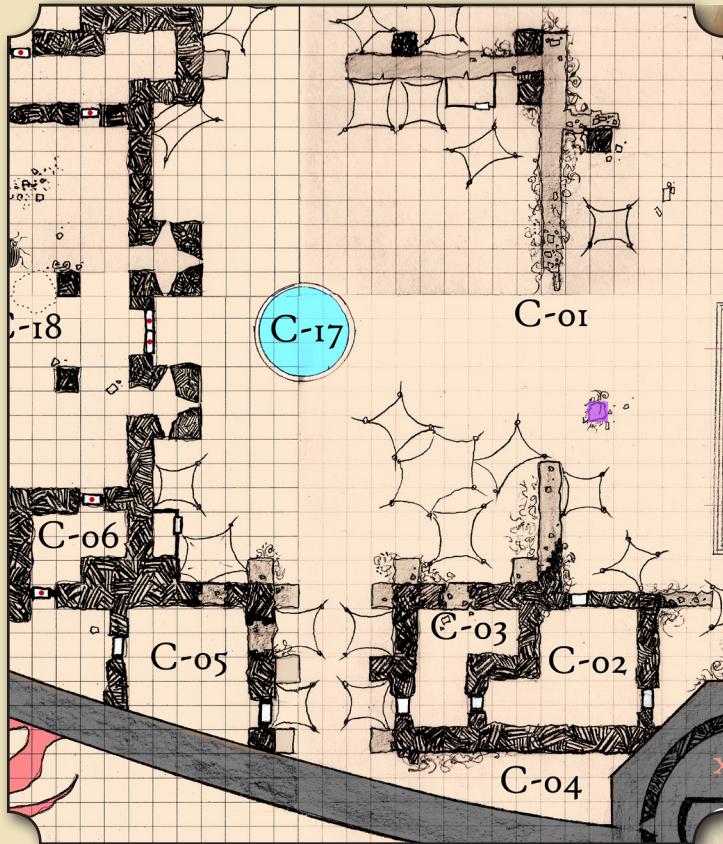
C-04 Shadowed Cul-de-Sac

Players

The entrance to this deeply-shadowed alley is hidden by vines, which are in turn laden with glowing flowers. Near the alley's back, a cast-aside panel reveals an opening through the transparent "floor" into the elusive cellars.

DM

The panel and opening are illusions meant to lure interlopers. The matriarch of the lamias lairs here. She is invisible and silent but will call for her sisters in areas C-03 & C-05 when she attacks. She wields a +4 Spear of Wounding (+2 on the Prime Material & cf. DMG p. 166).



Lamia Noble xi : AC 6 | MV 9 | HD 10+1 (hp 78) | THAC0 10 touch (or) 6 spear | ATT 1 | DMG 1d6 + WIS drain (or) 1d6 + 4 spear of wounding | SA charm; suggestion; spells | SD mirror image; illusion; spells | AL Chaotic Evil | Size M | XP 3,642 | FF p. 59

Spells all at 8th level:

1st: Magic Missile (4 missiles PHB p. 67); Shocking Grasp x2 (PHB p. 68); Spider Climb (PHB p. 68)

2nd: Invisibility (PHB p. 70); Scare (PHB p. 71); Web (PHB p. 72)

3rd: Blink (PHB p. 72); Haste (PHB p. 74); Slow (PHB p. 75)

4th: Dimension Door (PHB p. 76); Ice Storm (PHB p. 77)

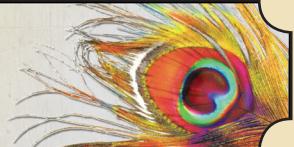
If pressed, she has two scrolls to use, each containing a single Transfuse Spell (see Appendix C)

C-05 Market Storehouse

Players

West of a shady street swathed in colorful silks, is a large storehouse lit obliquely by two open windows. The cavernous interior crumbles under forlorn shadows and the smell of beast sweat. A single dome-top trunk looks grafted to the glass floor by ancient webs.

Forbidden Bazaar



DM

Unless they have been called into combat, five lamias rest along the south wall. They will quietly encircle interlopers before attacking. The lamias have an uneasy truce with the devils in the market.

Lamias x5 : AC 3 | MV 24 | HD 9 (hp 65, 52, 48, 40, 35) | THAC0 12 | ATT 1 | DMG 1d4 + WIS drain | SA charm, suggestion | SD mirror image, illusion | AL Chaotic Evil | Size M | XP 2,480; 2,324; 2,276; 2,180; 2,120 | MM p. 59

The trunk is locked and trapped. If the trap is sprung, a luminous crimson gas billows from the lid, filling the entire storehouse. Those within 10' of the chest receive no saving throw: skin exposed to the chemical immediately begins to blister. Exposed PCs take 1 dmg on the first round, 2 dmg on the second; 3 dmg on the third and so on. This progression continues indefinitely until the PC strips off all gear and washes in wine, water etcetera.

Those farther than 10' from the chest may save vs Breath Weapon. Success indicates they escape the gas entirely.

The trunk contains 12 rose-gold trade bars (@ 24,000 sp and 10 lbs each = 288,000 sp total value).

C-06 Rich Warehouse

Players

Behind locks, a dark room swirls with dense exotic fragrances. In the gloom stand numerous pale amphorae and sandalwood coffers.

DM

Green-flagged & Unchronicled characters (q.v. Psi-Geist Kiosk, Appendix D) will take no dmg from the doors and will be ordered by the demons to leave if they enter the warehouse.

Red-Flagged characters will take an immediate shock for 1d6 dmg on touching the door. This shock happens repeatedly and will prevent pick lock attempts. Such characters are automatically attacked by the guardians.

The doors are heavy brass, studded with steel and engraved with a flaming bird.

Guardian Daemons x2 : AC 1 | MV 9 | HD 8 (hp 64 each) | THAC0 12 | ATT 3 | DMG 1d6, 1d12, 1d12 | SA fire breath 5d6 | SD immune to charm, hold, sleep, polymorph, fear, +2 weapons to hit; one daemon is immune to swords; the other is immune to 3rd level spells | AL Neutral | Size M | XP 1,915 apiece | FF p. 49

The amphorae in the room contain scented oil. If spells (or daemon breath) engulf the amphorae, there is a 50% chance of immediate conflagration.

Damage from the conflagration will be 10d6 on the first round, 5d6 on the second, 3d6 on the third, 2d6 on the fourth, 1d6 on the fifth. Thereafter, the fire will abate but the room will remain hot for 3 turns: forcing boots to save vs Normal Fire and dealing 1d4 dmg to PCs per round of contact.

There are 75 amphorae in the room, each containing 3 gallons of scented oil. Each gallon = 10,000 sp value and weighs 7 lbs (2,250,000 sp total @ 1,575 lbs).

The sandalwood coffers contain gold and ivory. There are 1,000 lbs of ivory (10 tusks). Each tusk is worth 32,000 sp. In the event of a fire, all of this will be lost and only the gold will remain:

20 yellow-gold trade bars of high purity are stamped with a peacock @ 12,000 sp & 10 lbs apiece. (240,000 sp total)

C-07 Cold Room

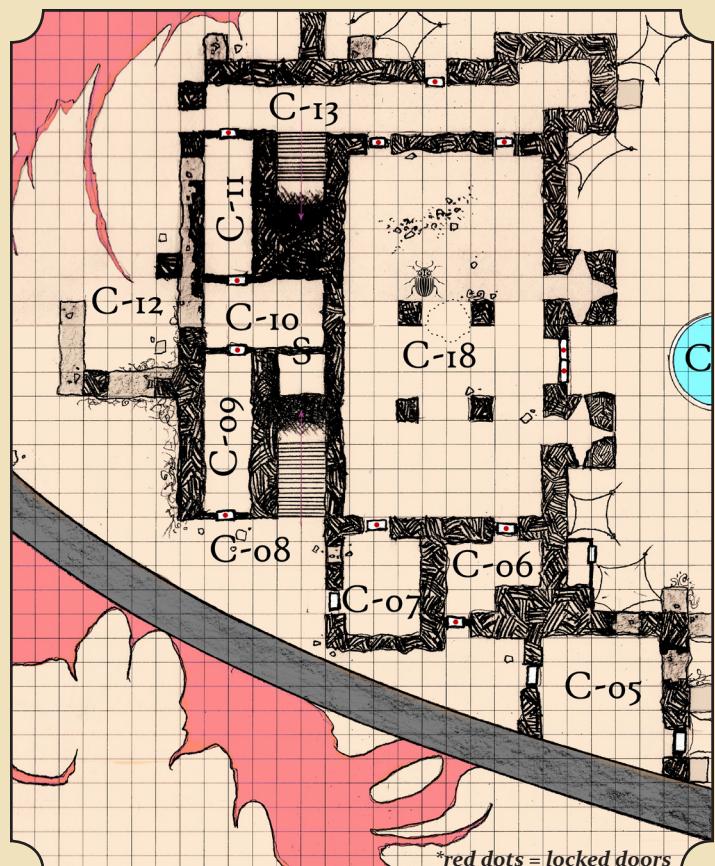
Players

This dark warehouse is shockingly cold and lit by a single open window far up the west wall. It smells of dry wicker and mice. In the southeast corner, from behind a dusty assortment of baskets and crates comes a feeble blue glow.

DM

Both doors are heavy brass, studded with steel and engraved with a flaming bird.

Behind the baskets and crates is a **Gringling body**, mummified by the dry air. Her skin is taut and golden. Her hair is pink corn silk—blackened at the ends. From a pouch spill 3 glowing Lemcienee (see Appendix D) 3,000 sp value & 1 lb each. Crowning





her skull is a gleaming Dueling Circlet that projects a halo of lights (See Appendix D). The other circlet is clenched tightly in her skeletal fist.

C-08 Breezy Court

Players

This glass-floored court whines with sweet wind and flaps with blossoms. A giant staircase climbs into the black masonry through a 25' arch to the north. Brass doors and a gaping window puncture the architecture at other points.

DM

The staircase climbs 30' to a landing, turns east and climbs 20' to a blasted roof. This roof (above area C-18) is strewn with rubble and gaping with a 20'x20' hole.

The open window to area C-07 is dark and conveys noticeably cold air. Those who listen may hear faint devilish laughter echoing in area C-12.

C-09 South Treasury Hall

Players

This 25' high hall is decorated with ancient frescoes of enslaved Efreet hauling treasures and weapons toward the north door.

DM

Green-flagged & Unchronicled characters (q.v. Psi-Geist Kiosk, Appendix D) find the brass doors to this room locked.

Red-Flagged characters find the doors to this room unlocked.

C-10 False Treasury

Players

A 25' high frescoed, barrel-vault greets your eyes. Romantic beams of light fall through a huge open window to the west, while Dam Mamara lamps flicker warmly along the eastern wall. A tremendous hoard occupies the floor. Piles of rose-gold cuones and silver crowns are lit by colorful gems. Sandalwood coffers stand open, revealing gold ingots. Alabaster statues draped in pearls, jewel encrusted goblets and a suit of strange olive-colored armor are flanked by an array of alien spears and bows.

DM

Green-flagged & Unchronicled characters (q.v. Psi-Geist Kiosk, Appendix D) find the doors to this room locked.

Red-Flagged characters find the doors to this room unlocked.

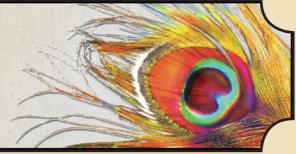
The hoard is powerfully enchanted to appear real. Alas it is paste, lead and worm-eaten pine. You must present the hoard as genuine. Only True Seeing, Detect Illusion or the like will uncover the deception. Note the **Devils** at C-12!

False Trove:

- 875,500 rose-gold cuones
- 1,780,200 silver crowns
- 12 rubies @ 3,800 sp each
- 16 emeralds @ 2,7000 sp each
- 15 sapphires @ 3,200 sp each
- 10 garnets @ 1,900 sp each
- 8 amethysts @ 1,200 sp each
- 3 pearl necklaces @ 1,000 sp each
- 2 alabaster statues @ 800 sp & 80 lbs each
- 120 yellow gold ingots @ 12,000 sp & 10 lbs each
- 12 jeweled goblets @ 7,000 sp & 3 lbs each
- 5 Magical Cursed Gringling Bows (which will rebound on the user and require Remove Curse to discard)
- 5 Cursed Backbiter Spears (which unerringly strike the wielder and require Remove Curse to discard)
- 1 Suit of Poison-Enchanted Armor which requires Remove Curse to doff and deals 1d10 poison dmg per turn.

The fresco on the ceiling depicts a solemn man with dark eyes. His long pink hair hangs in immaculate dreadlocks and he wears a shining crown. There is a circle of red flame around his left hand (note that all other depictions of Iblis Occam show the

Forbidden Bazaar



right hand so ringed—and clever players may realize this). He wears a suit of olive-colored armor and is attended by ten body guards: five with bows and five with spears.

The south wall of the false treasury hides a secret door. This door cannot be found unless Detect Magic, Detect Invisibility or Detect Illusion is cast. Gems of Seeing and similar magic will also be of use. When these magics are used, points of light will appear on the south wall in the constellation-shape of a bird. If a finger is used to connect the dots of this form, the wall will open. Passwall can also be used to bypass the secret door, though ethereality will fail since the secret room is lined with lead.

Over the lead, **the secret room** is finished in black marble. Rising from its center is a squat obelisk of the same mineral, only green in color. The Gringling word for "Envy" is chiseled into its base. A seal of wax connects the obelisk to the floor. If the obelisk is toppled or broken, a **poisonous cloud** is released along with a dazzling light from below.

All within the room must save vs Poison. Failure causes death at the end of the first round. Success takes 50% of the character's current hp in dmg. This gas will clear naturally in 3 turns.

A chamber of identical size below the obelisk contains the following treasures:

- A gold urn (25,000 sp value) holding the dismembered bones of Arsu Tanu. This urn is sealed with gold wax and bears a wax plaque stamped with an epitaph in Gringling: "Arsu Tanu; Head Pruner; General of the Four Skies; Traitor to his Lord"
- A golden cage containing Ehlissa Amooyan's Bejeweled Nightingale (see Appendix D) lights the room with magnificent rays.

C-11 North Treasury Hall

Players

This 25' high hall, lit by a great open window 12' above the floor is decorated with frescoes of enslaved Efreet hauling treasures toward the south door.

DM

Green-flagged & Unchronicled characters (q.v. Psi-Ghost Kiosk, Appendix D) find the brass doors to this room locked.

Red-Flagged characters find the doors to this room unlocked.

A cadre of devils on the ledge attacks through the window. These are in addition to the **Devils at C-12**!

Al'hajar Devils x4 : AC 7 | MV 12 | HD 2+4 (hp 13 each) | THAC0 16
melee (or) 11 missile | ATT 2 claws (or) 1 stone | DMG 1d2 (each claw); 2d4 (hurled stone) | SA initiative | SD teleport; illusion; poison; etc. | MR 5% | AL Lawful Evil | Size S | XP 234 apiece | Appendix B



Jaan Bin Jinn

C-12 Pink Devils

Players

A despoiled and urine-muddied garden shows many slender footprints and shredded botanicals.

DM

The devils that lurk here on the elevated masonry may attack those in areas C-10 or C-11. There are no intact plants to harvest here.

Al'hajar Devils x12 : AC 7 | MV 12 | HD 2+4 (hp 13 each) | THAC0 16
melee (or) 11 missile | ATT 2 claws (or) 1 stone | DMG 1d2 (each claw); 2d4 (hurled stone) | SA initiative | SD teleport; illusion; poison; etc. | MR 5% | AL Lawful Evil | Size S | XP 234 apiece | Appendix B

C-13 Hall of Pride

Players

This dark but grand hall has been frescoed with masterpieces depicting the City of Brass at its height. The City looks to have been much larger than at present—as though portions of it must have broken off and been lost. The vistas—wherein pink-haired nobles direct Efreet slaves while enjoying markets and parkland—are overseen by three men.



The central figure is tall and handsome. His pink hair lies about his shoulders in heavy dreads. In his left hand is a strange sword, seemingly made of liquid. His right hand is lifted in a curious symbol and ringed with red flame.

To his right is another attractive man who wears a signet ring "A.T." (in Gringling). From his right hand an Efreeti head hangs by one ear. In his left hand he lifts a golden cage with a jeweled bird inside.

The man on the far left is dark-skinned and noble. A snowy wrap covers his head and his robes are cloud-white, sunfire-gold and sky-blue. He looks across at the man holding the golden cage with a mix of reserved suspicion and scorn.

DM

The southern doors are heavy brass, studded with steel and engraved with a flaming bird.

In the **lonely eastern end** of the room are two shadows that will cower and squirm like trapped tadpoles in the presence of light and/or powerful PCs of Good alignment.

Shadows x2 : AC 7 | MV 12 | HD 3+3 (hp 16 each) | THAC0 16 | ATT 1 | DMG 1d4+1 + 1 STR for 2d4 turns | SD +1 or better weapon to hit; turned as wights in the City of Brass | AL Chaotic Evil | Size M | XP 289 apiece | MM p. 86

C-14 The Carnelian God

Players

A soaring totem of carnelian faces what might have been ancient marshalling grounds. Its gemstone body pulses slowly with a molten luster.

DM

If the statue is carefully searched, a **secret door** in its back will be found. This may be entered and a chute with carved handholds climbed. A space at the top accommodates a single person whose voice is amplified and transformed through the statue's mouth. A glowing panel made of glass allows the speaker to also project a cone of fire from the statue's mouth once per round. This cone is 60' long and deals 8d6 dmg to anything south of the "god" (halved with a successful save vs Spells).

C-15 Abyssal Bridge

Players

A blistering wind buffets you, rising from a pink-lit gorge, where a translucent alabaster bridge reaches from the southern cliff and angles slightly down toward a peaked gate in a shining marble wall. The bridge absolutely glows, so that its bas reliefs take on a rosy semblance of life.

DM

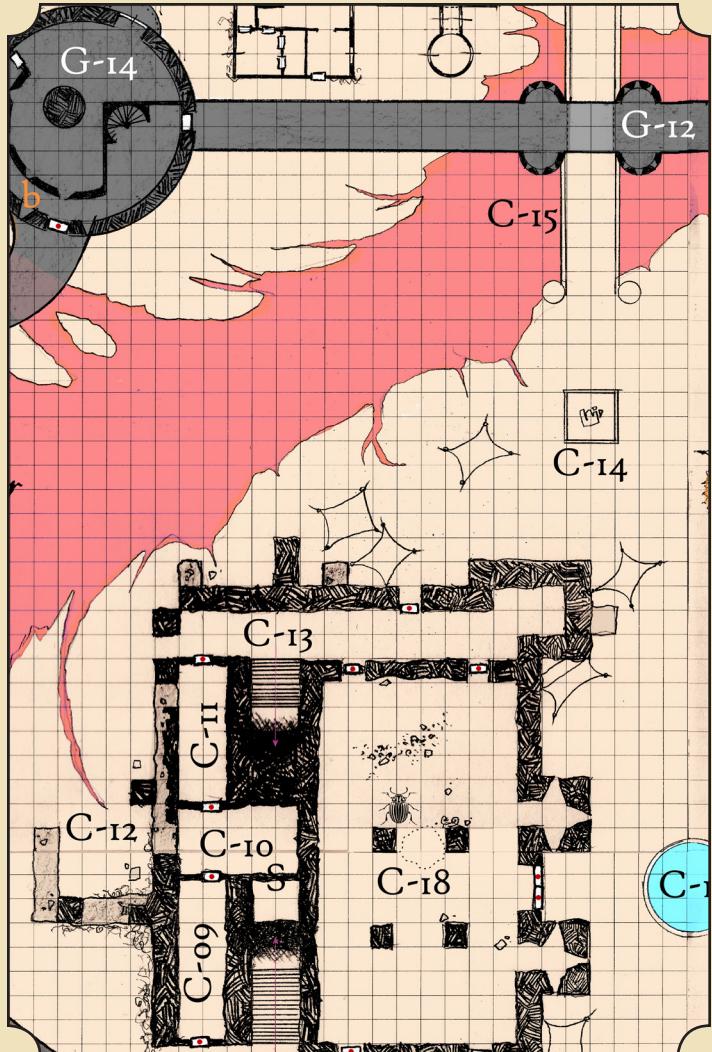
Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) will not be attacked by the Devil unless they initiate or aid red-flagged characters.

Red-Flagged characters are automatically Slowed (PHB p. 75) while in contact with the bridge (both north and southern lengths). They will also be attacked by the Devil—typically upon reaching the gate.

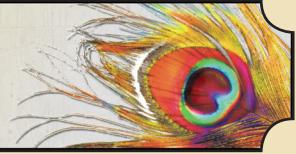
Unchronicled characters must save vs Petrification to overcome a deep mental antipathy toward the bridge. They will be Slowed as above. The Devil will not allow unchronicled PCs to pass the gate, but will not attack them so long as they turn back.

Styx Devil xi : AC -1 | MV 6 (or) 15 flying | HD 6+6 (hp 42) | THAC0 13 | ATT 1 | DMG 2d4 + 50% imprisonment | SA charm person, suggestion, illusion, teleport no error, cause fear, animate dead | SD silver or +1 to hit; immune to fire; resistant to cold & gas | MR 50% | AL Lawful Evil | Size M | Psionics: 6o ATT (B,D) /6o DEF (F,G,H) | XP 1,611 | FF p. 25

Note that the bridge's northern length extends from the gate in a downward direction; therefore, those coming from the north must climb a steep slope to reach the gate.



Forbidden Bazaar



C-16 Stage of the Damned

Players

Abutting the black wall is a thrust-stage with a backdrop of pink inlaid granite. The backdrop is a perfect half-circle and against its setting-sun shape, tall gray forms slink and lope. They are entwined, skeletal and broken—an incoherent jumble of backward joints and overlong limbs that jerk and bend as if to pray.

DM

These lurching, dancing marionettes are immortal but organic automatons meant to parody the Groull race.

If PCs draw closer, you may add further description:

The beings are strange and horse-like with swan-necks, wings like shattered sails and dead white eyes. As you draw near, they mewl (in the Gringling tongue).

What they say seems programmed, for they are begging to be enslaved. These wretched abortions can be destroyed with persistent violence but will otherwise continue forever in their perverse dance.

C-17 Pool of Refreshment

Players

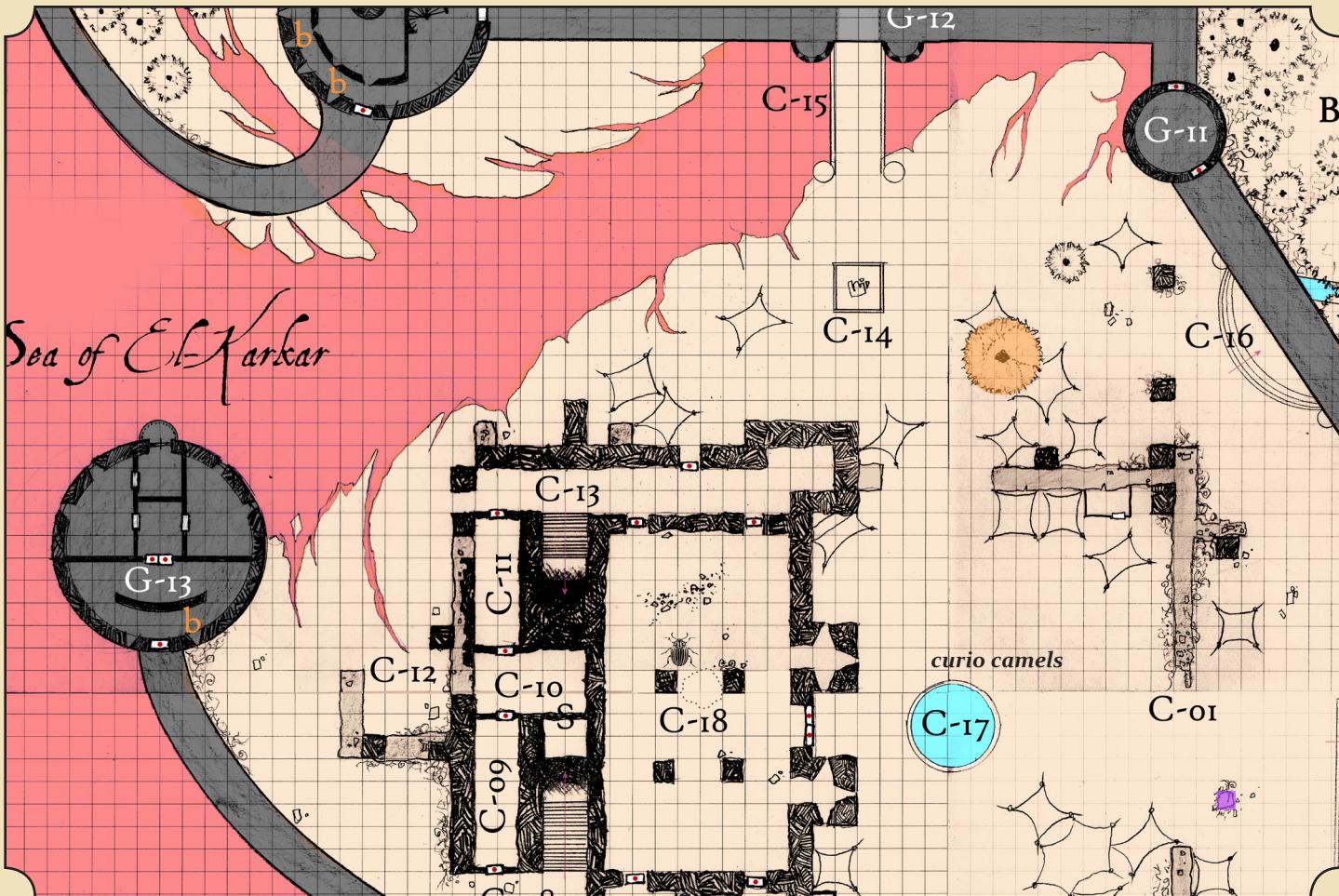
In the middle of the market stands a pool of incandescent blue. It lies like a disc of sky within a marble font of pale cavorting damsels. Standing near the pool are four camel-like creatures with pastel rainbows of feathers about their necks and tails. They seem oblivious to a large gruesome bloodstain, where it appears one of their number might have been dragged to the north.

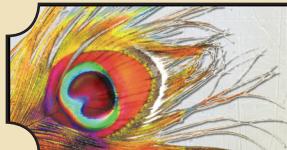
DM

These curio animals have occasionally been assaulted by the devils—who have since realized they are essentially machines. Only one of the camels is saddled and in its bag, is a ring for controlling that particular beast.

Curio Feathered Camels x4: AC 8 | MV 21 | HD 2 (hp 16 each) | THAC0 20 | ATT 1 | DMG 1d3 | MR 5% | AL Neutral | Size M | XP 21 apiece | Appendix B

The pool heals identically to other bodies of water. See area B-03.





C-18 Lair of Samin Dha'hab

Players

Four cyclopean pillars of black stone support the ceiling. A purposeful rent 40' above, streams light over their unholy carvings—angling into this cavernous, forlorn storehouse. The cimmerian architecture is alien and seemingly re-purposed. Hundreds of pale graceful amphorae line the walls and cluster near the pillars. Some are shattered. At the edge of the light's fat brushstroke, an enormous golden boulder gleams under dust and shadow.

DM

All doors to this room are heavy brass, studded with steel and engraved with a flaming bird.

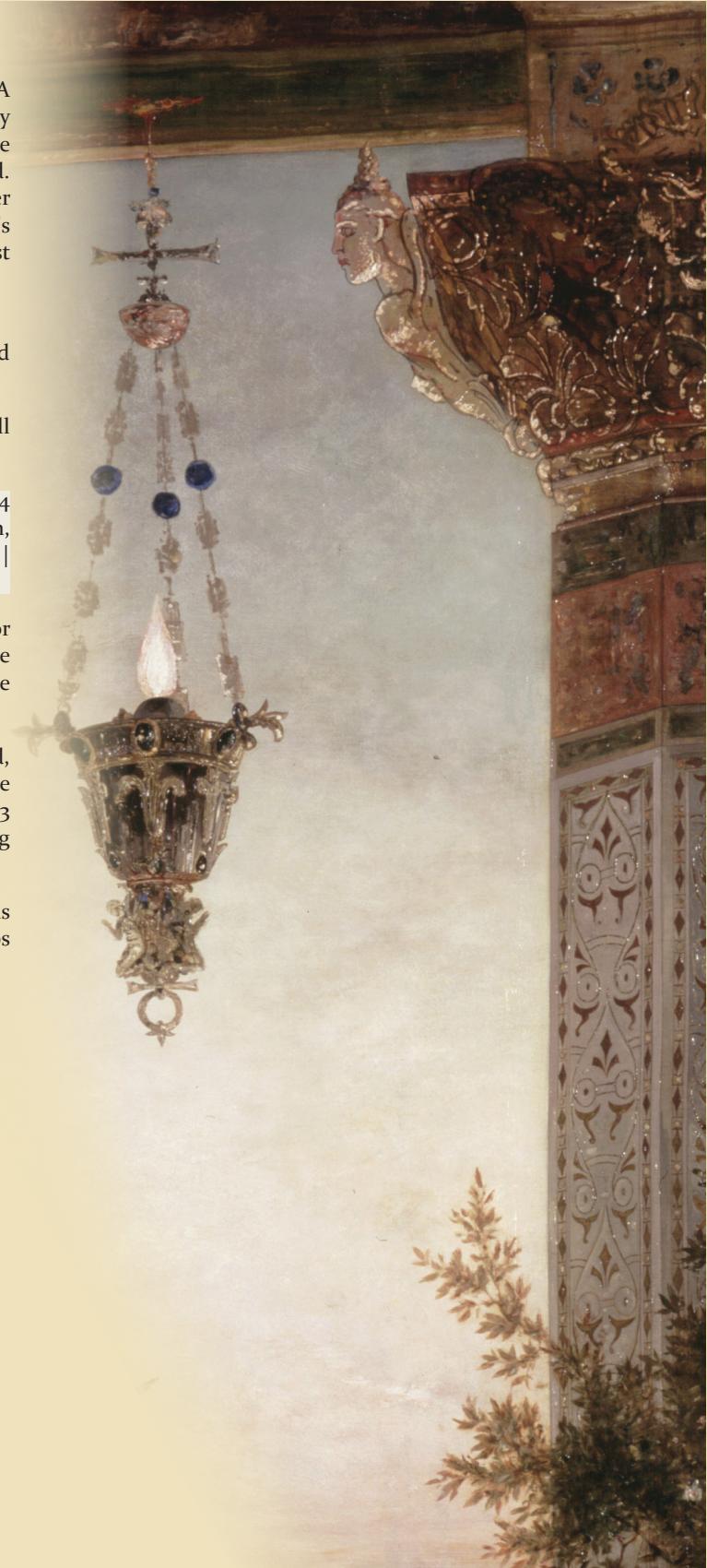
The God Beetle usually (60%) slumbers and even if woken will investigate but not attack until provoked.

Samin, the God Beetle : AC -4 | MV 6 (or) 30 flying | HD 24 (hp 123) | THAC0 1 | ATT up to 3 | DMG 3d10 per hit | SA pin, death-bite & sonic vibration | SD magic weapons to hit | MR 20% | AL Neutral | Size L | XP 26,505 | Appendix B

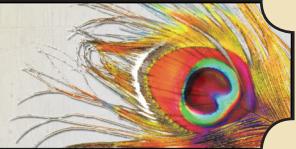
The amphorae in the room contain scented oils. If spells or fiery effects are used here, there is a 50% chance of immediate conflagration. Should this happen, Samin will flee through the hole by flight—taking only 1 round worth of dmg.

Damage from the conflagration will be 10d6 on the first round, 5d6 on the second, 3d6 on the third, 2d6 on the fourth, 1d6 on the fifth. Thereafter, the fire will abate but the room will be hot for 3 turns: forcing boots to save vs Normal Fire and dealing 1d4 dmg to PCs per round of contact.

There are 897 amphorae in the room, each containing 3 gallons of scented oil. Each gallon = 1,000 sp value and weighs 7 lbs (2,691,000 sp total @ 18,837 lbs).



The Dreaming Noblesse



Encounters in this region of the City can easily cascade if the party is careless and leads pursuing enemies to the haunts or lairs of other denizens.

Be particularly mindful of what creatures inhabit nearby structures, for if the party is loud, these inhabitants will certainly come to investigate.

D-01 King's Pool

Players

A rippling incandescent pool abuts the obsidian wall. Backing the pool in partial bas relief and partial inlay is a kingly figure. The obsidian forms his glassy black armor. From under a black crown, hang heavy braids of inlaid rose quartz. His right hand is raised in a beatific sign and encircled with another inlay of striking carnelian flames. His left hand grips a sword, point-down, whose blade is formed of water emerging as a cataract from a slot in the wall just beneath the hilt.

DM

The pool is bordered by a retaining wall and a deep canal flows out of it to the west. A black slab is engraved with a Gringling dedication:

"Iblis Occam the Wytch-hand; Sultan of Flame; Eternal Caliph of the Painted Dawn. His Sinistral Blade brought the Efreet nation to its knees."

D-02 Two Orchid Teahouse

Players

A building of translucent, purple jade perches at the edge of the cliff, literally glowing. Painstakingly carved with exotic flower motifs and capped by two golden lotus domes, the structure rustles with vines and perfumed blooms that overspread its many ogee windows.

DM

The interior reveals a teahouse set with jeweled hookahs and copperware, hung with exquisite tapestries and stocked with rare brewing leaves. Total value of these goods is 1,200,000 sp @ 1,000 sp value per lb.

Vigilant PCs may notice that the back door is ajar and some objects are scattered. The interior is dim, but lit by dripping Dam Mamara lamps, such that the two hellcats here are invisible.

Hellcats x2 : AC 6 | MV 12 | HD 7+2 (50, 32) | THAC0 13 | ATT 3 | DMG 1d4+1, 1d4+1, 2d6 | SA x | SD immune to mind affecting spells, magic weapons to hit, magical plusses do not add dmg, invisibility | MR 20% | AL Lawful Evil | Size L | XP 1,500; 1320 | FF p. 50

D-03 Avenue of Glass

Players

Your boots clink against an avenue of glass, serpentine, transparent and etched with curious geometric designs. The space beneath it houses cunning artifice and conduits that course with streaming lights.

DM

All streets within the City are of this type. The glass is glassteel (PHB p. 90) and extremely durable.

D-04 Butterfly Manse

Players

Like an ice palace rising from flowered vines, a mansion of alabaster awes you on the avenue of glass. It appears to have a single tower capped with tarnished silver. Delicate panes of clear and colored glass fill the casements with hauntingly winsome flowered designs.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) receive a telepathic notice that the manse is a private residence and should not be trespassed.

Red-Flagged characters who touch the door or windows are struck by a targeted psionic blast. Use the short-range saves and effects per DMG p. 78.

Unchronicled characters are struck by a mind blast as above, but only if they actually open a door or window.

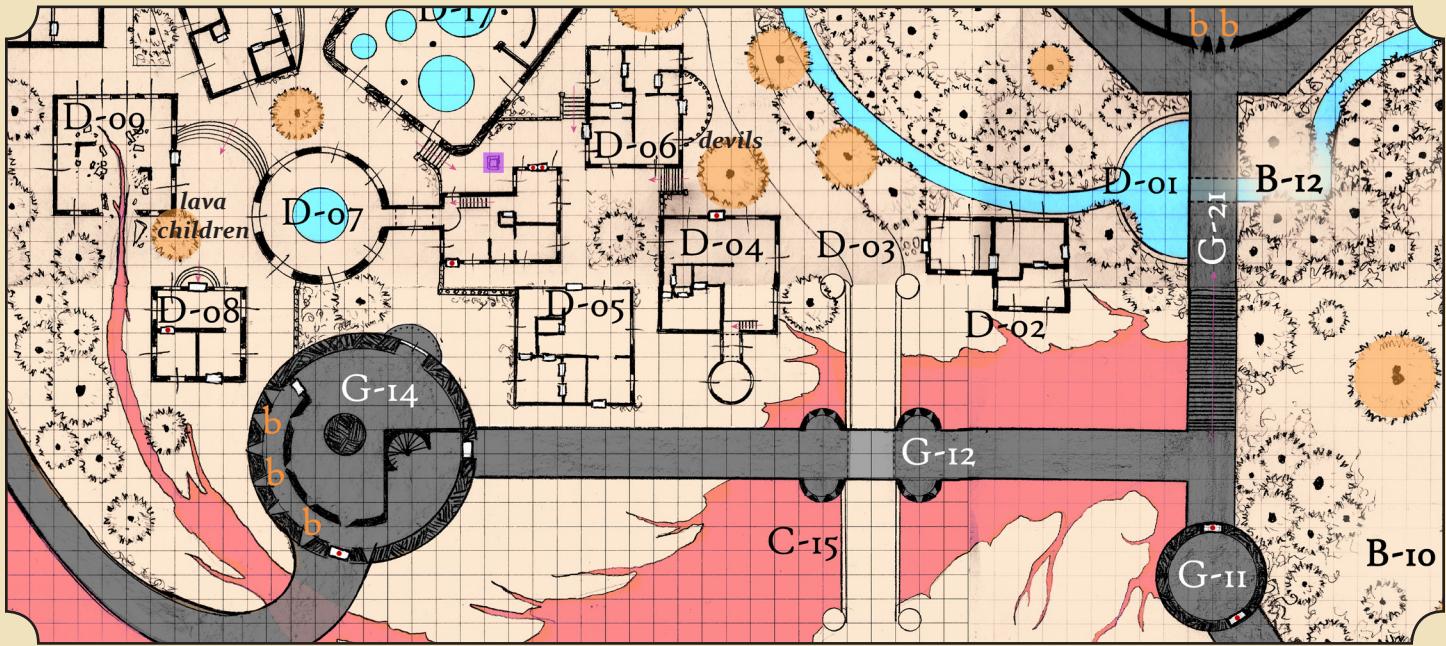
The interior of the manse is an Eden of flowering plants and alabaster furniture appointed with pillows and cushions. Tapestries, silver utensils, hookahs and other luxury treasures of precious metal and exceptional craftsmanship fill the manse. Total value of these treasures is 1,560,000 sp @ 300 sp per lb.

Fluttering through the manse are over a thousand hypnagogic **butterflies**, which serve as prey for seven pseudo dragons that will deal treacherously with looters.

The number of butterflies in the house grants +7 to the AC of any creature farther than 10' away.

Pseudo Dragons x7 : AC 2 (or) -5 at range | MV 6 (or) 24 flying | HD 2 (hp 10 each) | THAC0 12 with tail | ATT 1 | DMG 1d3 + poison | SA poison = sleep for 1d6 days with 25% chance of death | SD 80% invisible, detects invisible creatures | MR 35% | AL Neutral | Size S | XP 220 apiece | MM p. 79

Sitting in the tower, looking east over the bridge, is a **proxy body** in a comfortable chair. It is male, nude, Gringling in appearance and wears its silver control circlet on its head. See Appendix D.



D-05 Broken Urn

Players

A grand manse of translucent alabaster glows in the light and rustles with heavenly flowers. The breeze nudges doors that hang ajar. And you see an ancient stain darkens the threshold.

DM

The old blood stains lead into the house where a charred human skeleton curls around a broken blue and white porcelain urn. Fine white grains spill from the urn in all directions.

The manse is thoroughly looted. If the porcelain urn or the white grainy ash is touched, an Efreeti Eidolon rises from the dust and attacks.

Efreeti Eidolon x1 : AC 0 (or) 2 | MV 24 | HD 15 (hp 120) | THAC0 8 | ATT 1 | DMG 4d8 + aging | SA initial aging attack, spell use | SD immune to mind affecting spells, fire, cold, poison and gas; hit only by silver or magic; turned as Special in the City of Brass | MR 20% | AL Lawful Evil | Size L | XP 14,950 | Appendix B

D-06 Devilish Squatters

Players

A rosy alabaster manse overlooks the avenue of glass, glowing with translucent opulence. Trumpet-shaped flowers with flickering stamens release specks of glowing pollen into the shade of a grand balcony. Dissonant with this beauty, you notice a tangled bedsheets, dangling through the balusters, red with blood.

DM

The interior of the manse is trashed. Most of the furniture is missing. Smudged curtains undulate in an unchecked breeze and

liquids streak the spacious floors.

The many devils in the manse will attack those on the avenue of glass from the balcony—retreating into the mansion if stormed. They have no treasure.

Al'hajar Devils x14 : AC 7 | MV 12 | HD 2+4 (hp 13 each) | THAC0 16 melee (or) 11 missile | ATT 2 claws (or) 1 stone | DMG 1d2 (each claw); 2d4 (hurled stone) | SA initiative | SD teleport; illusion; poison; etc. | MR 5% | AL Lawful Evil | Size S | XP 234 apiece | Appendix B

D-07 Manse of Jaan Bin Jinn

Players

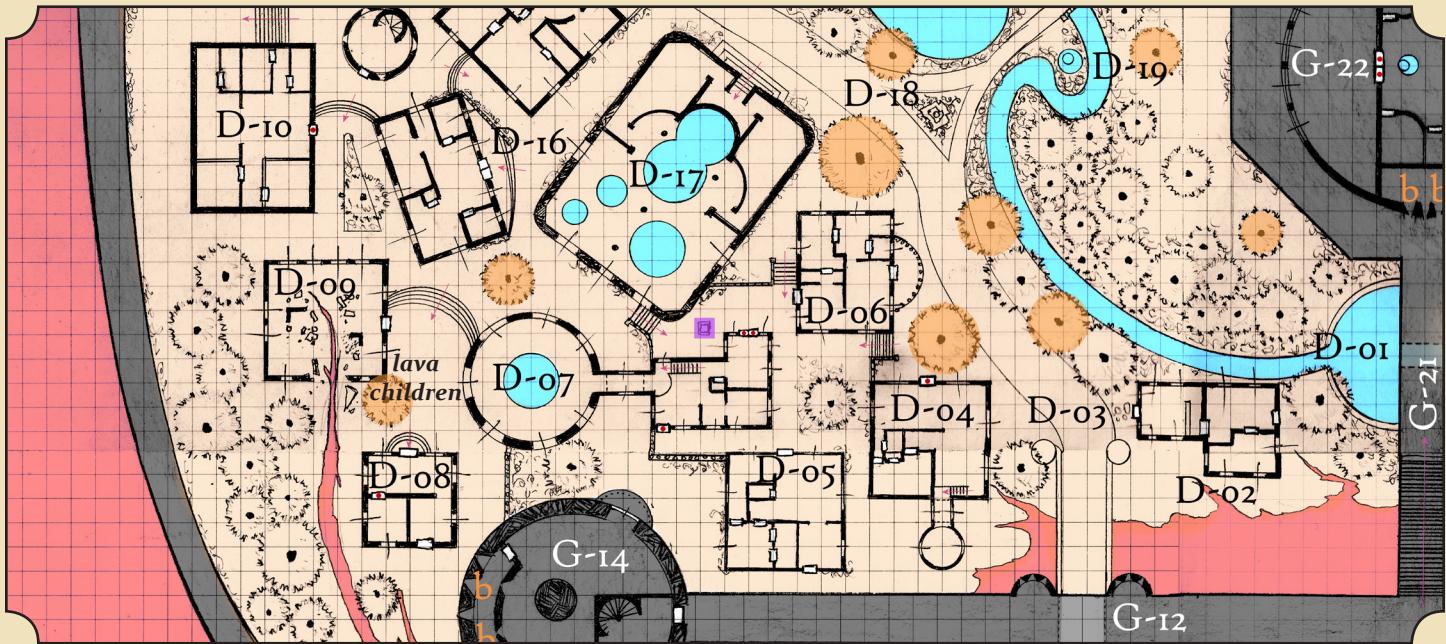
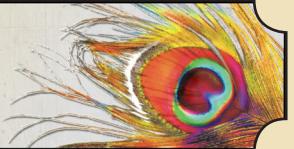
You see another alabaster mansion glowing in the light. It features a windowed tower connected to the main house by a delicate skyway of alabaster and stained glass. Fantastic gilt doors top the front step.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically made aware on approaching any exterior door that this is the Manse of Jaan Bin Jinn, Lord of Gales, Marid of the Monsoon and Chief Advisor to the Eternal Caliph of the Painted Dawn.

Red-Flagged & Unchronicled characters are warned that this is the house of a mighty noble who is under the City's protection. Should such a character touch any door or window, they are affected as if by a Symbol of Persuasion (PHB p. 53) which changes the toucher's alignment to Lawful Good for 20 turns and persuades them not to enter the manse for the same duration.

The Dreaming Noblesse



Inside the manse are luxury items worth a total of 5,500,000 sp @ a rate of 900 sp value per lb.

In addition, there is an Astral Chime (Appendix D) hung near the pool and at the pool's bottom is the Scimitar of Arsu Tanu (Appendix D).

Near the pool are signs of a fight (ancient blood spatters, scuffs and chips). A blue porcelain bottle, stoppered with lead, rests on the paving stones in the light of the tower windows.

Unsealing the bottle releases Jaan Bin Jinn, who will thank the party and ask how long he has been sealed in the bottle. He will tell a tale of betrayal perpetrated by Arsu Tanu—who sought to kill the Caliph, Iblis Occam, and take his first wife, Ehlissa Amooyan as his own. Arsu Tanu once gifted the queen with her famous jeweled nightingale. When Jaan Bin Jinn discovered the plot, Arsu Tanu came to Jaan's manse, joined battle and managed to seal him in the bottle.

Jaan Bin Jinn has no idea that Arsu Tanu was thereafter executed and interred with the jeweled bird in a secret location (C-10) or that Ehlissa Amooyan was also put to death. He further has no knowledge that the City of Brass immediately thereafter fell to the demon Ma'tuum.

Jaan Bin Jinn : AC 0 | MV 24 | HD 13 (hp 91) | THAC0 9 | ATT 1 | DMG 8d4 | SA alter reality | SD immune to water; resistant to cold; vulnerable to fire | MR 25% | AL Chaotic Good | Size L | XP 6,638 | MM2 p. 84

Jaan Bin Jinn will sorrow over the fallen state of the City, answer a few questions and offer the PC that freed him one wish before he departs.

D-08 Manse of Shah Ja'han

Players

Light from the nearby fissure creeps into this alabaster mansion, causing it to blush. Its leaded windows frame cunning panes tinted a strange metallic indigo. More unsettling, you notice the front door—slightly ajar.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who approach the door are notified telepathically that this is the manse of Shah Ja'han, Chief Scholar & Curator of the Fabled Library of Xinraedaal.

Red-Flagged & Unchronicled characters receive no such notification.

Upon entering the manse, a gauzy quality is noticed in the air. No **fire or electrical spells/effects** will function in the house due to a damping enchantment. A **full-length mirror** (in the room with the rear door) catches all eyes with its curious and beautiful reflections. Though the rest of the place has been looted, this exquisite mirror offers an enhanced, softened view.

This is a Mirror of Captivation (see Appendix D)

In the **locked back room** is a wonderful restoration studio with pages from illuminated manuscripts delicately laid out. On one of these pages is a unique spell: Aglogoth's Transcendent Box (see Appendix C)

Also in the back room are some notes related to the Codex of the Infinite Planes housed in the Library of Xinraedaal and a stunning female proxy body with a blonde bob and a curious fashion of dress. Its control circlet is nearby.



D-09 Fissured House

Players

A fissure has split this once-beautiful house, bringing down the roof and most of the walls. It is now a glowing shell, lit by the sea far below. Cyclones of hot wind dance throughout, making you gasp.

DM

Those loitering within 30' of this house may (50% likely) draw the attention of the Lava Children that lurk beneath the ground. They will rise like undead from the terrain, typically gaining surprise and encircling the party.

Lava Children x15 : AC 4 | MV 9 | HD 4 (hp 18 ea) | THACo 15 | ATT 3 | DMG 1d6, 1d6, 2d6 | SA nil | SD immune to fire & earth; immune to all metal; vulnerable to water and air | AL Neutral | Size M | XP 222 apiece | FF p. 61

Lava Children x6 : AC 4 | MV 9 | HD 5 (hp 25 ea) | THACo 14 | ATT 3 | DMG 1d6, 1d6, 2d6 | SA nil | SD immune to fire & earth; immune to all metal; vulnerable to water and air | AL Neutral | Size M | XP 330 apiece | FF p. 61

Lava Child (warlock) x1 : AC 4 | MV 9 | HD 5 (hp 32) | THACo 14 | ATT 3 | DMG 1d6, 1d6, 2d6 | SA spell use at 5th level: Burning Hands PHB p. 64; Reduce PHB p. 65; Jump (treat as a charge attack) PHB p. 67; Shocking Grasp (1d8+5 bonus dmg) PHB p. 68; Stinking Cloud PHB p. 72; Strength PHB p. 72; Fireball (5die) PHB p. 72 | SD immune to fire & earth; immune to all metal; vulnerable to water and air | AL Neutral | Size M | XP 40 | FF p. 61

Lava Child (pontiff) x1 : AC 4 | MV 9 | HD 5 (hp 38) | THACo 14 | ATT 3 | DMG 1d6, 1d6, 2d6 | SA spell use at 5th level: Cause Light Wounds (1d8 bonus dmg) PHB p. 43; Darkness PHB p. 44; Fear PHB p. 44; Hold Person (x2) PHB p. 45; Silence 15' Radius PHB p. 45; Blindness PHB p. 46 | SD immune to fire & earth; immune to all metal; vulnerable to water and air | AL Neutral | Size M | XP 440 | FF p. 61

Lava Child (prefect) x1 : AC 3 | MV 9 | HD 6 (hp 42) | THACo 13 | ATT 3 | DMG 1d6+1, 1d6+1, 2d6+1 | SA spell use at 6th level: Cause Light Wounds (1d8 bonus dmg) PHB p. 43; Darkness PHB p. 44; Fear PHB p. 44; Hold Person (x2) PHB p. 45; Silence 15' Radius PHB p. 45; Blindness PHB p. 46; Curse PHB p. 47 | SD immune to fire & earth; immune to all metal; vulnerable to water and air | AL Neutral | Size M | XP 727 | FF p. 61

Lava Child (soulless lord) x1 : AC 2 | MV 9 | HD 7 (hp 56) | THACo 10 | ATT 3 | DMG 1d6+6, 1d6+6, 2d6+6 | SA spell use at 7th level: Cause Light Wounds (1d8 bonus dmg) PHB p. 43; Darkness PHB p. 44; Fear PHB p. 44; Hold Person (x2) PHB p. 45; Silence 15' Radius PHB p. 45; Blindness PHB p. 46; Curse PHB p. 47; Burning Hands PHB p. 64; Reduce PHB p. 65; Jump (treat as a charge attack) PHB p. 67; Shocking Grasp (1d8+7 bonus dmg) PHB p. 68; Stinking Cloud PHB p. 72; Strength PHB p. 72; Fireball (x2 : 7die) PHB p. 72; Wall of Fire PHB p. 78 | SD immune to fire & earth; immune to all metal; vulnerable to water and air | AL Neutral | Size M | XP 1,092 | FF p. 61

The soulless lord carries 23 gems in a **magical leather pouch** that passes through metal just like the Lava Children. The interior of the pouch, however, can hold metal and earthen objects. It has a carrying capacity of 5 lbs; a value of 1,000 sp and contains the following stones:

Amethyst 2,000 sp; Onyx 1,000 sp; Opal 20,000 sp; Malachite 200 sp; Deep Blue Spinel 14,000 sp; Bloodstone 1,000 sp; Obsidian x2 @ 180 sp; Moss Agate 900 sp; Sardonyx 1,000 sp; Star Sapphire x2 @ 20,000 sp; Alexandrite 2,000 sp; Hematite 200 sp; Citrine 1,000 sp; Opal 20,000 sp; Chalcedony 1,600 sp; Chrysoprase 1,600 sp; Blue Quartz 200 sp; Oriental Emerald 100,000 sp; Aquamarine 10,000 sp; Blue White Diamond 100,000 sp; Violet Garnet 10,000 sp. (total value: 327,060 sp)

D-10 Windowless Manse

Players

This bizarre building is cut from translucent windowless alabaster. The roof, also of alabaster is exceedingly lofty and wedge shaped. It stands at a curious angle, like a broad ray of light or the partially opened hood of a luminous cobra. The entire structure is decorated with friezes that chill your blood: showing terrible battles with terrifying creatures (Groull).

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically warned that this building is a sepulcher and confinement for the two greatest generals of the Groull nation, sealed away as a monument to Gringling might.

Red-Flagged & Unchronicled characters receive no such notification.

The door cannot be bypassed nor can the sepulcher be entered by Pass Wall, Ethereallness, Teleportation or any other means short of a Wish. The door is a solid piece of alabaster, sealed with white wax and a delicate stamp of rose-gold foil.

Anyone **attempting to break this seal** must save vs Spells at -4 or be affected as if by a Symbol of Fear (PHB p. 91) fleeing at top speed through the City in a random direction for 20 rounds.

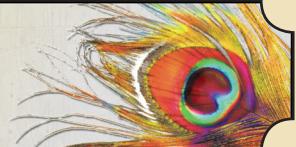
Whomsoever breaks the seal is struck by a fit of maniacal laughter (no saving throw allowed) which incapacitates for 2 full rounds. The laugher senses impending doom but finds it irrationally hilarious that the seal is already broken and everyone is about to die.

Within the building, the lofty walls and ceiling glow gold where light seeps through the alabaster, and fade to cold somber gray where it does not.

Clockwise from the entry door, the rooms are as follows:

Entry Foyer with Iblis Occam's likeness in the floor, right hand ringed with carnelian flames.

The Dreaming Noblesse



Tomb of Lamexon: the door is closed. Within is an alabaster slab and crouching in the northeast corner is a dark, dead looking thing. This is Lamexon, who is quite aware but stays motionless until Balkedhal attacks the party from behind.

Balkedhal is psionically Invisible (PHB p. 113) and will seek to assassinate a cleric or magic-user.

Lamexon : AC 0 | MV 15 | HD 9 (hp 129) | THACo 5 | ATT 3 | DMG 1d6+8, 1d6+8, 2d4+8 | SA morale checks | SD bite dmg regenerates | MR 55% | AL Lawful Evil | Size L | Psionics: 130 ATT (A,D) / 130 DEF (F,H,J) + Domination, ESP, Invisibility, Levitation, Ethereallness, Telekinesis (360 lbs), Telepathy| 15th level Groull Fighter | STR 20 | INT 13 | WIS 14 | DEX 17 | CON 18 | CHR 2 | XP 11,930 | Appendix A (Groull)

Balkedhal : AC -1 | MV 15 | HD 13 (hp 110) | THACo 8 | ATT 3 | DMG 1d6+2, 1d6+2, 2d4+2 | SA backstab x5 dmg (or) assassinate; morale checks | SD bite dmg regenerates | MR 51% | AL Lawful Evil | Size L | Psionics: 130 ATT (B,C,D) / 130 DEF (F,G,H) + Domination, ESP, Invisibility, Levitation, Ethereallness, Telekinesis (273 lbs), Telepathy | 13th level Groull Assassin | STR 18 | INT 15 | WIS 12 | DEX 18 | CON 18 | CHR 3 | XP 10,230 | Appendix A (Groull)

The next room is the empty tomb of Balkedhal, which also contains an alabaster slab.

In the west portion of the sepulcher the floor is caked with vast quantities of dried blood and there is a beautiful two-handed sword on the floor, similarly crusted. In the small room in the northwest corner an identical sword hangs on the wall. Both swords are +5 silver weapons but all wounds and dmg done by them is fully healed on the following round.

The north-central room contains silver platters of fresh raw meat. Any meat lifted from the platter will spoil naturally, but it will also be replaced by a new slab of meat 3 hours later. There are dried husks of decayed meat and some that are still moist and rotting scattered around the floor.

In the northeast room is a hologram of Iblis Occam which cannot be damaged and endlessly laughs in a deep jovial way.

D-11 Emerald Princess

Players

A merchant's shingle composed of teal, orange and green light hangs above

hardwood doors shod in black iron. The shingle is animated with an orange crown and bright teal lettering. The building itself appears to be hewn from pale translucent jade.

DM

The shingle reads *"Emerald Princess"* in Gringling.

The downstairs features a store filled with rich children's clothing, riding boots, and child-sized accessories. Though there are no visible prices, the craftsmanship is as stunning as it is pretentious.

In a windowless back room lit by a drizzling Dam Mamara gasolier, stands a female ageless child (some five years in age) who will attach itself to the first adult that enters the room.

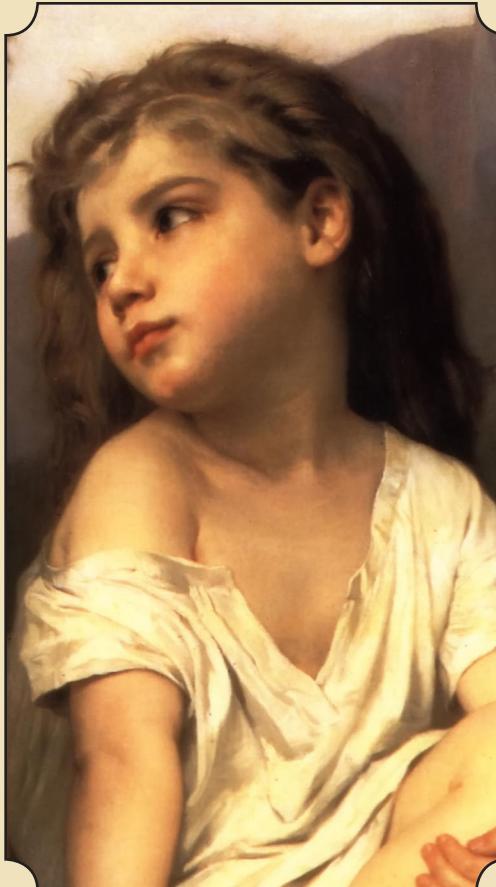
Ageless Child xi : AC 10 | MV 9 | HD (hp 1) | THACo 20 | ATT 0 | DMG nil | SA none | SD none | MR 5% | AL selectable | Size S | XP 6 | Appendix B

Windows fill an upstairs loft converted into posh living space.

A pastel cobra has entered through one of the breezy north windows. It lies hidden among silk bedsheets.

Pastel Cobra xi : AC -1 | MV 15 | HD 3 (hp 15) | THACo 13 | ATT 1 | DMG 1 + venom | SA insanity, breath weapon, gaze attack | SD nil | MR 25% | AL Neutral | Size M | XP 495 | Appendix B

The value of the children's clothing and accessories is fantastic and magically keeps the wearer comfortable and dry: 750,000 sp total @ 500 sp value per lb.



D-12 Griffon Livery

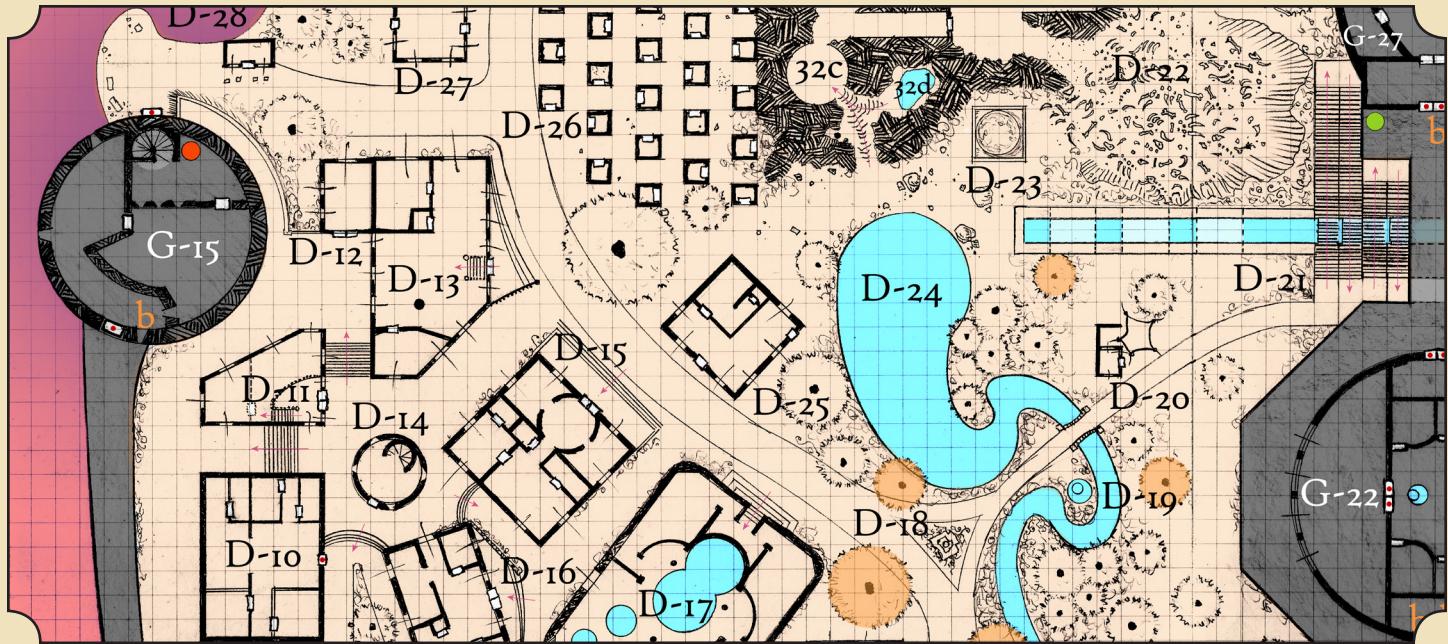
Players

Twenty feet above the glass avenue to the north, is an alabaster barn-like structure with large open windows. Its entrance on the south side is flung open at ground level. The interior is jammed with dry litter and down. This nest cradles two large eggs of brown-speckled turquoise.

DM

There are twelve griffons in the vicinity that will arrive within 1 round should an alarm be sounded. At any given time there will be 1d6 minus 1 griffons at the livery, either inside or perched on the tarnished silver roof keeping watch. They are never targeted by the skyward perforations.

Griffons x12 : AC 3 | MV 12 (or) 30 flying | HD 7 (hp 56, 44, 41, 40, 39, 37, 36, 34, 31, 29, 23) | THACo 13 |



ATT 3 | DMG 1d4, 1d4, 2d8 | SA nil | SD nil | AL Neutral | Size L | XP 935; 815; 785; 775; 765; 745; 735; 715; 685; 665; 605 | MM p. 50

D-13 Manse of Arsu Tanu

Players

A majestic manse of scarlet marble rises on the corner of the glass avenues. Its doors are white alabaster, hung on hinges of gold. Beautiful flowers float around the house, some tethered by thin vines, others drifting free.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically notified that this is the great house of Arsu Tanu, Lord of Flame & Head-Pruner to the Eternal Caliph of the Painted Dawn.

Red-Flagged & Unchronicled characters receive no such notification.

An opulent suite sprawls throughout the house. An elaborate canopy bed stands near a fat pillar of red marble. Three golden chains anchored to the pillar trail across the bed. West of the bed, three tall windows provide a view of the dark tower (G-15) and the lovely court below.

A huge **portrait** of Arsu Tanu shows a man in white robes with folded arms while a beautiful scimitar rippling with colorful flames and bearing an angelic motif floats beside him. This weapon is nowhere to be found in the mansion (but see area D-07 & Appendix D for more details)

In a lead coffer is a scented **love letter** from Ehlissa Amooyan

assuring him of her love and reaffirming the staleness of her relationship with Iblis Occam. Strangely, however, the letter seems to dote most upon the jeweled bird Arsu gave to her, mentioning that she can't imagine her life without its song.

On a display shelf in the southern game room is a Juzám Urn (see Appendix D).

The northern rooms are a kitchen appointed with copper ware and a spacious restroom.

Luxury goods, including the gold chains, total 3,000,000 sp in value at a rate of 600 sp per lb.

D-14 Umrafi's Tower

Players

This minaret of incredible celsitude is built of a stone unlike any you have seen before. It is pale and beautiful but also disturbing—and what its color is precisely you cannot say. The building is covered in plaited carvings of primordial, vaguely geometric shapes that make you anxious.

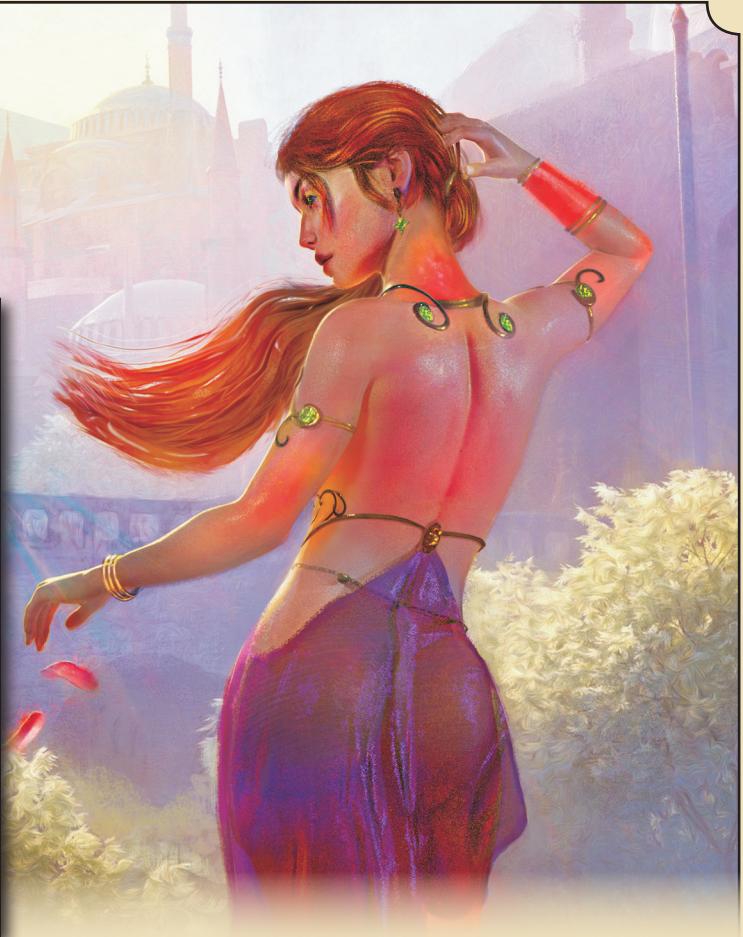
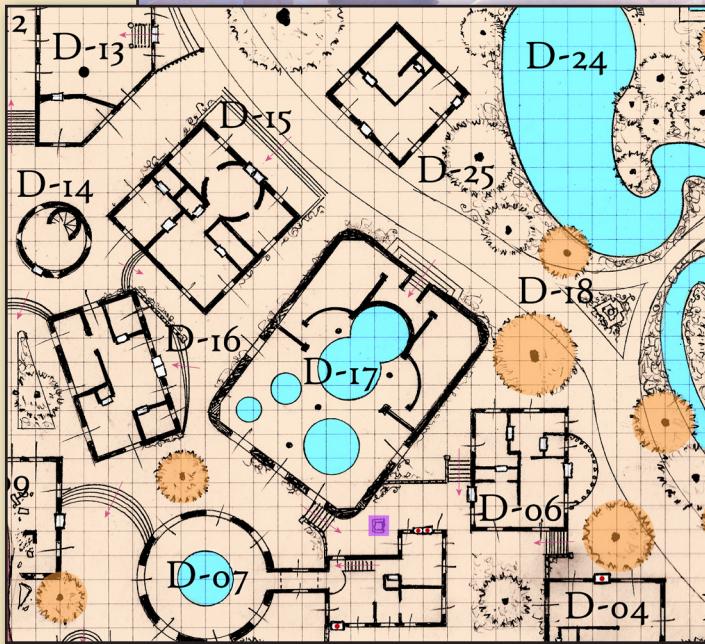
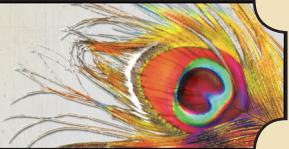
DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are not subjected to the zero-gravity conditions imposed inside the tower.

Red-Flagged & Unchronicled characters become weightless inside the tower. They must make a DEX check on 3d6 on each round in which they attempt to move. Failure indicates physical contact with a wall.

All walls of this tower (both interior and exterior) are composed

The Dreaming Noblesse



of **baht stone**. This stone is so ancient that it causes the viewer to become psychically aware of the origins of the multiverse and find the endeavors of humanity (as well as their own lives) hysterically funny and pointless. All within 10' are subjected to a gaze attack (per MM2 p. 55) which if met, requires a save vs Spells. Physical contact with baht stone requires the same save at a -4 penalty. These saving throws are required each time the stone is looked at or touched.

Failure precipitates uncontrollable laughing mixed with weeping, which is unceasing and causes death in $1d12+12$ hours. Those stricken move at 50% normal rate, suffer -4 penalties to all rolls and cannot cast spells. Only Wish, Limited Wish, Holy Word or Remove Curse can remove the condition and prevent death (but see also areas E-03 & E-10).

The ground floor of the tower contains a workshop with scrolls and potions:

Scrolls: Prismatic Sphere; Monster Summoning VII; Trap the Soul; Mordenkainen's Sword; Tenser's Transformation; Guards and Wards; Enchant An Item; Passwall; Contact Other Plane; Fumble; Dig; Gust of Wind; Lightning Bolt; Protection from Petrification(DMG p. 128); Protection from Possession (DMG p. 128); Protection from Water (UA p. 92); Protection from Traps

(UA p. 92). All spells are at 18th level ability.

Potions: Animal Control (DMG p. 125); Climbing (DMG p. 125); Delusion (DMG p. 125); Extra-Healing (DMG p. 126); Growth (DMG p. 126); Invulnerability (DMG p. 126); Plant Control (DMG p. 127); Water Breathing (DMG p. 127).

The middle floor is 40' up the stairs and has an identical footprint to the ground floor. A Xag-Ya guards the landing, preventing all but one PC at a time from engaging it in melee.

Xag-Ya xi : AC 0 | MV 6 | HD 8 (hp 64) | THAC0 12 | ATT 1 | DMG 1d6+6 | SA energy bolt (same as touch); gear must save vs Lightning | SD +1 or better weapon to hit; some spell vulnerabilities; death = blast dealing $2d6+12$ dmg in 10' radius + gear save | MR 15% | AL Neutral | Size M | Psionics: 8o ATT (ALL) / 8o DEF (ALL) | XP | MM2 p. 128

This floor contains a luxurious bedroom and the mummified body of a gold-skinned, pink-haired Gringling mage. On her finger is a ring set with baht stone which provides immunity from the effects of the same but will not calm a person already under the laughing effects.

Luxury goods in the room are worth 200,000 sp @ 100 sp per lb.



The Dreaming Noblesse D

The top floor of the tower is another 40' up and has an identical footprint. It contains a single chest of lapis and silver (80,000 sp & 30 lb weight) which is thrown open and empty. A few electrum anqas lie on the floor as if dropped during looting. If the inside of the chest is felt, an invisible object is discovered. If the object is hefted and swung at something, it will become visible.

It is an electrum and chrysoprase-studded Rod of Smiting (DMG p. 133)

D-15 Hierodules' House

Players

This spacious building of pink alabaster stands atop a foundation of white marble and is cloaked in delicate flowers that shed glowing pollen into the air. The front porch is sunny and showcases large brass doors. You sense an oppressive silence here.

DM

Dressing rooms at either end of a circular vestibule are filled with beautiful costumes and fetishes of varying taste. Three dimensional illusions show looping animations of exquisitely-costumed young hierodules (both male and female) engaging with clientele throughout the building. This ghostly orgy is distracting and, combined with the dim light provided by sapphic stained glass and Dam Mamara lamps, helps hide the golden mummified remains of the young prostitutes that lie scattered among pillows and large cushions.

These terrible Gringling mummies in tattered finery and outré hair-dos crawl from the silks on the floor and initially attack with automatic surprise.

Mummies x12 : AC 3 | MV 6 | HD 6+3 (hp 51 each) | THACo 13 | ATT 1 | DMG 1d12 + disease (no save) | SA Fear | SD magic or fire to hit; weapons that hit do half dmg; immune to cold et. al.; turned as Spectres in the City of Brass | AL Lawful Evil | Size M | XP 1,558 apiece | MM p. 72

Each of the mummies wears jewelry worth 13,000 sp and there are many expensive costumes and scented oils in the building worth another 200,000 sp @ 500 sp per lb.

D-16 Rose Petal Imp

Players

Fiery bougainvillea-like flowers adorn a manse of rose quartz. Priceless stained-glass windows and magnificent brass doors studded with chrysoprase hang open, caressed by the breeze.

DM

The interior is in tatters: broken furnishings, water pooling on the floor. Available valuables total 60,000 sp @ 200 sp per lb.

Two Efreet step through a curtain of beads (leading to the northwest room) and engage any intruders. An imp sits in a porcelain bath of steaming water and rose-petals in the northwest room, wearing a ring as an armband that keeps both

Efreet enslaved. Anyone who possesses this ring can control the two Efreet.

Imp x1 : AC 2 | MV 6 (or) 18 flying | HD 2+2 (hp 18) | THACo 16 | ATT 1 | DMG 1d4 + poison | SA suggestion | SD change into large spider or raven; invisible at will; regenerate 1 hp per round; silver or magic to hit; immune to cold, fire & electricity; save as 7th level m-u | MR 25% | AL Lawful Evil | Size S | XP 329 | MM p. 54

Efreet x2 : AC 2 | MV 9 (or) 24 flying | HD 10 (hp 46 each) | THACo 10 | ATT 1 | DMG 3d8 | SA wall of fire; pyrotechnics | SD invisibility; gaseous form; polymorph self; illusion; immune to fire | AL Lawful Evil | Size L | XP 2,954 apiece | MM p. 37

If the imp is slain, the Efreet will either continue to attack or attempt to flee/barter for their lives depending on the party's disposition. They are terrified of the City of Brass and wish to leave it at once. Should they be offered treasures, they may pause to divulge rumors—some true and others not—concerning this dreadful place.

D-17 The Bath

Players

Nearly blinding you, the most imposing and celestial building on the avenue rises—a grandiose pyramid of glowing alabaster that shines with five enormous stained-glass windows. Honeyed vines laden with white blossoms gird it, trailing across friezes that depict beautiful young bathers in pools and fountains.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who enter the bath are notified before a convex marble wall of sensual nudes, that masculine and feminine changing rooms lie to the right and left.

Red-Flagged characters who enter are advised that there are grave consequences for unsolicited or aggressive behavior in the Bath House.

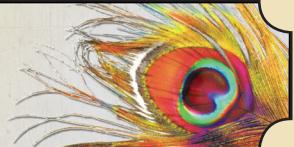
Unchronicled characters receive no telepathic notifications.

Left and right of the entrance are large **marble showers** with private lockers, each bearing a light panel interface that attunes to the user's mental patterns so long as they are in the building. Cunning Dam Mamara lamps provide warm illumination.

Upon exiting the changing rooms, PCs are treated to a **palacial room of alabaster**, with several large pools and 40' ceilings. Light seeps through the walls and brightens the stained-glass windows. Moving through the room are five women of unparalleled beauty, bodies aglow with molten colors. They carry white towels and serving trays.

Houri x5 : AC 8 (or) -8 | MV 12 | HD 2 (hp 16 each) | THACo 16 | ATT 1 | DMG 1d4+4 | SA suggestion; backstab or assassinate at 2nd level ability | SD regenerate 1 hp per turn; move silent & hide in shadows 100%; immune to mind affecting spells | MR 25% | AL Neutral | Size M | STR 8 | INT 13 | WIS 13 | DEX 16 | CON 7 | CHR 18 | XP 285 apiece | Appendix B

The Dreaming Noblesse



These five automatons bear faint glowing inscriptions on the napes of their necks that can be used to gain control of them. They will pleasure the characters if propositioned and serve them politely while they are in the bath house, offering intelligent conversation and information if asked. If treated badly, or disrespected, they will coordinate efforts to end loutish lives.

Each houri wears jewelry worth 10,000 sp. There is also a stock of 500 cones of Gorjian Incense kept in cedar boxes.

D-18 Clock of Flame

Players

Rising from a hillock overspread with gorgeous flowers is an unsettling obelisk of pink jade and cunning brass. At its top a halo of white glyphs rotates slowly around a roaring lotus-shaped corsage of pink and scarlet flame.

DM

If Gringling is known, the glyphs are understood to be numerals and the device appears to be some kind of clock.

Those who approach the clock within 5' receive a telepathic inquiry: *"Darest thou to waste what remains of this, thy final hour, in pursuit of what no man can hold?"*

If the PC answers in the negative: *"Then goest thy way and trespass not again my tower."*

If the PC answers in the affirmative: *"In merciful consideration of fools, ask I: Art thou sure?"*

A negative answer at this point generates the earlier response, while a confirmation brings forth Yaghuth, who appears suddenly perched atop the clock. The Demon Prince of Time will announce his intention to destroy the party and then attack until slain. If slain, time fully rewinds to the beginning of the combat whereupon XP may be awarded immediately, the Demon will gnash furiously and retreat into the clock, neither communicating nor reappearing to that group. Each PC who was

victorious against the Demon, ceases to age for a period of 50 years and aging effects/attacks will subtract from this reserve before affecting the PC's actual age—nullifying the need for system shock checks.

Yaghuth: Demon of Time : AC -4 | MV 15 | HD 17 (hp 77) | THAC0 7 | ATT 7 (always hasted) | DMG 1d6 (x2 taloned feet), 1d6 (x4 taloned hands), 1d12 (beak) | SA slow + rejuvenate on any successful hit; always assumes possession of wining initiative die; darkness at will; Time Stop; Gate etc. | SD once per 7 rounds can reverse time 1 round; immune to cold, electricity, fire, gas & mind affecting spells; teleport no error | MR 77% | AL Chaotic Evil | Size L | Psionics: immune to psionics | XP 24,225 | Appendix B

D-19 Font of Amplitude

Players

Tucked in the flowery overgrowth of the canal's bend, a fountain of dove-colored stone makes mesmerizing movements. Though the masonry seems immobile, its surface wheels with patterns. To you, it seems that the angelic young woman's hair is flowing, her dress rippling in the breeze. An endless stream of water falls from an amphora on her shoulder into the pool, where a silver inscription decorates the basin with alien letters.

DM

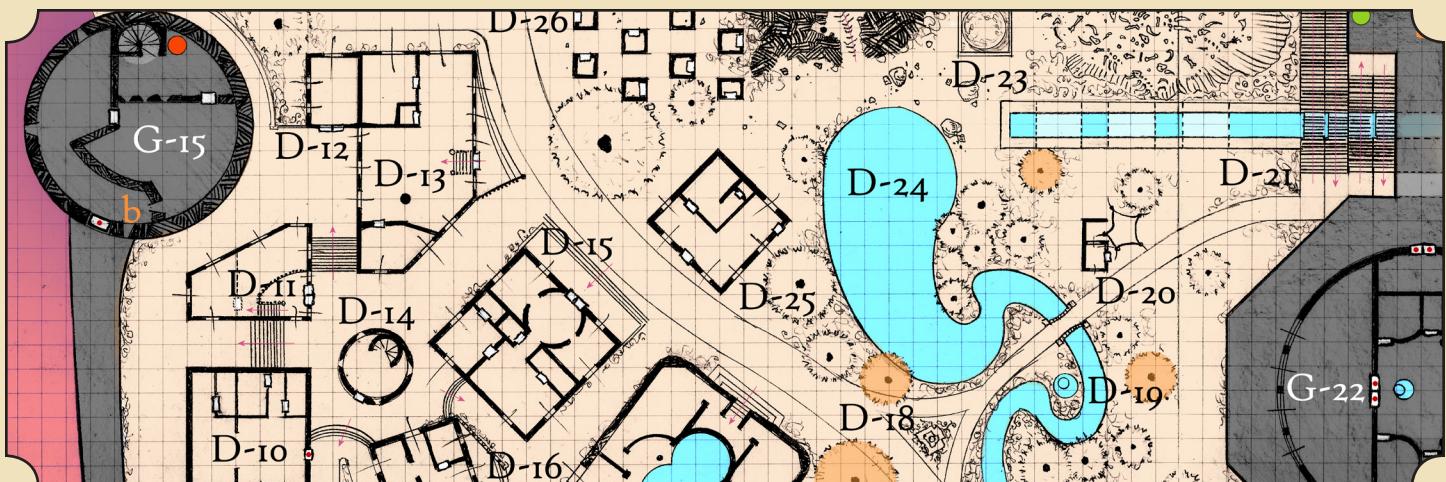
Upon closer inspection, a diamond is visible in the girl's navel. It is worth 200,000 sp.

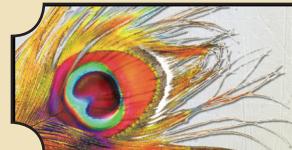
In Gringling, the inscription reads:

"Tamar, Amooyan, 1st Daughter of the Sultan of Flame, may her beauty never fade and her kindness never cease."

The fountain is intensely magical. Those who drink from it roll one time only on the table below:

1. Character is forever after immune to level drain effects.
2. Character is forever after immune to fear effects.
3. Character is forever after immune to paralysis & hold.





4. Character is forever after immune to poison.
5. Character is forever after immune to fire.
6. Character is forever after immune to death magic.

Because of the fountain's mesmerizing qualities, the pastel cobra coiled here has a 7 in 8 chance of attacking with surprise.

Pastel Cobra x1 : AC -1 | MV 15 | HD 3 (hp 20) | THAC0 13 | ATT 1 | DMG 1 + venom | SA insanity, breath weapon, gaze attack | SD nil | MR 25% | AL Neutral | Size M | XP 515 | Appendix B

- 100 cones of Gorjian Incense
- Speed (DMG p. 127): 2 larvae (or) 4 Lemcienee (or) 100 cones of Gorjian Incense
- Treasure Finding (DMG p. 127): 8 Larvae (or) 16 Lemcienee (or) 500 Gorjian Incense

Barbed Devils x2 : AC 0 | MV 12 | HD 8 (hp 58, 40) | THAC0 12 | ATT 3 | DMG 2d4, 2d4, 3d4 (+ fear on any hit) | SA pyrotechnics; hold person; summon barbed devil 30%; charm person; suggestion; illusion; animate dead | SD teleport no error; never surprised; immune to fire; resistant to cold & gas | MR 35% | AL Lawful Evil | Size M | XP 2,005; 1,825 | MM p. 21

If the devil overseeing the stand is accosted, the one inside will attempt to summon another barbed devil to help.

D-20 Refreshments

Players

Along the glass path, under the combined shade of a large tree and brightly colored pavilion, stands a wooden structure carved with heart motifs and cherubs. Out front, in a reclining wooden chair, sits a gaunt devil with green flesh—pale barbs erupt through his skin. A counter near him is lined with mystically colored elixirs and hung with a sign reading “refreshments”.

DM

A **second devil** lurks inside the small structure. They are selling potions at inflated prices. Their current stock along with goods they will trade for run as follows:

- Extra-Healing (DMG p. 127): 3 larvae (or) 6 Lemcienee (or) 200 cones of Gorjian Incense
- Fire Resistance (DMG p. 126): 2 larvae (or) 4 Lemcienee (or) 100 cones of Gorjian Incense
- Flying (DMG p. 126): 3 larvae (or) 6 Lemcienee (or) 200 cones of Gorjian Incense
- Giant Strength (Hill) (DMG p. 126): 4 Larvae (or) 8 Lemcienee (or) 200 cones of Gorjian Incense
- Healing (DMG p. 126): 2 larvae (or) 4 Lemcienee (or) 100 cones of Gorjian Incense
- Invulnerability (DMG p. 126): 2 larvae (or) 4 Lemcienee (or)

D-21 Aqueduct

Players

The land slopes steeply down from the palace here, so that the west end of a translucent, alabaster aqueduct stands on arches 20' above the terrain. The east end of the channel fills from a cunning series of waterfalls that braid a great switchback staircase by means of channels and chutes.

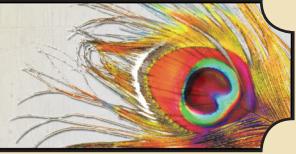
The falls gentle roar echoes and cascades over sculpted walls, and fills your stomach with butterflies for there are no railings, only windy escarpments and an epic view of the City.

DM

The walls are cut from white stone and the sculptures depict images of Gringling warriors slaying Groull. Water runs over the walls but under the steps in an in-and-out fashion.

If the party is strong, bored, or loud, a large flock of Gryphs descends while the PCs are midway through the steps.

The Dreaming Noblesse



Gryphs x40 (27 males, 13 females): AC 6 | MV 21 | HD 4 (hp 13 each) | THACo 15 | ATT 1 | DMG 2d6 (male) 0 + eggs (female) | SA female grapple attempts are at -2 to hit but success automatically injects eggs | SD nil | AL Neutral Evil | Size S | XP 137 apiece | FF p. 48

The staircase rises 6' for every 10' traveled, rising a total of 144' from bottom to top. The top leads to B-16.

The aqueduct has a scattering of random coins at its bottom and provides an excellent view to those who stand on its pier-like western end. A drain at its extremis flows down through the final support column and connects to various water supplies throughout D- and C-keyed areas.

D-22 Elephant Graveyard

Players

In a dissonantly beautiful quarry of bleached bones, massive figures stoop and sift. The tallest, a pale giant with wild black hair and beard oversees his underlings: two dark-skinned brutes with flaming beards—one with sword the other with a double-strung bow. The one with the bow lifts an ivory tusk above his head while the other continues sorting. Meanwhile the tall one scans the terrain and you notice that his left eye burns a livid green.

DM

Achorrath : AC 1 | MV 15 | HD 15 +4 per die (hp 141) | THACo 8 | ATT 1 | DMG 1d30 + 12 + gear saves vs Crushing Blow | SA d8 lightning bolt every other round; create a whirlwind (as air elemental) once per turn—this whirlwind forms in a single round and lasts but one round | SD immune to electricity | AL Chaotic Neutral | Size L | XP 8,670 | cf. MM p. 45

Barbadicus : AC 3 | MV 12 | HD 11 +4 per die (hp 106) | THACo 10 | ATT 1 | DMG 1d20 + 10 + gear saves vs Crushing Blow | SA hurl rock for 2d10 dmg; | SD immune to fire | AL Lawful Evil | Size L | XP 4,396 | cf. MM p. 44

Saro : AC 3 | MV 12 | HD 11 +4 per die (97) | THACo 10 | ATT 1 (or) 4 | DMG 1d20 + 10 + gear saves vs Crushing Blow (or bow) | SA double bow: fire rate 4 per round, 1d8 + 5 dmg per shot + gear save vs Normal Blow | SD immune to fire | AL Lawful Evil | Size L | XP 4,252 | cf. MM p. 44

Achorrath, the storm giant, and his fire giant underlings are exceptional specimens. They are here in the City of Brass for money and power. If the PCs look weak, the giants will certainly bully or slay them and confiscate whatever wealth and magic they can.

Achorrath wears a giant-sized necklace of planar travel that allows the three of them to move to the Ethereal Plane. This thing is 100 lbs and its command word is "Ske'teris".

There are 4,000 lbs of ivory here (40 tusks). Each tusk is worth 32,000 sp.

D-23 Hayula Sphere

Players

A ball of sallow ooze spins slowly above a massive plinth—as enormous as it is unsettling. Being some 20' in diameter, it rotates with glacial slowness and its glossy surface ripples with each breath of wind. A short, peculiar inscription decorates the Plinth.

DM

The Gringling inscription reads "Hayula"—likely meaningless even to those who decipher it. Those who touch the giant white ball will feel a sting. The referee should familiarize themselves with the entry in Appendix B for more information on the fruit of such interactions.

Hayula Offspring : AC 10 | MV 9 | HD 1 | THACo 20 | ATT 1 | DMG by weapon | SA nil | SD regeneration | MR 5% | AL Neutral at first | Size S at first | XP variable | Appendix B

D-24 Elemental Pool

Players

Amid the beautiful parkland, shines a pond of incandescent water. Though remarkable for both its clarity and tranquility, you notice a directional force occasionally ripples the surface, as if a large marine creature were traveling at speed. This disturbance has no visible origin and both its wake and ripples vanish quickly.

DM

Water Elemental x1 : AC 2 | MV 18 | HD 32 (hp 153) | THACo 1 | ATT 1 | DMG 1d6 | SA x | SD +2 or better weapon to hit | AL Neutral | Size L | XP 10,355 | MM p. 38

The elemental is not hostile and may share information of the City's waterways in exchange for exotic perfumes and liqueurs.

D-25 Tailor

Players

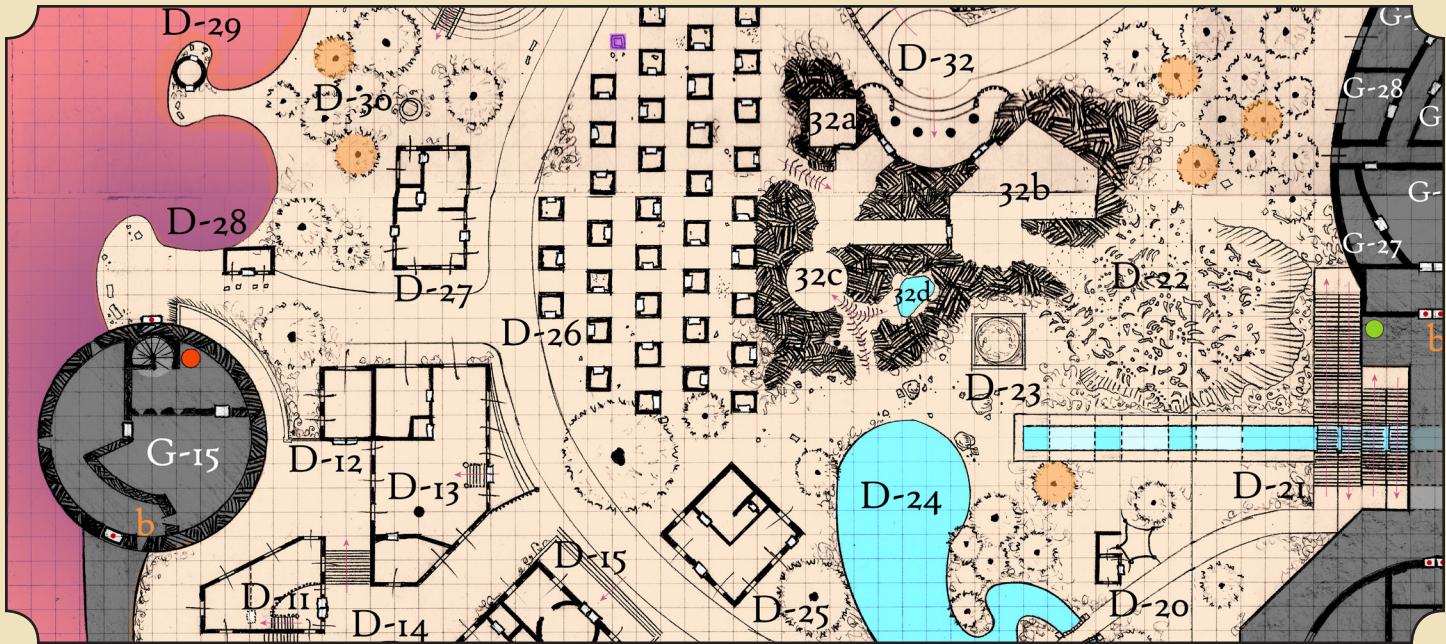
Shaded by trees of mythic beauty, is a building of plum-colored quartz, topped with white alabaster and a dome of rose-brass. Its windows are quaintly leaded and decorated near the tops with little flourishes of stained-glass. A store shingle of colored light levitates above the door.

DM

The shingle reads "Biruni's: From Whole Cloth" in Gringling.

The interior of the shop is a panoply of color. The backroom is for changing. The very small room has a **door of slick metal** with a pane of lit glass on it. This pane contains a menu with a choice of three symbols. If Gringling is understood, the symbols are Male, Female & Androgyny.

Selection of a symbol asks for confirmation after which the door will open. If the PCs do not comprehend Gringling, use a d3 to select the symbol.



This closet will change the gender of the user at the cost of setting physical Ability scores to coincide with body-types the Gringling race perceived as "ideal". The benefit is increased beauty:

Female: STR 15 | DEX 17 | CMS 18
 Male: STR 17 | DEX 15 | CMS 18
 Androgyny: STR 16 | DEX 16 | CMS 18

Sex can be changed as often as desired, but STR and DEX will be permanently adjusted each time. If CMS is not used, simply apply a permanent +3 bonus to CHR. This modifier cannot elevate CHR above 18.

Any costume or outfit imaginable is found here and it will be of extraordinary quality. Every outfit is magical, provides an AC adj of +1 (so long as no other armor is worn) and adjusts to fit any wearer perfectly. Furthermore, these magical outfits keep the wearer comfortable in temperatures between 32°F and 100°F. They magically repel water and dirt, never soil or stink, and save as Cloth on the Item Saving Matrix with a +3 modifier.

There are 3,000 outfits/costumes in the shop. Each weighs only 2 lbs and has a value of 2,000 sp.

Lastly, standing in a **satin pincushion** is a single silver needle of eye-catching brilliance. This is Biruni's Silver Needle (see Appendix D).

D-26 Tombs of the Hierodules (temple slaves & prostitutes)

Players

From the avenue of glass until half-way up the steep slope of a craggy knoll overgrown with flowering kudzu are many

mausoleums of pink alabaster, each glowing like a frosted lantern. Feral calls echo off the natural rock.

DM

Every interior is fitted with a transparent Glassteel floor (PHB p. 90) that reveals a shaft to the sea. This causes each mausoleum to flicker with pink light.

Weight in excess of 150 lbs causes the glass floor to fall away and plunge the load into the sea. Note the fall is some 200' and may bounce a PC off the rocky sides of the chute. Checks for avoiding this fall are left to DM fiat.

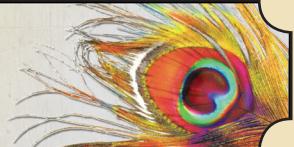
In each tomb, a small arched niche occupies the wall opposite the door.

Roll 1d6 to determine the contents:

- One canopic-type jar of delicate glass, porcelain, gold and jewels containing ashes of the dead. Condition of the vessel varies wildly (value 1d10 x 20,000 sp)
- As above, but the vessel has fallen from its niche and broken. Value is reduced to 1d10 x 1,000 sp.
- The niche is empty, apparently looted.
- As #1, but the jar is an illusion. If the illusion is disturbed the floor becomes strongly magnetized. Metal objects, armor and so on will be torn from grasps and/or bonded to the floor. Removal requires a successful Bend Bars check. Mind the weight restriction if other PCs rush to help.
- As #4 but if the illusion is disturbed, the tomb's interior is flashed with magical fire: 1d6 dm (save vs Spells for half) and all gear must save vs Magical Fire.
- As #4 + #5 + the floor automatically drops away immediately thereafter, carrying whatever is stuck to it down to the sea.

Among the tombs stalk thirty golden ghouls. They will wait

The Dreaming Noblesse



patiently for an opportunity to surround and attack while the party is distracted. If they face steep opposition, check for morale. If they fail morale, they will retreat en-masse to the interior of the knoll (D-32a thru D-32c) and obey any commands issued them by Ma'tuum.

Due to the **thick kudzu** in the vicinity, PCs will suffer -1 on attack rolls and 1-point penalties to AC as well. The ghouls are not so affected.

Golden Ghouls x30 : AC 5 | MV 12 | HD 3 (hp 24 each) | THAC0 16 | ATT 3 | DMG 1d3, 1d3, 1d7 | SA paralysis and XP drain on each hit | SD immune to fire and mind-affecting spells; hyena disguise; turned as Mummies in the City of Brass | AL Chaotic Evil | Size M | XP 287 apiece | Appendix B

D-27 Illusory Terrain

Players

An open park of green stands by the glass avenue. In the distance, you see ghostly deer bounding away through the trees.

DM

This building is not present on the player map. It is invisible and **floats exactly 8' above the terrain**, allowing most characters to walk beneath it without realizing it is there. Poking the area with weapons and/or throwing objects will reveal the presence of something large and solid—though collisions with it will make no sound.

If PCs manage to find the entrance, they will discover the interior to be invisible as well. Those inside the building can see clearly to the exterior, but those outside the building cannot see anything on the inside.

Those entering the building (along with all their gear) become both **permanently invisible and silenced** (no saving throw is allowed but magic resistance vs 20th level may prevent the curse taking hold). You must enforce this curse rigorously. Although Remove Curse (PHB p. 47) will end the effect, keep in mind that anyone affected by the curse will be unable to cast this spell or use command words for devices!

This strange building is the tomb of Ehlissa Amooyan, erased from the City by Iblis Occam's command.

Invisible funerary offerings stand on invisible tables in some rooms, while her invisible sarcophagus rests in another. Collisions with walls will cause 1d3 dmg unless care is taken.

An engraving on the sarcophagus in Gringling can be felt, rubbed over with charcoal and, upon exiting the structure, made visible with Remove Curse (for example) in order to see what is written.

Treasure in the tomb is also currently invisible but equates to 200 lbs of precious grave goods at a value of 2,000 sp per pound (400,000 sp value total).

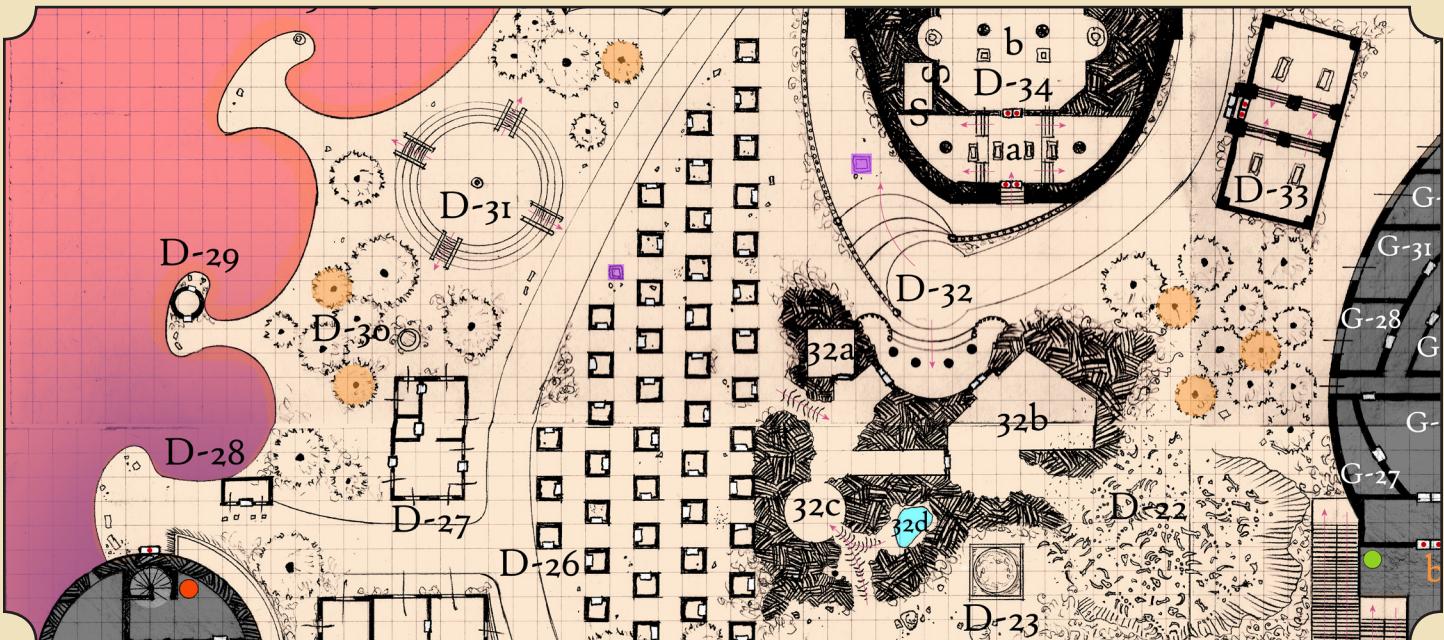
The engraving reads:

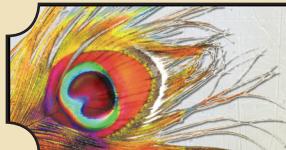
"My ravishing bird, which flew to another: fly therefore forever alone where no eye may see thy treachery!" (No name or date is included)

D-28 Military Post

Players

You find a small building of beautifully worked alabaster standing just off the avenue of glass behind a row of four gleaming steel bollards. The building's windows are open and its brass door is





The Dreaming Noblesse D

slightly ajar. A corpse startles you—lying across the threshold.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) may enter the building without difficulty.

Red-Flagged characters who touch the brass door are attacked with a psionic mind blast. Use short range saving throws and effects per DMG p. 78.

Unchronicled characters receive a telepathic notification that this military post has detected the character as “unchronicled” and that he or she should proceed to the nearest psi-geist kiosk.

The dead adventurer wears leather +4 (+2 in the City of Brass) and holds a Wand of Negation with 12 charges (DMG p. 136). Her other gear appears to have been stripped. She has a mummified golden look and beautiful chestnut brown hair.

Inside the building is a Gringling Energy Bow (Appendix D) with 20 charges and a broken brass man whose lead tablet is also sundered.

D-29 Finger of Fire

Players

The base of this fantastic minaret is composed of visceral red marble, carved with enslaved devils and efreet. Above 30' this marble transitions to glowing rose quartz where the glorious masters of these slaves are depicted. At approximately 60' the alabaster is surmounted by pink flames. This elemental ephemera composes the upper half of the slender tower. Your gaze follows it to a dizzying height where an additional needle of light rises from the peak and further lances the sky.

DM

The top half of the tower is composed of flame, including the treads that climb to the top. PCs without magical protection suffer 3d6 dmg per round if they ascend. At the top is an open belfry. Just below the needle of light, hangs a **bell of rose-colored glass**. If struck, a luminous white Efreeti arm of ghostly mien appears. The hand holds a rose-glass box. If the box is taken, the spectral arm vanishes—never to return.

Within the box is a ruby Cube of Force (DMG p. 142)

There are two brass doors at the base of the minaret. The north one leads to a small garden that luxuriates at the cliff edge. There is a skeleton here in the vines, wearing Bracers of AC 3 (DMG p. 139); and the Necklace of Qadim (see Appendix D).

D-30 Executioner

Players

Surrounded by stately trees, an iron statue towers on a plinth of white marble. In one hand, it grips a sword of ice whose vapors trail into the blossoms. From its other fist hangs a whip of purple-white hydrangea-like flowers whose petals cascade—endlessly

carpeting the plinth and ground.

Nearby, in the dappled shadows of the trees, you see a herd of eerie deer standing sentinel.

DM

The iron golem is one of Xezbeth's Executioners (Appendix B). It is virtually indestructible and will not animate unless the Red Circle is entered (see area D-31).

If the party loiters here, the sightless deer are 80% likely to stand their ground and attack.

Sightless Deer x20 : AC 7 | MV 18 | HD 2 (hp 9 each) | THAC0 15 | ATT 1 | DMG 1d12 | SA aging gaze | SD immune to enchantment/charm and illusion spells | AL Neutral | Size M | XP 136 apiece | Appendix B

D-31 The Red Circle

Players

Broad terraces of white stone glow with ruddy light. They encircle a low central stage made of glass, which reveals a chute to the sea. In the center of this unnerving stage is a pedestal of red marble with glowing panes of light.

DM

Green-flagged & Unchronicled characters (q.v. Psi-Geist Kiosk, Appendix D) who understand Gringling are able to access a list of previous executions that have taken place in the Red Circle. (The last Execution listed is Arsu Tanu)

Red-Flagged characters who touch the pane of glass become targeted by the iron golem at D-30. Additionally, a domed forcefield materializes over the glass disk which prevents all animal matter from passing through it. The golem will arrive in a single round, pass through the field and focus all attacks on any red-flagged characters who touched the pane of glass. Should they escape the field, the golem pursues throughout the City. Only if it is evaded for more than 20 minutes, will it return to its position at D-30 and resume sleep.

The forcefield is automatically hit by any living physical attack (tooth, claw, fist) and will collapse after taking 200 dmg. Inanimate objects such as swords and arrows pass harmlessly through it. Spells, flames, and other energies are also blocked by the field but do damage to it.

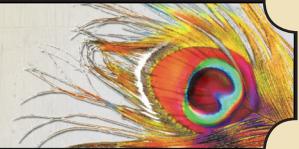
Xezbeth's Executioner x1 : AC 3 | MV 6 | HD 18 (hp 80) | THAC0 5 | ATT up to 3 | DMG 1d20 + 14 + special | SA hydrangea whip and fire breath | SD immune to most magic, fire heals | AL Neutral | Size L | XP 15,650 | Appendix B

D-32 Demon's Fane

Players

A rocky knoll rises high into the air and flourishes with flowering kudzu. At its peak stands a white statue with one hand raised in

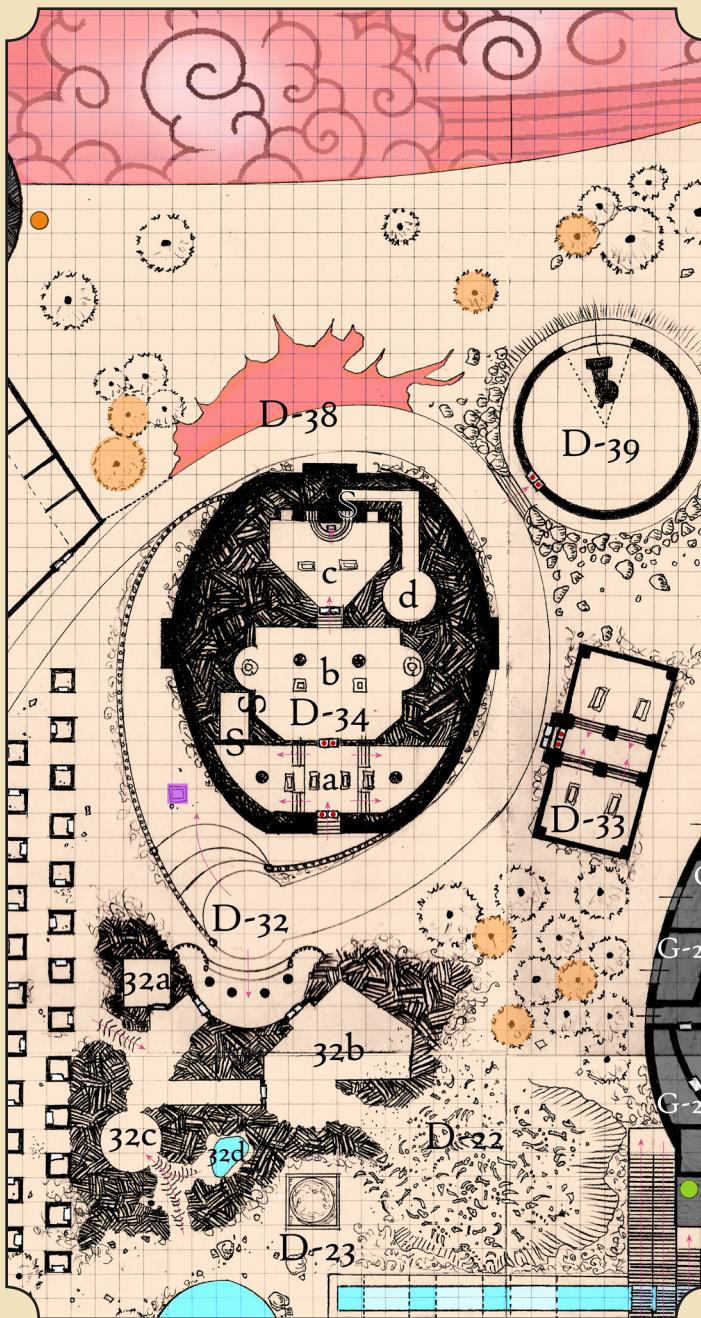
The Dreaming Noblesse



a beatific sign, haloed in red flame. Though the figure is distant you can see it has pink hair, perhaps cut from rose quartz, and in its left hand it holds a glistening sword with a blade seemingly made of glass.

Punching into this small mountain are several caves.

The north side of the knoll features an incredible façade of black-green marble shot with striking veins of prurient pink. Wide steps ascend from the avenue of glass to an elevated veranda with marble railings, four great pillars and two sets of double doors plated in tarnished silver.



DM

If PCs struggle to the summit of the knoll, the statue bears a Gringling inscription, "Iblis Occam the Wytch-hand; Sultan of Flame; Eternal Caliph of the Painted Dawn; Architect of the Celestial City of Zerzura."

The concave wall between the two sets of doors is covered in a relief of exquisite moving stone. The animations depict an endless sacrifice of blood to gods of fire, seemingly in exchange for enslavement of the Efreet race. The scene is as compelling as it is disturbing and looks more like a pact than devoted worship.

D-32a

Players

The tarnished silver door, studded with steel, hangs slightly ajar. Beyond the crack lies cold darkness and the biting smell of mold.

DM

The room is so cold it hurts. Its walls are honeycombed with small niches meant to hold a huge reserve of Lemcienee. As this treasury has been raided many times, there are only 83 of these glowing ice jewels left (see Appendix D), but anyone inside the room takes 1d4 cold dmg per round.

Lurking in the dim vault, gnawing on animal bones, are four wights.

Wights x4 : AC 5 | MV 12 | HD 4+3 (hp 35 each) | THAC0 15 | ATT 1 | DMG 1d4 + level drain | SA drain 1 level per hit | SD silver or magic to hit; turned as Ghasts in the City of Brass | AL Chaotic Evil | Size M | XP 715 apiece | MM p. 100

D-32b

Players

You are unprepared for the ghastly elephant carcass in the eastern recesses of this bone-strewn room. It is fresh and horrible with the sour stench of digested grass pouring from the gaping rib-lined cavity.

DM

It is 60% likely that Ma'tuum is here, feeding on the carcass. Those who blunder upon her and attempt to parley will be met with silence first and ravening bloodshed thereafter.

Ma'tuum : AC 0 | MV 12 | HD 20 (hp 160) | THAC0 4 | ATT 3 | DMG 4d12 (bite) 1d12 (x2 paws) | SA devour soul, etc. | SD immortal et. al. | MR 45% | AL Neutral Evil | Size L | Psionics: 130 ATT (ALL) / 130 DEF (ALL) + Object Reading; Precognition & Mind Bar | STR 22 | INT 21 | WIS 22 | DEX 16 | CON 25 | CHR 3 | XP 30,900 | Appendix B

With a reptilian howl, Ma'tuum is able to call any remaining golden ghouls from D-26 and any remaining wights from D-32a to her aid.

D-32c

Players

The walls of this cylindrical room rise 40' above your head to a domed ceiling and are coffered with niches holding polished lapis urns. You note a stack of cedar boxes that seems out of place in this reflective and somber chamber.

DM

The boxes contain 2,500 cones of Gorjian Incense and a set of six silver braziers for burning the stuff.

The roughly hewn staircase to the south passes a natural alcove which will go unnoticed unless PCs are actively searching. A large boulder has been pushed into place that conceals the recess and prevents anyone larger than a child from entering without first pulling the stone aside.

Behind the stone is the mummified skeleton of Bayezid Occam, the Caliph's first son, who hid here in his cream and salmon-colored finery with his magical spear when it became clear that the demon Ma'tuum could not be slain.

His skeletal hands still clutch the legendary Spear of Bayezid Occam (see Appendix D)

D-32d

Players

You enter a sparkling, geode-like cyst in the marble mountain where a pool of incandescent blue water illuminates millions of facets and bathes your eyes in ghostly light. The smell of damp stone, mildew and citrus fills your nostrils.

DM

The acidic smell owes to five luminous jellies here—some ethereal and some camouflaged by the pool. All will attack if the water is disturbed.

Luminous Jellies x5 : AC 10 | MV 3 | HD 7 (hp 32 each) | THAC0 13 | ATT 1 | DMG 1d7 + System Shock + save vs Spells | SA pull to the ethereal plane | SD immune to acid | MR 20% | AL Neutral | Size L | Psionics: 60 ATT (A,C) / 60 DEF (F,I) + Energy Control | XP 1,770 apiece | Appendix B

In the pool is a glasssteel ring, invisible unless detection spells are used. Its transparency belies its nature, for it is a Ring of Truth (UA p. 93)

D-33 Roseflame Mausoleum

Players

This incredible mastaba-shaped structure is cut from white alabaster and glows with warm, pink light. Its designs feature wild eglantine and the structure itself is veined with dark flowering creepers.

You see that an outer set of tarnished silver doors has been

broken open. They creak in the wind. A scorch mark darkens the ground before them.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) receive a telepathic notification upon approaching the doors that this is Roseflame Mausoleum, where the Caliph's bravest salamander guards were interred.

Red-Flagged & Unchronicled characters receive no such notification.

The second set of tarnished silver doors is locked and **Fire Trapped** (PHB p. 77). It will cause $1d4 + 20$ dmg + gear save.

Beyond the doors, an elevated walkway of white marble is bordered by six mighty pillars. Steep steps descend from the marble walkway to crypts with glass floors that reveal the burning sea far below and fully illuminate the tomb. There are four sarcophagi of white marble that **levitate** an inch above the glass—though this detail goes unnoticed by all but the most observant.

If **200 lbs weight** or more is applied to either glass floor it will become strongly magnetized: metal objects, armor and so on will be torn from grasps and/or bonded to the floor. Removal requires a successful Bend Bars check. Worse yet, the magnetized floor immediately drops away, carrying those on it down to the sea.

Inside each sarcophagus is a mummified salamander adorned in rose-gold jewelry and gems. The value of these adornments is 400,000 sp per mummy or 1.6 million total and weigh 8 lbs per set.

Note that these mummies are linked to the kouri infernal at D-34 and as such, dumping at least 1 lb of salt on any corpse will render the corresponding statue lifeless (see Appendix B)

D-34 Calanthe Columbarium

Players

This structure resembles an enormous white lotus bud carved from velvety white stone. It is set on a high foundation, around which the avenue of glass ascends in a clock-wise spiral.

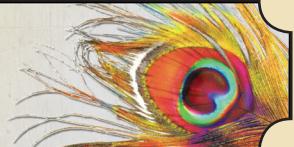
DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are warned telepathically near the doors that this is the Calanthe Columbarium, which is a restricted monument reserved to hold the Eternal Caliph of the Painted Dawn's remains should he ever perish.

Red-Flagged & Unchronicled characters receive no such notification.

A set of steep steps lead up into an arched entry. At the top, a pair of white marble doors stand locked. If these doors are tampered with, a cold wind will spray flower petals and leaves from the southeast and carry the stench of decay.

The Dreaming Noblesse



A horde of skeletons will arise in the trees across the road and arrive at the doors in a single round.

Skeletons x300 : AC 7 | MV 12 | HD 1 (hp 8 each) | THAC0 19 | ATT 1 | DMG 1d6 | SA none | SD half dmg from sharp weapons; turned as Zombies in the City of Brass; only 1d12 may be turned or destroyed per round by Good clerics or paladins | AL Neutral | Size M | XP 22 apiece | MM p. 87

D-34a

Players

While the exterior of the structure was pure white, you find the interior to be cut from whole black marble. The steps, statues, sarcophagi and doors (with the exception of the south doors) are all of polished black stone.

DM

The four sarcophagi have heavy marble lids and each is two thirds filled with a fine pink dust. This dust will disenchant any magical item it touches unless the item saves vs Disintegrate.

The black doors to 34b are locked and sealed with black wax and delicate gold foil. They bear a solemn warning in Gringling: "Unto whomsoever shall break this seal, know thou that thy time is at hand."

Only if the doors are unlocked and the wax seal broken will the four statues in 34a & 34b animate and attack. This will also fill the tomb with Dust of Sneezing and Choking (see D-34b).

Kouroi Infernal x4 : AC 3 | MV 9 | HD 7+7 (hp 63 each) | THAC0 13 | ATT 2 | DMG 1d6 + 1d6 (weapon) 2d6 + 1d6 (constriction) | SA spell use | SD immune to fire, +4 to saving throws, break weapons et. al. | AL Chaotic Evil | Size M | XP 2,705 apiece | Appendix B

If **the secret door** is found, a subtle but realistic carving of an ear is also found. "Iblis Occam" must be whispered or spoken into this ear for the door to open (see area B-02 for the clue).

D-34b

Players

This room of black marble is lit by huge bowls of Dam Mamara that ruffle with flames in the east and west alcoves. These bowls are fed by fiery droplets that fall from holes at the top of each alcove.

Amid these echoes you notice that you cannot see the floor. Lidded black urns with gold-painted handles pack the room so tightly that the floor is unwalkable. Two obelisks rise from the dense assemblage along with two sinister statues.

DM

There are 2,900 urns in the room. Each contains the dust of dead Gringling servants mixed with Dust of Sneezing and Choking (DMG p. 143). If the urns are broken, this deadly powder wafts

into the air and permeates all opened areas of the tomb. If the Kouroi Infernal animate (see D-34a) they will automatically smash these urns with their movements.

A set of steep stairs ascend north into an arched recess where stand a pair of unlocked black marble doors sealed with wax and thin gold foil. A Gringling inscribed slab above the doors reads:

"Iblis Occam the Wytch-hand; Sultan of Flame; Eternal Caliph of the Painted Dawn."

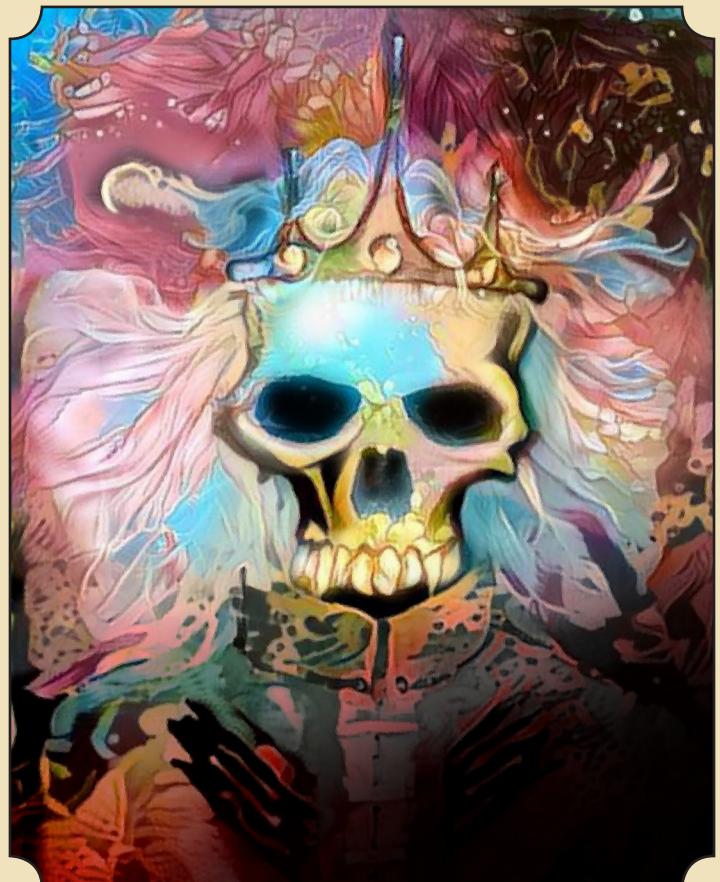
D-34c

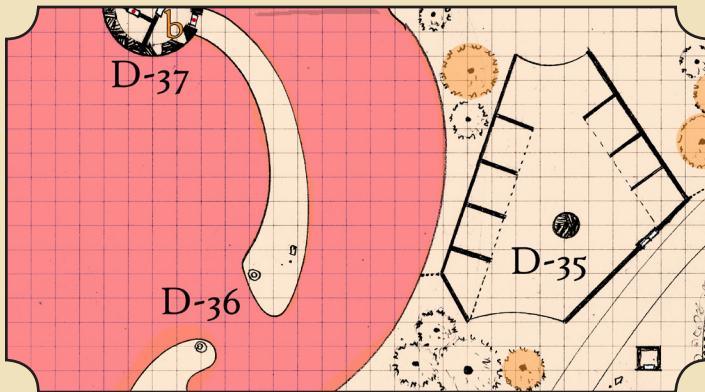
Players

This room of black marble is appointed with two sarcophagi of the same material and a black throne likewise upon a black dais. Upon the throne sits a skeletal figure clad in black armor. Pink hair falls about his shoulders in heavy dreadlocks. You notice red wisps of light trailing upward from the skeletal right hand.

DM

When this room is entered the lids on the sarcophagi will come off, releasing two Jenglot. At the same time, Iblis Occam will stand and a terrible battle will likely ensue.





Jenglot x2 : AC 4 | MV 18 | HD 4+6 (38 each) | THACo 13 | ATT 1 | DMG 2d4 + Slow | SA Slow | SD silver or magic to hit; vampiric regeneration; cannot be turned in the presence of Iblis Occam; otherwise turned as a Mummy in the City of Brass | AL Chaotic Evil | Size M | XP 550 apiece | Appendix B

Iblis Occam : AC -6 | MV 12 | HD 9d10+12 (hp 102) | THACo 3 | ATT 2 | DMG 1d12 + 12 (Enigma: Iblis Occam's sword) | SA Wall of Ice at will; dispel magic, gate demons, power word spells, 20-dice fireball | SD detect magic & invisibility; permanent Fear 5' radius; cannot be turned | MR 75% (if 11 or lower is rolled, the spell is reflected on the caster) | AL Chaotic Evil | Size M | XP 5,332 | FF p. 23

Personal Treasure:

Enigma: the Sinistral Sault of Iblis Occam (see appendix D)
Black weightless plate mail +6 (+4 on the Prime Material)

The secret door is five feet thick and bears a slot decorated by a border of swirling watery designs. Iblis' sword, Enigma, fits this slot. If the blade is inserted, the door will grind open.

D-34d

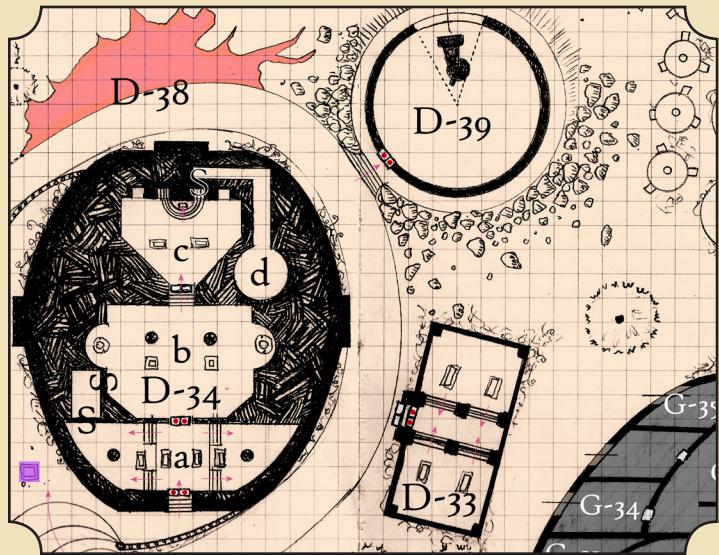
Players

An oppressive marble barrel vault leads you down a cramped passageway to an equally oppressive, polished black treasury stuffed with precious things.

DM

The hoard:

- Three large chests of silver coin (50,000 sp each)
- 1,000 cones of Gorjian Incense (100,000 sp value)
- 500 ebonwood bars (10,000 sp value)
- Carpet of Flying 6' x 9' (DMG p. 140)
- Censer of Controlling Air Elementals (DMG p. 140)
- Daern's Instant Fortress (DMG p. 142)
- 2 Efreeti Bottles (DMG p. 143)
- Manual of Bodily Health (DMG p. 149)
- Manual of Gainful Exercise (DMG p. 149)
- Manual of Quickness of Action (DMG p. 149)



- A small shield +1 / +4 vs missiles (DMG p. 165) This item is native to the Prime Material Plane and is therefore only +2 vs missiles in the City of Brass

D-35 Royal Stables

Players

A building of alien, asymmetrical design with large openings at either end seems supported primarily by one enormous pillar. The shaded interior contains seven large stalls cordoned by barely-shimmering forcefields. You smell straw and ancient dung here. Small panels of light are visible at the base of the pillar.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) will be telepathically made aware that use of the Royal Stables is by appointment only.

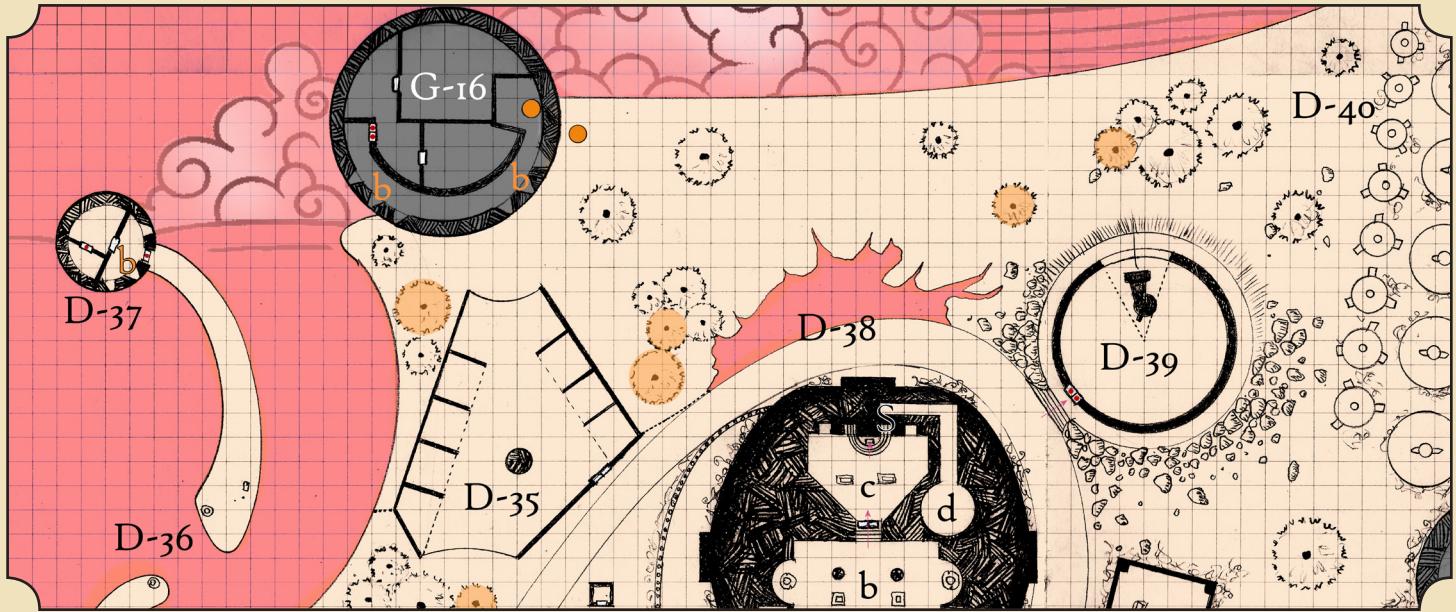
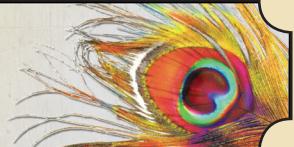
Red-Flagged & Unchronicled characters gain no such notification.

If Gringling is understood, the panels and forcefields are easily manipulated and one elephant can be created in each stall per 24-hour period. These beasts are of peculiar appearance, being genetically engineered to possess outré colors, feathered heads and tusks of unusual disposition.

Elephants : AC 6 | MV 12 | HD 10 (hp 45 on average) | THACo 10 | ATT 5 | DMG 2d6, 2d6, 2d6, 2d6 | SA nil | SD nil | AL Neutral | Size L | XP 1,500 + 14/hp | MM p. 38

There are three tasseled elephant saddles of fine leather and bright velvet hung on the southeast wall. The elephants created by the stables are of docile and neutral disposition unless antagonized. If Speak with Animals or similar abilities are used, the beasts will become willing servants in exchange for kindness and food.

The Dreaming Noblesse



D-36 Rose Quartz Pylons

Players

A pylon of rose quartz gleams in the light of the sea at the brink of a gusting precipice. Across a broad gap, an identical pylon gleams on a sliver of exposed ground that leads to a dark tower.

DM

Flight across this gap draws fire from the skyward perforations that riddle the west-facing cliffs (unless PCs are green-flagged). Touching the pylon transports only one character at a time across the gap. The pylons then go dark before re-igniting: each usable but once per round.

Those on the north side will be immediately attacked through the embrasures by the brass men at D-37 unless they are green-flagged (q.v. Psi-Geist Kiosk, Appendix D).

D-37 Heart Tower

Players

A crescent-shaped sliver of land floats apart from the rest of the City. Springing from its further horn is a squat, ominous tower of black stone, capped by a chromium dome. The door to the tower is made of ebony and studded with hundreds of silver nails bearing star-shaped heads.

DM

Two brass men watch from the embrasures.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are not targeted by the brass men and do not trigger the door's Ice Trap.

Red-Flagged characters are priority targets of the brass men and trigger the Ice Trap.

Unchronicled characters are secondary targets and do not trigger the Ice Trap.

The door is locked and warded by an Ice Trap (PHB p. 77) which fires when touched by any red-flagged character. Dmg is $1d4+20$ to all within 5' of the door: save for half. Gear worn must save vs Frost

Brass Men x2 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 | Appendix B

The first room of the tower is empty save for the embrasures and the brass guardians.

The second room is lit by a Dam Mamara lamp and contains an oversize slab of black stone, carved with channels and drains. Gruesome residue stains its surface. Nareby, an array of cruel surgical tools lie at the ready.

The last room is locked and, if opened, a small but gruesome avalanche of hearts rolls down around the PC's ankles. The room is piled with 1,200 Hexed Efreeti Hearts (see Appendix D). Almost all of them have been wished on and are therefore mummified and dark.

Ten minutes allows 200 hearts to be dug through. For every 200 hearts dug through, there is a 1 in 6 chance of finding a glowing, beating heart that has not yet been wished upon.

D-38 Diamond Cartouche

Players

The avenue of glass winds upward around the foundations of an astounding white lotus-shaped structure. As it climbs you



The Dreaming Noblesse D

see a sinkhole beneath the northern arc, which drops through the City and into the sea. At the zenith of this arc, a magnificent pastel cartouche of the Caliph of the Painted Dawn decorates the north-facing surface of the structure. His hair is pink, his right hand is lifted in a curious sign and ringed in red flame. His eyes appear to be enormous diamonds.

DM

The diamonds are huge and real. Each is worth 200,000 sp. If either one is molested, 2 fire elementals of the largest size spring from them and attack. They will seek to flank and force PCs off the cliff and into the sea.

Fire Elementals x2 : AC 2 | MV 12 | HD 36 (hp 162 each) | THAC0 1 | ATT 1 | DMG 6d8 | SA each successful hit requires worn gear to save vs Magical Fire | SD +2 weapons to hit | AL Neutral | Size L | XP 7,710 apiece | MM p. 38

D-39 Ancient Observatory

Players

Atop a core of volcanic obsidian stands an observatory of white marble with a scintillating dome of prismatic crystal. The obsidian cliffs drop 60' to the trees and swirling glass tubes to the west.

Two massive doors of cut glass allow a disjointed and fractured view of the interior where a kaleidoscopic bulwark rides in a cradle of silver. Something hulking and crystalline can be seen moving within the room.

DM

The doors are locked and, like all "glass" in the City, are made of glassteel. The interior of the observatory holds a strange telescope (the kaleidoscopic bulwark hanging in a silver cradle) which is controlled by a floating pane of blue light.

Guarding the room is a Glasspane Horror.

Glasspane Horror x1 : AC 2 | MV 9 (or) 36 | HD 8 (hp 64) | THAC0 12 | ATT 1 punch | DMG 2d10 plus gear saves vs Crushing Blow | SA in hulk form 3 x per day each: Crystalbrittle (UA p. 65); Sunburst (DMG p. 135 cf. Wand of Illumination); Continual Light (PHB p. 46) | SD three forms: glass pane (invisible), dazzling dust (whirlwind for 2d8 dmg and save vs Spells or blinded for 2d4 turns), crystalline hulk (save vs Spells or dazzled [-2 to hit] | color spray or lightning bolts ricochet off its body in a random direction and cause the creature no harm). The horror can shift between all 3 forms in 1 segment at will; | MR nil | AL Lawful Neutral | Size L | XP 1,990 | Dragon Magazine # 89 p. C-10 [Creature Catalog w/ special thanks to Rosemary and Don Webb]

Red-flagged and Unchronicled characters will be telepathically roared at to "Get out!" The Horror attacks immediately, blinding targets and destroying metal gear—but it will not leave the observatory.

Green-flagged characters are able to enter and use the observatory freely.

The panel of light requires understanding of the Gringling tongue in order to aim and focus the telescope.

The telescope contains **19 incredible alien jewels**, each valued at 400,000 sp for a grand total of 7,600,000 sp.

Removal of any of the jewels will cause the telescope to cease functioning and draw immediate attack from the Glasspane Horror.

The telescope functions as a planar scrying device that can focus on anything from great vistas of the multiverse to individual planets to battlefield coordinates or intimate chats around a dinner table inside a wizard's tower. Although no sound is available, the image is quite clear, allowing one to zoom in and read even very small text, for example.

The inputs on the panel of light require keyword inputs, such as "Palace of Demogorgon" or "The Mead hall of King Sewndso on the Planet of Trash in the Prime Material Plane" and will require 1 full hour to focus. After this initial focusing, finer adjustments can be made at a cost of 10 minutes each.

Although there is no protection or ward against the telescope's eye, Greater Powers (such as Demogorgon) will automatically know when the telescope is turned on them and will look directly at the voyeur. They may shake their head or wag a finger (or tentacle) and if this warning is not heeded, there is an 80% chance of some powerful sending arriving to confront the scryer in a single round. There is a 20% chance that the power itself will arrive to deal with the trespasser.

The chance for other beings to detect the gaze of the telescope can be referenced in DMG p. 141 cf. Crystal Ball.

D-40 Soul Engines

Players

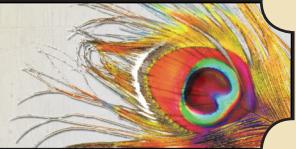
Packing the base of a towering wall, are large tanks of brass-fitted glass. Each emits spectral pink light propagated by a swirling host of vaguely threatening vaporous shapes. Your skin prickles with danger as you approach these esoteric canisters.

DM

The terrible faces of the damned Efreet who power the City of Brass will be visible behind the glass. A Wish is required to break a single tank. If this is done, the Efreet will attack in berserk rage—typically destroying the party before returning to the Plane of Fire. There are 1d6 x 100 Eidolons trapped in each tank.

Efreeti Eidolons x 1d6 x 100 : AC 0 (or) 2 | MV 24 | HD 15 (hp 120) | THAC0 8 | ATT 1 | DMG 4d8 + aging | SA initial aging attack, spell use | SD immune to mind affecting spells, fire, cold, poison and gas; hit only by silver or magic; turned as Special in the City of Brass | MR 20% | AL Lawful Evil | Size L | XP 14,950 apiece | Appendix B

Library of Xinraedaal



Be aware that two large predators currently share this space: the red dragon at area E-13 allows the roc at E-17 to exist as a guardian and alarm system.

Loud, careless parties in this region will certainly draw the attention of these terrors.

E-01 Empty Stadium

Players

In the shadow of an immense wall crouches a stadium cut from pale gray quartz. Seating, to the east, consists of simple tiers with a staircase on the back side. The playing field is narrow, lozenge-shaped and built around a curious pillar whose purpose is mysterious. A half-buried giant skeleton lies chained to the pillar.

DM

Mewling, sucking sounds can be heard beyond the north wall of the stadium. Hidden in the recess between the tower and the wall are a mass of squirming larvae.

Larvae x21 : AC 7 | MV 6 | HD 1 (hp 4 each) | THACo 20 | ATT 1 | DMG 1d4 + 1 | SA nil | SD nil | AL Evil | Size M | XP 14 apiece | MM p. 59

The stadium is barren. Although research in the Library of Xinraedaal might reveal the stadium's purpose and rules, such things are beyond the scope of this module.

A terrifying **tower shield** lies near the pillar, still gripped by the inert skeleton. It is Olisgul's Odious Shield (see Appendix D).

The skeleton will animate if the shield is touched, easily break the chain, and attack with shield and sword (which it will pull from the dirt).

Fire Giant Skeleton x1 : AC 3 | MV 12 | HD 11 + 1d4+1 (hp 93) | THACo 6 | ATT 1 | DMG 2d10 + 9 + random gear must save vs Crushing Blow | SA Olisgul's Odious Shield; hurl rock for 2d10 dmg | SD immune to fire; sharp weapons do half dmg; turned as Special in the City of Brass | MR 15% | AL Neutral | Size L | STR 21 | XP 7,988 | cf. MM p. 44 & 87

E-02 Concession Stand

Players

Stray wrappers struggle in the grass, toyed with by the wind. In the shade of regal trees, near the City's precipitous edge, stand a pair of stone benches and a small stand with a single door and window. The window is fitted with a display tray still containing some boxed candies with curious names.

DM

The names of the candies are in Gringling and read: Rumbuns, Wizards, Pulfies, Stampers and Cho-bo's. Although eating any one of these immediately restores 4 ATT & 4 DEF to psionically endowed characters, eating more than 10 candies per day causes stomach pain, which then requires 8 hours of immediate rest.

E-03 Rhodolite Obelisk

Players

An obelisk of dazzling red rhodolite stands alone in the wind of this floating isle. It makes a soothing hum that modulates rhythmically.

DM

There is a nearby block of stone—a remaining keystone perhaps, fallen from a now-dissipated monument. It is stamped with a cartouche of sorts, showing an open eye above a brain cupped by protective hands. This motif is encompassed by a mystical triangle and is not a familiar symbol.

Touching the obelisk immediately does all of the following:

- Restores all psionic ability points (to psionically aware PCs)
- Removes all mind-affecting enchantments, including baht stone laughter (q.v. areas D-14 & E-10).
- Raises the toucher's level by 1 (non-stackable) for the next 24 hours.

E-04 Faithless Steed

Players

Standing untethered in the shade of a single tree is an enormous gaunt horse—pitch black—whose chest flushes with ruby light. Hooves, like sharp coals effuse tendrils of smoke around its legs. Its eyes are like branding-irons and you surmise that it has seen you.

DM

The nightmare belongs to the hag in the library (see area E-18) but will abandon her if faced by insurmountable odds or approached by a more powerful potential master. It can speak rudimentary alignment tongue—sufficient to barter with basic information.

Nightmare x1 : AC -4 | MV 15 (or) 36 flying | HD 6+6 (hp 48) | THACo 13 | ATT 3 | DMG 2d4, 2d4+2, 2d4+2 | SA choking breath weapon | SD fly; become ethereal or astral | AL Neutral Evil | Size L | XP 984 | MM p. 74

E-05 Meditation Garden

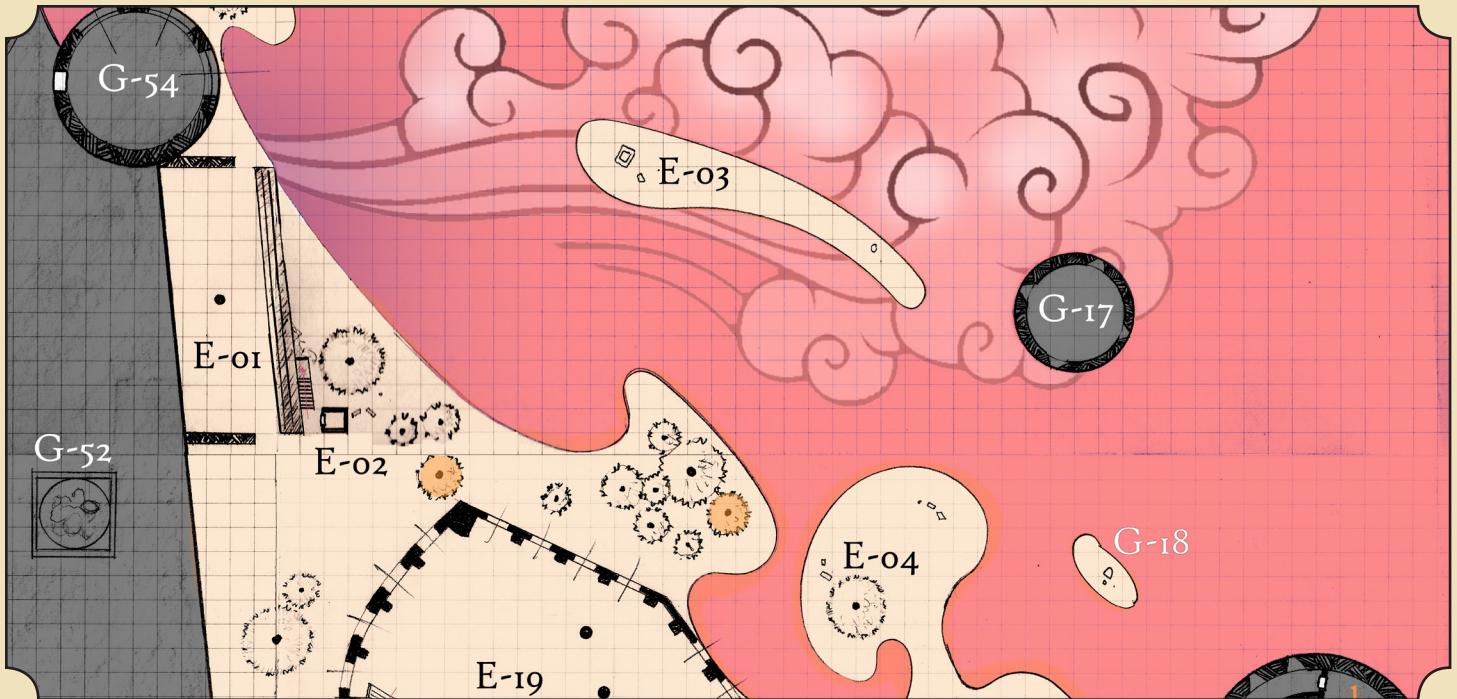
Players

A shady corner of the beautiful campus is draped in flowers and appointed with stone benches offering a spectacular view of the sea. Above you, soars a tower of solid brass.

DM

An ill-tempered elemental haunts this corner of the garden.

Earth Elemental x1 : AC 2 | MV 6 | HD 32 (hp 256) | THACo 1 | ATT 1 | DMG 8d8 + System Shock or Stunned 1d3 rounds | SA hit requires 1 gear item to save vs Crushing Blow; once per turn this elemental lord can cause an Earthquake—each M size creature has a 1 in 6 chance of being instantly slain (see PHB p. 52) | SD +2 weapons to hit | AL Neutral | Size L | XP 9,540 | MM p. 38



E-06 Dormitories

Players

A building of brown agate clings to the City wall, festooned with sculptures and majestic windows. They appear to be dorms. A covered drive runs through the building, creating a dark, arched tunnel. Down its curbed length are many doors.

A sour, sickening smell fills your nostrils.

DM

From these abandoned domiciles will pour fifty lemurs, which will mindlessly attack, but will not stray far from the tunnel.

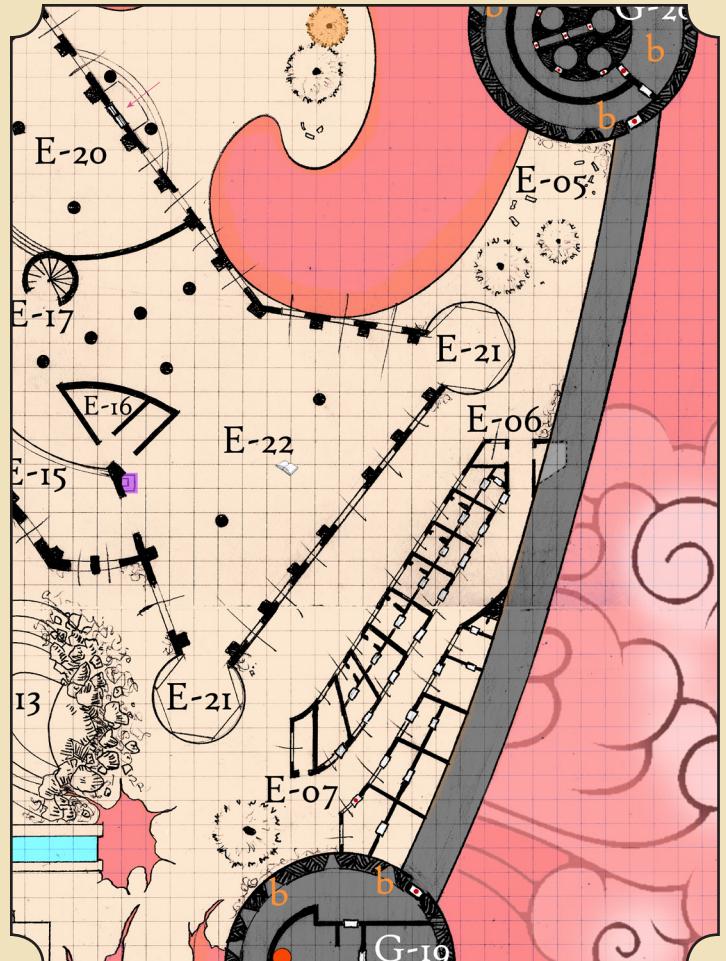
Lemures x50 : AC 7 | MV 3 | HD 3 (hp 14 each) | THAC0 16 | ATT 1 | DMG 1d3 | SA nil | SD regenerate 1 hp/round; immune to sleep, charm etc.; only killed permanently by blessed weapons; immune to fire; half dmg from cold and gas | AL Lawful Evil | Size M | XP 107 apiece | MM p. 23

There is nothing but ichor and residue in the dormitories, but if the PCs diligently search every room they may be rewarded with a corpse still clutching a **Broadsword Final Word** (UA p. 105). The alignment of the blade is left to DM fiat.

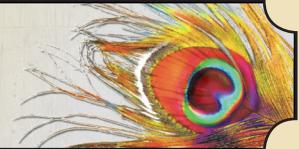
E-07 Celestial Hive

Players

Even from a distance an audible hum can be heard. Behind the windows, massive pink combs can “bee” seen filling the building and pressing against the glass. A curious pink honey drips from these combs.



Library of Xinraedaal



While you assume the hive numbers in the millions, you are still overwhelmed, having never seen so many bees.

DM

There are 520 gallons (6,240 lbs) of Celestial Honey and 1,900 lbs of Celestial Bee Bread in this massive hive. See Appendix D for both magical substances. Note that the bees are of normal size but **strange coloration**, being white-furred and decorated with golden legs and pink banding. The swarm will act as a flying version of the Creeping Doom spell (PHB p. 63) if it is disturbed without adequate protections.

Although the value of this hive is tremendous, the danger and difficulty of transport is similarly high.

E-08 East Canal

Players

A canal made of thick transparent glass glows with the phosphorescent blue water it carries from the stairs to a dangerous-looking hole in the ground.

DM

The canal is 6' deep but fast flowing. The water exiting the City falls roughly 200' to the sea below. On the south side of the canal, two sets of steps have been cut into a solid block of rose quartz and adorned with slender statues of alabaster guardians.

At the top of the stairs is a broad piazza with flowering vines and strange free-floating blossoms that drift before a grand façade of white marble and brass.

The piazza overlooks area E-13 and the locked doors lead to area E-09.

E-09 Atelier of Cellibotti

Players

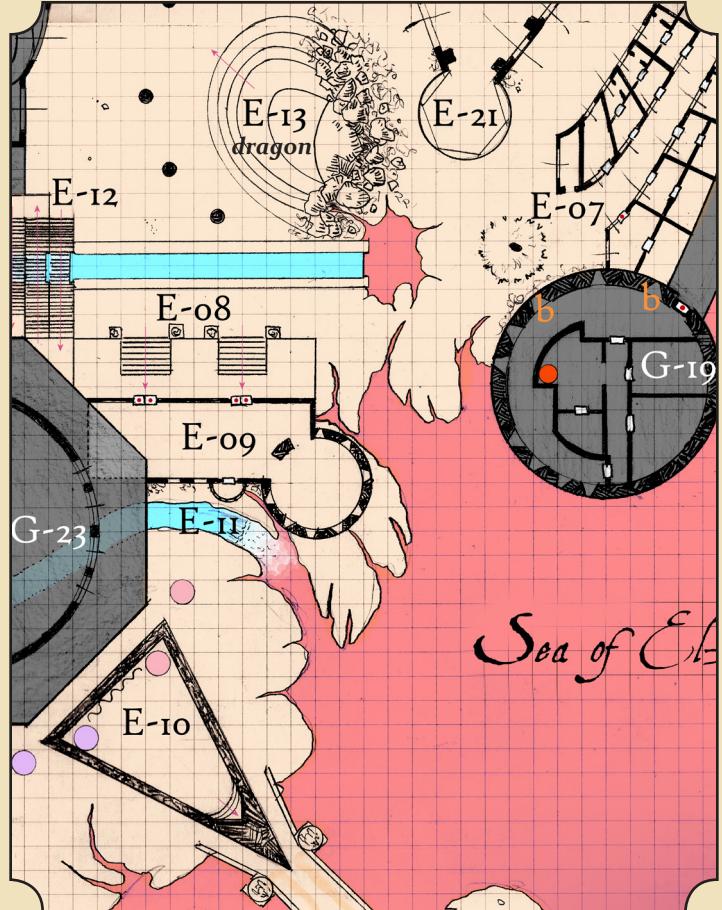
This wonderful studio is filled with the most incredible paintings you have ever seen, each one a masterpiece. They stand or hang against walls and easels, or rest in racks among the paints and jars and brushes.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are notified telepathically upon entering that this is the studio of Sultan's court painter, Cellibotti.

Red-Flagged & Unchronicled characters receive no such notification.

In addition to the **195 paintings** (each valued at 2d6 x 10,000 sp and equating to 5 lbs encumbrance if rolled up) there is one Cellibotti's Portrait of "X" (see Appendix D). Any experienced art connoisseur will immediately determine that the paintings are a priceless treasure for they convey such intense emotions that viewing any one of them for a single round requires a save vs Spells. Failure causes the viewer to sob inconsolably either



from joy or sadness for 1d6 rounds (treat as if stunned: -50% Movement; -4 on Attack Dice; cannot cast spells). Success merely silences the viewer for 1d3 rounds.

There is a marble balcony on the south side of the studio set with table, chair and wine. It overlooks the cataract of E-11 from a vantage of some 13'. The round tower portion of the studio contains a gossamer-draped canopy bed and other personal living accommodations.

E-10 Silver Transmogrifier

Players

This weird monument appears to be made of featureless mirror-like material and, at first, seems to be connected to the foundation walls of the palace.

Circumnavigation, however, reveals a narrow walkway of cobbled stone separating the two.

The silver monument resembles an ax head, half buried in the ground, with its back side being only twenty feet high, but rising to double that as it arcs into the great sail-like blade that splits the bridge.



At the back side of the monument, flanking the corners, are **two low discs** of cracked white marble. It seems that the discs have shifted slightly due to upheavals but that they originally stood in perfect line of sight with one another down the narrow walkway.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who approach the monument within 20' are notified telepathically that this is the Silver Transmogrifier, whose edge shapes the person as a gem cutter's chisel shapes the gem.

Red-Flagged & Unchronicled characters receive no such notification.

Any character **touching the external sharp edge** of the building is forcefully pulled onto the blade and split violently in twain—half the corpse sliding to each side of the ax. An intense fire then covers the blade and immediately burns these cold cuts to ash, which float away over the sea.

This is a powerful illusion, for the character is actually teleported inside the structure and, until they exit, no other characters can enter by touching the blade.

Within, the structure is made entirely of baht stone. This stone is so ancient that it causes the viewer to become psychically aware of the origins of the multiverse and find the endeavors of humanity (as well as their own lives) hysterically funny and pointless. Coming within 10' of the walls subjects the PC to a gaze attack (per MM2 p. 55) which if met requires a save vs Spells. Physical contact with baht stone requires the same save at a -4 penalty. These saving throws are required each time the stone is examined or touched.

Failure precipitates **uncontrollable laughing** and weeping, which is unceasing and causes death in $1d12+12$ hours. Those stricken move at 50% normal rate, suffer -4 penalties to all rolls and cannot cast spells. Only Wish, Limited Wish, Holy Word or Remove Curse can remove the condition and prevent death.

Within the chamber are **two low disks** of white marble with an ancient tapestry of great beauty between them.

The tapestry shows twin men waving goodbye and walking away from each other. At the far end of the chamber is a curious staircase that rises into a darkened niche without visible egress.

There are three basic means of escape:

1. Stepping on the Lavender disc teleports the PC to the corresponding lavender disc outside, but does not cure baht stone laughter.
2. Stepping on the rose-colored disc teleports to the corresponding rose disc outside, but does not cure baht stone laughter.
3. Mounting the stairs into the alcove cures baht stone laughter and creates a copy of the PC on each of the internal discs. The original PC is gone and the copies must either immediately fight to the death or come to an agreement over which one of them will die. If the copy from the lavender disc survives,

it is teleported to the corresponding lavender disc outside. If the copy from the rose disc survives, it is teleported to the corresponding disc outside. The player assumes control over the surviving copy and the transmogrifier can then be used again, but not by the same character.

Lavender Copies: are visibly artificial. The PC is now a sophisticated automaton with smooth, hard skin and gemstone eyes. The character and class, including level progression, are unaffected except as follows:

- The character cannot eat, breathe, enjoy carnal pleasures or use devices that require ingestion (potions, magical food, tobacco, etc.)
- The character is immune to, sleep, charm, hold and all other mind-affecting magic as if they were undead. They similarly cannot bleed.
- The character is immune to most psionics.
- The character never requires rest or sleep.
- The character cannot be healed magically but, instead of sleeping, can conduct self-repair at a material cost of 20 sp per hp and a rate of $1d3$ hp per hour.
- The character is incapable of using any magic whose side effects include aging and is also immune to aging magic.
- Disenchanters, Rods of Cancelation, Anti-Magic shells/zones (and the like) hereafter require the PC to save vs Death Magic or be instantly destroyed.

Rose Copies: are beautified versions of the original PC. They are identical to the original except as follows:

- CHR is elevated to 16 or, if already 16, improved by 1 without limit.
- WIS is elevated to 16 or, if already 16, improved by 1 without limit.
- INT is elevated to 16 or, if already 16, improved by 1 without limit.
- Rose Copies are, however, particularly allergic to silver. Merely touching silver will burn such a character for $1d3$ dmg and silver weapons that strike the character will deal double dmg.

Note that only some of the above characteristics of the respective copies will be initially apparent when the choice is made.

E-11 Cataract

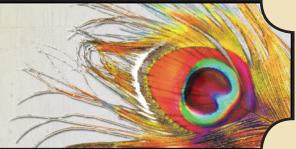
Players

Rushing luminous blue water courses from beneath the palace foundation and cataracts into the sea some 200' below.

DM

Those caught in the current may be allowed a single bend bar attempt in order to pull themselves to safety prior to the fatal fall.

Library of Xinraedaal



E-12 Stair of Scholars

Players

Waterfalls braid a great switchback staircase by means of clever channels and chutes.

The falls gentle roar echoes and cascades down the sculpted walls. A strong breeze makes you giddy, for there are no railings. Below the stairs, lies a magnificent court, theatre and other buildings.

DM

Voices on the stairs are amplified and if the dragon is at E-13, it will surely take notice and attack while the PCs are on the steps.

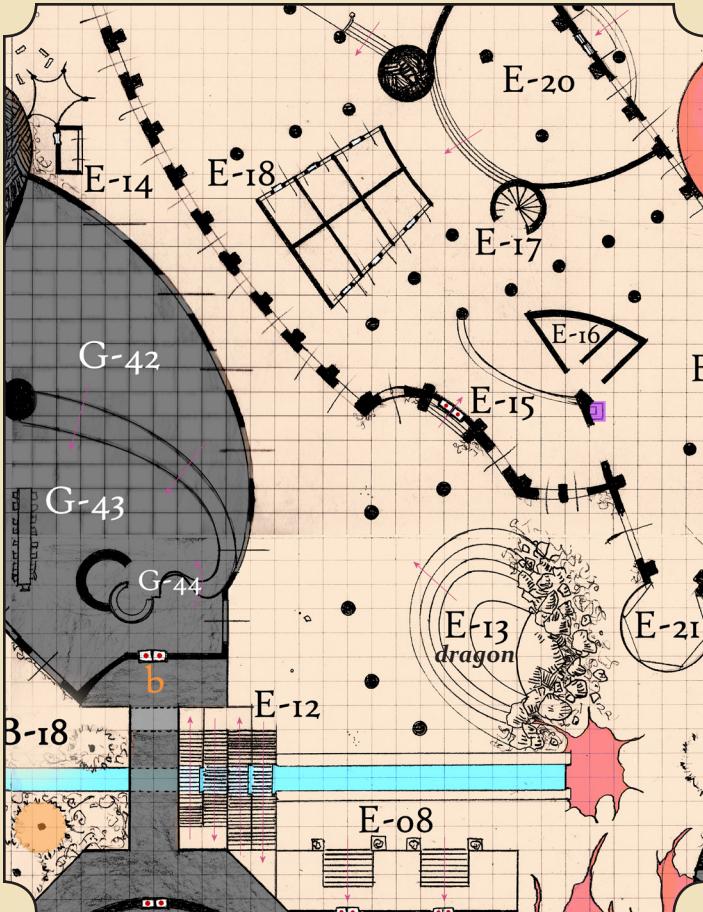
Epic views of the library and the treasure trove at E-13 should be conveyed to those descending the stairs.

The staircase rises 6' for every 10' traveled, rising a total of 108'; its walls are cut from white stone and the reliefs depict images of Gringling warriors slaying Groull. Water runs over the walls but under the steps in an in-and-out fashion.

E-13 Grotto Theatre

Players

Watched over by five towering columns of white alabaster whose tops have been sculpted into flying seraphim, is an open theatre



of incredible beauty. Each tier of seating is broad enough to spread a blanket and cut from a different color of pastel quartz. This rainbow of rose, green and lavender forms a stepped quarry with the stage at the bottom.

The backdrop of the stage is equally spectacular, being constructed of enormous boulders—each one an opened geode of sparkling white calcite.

Your heart pounds and you feel light-headed, for the stage is mired in a great trove of gold, jewels and other delights.

DM

Al'lahab is 60% likely to be here.

Al'lahab the Ancient Red Dragon : AC -1 | MV 9 (or) 24 flying | HD 11 (hp 88) | THAC0 10 | ATT 3 + tail | DMG 2d8, 2d8, 7d6 (bite) 3d10 (tail) | SA fire breath 90' cone; Al'lahab can breathe once and attack up to four times in the same round; Al'lahab's breath weapon has no limit on the number of uses per day; each hit requires 2 pieces of worn gear to save vs Crushing Blow; on a natural 20 Al'lahab's bite tears M size creatures in half; Spells (each at 11th level) which can be launched at a rate of 1 per round in addition to all other attacks and without chance of interruption: Magic Missile (5 missiles) PHB p. 67; Shocking Grasp (1d8+11) PHB p. 68; Mirror Image PHB p. 71; Ray of Enfeeblement (41% dmg reduction) PHB p. 71; Fireball (11-die) PHB p. 73; Haste (14 rounds) PHB p. 74; Minor Globe of Invulnerability (11 rounds) PHB p. 77; Wall of Fire PHB p. 78 | SD dragon fear | AL Chaotic Evil | Size L | XP 9,208 | MM p. 33

If the party is extremely strong, you may consider allowing Al'lahab to cast **Iilool's Mirror Image** from a scroll at 11th level ability (see Appendix C). Note however that this will allow the dragon to attack once with claws, bite and tail for each image summoned and the results could be disastrous for the party.

The Hoard:

- 5,522,335 silver coins
- 40,000 ebonwood bars (800,000 sp value)
- 40,000 gold tombs (coins of 800,000 sp value)
- 26,667 electrum anqas (coins of 800,000 sp value)
- 20,000 rose-gold cuones (coins of 800,000 sp value)
- 8,000 cones of gorjian incense (800,000 sp value)
- 8,000 platinum lords (coins of 800,000 sp value)
- 4,000 mithril moons (coins of 800,000 sp value)
- 400 bottles of Dam Mamara (400,000 sp value)
- 400 orcanthium marks (coins of 800,000 sp value)
- 266 Lemcienee jewels (800,000 sp value)
- 33 rose-gold trade bars stamped w/ a peacock (800,000 sp value @ 10 lbs ea.)
- 23 barrels of fine beer (@ 500 sp & 160 lbs per barrel)
- 13 bottles of exceptionally rare wine (@ 3,900 sp & 3 lbs per bottle)
- Polished ebony war mask inlaid with ivory and gems (23,500 sp @ 3 lbs)
- Silver scepter inlaid with opals and rosewood (45,000 sp @ 5 lbs)
- A magical coffer made of pure gold filigree and elemental

fire—which does not burn the contents or anyone speaking the secret word “*incubi*” but deals 2d6 dmg to anyone else touching it. (52,000 sp @ 2 lbs)

- Three goblets of elemental ice set with sapphires (20,000 sp & 1 lb apiece)
- 3 large golden topaz gems (10,000 sp each)
- 1 oud of fragrant wood, inlaid with gems and ivory: adds +10% to charm and +5% to legend lore (233,000 sp @ 4 lbs)
- 1 lute of heavenly pine inlaid with silver and chrysoprase cabochons: adds + 5% to charm and +10% to legend lore (233,000 sp @ 4 lbs)
- 1 bejeweled spyglass of silver that allows one to read a book from 1 mile away (36,500 sp)
- A sandalwood jewelry box containing a bangle, belly button dangle and belly chain, choker, locket, medallion, nose ring, signet ring and torc of precious metals and gems. The whole weighs 7 lbs and is worth 23,600 sp.
- 1 hookah of bejeweled platinum, iridescent glass and braided silk (23,200 sp @ 10 lbs)
- 1 Rod of Resurrection (700,000 sp value & DMG p. 133)
- 1 set of Demonic Plate (+4 plate that grants 50% resistance to cold, electricity and fire per MM p. 16: value is 900,000 sp)
- 1 Ring of Faerie (150,000 sp & UA p. 93)
- 1 Wand of Force (600,000 sp & UA p. 96)
- 1 Girdle of Storm Giant Strength (300,000 sp & DMG p. 126)
- 1 Gringling Battleshield (200,000 sp [new] see Appendix D)
- 1 Iridescent Black/Indigo Spell Book of Demon Chitin Bearing a Silver Glyph. Contains:
 - ◊ Iiloil's Mirror Image (Appendix C)
 - ◊ Sepia Snake Sigil (UA p. 56)
 - ◊ Evard's Black Tentacles (UA p. 56)
 - ◊ Stoneskin (UA p. 56)
 - ◊ Death Spell (PHB p. 83)
- 1 Spellbook Clad in White Dragon Scales containing all of Al'lahab's spells listed above.
- Prison of Zagyg (500,000 sp & UA p. 102) containing a large spider that is actually...Lolth? Retriever? DM fiat.
- Wand of Fireballs (320,000 sp & UA p. 96)
- Staff of the Woodlands (800,000 sp & UA p. 95)
- 1 golden suit of weightless plate mail +5 with “*the castle*” engraved inside the breastplate. This armor retains its +5 enchantment regardless of planar travel (550,000 sp value)
- 1 Ring of Invisibility (150,000 sp & DMG p. 130)

Total value of this hoard is roughly 19,914,320 sp. Note that many items in the hoard may be destroyed by reckless combat.

E-14 Shaved Ice

Players

Stone benches, a pastel silk pavilion and a whimsical shop of pink alabaster squeeze into the narrow street between the palace foundations and the vast building full of stained-glass to the east.

DM

There is a snow-cone machine that never runs out of ice and a vast assortment of flavored syrups in the building. There is also

a mummified Gringling on the floor. His eyes seem to move, but this is an illusion caused by rot grub in the sockets.

Rot Grub x2d3 : AC 9 | MV 1 | HD 0 (hp 1 each) | THAC0 20 | ATT 1 | DMG nil | SA death in 1d3 turns | AL Neutral | Size S | XP nil | MM p. 83

E-15 Library Front Desk

Players

The size of this building overawes you. Not just large, everything about it is massive. Heavy statuary festoons white marble pilaster strips. Soaring windows plait with tracery and deep-set masterpieces of stained glass. The steel-studded, cathedral-like front doors are venerable teak and show the press of many hands.

DM

The interior is dimly but colorfully lit, each window a unique work of art. A host of thick, decorated pillars lift the 40' ceiling into ribbed vaults.

Shelves glimmer near the floor, composed of shimmering blue light. They pose no physical barrier to visitors but fill all regions of the library save E-15, E-17, E-20 and E-22.

The front doors are magically locked and cannot be picked.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) automatically pass the locked front doors, which then re-lock.

Red-Flagged characters are unable to pass the doors unless a green-flagged character holds them open. Even so, such characters are subjected to a short range psionic mind blast upon passing through the front doorframe (see DMG p. 78 for saves and effects).

Unchronicled characters are able to pass the doors only if they are held open, but are not subjected to mind blast attack.

The front desk is a counter made of polished teak. Anyone touching this counter with at least one hand can speak and be heard.

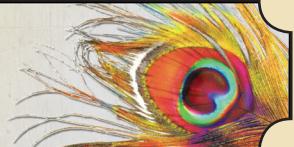
All other areas of the library (unless noted) are **silent** and all characters are silenced. No verbal spells, command words, or speech can be uttered. **YOU MUST ENFORCE THIS SILENCE RIGOROUSLY.** Any character whose controlling player breaks this rule is immediately stunned for 3d4 rounds: 50% move, -4 on attacks, unable to cast any spells, drops whatever is held, and cannot hold anything.

E-16 Lounge & Copier

Players

This back room is lit with Dam Mamara lamps of vintage styling. It also contains a beautiful wrought iron machine with blue lights and several fat leather chairs.

Library of Xinraedaal



DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are automatically able to read and understand the instructions on an interface that allows a guest to punch in a code (found in the library) which will then print out the corresponding information (spell, recipe, etc.) in scroll form. Printing is instantaneous for Lore and unlimited. Printing of spells or protection scrolls requires 20 minutes per spell or scroll.

Red-Flagged characters who set foot in this room are again attacked by psionic mind blast q.v. area E-15.

Unchronicled characters cannot understand the interface regardless of languages they may know as the text turns to gibberish.

The wrought iron machine dispenses a limitless variety of hot and cold drinks via telepathic input.

Note the presence of a Psi-Geist Kiosk just south of the lounge.

E-17 Stairs and Roof

Players

The second massive pillar in the library is apparently a fraud, for it is hollow and packed with broad spiral risers of stone that ascend into a cool downward draft.

After some 50' of climbing, the staircase emerges on the roof of the library from one of two towers (the other great pillar forming the other) and between these towers is a nest formed of carefully crushed trees and great piles of down.

DM

This is the nest of a single Roc whose mate was slain.

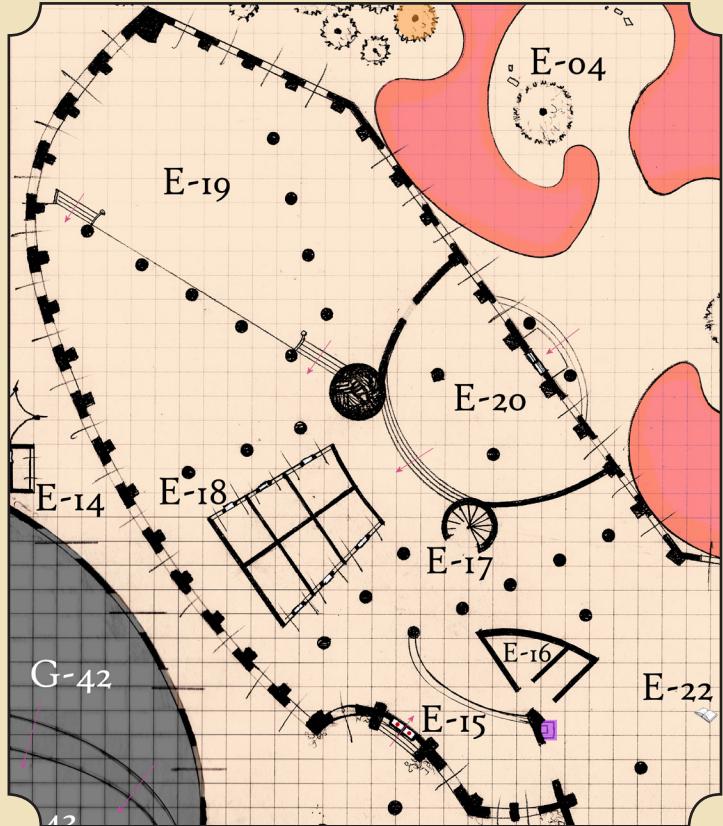
Roc x1 : AC 4 | MV 3 (or) 30 flying | HD 18 (90) | THAC0 5 | ATT 2 (or) 1 | DMG 3d6, 3d6 (or) 4d6 beak | SA nil | SD nil | AL Neutral | Size L | XP 7,250 | MM p. 82

It is 60% likely that the Roc will be present when PCs arrive on the roof and if so, it will screech at them. This shriek is so loud that a save vs Breath Weapon is required by all within 30' or they will be deafened for 1d6 rounds.

If the nest is threatened, the Roc will flap about ferociously and attack 3 times each round, using both claws and beak to defend her egg.

There is a **single egg** in the nest: a warm ruby-thing of great beauty. It is 5' long, 3½' in girth and weighs 230 lbs. It is quite tough, requiring intentional violence or falls that deal 20 damage to break.

Its value is 400,000 sp. It will hatch in three weeks if kept warm and the hatchling's value will be 1,000,000 sp (sex by coin flip).



E-18 Fishbowl Rooms

Players

Standing like an illuminated terrarium in the center of the library floor is a roofed and glass-walled cluster of meeting rooms (15' tall) with glass doors and warm, invisible light sources. There are seven comfortable chairs and a boardroom table in each room.

DM

As with all glass in the City of Brass, the walls and doors are glasssteel. Within the rooms, beings can talk and be heard normally, but the sound does not travel beyond the rooms even if the doors are open.

Those inside the rooms can cast spells out through the doorways into the library proper. Inside the west-most room is an evil cadre: a powerful Night Hag and her indentured servants. Note that the hell cat will automatically be invisible.

Night Hag x1 : AC 9 | MV 9 | HD 8 (hp 64) | THAC0 12 | ATT 1 | DMG 2d6 | SA special sleep spell; magic missile (2d8 dmg 3 times per day); Ray of Enfeeblement (33% dmg reduction) 3 times per day; Gate 50% | SD immune to sleep, charm, fire and cold; +3 or silver weapon to hit; ethereal at will; astral projection; +2 on all saves due to worn periapt | MR 65% | AL Neutral Evil | Size M | XP x | MM p. 73

Type IV Demon x2 : AC -1 | MV 9 (or) 12 | HD 11 (hp 70, 50 | THAC0 8 | ATT 3 | DMG 1d4, 1d4, 2d4 | SA Darkness 10' r.;

Illusion; Fear; Dispel Magic; Symbol of Fear or Discord; Gate 60% | SD +1 or better weapons to hit; resistant to cold, electricity, fire, gas; Teleport without Error | MR 65% | AL Chaotic Evil | Size L | XP 4,120; 3,800 | MM p. 19

Hellcat x1 : AC 6 | MV 12 | HD 7+2 (hp 33) | THAC0 13 | ATT 3 | DMG 1d4+1, 1d4+1, 2d6 | SA x | SD immune to mind affecting spells, magic weapons to hit, magical plusses do not add dmg, invisibility | MR 20% | AL Lawful Evil | Size L | XP 1,330 | FF p. 50

For the purposes of combat in the library, you may assume that all special abilities (including psionics) of both characters and monsters can be used freely. Thus, demons can gate, paladins can lay on hands, and clerics can turn even under the library's silent spell.

The Hag carries of **Bag of Holding** (60 lb variety: DMG p. 138) containing 30 larvae which will spill forth if carelessly opened.

Larvae x30 : AC 7 | MV 6 | HD 1 (hp 4 each) | THAC0 20 | ATT 1 | DMG 1d4 + 1 | SA nil | SD nil | AL Evil | Size M | XP 14 apiece | MM p. 59

There is also a Book of Vile Darkness (DMG p. 139); a Necklace of Strangulation (DMG p. 151); and a Periapt of Foul Rotting (DMG p. 151) in the bag.

E-19 The Stacks

Players

Among the feet of lofty pillars and below the majestic stained-glass windows are countless shimmering lines of blue light, vaguely reminiscent of short bookshelves containing books. These ghostly shelves offer no physical resistance and can be walked through without problem

DM

Those standing among the stacks have no cover but receive a 25% concealment bonus (+1) to AC at a distance of 20' or more.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) can touch the books. Books so touched float to hand and open. The book then communicates telepathically, asking what the character desires to do/research:

1. Lore of the Multiverse
2. General Magical Research
3. Research a Specific Spell
4. Create a New Spell
5. Learn a Language

Lore of the Multiverse (such as operation/command words of new magic items, monster abilities or vulnerabilities, history and purposes of locations (including the City of Brass)—and generally anything the DM is usually loath to share) must be provided after only 1 turn of searching since the Library of Xinraedaal has cataloged most things. This information is accompanied by a code that the character needs in order to print the information at area E-16.

If a character wishes to conduct **general magical research**, they may roll once per 20 minutes on the following table to determine what is found:

1. Curse (DMG p. 121): Affects the reader immediately.
2. Spell Level One (random)
3. Spell Level Two (random)
4. Spell Level Three (random)
5. Spell Level Four (random)
6. Spell Level Five (random)
7. Spell Level Six (random)
8. Spell Level Seven (random)
9. Spell Level Eight (random)
10. Spell Level Nine (random)
11. Spell Special (random from Appendix C or DM's own)
12. Protection Scroll: Demons
13. Protection Scroll: Devils
14. Protection Scroll: Elementals
15. Protection Scroll: Magic
16. Protection Scroll: Possession
17. Protection Scroll: Undead
18. Protection Scroll: Acid
19. Protection Scroll: Cold
20. Protection Scroll: Electricity
21. Protection Scroll: Fire
22. Protection Scroll: Illusions
23. Protection Scroll: Paralyzation
24. Protection Scroll: Plants
25. Protection Scroll: Poison
26. Protection Scroll: Non-Magical Traps
27. Protection Scroll: Magical Traps & Wards
28. Protection Scroll: Water
29. Protection Scroll: Weapons Non-Magical Melee
30. Protection Scroll: Weapons Non-Magical Missile

If a character wishes to **Research a specific spell**, the spell is automatically found but the search time increases to 60 minutes per spell.

New spells can also be created here, but the time for doing so is 120 minutes per spell under the effects of the blissful haze q.v.

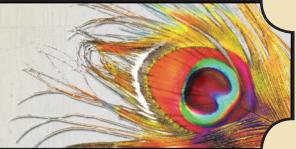
Finally, **languages** can be taught telepathically and are learned in only 10 minutes. While almost any language can be learned (providing INT is high enough) other languages may need to be erased from memory to make room for the new tongue.

Note: success of any search is automatic and time is the only constraint. The only searches that will fail:

- True names of Greater Powers including Arch Devils, Demon Princes and Demigods: (such a search has a 5% chance of meeting with success).
- Time-relevant searches such as: *Where is X located right now?*
- Any search that breaks the general principal of the library being a repository of stored esoterica and assumes it is an omniscient AI—which it is not.

Red-Flagged characters are unable to handle or interface with

Library of Xinraedaal



the books in any way.

Unchronicled characters are able to handle a book and use it only if a green-flagged character takes it from the shelf and gives it to them.

Note that each “book” can be carried anywhere in the library but automatically returns to the shelf if it is carried beyond the library walls.

E-20 Vestibule

Players

Basking in the light of lofty stained-glass, is a vestibule appointed with leather furniture and iron urns of exotic flowers and trees. Ranged at one coffee table are four attractive humans in comfortable poses, reading from shimmering books of light. There are two men and two women.

DM

Note that these nefarious travelers will wave politely but are silenced by the library. They have a temporary truce with the Night Hag at E-18 but will not come to her aid.

Rakshasas x4: AC -4 | MV 15 | HD 7 (hp 44, 40, 37, 31) | THAC0 13 | ATT 3 | DMG 1d3, 1d3, 1d4+1 | SA ESP; Illusion; | SD Immune to all spells of 7th level and below; magic weapons to hit; weapons below +3 do half dmg; slain by blessed crossbow bolts | AL Lawful Evil | Size M | STR 16 each | XP 1,277; 1,245; 1,221; 1,173 | MM p. 81

Magic-User Spell List:

1st: Charm Person PHB p. 55; Comprehend Languages PHB p. 65; Magic Missile (4 missiles) PHB p. 67; Read Magic PHB p. 68

2nd: Invisibility PHB p. 70; Strength PHB p. 72 (results on rakshasas as fighter)

3rd: Blink PHB p. 72

Cleric Spell List:

1st: Protection from Good PHB p. 44

The rakshasas have **three scrolls**, each containing all spells listed above. Each also wears 1,500 sp worth of jewelry and carries 1d4 mithril moons; 1d20 electrum anqas; 1d20 rose-gold cuones and 1d3 orcanthium marks plus an emerald of 1,000 sp value.

The rakshasas are not eager to fight other planar travelers (knowing that such will be powerful) and are content to let the party go about its business. They will only attack if molested or if the party seems weak and in need of help.

E-21 Doors to Dar al-Surur

Players

This otherwise unlit tower room basks in the fluctuating illumination that spills from five eminent gothic arches

containing gates—and impressive vistas—to other dimensions.

DM

These permanent gates bypass normal planar connections. Describing each vista is left to DM fiat.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) can leave through any of the gates and return—provided they return within 6 hours.

Red-Flagged & Unchronicled characters can leave through any of the gates but cannot return by any means.

The South Gates:

1. Ethereal (MOP p. 11)
2. Fire (MOP p. 36)
3. Air (MOP p. 31)
4. Water (MOP p. 47)
5. Interstellar Prime Material Plane

The North Gates:

1. Astral (MOP p. 60)
2. Lunia: 1st of Seven Heavens (MOP p. 87)
3. Avernus: 1st of Nine Hells (MOP p. 109)
4. Nirvana (MOP p. 84)
5. Concordant Opposition (MOP p. 114)

It is said, the Starfire Neonate arrived in the fabled City of Brass via the gate to Concordant Opposition and that it might have returned there as well—though this is outside the scope of this module.

Tamar Amooyan's spellbook rests on a velvet-seated chair. Her name is inside the front cover (see area G-13 for its contents).

E-22 Gallery

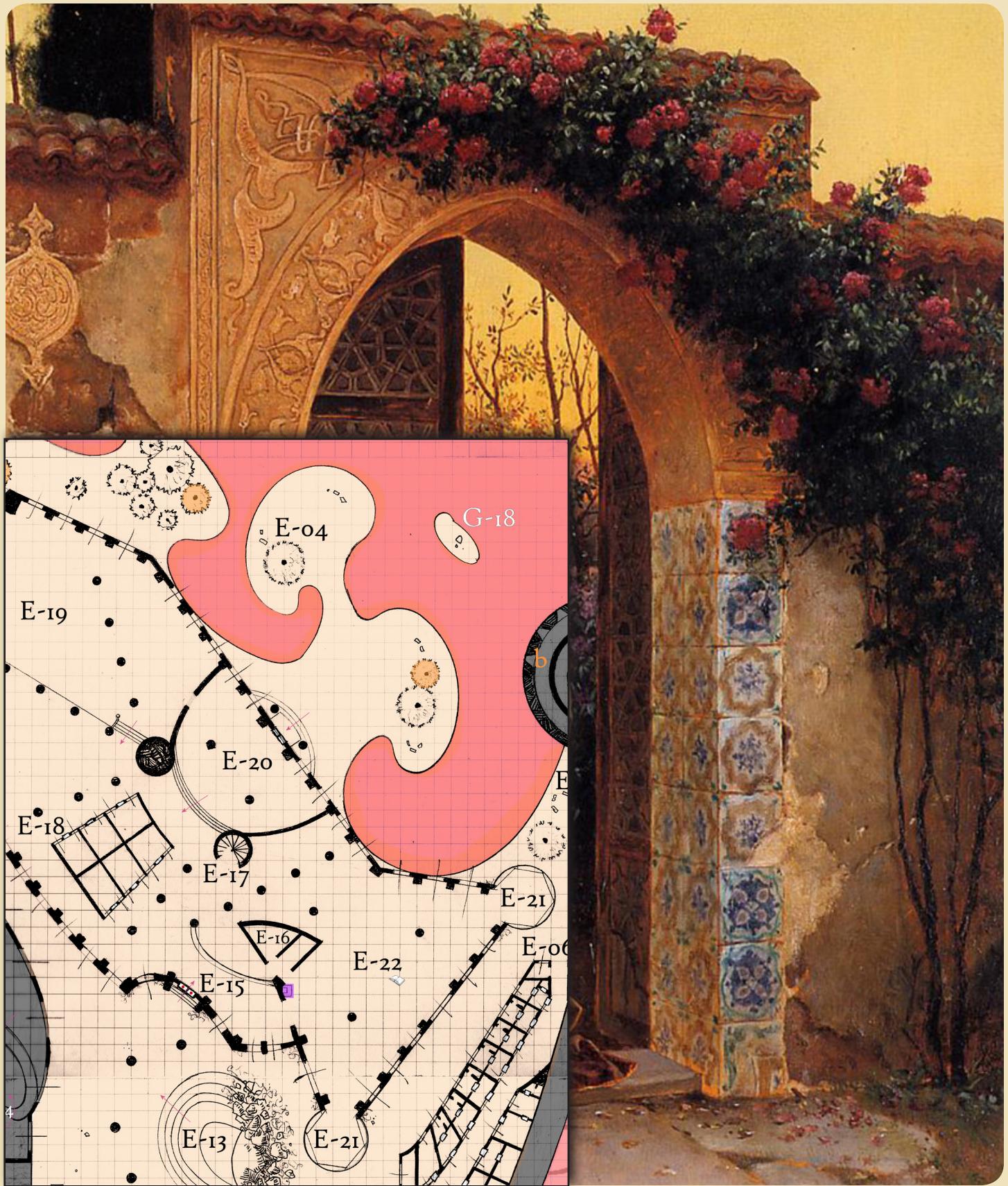
Players

Devoid of the shimmering shelves seen elsewhere, only strains of window light dapple this gloomy vault. Where the colors fade, a massive ambo-cum-lectern of dark stone rises centrally between two pillars. The lectern faces the southwest wall of colored glass and is tilted just enough for you to make out an unopened codex of enormous proportions, which bends the light around it.

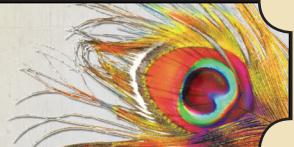
DM

There is room for up to four people to squeeze onto the ambo and anyone standing there can speak normally. The sound of speakers standing here cannot be heard beyond area E-22.

The book on the lectern is the Codex of the Infinite Planes (see Appendix D for full details & cf. DMG p. 156 also)



Temple Hill



Temple Hill (F-01 thru F-14) is under winter's spell. Snowflakes materialize and spiral into 4' drifts. The magical vegetation is unaffected. Flowers still bloom. The trees in this district, however, are bare. The cold here deals unprotected PCs 1d4 dmg per turn (see area F-13).

F-01 Time Elemental

Players

In the middle of a frosted glass bridge floats a small bright light. Though the warmth of the sea rolls up from the fissure, it cannot cut the shocking cold.

At the east end of the bridge, a glass avenue parts the snow, warmed by the artifice below. White marble columns flank the avenue, each sculpted with devils and flames.

DM

A time elemental noble has anchored one of its many manifestations here in order to keep a finger on the pulse of this alarming cluster of temples. It will communicate telepathically with good characters and warn them to leave the City. Evil & Neutral characters will be ignored unless they attack.

Time Elemental Noble xi : AC 2 | MV infinite | HD 20 (hp 68) | THAC0 4 | ATT 1 | DMG 5d4 | SA summon 1d4 of itself (dmg to one affects all); Time Stop; Age or Rejuvenate 1d20 years | SD +3 or better weapons to hit; only if doubles are rolled on 2d10 can a spell affect it | AL Neutral Good | Size S | XP 4,360 | MM2 p. 120

PCs standing on the edge of the fissure may avoid damage so long as they remain there, but the glass avenue does not provide any protection from the cold.

F-02 Honeysuckle Hedgerow

Players

Wild tangles, heavy with snow and lit whimsically by colorful, glowing stamens fill this region along the wall.

DM

The tangles are mostly impassable without magic or machetes. However, there is a faint path to area F-13 from the west side of the thicket, which will allow PCs to move at 1".

All who enter the tangles (including Druids) must **save vs Poison once each round** or fall asleep due to the sedatives in both pollen and thorn scratches. Those who fall asleep are immediately Entangled and thorns begin draining blood at a rate of 1 hp per round. Freeing an entangled friend requires 1d3 rounds during which additional saving throws will be required.

F-03 The Kraesumana

Players

This six-sided temple of crimson marble is capped with an onion

dome of transparent red glass. Flame motifs and false windows decorate its sides. On mounting the steps, which are cut of black marble, you arrive on a sheltered stoop before a pair of massive iron valves. The name "Mamre" is cut into a red slab above the doors and a plaque, which swings with the southern door, overlaps the seam between the two portals, acting as a seal. A great quantity of carefully applied red wax fills the gap around it.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically made aware (upon mounting the steps) that this is the Kraesumana, Temple to Mamre, The Sword Below, God of Fire, Whose Power Number is 6 and Whose Blood Fills the Sea of El'Karkar.

Red-Flagged & Unchronicled characters are given no such information.

The plaque is written in the Elemental Tongue of Fire:

"There are but two kinds of things—those on which you brighten or dwindle. A lack of such discernment has doused countless flames."

There is an **iron funnel** above the wax seal that indicates something should be poured here. If Dam Mamara is poured into the funnel, the wax will melt and the doors will open without incident. Although the doors can be opened many other ways, all result in an 8die fireball detonating in the socket-shaped entryway.

Inside the temple are eight pillars: six of red carnelian carved with flames. The two closest the door are obviously magical. The north one is ebonwood, covered in rippling ruby flames; the south one is made of liquid water.

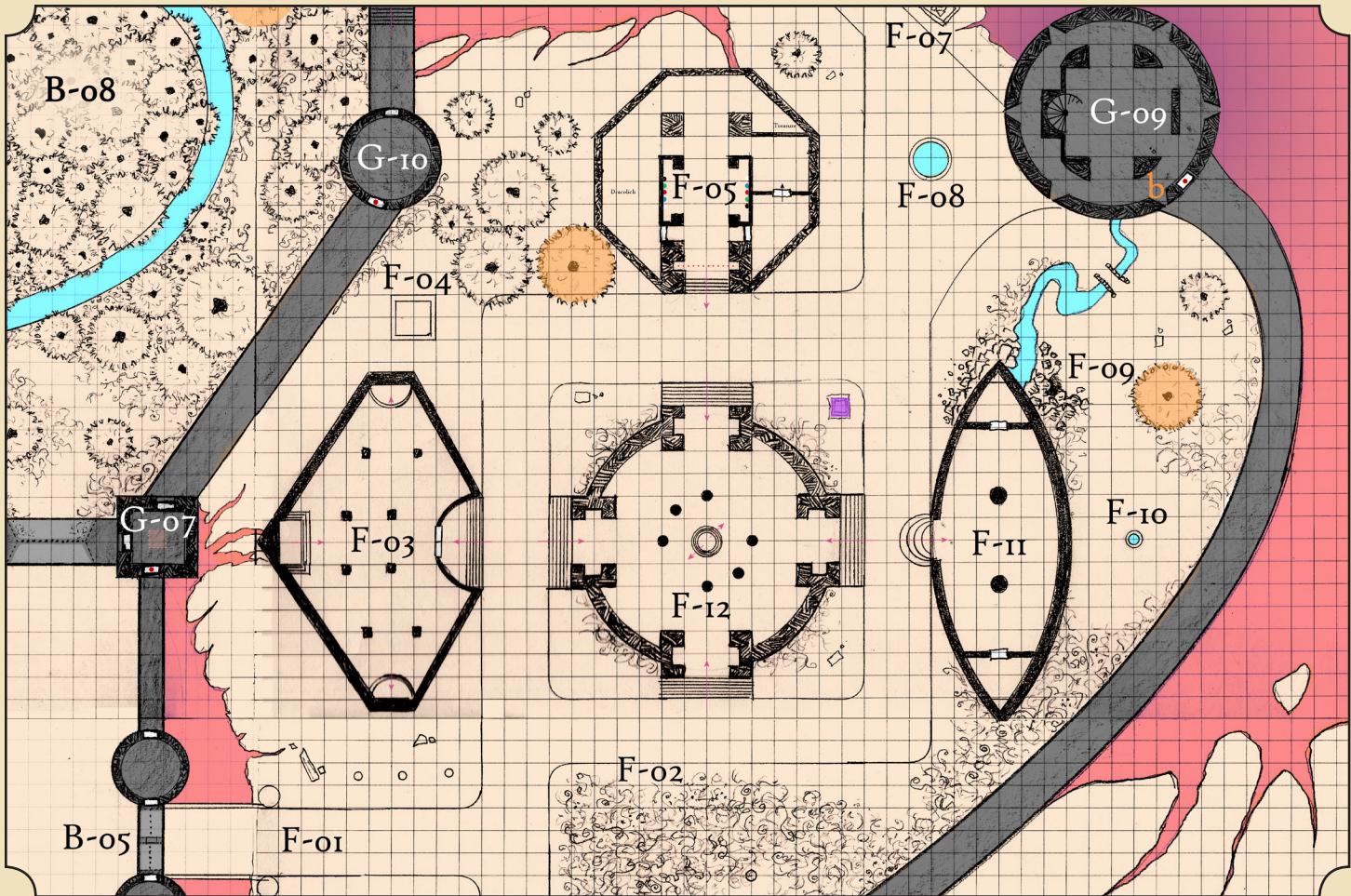
Two separate paths of colored paving stones lead from each of these special pillars to corresponding daises in the north and south part of the temple.

The south dais holds a hollowed pool of water with the word "seduction" graven before it. There is a dipper hung nearby. The north dais holds a pool of flaming Dam Mamara with the word "fidelity" graven before it. Another dipper is hung here.

The western point of the room contains a stepped pit with a bed of coals covering its bottom. The smoke is evacuated though a whistling chimney. At the DM's option, staring into the coals may reveal visions or afflict the PC with insanity.

If a **dipper of water** from the south basin is tossed on the coals the PC is hit by a Symbol of Persuasion (PHB p. 53); Restoration (PHB p. 53); True Seeing (PHB p. 50); Exorcise (PHB p. 48); Remove Curse (PHB p. 47) and all charms or controls on the character will end.

If a **dipper of Dam Mamara** is tossed on the coals the PC is hit by a Symbol of Persuasion (PHB p. 53); Regeneration (PHB p. 53); Heal (PHB p. 51); Strength (PHB p. 72) and Resist Cold (PHB p. 44).



Each time the PC is hit by the Symbol of Persuasion, there is 20% chance of the alignment change being permanent: **Lawful Evil**.

Should living blood of any kind be poured on the coals, the temple will shudder and a voice will whisper like crackling flames that "*the pact holds*".

Any PC that already worships Mamre will permanently gain one level upon entering this temple.

F-04 Driccow Pagoda

Players

An ominous pagoda of black stone rises from the snow. Its bottom story is open to the wind and deeply shaded. It is also strikingly clean and empty.

DM

Careful inspection reveals a square inlay of orcanthium that encloses the ground floor much like a magic circle. Just above this metal boundary, the air distorts ever so slightly as if from heat-shimmer.

The pagoda's ground floor is a permanent **anti-magic** cube and magic of any kind is neutralized upon hitting it. Those entering the cube cannot cast or use magic and their items will cease to be magical until re-exiting the cube. See also Anti-Magic Shell (PHB p. 82).

Used as a safe and neutral meeting place during the time of the City, the pagoda will protect against any number of terrors found in the City of Brass, since not even Ma'tuum: Eater of Souls will be able to enter or affect PCs sheltering inside.

The pagoda even ends the seasonal effects (see area F-13) of Temple Hill for those within its confines.

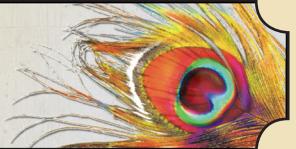
The only thing the pagoda does not guard against is the blissful haze (see Appendix E).

F-05 Star Dragon Temple

Players

An eight-sided temple of black marble is carved every inch with dragons. On its roof sits a gleaming black dome—the only

Temple Hill



one of this color in the City. There are five broad steps, dusted with snow, leading down into a cavernous arch. Each step is of splendid polished marble: white, black, bright green, cerulean and, at the bottom: scarlet.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically made aware (upon arriving at the arch) that this is Star Dragon Temple, Shrine of The Glistening One, Queen of Primordial Chaos, Tiamat.

Red-Flagged & Unchronicled characters are given no such information.

Stepping on the **white step** deals $1d3$ cold dmg & gear must save vs Frost; the **black step** deals $1d4$ dmg & gear must save vs Acid; the **green step** deals $1d5$ dmg and contact with bare skin requires a save vs poison or die; the **blue step** deals $1d6$ dmg & gear must save vs Electricity; the **red step** deals $1d7$ dmg & gear must save vs Normal Fire.

If any step is **skipped** a Wall of Fire (PHB p. 61) appears on the dotted red line of the DM map and persists until no living creatures remain in the temple.

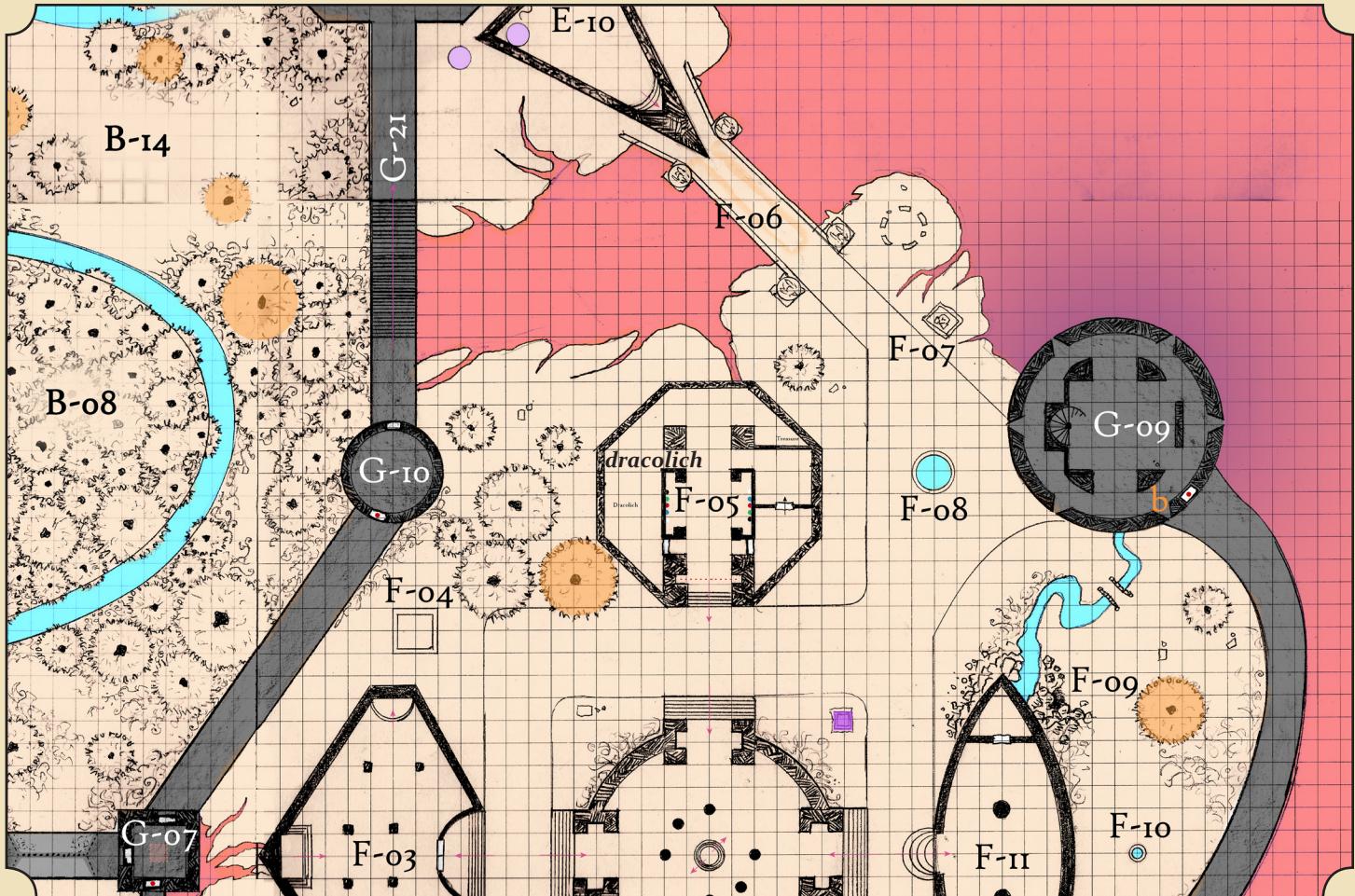
The temple is slightly below street-level, walled in black marble and floored in red. It is lit by grooves in the walls that flow with Dam Mamara.

The central area of the temple is watched over by ten chromatic dragon heads (two of each color) that line the walls. Anyone moving through this area causes all ten heads to breathe. Roll $1d10$ to determine how many times the PC must save vs Breath weapon. You may then randomly determine which breath weapons the PC is affected by.

1. **Red** | Gear Saves vs Magical Fire | PC takes 22 or 11 dmg
2. **Blue** | Gear Saves vs Electricity | PC takes 20 or 10 dmg
3. **Green** | Gear need not Save | PC takes 18 or 9 dmg
4. **Black** | Gear Saves vs Acid | PC takes 16 or 8 dmg
5. **White** | Gear Saves vs Frost | PC takes 14 or 7 dmg

Rooms (Counter-Clockwise from Southeast):

Room 1: A glittering obsidian bas relief of Tiamat covers the southeast wall. An offering trough bases this wall. Anyone who does not make an offering of at least 10 sp value must save vs Spells or they are barred by Tiamat's infernal power from passing the north door by any means.





Room 2: Those entering this room from the south door (which is one-way) are blessed with a Strength Spell (PHB p. 72) and then receive a telepathic message that they may exit the temple through the dragon-headed hall without fear. This is a lie and those who believe it will be punished by the breath weapons as outlined previously.

Room 3: (northeast corner) Heaped in four large chests is a trove of 200,000 gold coins and in their midst, cradled in a stone claw, rests the Orb of the Great Serpent (DMG p. 159) glowing brightly as its white jade form shifts through subtle colors. Its additional powers and effects are:

1. Allows any possessor to (one time only) summon a pseudo dragon per Find Familiar (PHB p. 66) with all relevant bonuses and consequences related to familiar possession and death.
2. Fly once per day
3. Color Spray three times per day
4. Fear as the Wand by Gaze
5. Speak with Monster two times per day
6. Owner must eat and drink six times the normal amount
7. Owner's STR becomes 1800 or 19 if previously 1800. However, every natural 1 rolled in combat causes a critical fumble of some kind.

Note that entering the treasury summons the guardian that lairs in the filthy, lightless hall (and **final room**) to the west:

Room 4: Dracolich x1 : AC 0 | MV 9 | HD 11 (hp 88) | THAC0 10 | ATT 3 + tail | DMG 2d8, 2d8, 8d6 (bite) 6d6 (tail) | SA fear; breath; spells | SD +1 or better weapons to hit; immunities | MR 50% | AL Chaotic Evil | Size L | XP 11,308 | Appendix B

Spell List @ 11th level ability:

1st: Shocking Grasp x 4 (PHB p. 68)
2nd: ESP (PHB p. 70); Mirror Image (PHB p. 71); Ray of Enfeeblement x2 (PHB p. 71)
3rd: Dispel Magic (PHB p. 47); Fireball (PHB p. 73); Fly (PHB p. 73); Lightning Bolt (PHB p. 74)
4th: Dimension Door (PHB p. 76); Wall of Ice x2 (PHB p. 78)
5th: Cone of Cold x2 (PHB p. 79); Feeblemind (PHB p. 80)

If the Dracolich is slain, Tiamat will certainly seek vengeance on the party at a future time.

F-06 Bridge of Dragons

Players

A bridge of frosted glass fills with pink light from below. Four statues of rampant white dragons perch on perilous corbels attached to safety walls.

To the south, snow dusts the bridge.

At the north end a strange silver monument or building divides the bridge into two paths, splitting it with what appears to be a razor-edge. This strange silver monument is highly reflective,

wedge shaped and without decoration.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) pass over this bridge without incident.

Red-Flagged characters are targeted by the dragon heads, which animate and breathe jets of blinding cold plasma. These jets are only 1' wide and travel in straight lines to the target up to 80' away. Each jet fires once per round and strikes as a 10 HD creature. Any character struck must save vs Breath Weapon.

Failure freezes the character solid along with all gear (treat as petrification). Stone to flesh will undo this condition, as will Remove Curse or other similarly potent spells. Restored characters, however, must make a system shock check or die and, surviving this, have only 1 hp remaining. A successful save, on the other hand, blinds the character for 1d4 + 1 turns and inflicts cold dmg equal to 50% of the PC's current HP.

Unchronicled characters are warned telepathically against crossing the bridge. If they disregard this warning, they are treated as red-flagged.

F-07 The Gray Knight

Players

As you approach a statue of dove-gray stone, a mournful music plucks your heart. The statue depicts a lustrous knight with spear and bow. His eyes are brilliant moonstones and there is an offering place at his feet strewn with fresh flowers, lit candles, gold coins and smoldering incense.

A steel plaque below the offerings is partially buried in snow.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who make offerings of any kind here are affected as if by a Haste spell (PHB p. 74) for the next 23 rounds. This boon does not age the character nor require a system shock check.

Red-Flagged characters who touch the statue are affected by a Slow spell (PHB p. 75) for the next 23 rounds.

Unchronicled characters are not affected by the statue.

The inscription is in Gringling:

“Celebi Narimani, the Gray Knight, Lord of Doors, Seneschal and Protector, First to wield the Flowing Stardust Bow, May his memory quicken thy step.”

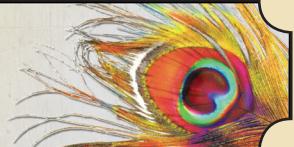
(This bow can be found in area G-34)

F-08 Pool of the Weirds

Players

On a foundational pillar that pierces the glass avenue stands a three-foot-tall font of steaming incandescent blue water.

Temple Hill



DM

Those who approach within twenty feet of the pool are within range of attack by eight water weirds that rise hydra-like and attack in unison.

Water Weirds x8 : AC 4 | MV 12 | HD 3+3 (hp 27 each) | THAC0 16 |
ATT 1 | DMG save vs Paralyzation or dragged into pool |
SA drowning; can control water elementals | SD sharp weapons
deal 1 hp dmg; dmg exceeding hp disrupts the weird for 2
rounds; cold Slows it; resistant to fire; destroyed by purify water |
MR immune to other attack forms | AL Chaotic Evil | Size L |
XP 478 | MM p. 100

Once a victim has been dragged into the pool, use the drowning rules of your choice. This author assumes the victim takes subdual dmg (per MM p. 30) equal to 25% of their max hp per round. Upon reaching zero the victim is unconscious and dies the following round via energy drain from the weird. Victims in the pool require assistance to escape. But a lucky bend bars check allows a particularly strong PC to escape under his or her own power.

The bottom of the pool is scattered with 125 orcanthium marks, 2,340 rose-gold cuones, and 3,783 electrum anqas.

F-09 Cave of Stars

Players

Below the temple's foundation and abutting a spring of incandescent water, you stumble upon a cave surrounded by ice-clad boulders. Signs of recent excavation sprinkle the snow and there are ominous tracks in and out of the den.

DM

The cave leads to a grotto roughly 60' x 60' with stalactite, stalagmite and pillar growth. Glowing like scattered stars is a horde of 43 Lemcienee, which cause those in the Grotto to take 1d4 cold dmg per round.

There is a gate to the **Elemental Plane of Earth** here, that looks like a deep crevasse but warps the air and bends visible reality around it.

Finally, 12 umber hulks also lair here—quite immune to the cold of the jewels they have gathered.

Umber Hulk x12 : AC 2 | MV 6 | HD 8+8 (hp 44 each) | THAC0 12 |
ATT 3 | DMG 3d4, 3d4, 2d5 | SA gaze attack: save vs Spells or
confused 3d4 rounds | AL Chaotic Evil | Size L | XP 1,828 apiece |
MM p. 98

F-10 Font of the Wild

Players

A crow-haunted well of brown marble rises from the snow. Its rope is dry and frayed. An inscription rings the stones that border the shaft.

DM

The inscription is written in Devilish and reads:

"Life suffers in many forms."

Hauling the rope brings up a **wooden dipper** carved like the head of an unknown animal. The water in this dipper is noticeably different—not incandescent blue. It is very cold and clear.

If the water is drunk from the dipper, the drinker must save vs Spells at a penalty of -4. If this save is failed, the drinker must then make a resurrection survival roll. Thereafter the drinker will either perish or be permanently transformed into one of the following forms:

1. Centaur
2. Dryad
3. Ettin
4. Harpy
5. Rakshasa
6. Satyr

Physical ability scores (STR, DEX, CON) may be modified, but classes will remain intact.

Level advancement in classes must likely cease entirely, but new creature abilities, immunities and vulnerabilities will be added to the character sheet. This transformation can only be reversed by a Wish.

F-11 The Beast's Eye

Players

This oddly shaped temple raised in creamy ecru-colored stone, bears wild unintelligible carvings and supports a single matte dome of rusted iron with an ugly spire. Instead of doors, an enormous arch allows snow to drift into its windowless interior where something massive hangs in the gloom.

Despite the cold, the temple smells of sour musk.

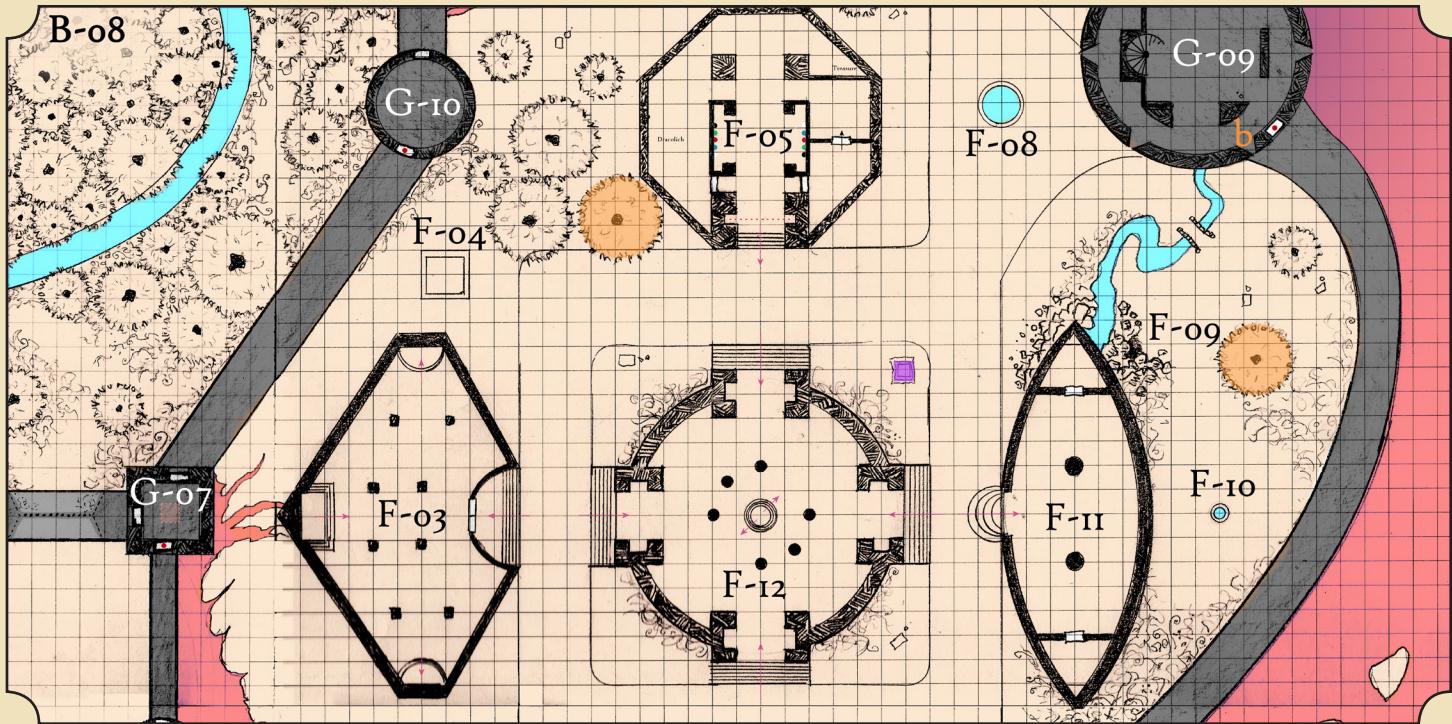
DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically made aware (upon mounting the steps) that this is the Beast's Eye, Temple to Geryon and Mastak, Sign of the Omen.

Red-Flagged & Unchronicled characters are given no such information.

The main room is startling for the floor is painted in wild concentric circles of color—almost too much to bear. At their center is a hideous caprid pupil, making the entire floor an upward gazing eye.

Directly above the pupil, suspended on mighty chains between two graven pillars of sepia stone, hangs a **horn** of titanic proportions. Its mouthpiece of black iron points east. The ivory bell, carved in high relief and of exquisite craftsmanship, points west through the archway.



If this horn is sounded, the blower must save vs Death Magic or die. Success summons Geryon from Stygia, the 5th Plane of Hell. (See MM p. 22)

He will arrive in a bemused and malicious mood but, if offered treasures exceeding 1,000,000 sp value, he will not seek to destroy or enslave those who summoned him.

Geryon will not stay long. If he is treated with disrespect he will attack. If he is pandered to, he will answer questions he finds interesting and dismiss those he finds onerous. If the party is powerful and the offering to him is very rich, he will perform a single task for the group up to and including a personal confrontation with Ma'tuum (see Appendix A), though he will flee if the battle goes badly.

Leaning next to the north door is a **Staff of the Woodlands**, carved with masculine symbols and containing 20 charges (UA p. 95). The north room is entirely filled with mummified beast testicles.

Hung from a golden thread on the south door is a pure gold **Ring of Mammal Control**, decorated with feminine symbols and containing 20 charges: (DMG p. 130). The south room is piled with the embalmed slits of female animals.

Whosoever takes ownership of either staff or ring, slowly becomes incapable of controlling their **primal urges** and will become obsessed with visiting brothels and engaging in promiscuous behavior.

F-12 Ruby Mosque

Players

This incredible temple seems to be built of transparent red glass, with a gleaming onion dome of the same material. The whole structure casts radiant scarlet light over the snow for its interior is entirely filled with fire.

Despite this, flowering vines cling to the smooth exterior walls, shedding glowing motes of pollen.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically made aware (upon reaching the steps) that this is the Ruby Mosque, House of Imix, Prince of Fire.

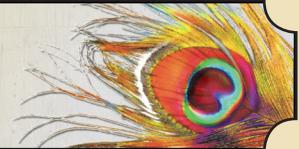
Red-Flagged & Unchronicled characters are given no such information.

The flames inside the building are illusory but will only extinguish for those who vocally disbelieve and then succeed on a saving throw vs Spells. This saving throw is made at a **-2 penalty** and only one such save is allowed. For those who fail, the flames are forever real. Entering the flames causes 6d6 dmg per round to beings without magical protection.

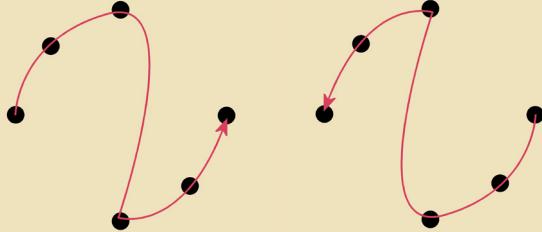
Note that even those with protection will be blinded by the flames.

Only those who successfully disbelieve can enter and see clearly the six red glass pillars that surround a circular stepped pit containing six steps to the bottom.

Temple Hill



If one of the four pillars in the **cardinal positions** (N, E, W, S) are touched, a misty red trail will appear to the toucher. This trail connects to the other pillars. The direction of the trail depends on which of the cardinal pillars is touched first, but will follow one of four paths similar to these examples:



This trail is visible only to the character who touched the cardinal pillar. If the character follows the trail and touches all the pillars in the sequence, a pillar of flame appears in the pit.

This is Imix. He will be visible and corporeal (able to be attacked, heard, spoken to etc.) only to those that have followed pillar trails. To all others, this will seem to be an hallucination or illusion afflicting those who touched the pillars.

Imix, Prince of Fire : AC -4 | MV 18 | HD 20 (hp 90) | THAC0 4 | ATT 1 | DMG 6d6 | SA 1d20 heat dmg per round to all within 10'; spell use | SD +2 or better weapons to hit; immune to fire | MR 85% | AL Neutral Evil | Size L | Psionics: 95 ATT (ALL) / 95 DEF (ALL) | STR 20 | INT 20 | WIS 19 | DEX 20 | CON 20 | CHR 19 | XP 25,900 | FF p. 31

Upon being summoned, Imix will inquire telepathically, "What have you brought me?"

If the answer is nothing, he will (80% likely) attack the PC for 3 rounds and then return to the Plane of Fire. If the PC inquires what Imix desires, the Fire Prince says, "Something that you love."

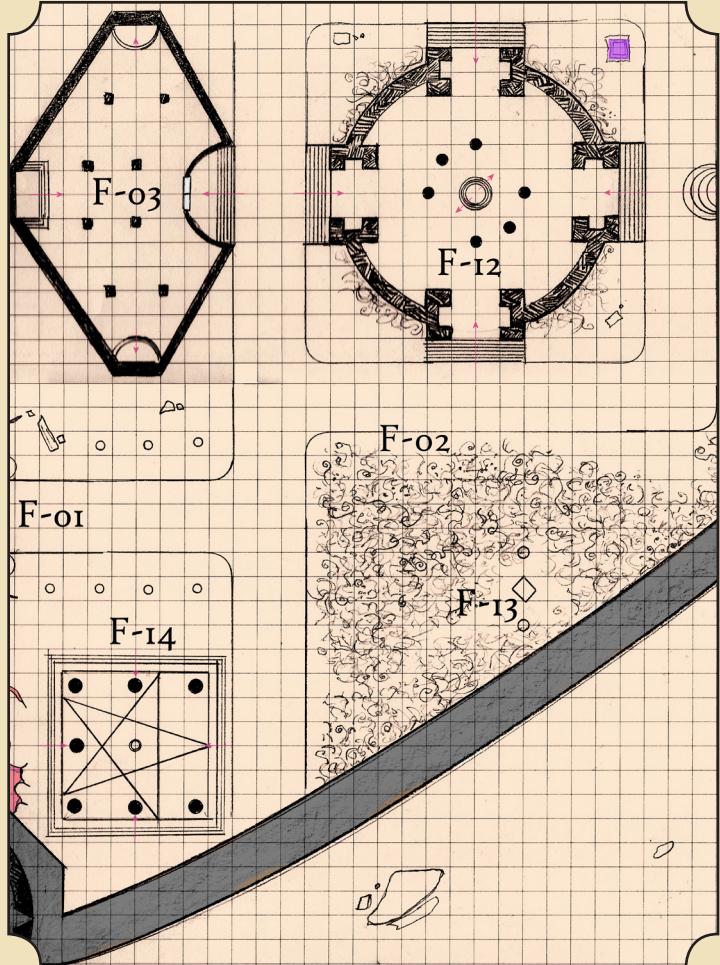
Anyone or thing that the PC has relied on or cherished can be offered and Imix will accept it so long as it represents a significant sacrifice. The reward is usually **permanent resistance to fire** (as if wearing a Ring of Fire Resistance cf. DMG p. 130), but if the sacrifice is very great (such as everything the PC is currently carrying) Imix will grant total and permanent immunity to fire. Imix will then return to the Plane of Fire.

Should combat ensue with those that can see him, treat Imix as a lesser power. He will either seek to swiftly destroy them and leave (or) if they are very powerful, he will immediately return to the Plane of Fire.

F-13 Forsaken Chrysalis

Players

Among the deep tangles laden with snow are two alabaster columns, each roughly 15' in height. Between them twists a thing of glossy teal and gold, a chrysalis of great size, suspended as if by invisible threads to either column.



DM

If this grotesque, yet mesmerizingly beautiful thing is attacked it will split open and disgorge a bubbling mass of turquoise and molten-orange organ-like entrails. These will hiss and boil: reacting quickly with the air. In a single round, the disgusting mass will aerosolize into vapors of the same brilliant colors and expand throughout F-01 to F-14, melting snow and swiftly transforming the season of Temple Hill from winter to a lacy, blossoming spring.

Return visits to this crèche will reveal the next chrysalis in order provided a full 24 hours have passed:

Spring: A silk-wrapped cocoon of green leaves, filled with golden jam-like organs: ushers summer.

Summer: A bronze chrysalis with striations like stained glass, filled with a rotting brown mass: ushers autumn.

Autumn: A hairy, dun-colored cocoon filled with milky white pudding entrails: ushers winter

Winter: (as above) ushers spring

Each season has a different effect upon anyone within Temple Hill:



Spring: those affected by cure wounds spells regenerate 1d4 hp per turn.

Summer: Hasted

Autumn: Slowed

Winter: 1d4 cold dmg per turn

F-14 House of the Beautiful

Players

This structure is open to the cold and snow. Seven beautiful white pillars support an entablature of nymphs crowned by an exquisite dome of rose-brass. Inlaid in the white marble foundation, a star of rose-quartz encompasses a sensual golden daemonette who lifts a brazier flapping with pink flame high above her dreamy face.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically made aware (upon mounting the steps) that this is the House of the Beautiful, Temple to Asmodeus.

Red-Flagged & Unchronicled characters are given no such information.

If the daemonette is touched a forcefield traces the lines of the pentagram (creating six shimmering, barely visible prisons) and trapping any members of the party within these confines depending on where they were positioned. PCs who were not on the pentagram will be left outside in the cold.

At this same instant, seven bone devils emerge, one from each pillar, and immediately attack those not trapped in the pentagram.

Bone Devils x7 : AC -1 | MV 15 | HD 9 (hp 58, 57, 56, 55, 54, 54, 52) | THAC0 12 | ATT 1 | DMG 3d4 + 50% stuck on hook | SA those stuck are stung by tail: save vs poison or 1d4 STR loss for 10 rounds; Fear 5' radius; illusion; wall of ice; summon another bone devil (40% success); charm person; suggestion; teleport no error; animate dead | SD immune to cold and fire; resistant to gas | MR 40% | AL Lawful Evil | Size L | XP 3,496; 3,484; 3,472; 3,460; 3,448; 3,448; 3,424 | MM p. 21

When the forcefields activate, the **golden daemonette** at center animates. She releases the brazier, leaving it to float above her head, bites one of her pinkie nails with a smile and presents a golden knife with the other hand.

Anyone may take the knife. A PC who **wets the knife with blood**—in any way—and offers this blood to the brazier will be hit by a Symbol of Persuasion: Lawful Evil (PHB p. 53); Suggestion: to attack anyone trapped in the same cell (PHB p. 75); and Strength (PHB p. 72).

Lastly, the knife-bloodier's CHR will be elevated to 18 for twelve hours, but if they kill at least one person in the presence of the daemonette, this CHR adjustment will be permanent.

Forcefield Walls x15 : AC 10 | (hp 200 each)

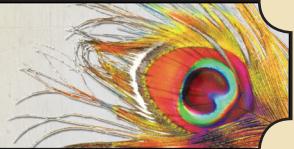
Note that PCs in the central cell must destroy at least two walls in order to escape. All 15 **forcefields dissolve** when any of the following are true:

- All the bone devils are slain
- All those trapped outside the pentagram are slain (also causes the bone devils to vanish)
- Someone in the central cell is slain

Once the pentagram walls dissolve, there is a 25% chance that **Asmodeus himself** appears (see MM p. 20) and offers to answer three questions for anyone who either is (or is willing to convert to) Lawful Evil. Should this offer be declined, he departs.



Palace of the Painted Dawn



The Palace of the Painted Dawn is composed of the City's loftiest regions, all of which are between 120' and 180' above the City proper. Keep in mind that the skyward perforations will make accessing these regions painful (unless PCs are green-flagged: q.v. Psi-Geist Kiosk, Appendix D)

G-01 Tower of Arms

Players

This obsidian tower, capped with rose-brass, is inlaid with red stone depicting enslaved Efreet. Its twilit galleries overlook—via embrasures—either the orange sands of the waste or the celestial white court to the west.

DM

A brass man patrols the galleries where glowing blossoms sway just beyond the fortifications. It will attack all intruders without lead tablets (q.v. Brass Man) but will not leave the tower.

Brass Man xi : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THACo 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 | Appendix B

The **turquoise circle** on the map marks a disc of elevated white marble, topped with glass and bordered by sizzling pink designs. When mounted, it transports instantaneously back and forth between area G-55's corresponding disc. Up to four individuals may transport together *if* they specify that they mount the disc simultaneously. Once the pair of discs have performed a teleportation of this kind both become inert for a full round and may then be used again.

G-01a: The room's 12' glass ceiling notices anyone not carrying a lead tablet (q.v. Brass Man, Appendix B) and will launch one electrical bolt (3d6 dmg) per round against such intruders. This glass ceiling self-illuminates when the room is entered. The room contains one male **Proxy Body** with circlet; three +2 broadswords of gleaming brass (non-magical on Prime Material); two Gringling Energy Bows w/ 25 charges each; one used, two damaged and three destroyed Gringling Battleshields (see Appendix D).

G-01b: This room's 12' glass ceiling self-illuminates when the room is entered. The floor, paved in fish scale pattern, is charred where a brass man lies in pieces. Its lead tablet is intact.

G-02 Tower of Transference

Players

This obsidian tower, capped with rose-brass, is inlaid with red stone depicting enslaved Efreet. Its twilit galleries overlook—via embrasures—either the orange sands of the waste or the heavenly white court to the east.

DM

A brass man patrols the galleries where glowing blossoms sway

just beyond the fortifications. It will attack intruders without lead tablets (q.v. Brass Man) but will not leave the tower.

Brass Man xi : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THACo 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 | Appendix B

The central room can be entered safely only by **green-flagged characters** (q.v. Psi-Geist Kiosk, Appendix D). All others will be targeted by a Power Word Stun (PHB p. 88) and must then save vs Spells or be teleported to one of the x's indicated on the map. Both magical attacks are at 20th level ability.

The central room's 12' glass ceiling self-illuminates when the room is entered and seven circles, organized in a row from east to west, indent the floor. Each bears a different symbol. If a HUMAN enters a circle, ghostly glyphs of light begin circling the human PC and a telepathic voice inquires: "Are you sure?" The DM must count down from 5. At the end of five seconds, consult the results below based on the symbol the character stands on:

Spear & Scepter: Divide the PC's current XP between two classes: the PC becomes a Fighter/Magic-User.

Spear & Star: As above: the PC becomes a Fighter/Illusionist.

Spear & Coin: As above: the PC becomes a Fighter/Thief.

Spear & Skull: As above: the PC becomes a Fighter/Assassin.

Scepter & Coin: As above: the PC becomes a Magic-User/Thief.

Hand & Scepter: As above: the PC becomes a Monk/Magic-User!

Star & Coin: As above: the PC becomes an Illusionist/Thief.

These are multi-class characters per PHB p. 32 (a status normally only allowed to demi-humans) and the PC will advance simultaneously in both classes from this point on. Note that these classes match those available to Gringlings (see Appendix A).

Ability scores that do not meet min-reqs are elevated to minimum. Max HP are re-rolled but wounds are not healed by the transformation. A PC may enter any of these circles as many times as they wish, but each change is permanent and may only be reversed with a Wish.

G-03 Spare Parts

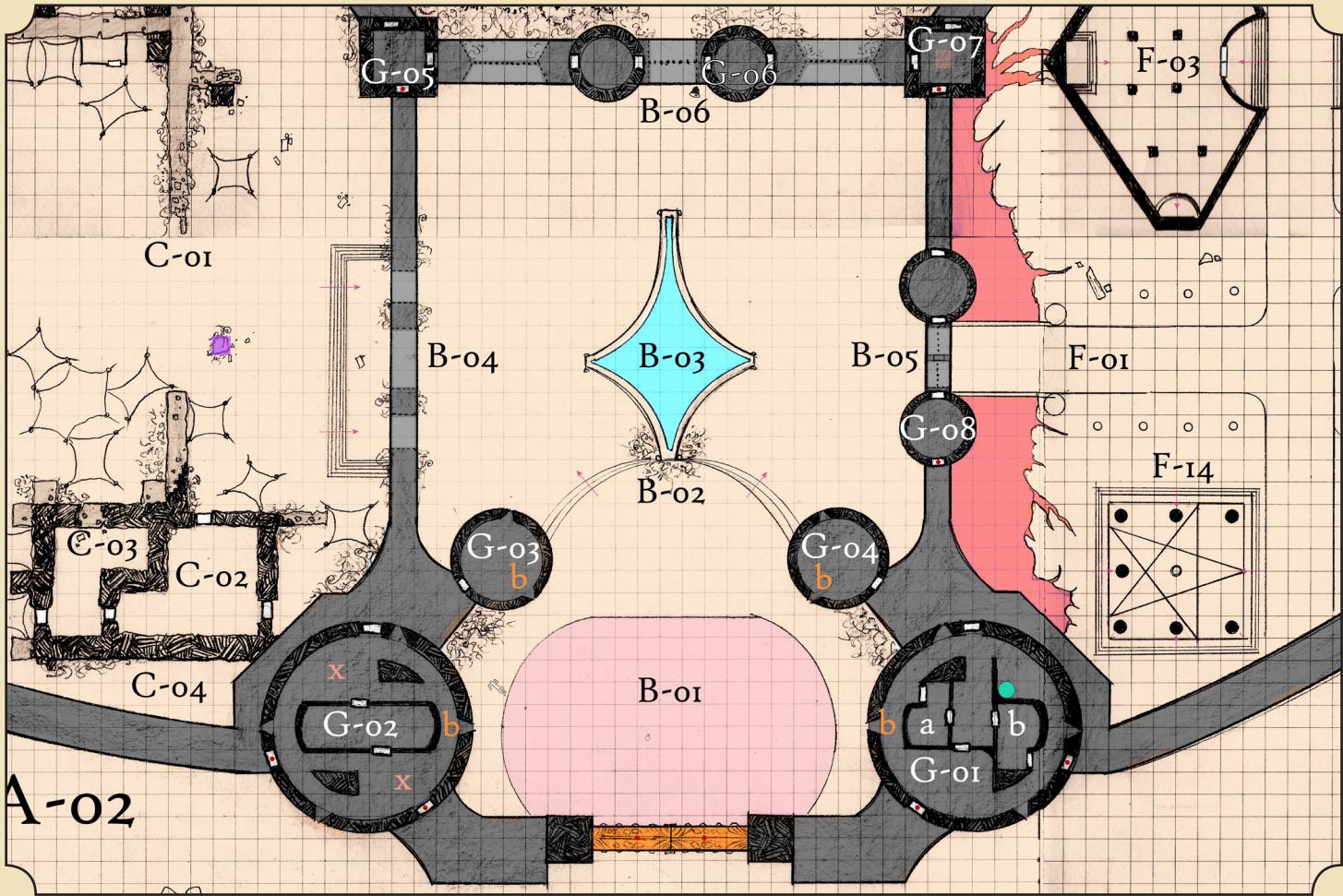
Players

An obsidian minaret stacked with golden entablatures and crowned in rose-brass juts from the wall. Its lofty embrasures gaze into a flowered white court with a star-shaped pool.

DM

Red-flagged and Unchronicled PCs (q.v. Psi-Geist Kiosk, Appendix D) must save vs Spells or a powerful antipathy enchantment prevents entry.

A brass man stands emotionless at the embrasure. It will attack anyone not carrying a lead tablet who opens the door and will



pursue across all G-keyed regions of the map.

Brass Man xi : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 | Appendix B

The room is breezy and clean. It contains three dismantled brass men and many spare parts organized on white cloth. There is one lead tablet here (q.v. Brass Man, Appendix B).

G-04 Empty Tower

Players

An obsidian minaret stacked with golden entablatures rises high above the wall. It is crowned in rose-brass. Lofty embrasures gaze into a flowered white court with a star-shaped pool.

DM

Red-flagged and Unchronicled PCs (q.v. Psi-Geist Kiosk, Appendix D) must save vs Spells or a powerful antipathy enchantment will prevent them from entering the room.

A brass man stands emotionless at the embrasure. It will attack anyone without a lead tablet who opens the door and will pursue across all G-keyed regions of the map.

Brass Man xi : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 | Appendix B

The room is breezy and empty. A careful search reveals a rose-gold ring fallen between the floor's paving stones (250 sp value)

G-05 Spectral Tower

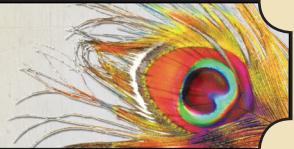
Players

A foreboding chill enshrouds this square black tower. Though it offers no windows, an encircling frieze just below the eaves is pierced with hundreds of narrow slots hung with old straw and birdlime.

DM

The doors are cool to the touch. The tower can be entered via

Palace of the Painted Dawn



gaseous form via the dovecote slots below the eaves. Only the south door is locked, but all are warded with **Ice Traps** (cf. PHB p. 77). Each deals $1d4+20$ cold dmg (save for half) to anyone within 5' when the door is opened. Gear worn must save vs Frost.

Beyond, a nightmare-black cell contains the pale, scattered fragments of three skeletons. Many of the bones look like they exploded. A broken wand is found near the south door and the name Xezbeth has been scratched on the west wall just above a carefully balanced stack of dove skulls.

Spectres x3 : AC 2 | MV 15 (or) 30 flying | HD 7+3 (hp 44, 38, 35) | THAC0 13 | ATT 1 | DMG 1d8 + level drain | SA touch drains 2 levels | SD +1 or better to hit; cannot tolerate daylight; turned as vampires in the City of Brass | AL Lawful Evil | Size M | XP 2,090; 2,030; 2,000 | MM p. 89

Under no circumstances will they leave the tower.

The phalange of one foot bears a copper toe-ring set with a ruby of exceptional luster (3,000 sp value)

G-06 Gate Controls

Players

This dim loft above the gate contains many webs spun by tiny pale spiders that glow with a rosy inner light. Floating at the center of the room is an illuminated incorporeal disk marked by ever-changing, script. As you approach, its color shifts.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) cause the disk to turn pale mint green.

Red-Flagged characters cause the disk to turn pink.

Unchronicled characters cause the disk to turn ghost-gray.

A conflict of colors falls to priority: Pink, Gray, Green.

When pink, the disk deals $1d6$ dmg if touched. When gray it does nothing. When green, the touched disk inquires via telepathy whether the Garden of Al'akwan should be open or closed.

Selecting "open" via telepathy lifts the gate at B-06 and "closed" does the opposite.

The spiders are harmless but may be valuable to a sage or collector on the Prime Material.

G-07 Trapped Tower

Players

This black, sinister-looking tower offers no windows. An encircling frieze just below the eaves is pierced with hundreds of narrow slots hung with old straw and birdlime.

DM

The tower can be entered via gaseous form or other clever spell

use via the dovecote slots below the eaves. The south door is locked

Both are **trapped**, with Fire Traps (PHB p. 77). Each will deal $1d4+20$ fire dmg (save for half) to anyone within 5' when the door is opened. Gear worn must save vs Magical Fire.

The room within is lightless. An occasional glow ebbs (the automatic lighting is malfunctioning).

There is another trap in the room's center. Any person of greater than 200 lbs will cause it to open. Below, a vertical chute drops roughly 320 feet into the sea.

G-08 Cold Controls

Players

This dim loft above the gate contains cobwebs and a floating disk of white light with dazzling, ever-changing, script. Its color shifts when you approach.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) cause the disk to turn pale mint green.

Red-Flagged characters cause the disk to turn pink.

Unchronicled characters cause the disk to turn ghost-gray.

A conflict of colors falls to priority: Pink, Gray, Green.

When pink, the disk deals $1d6$ dmg if touched. When gray it does nothing. When green, the touched disk inquires via telepathy whether the gate to Temple Hill should be open or closed.

Selecting "open" via telepathy lifts the gate at B-05. Selecting "closed" does the opposite.

G-09 The Fire God's Suite

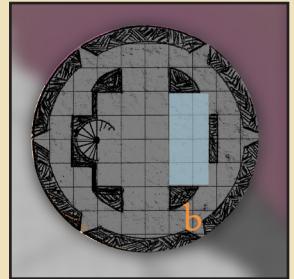
Players

At the very end of the black curtain wall, a massive turret of pure rose-brass roars in god-like splendor against the sky. Its gleaming walls are deeply embossed with enslaved Efreet. Atop the dome a slender beacon of light lances the endless blue.

DM

There are six brass men inside this sprawling suite, two of which are always posted at position "b" (one on the first story and one on the second). They will fire on those approaching along the wall.

Brass Man x6 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow |





Palace of the Painted Dawn G

SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 | Appendix B

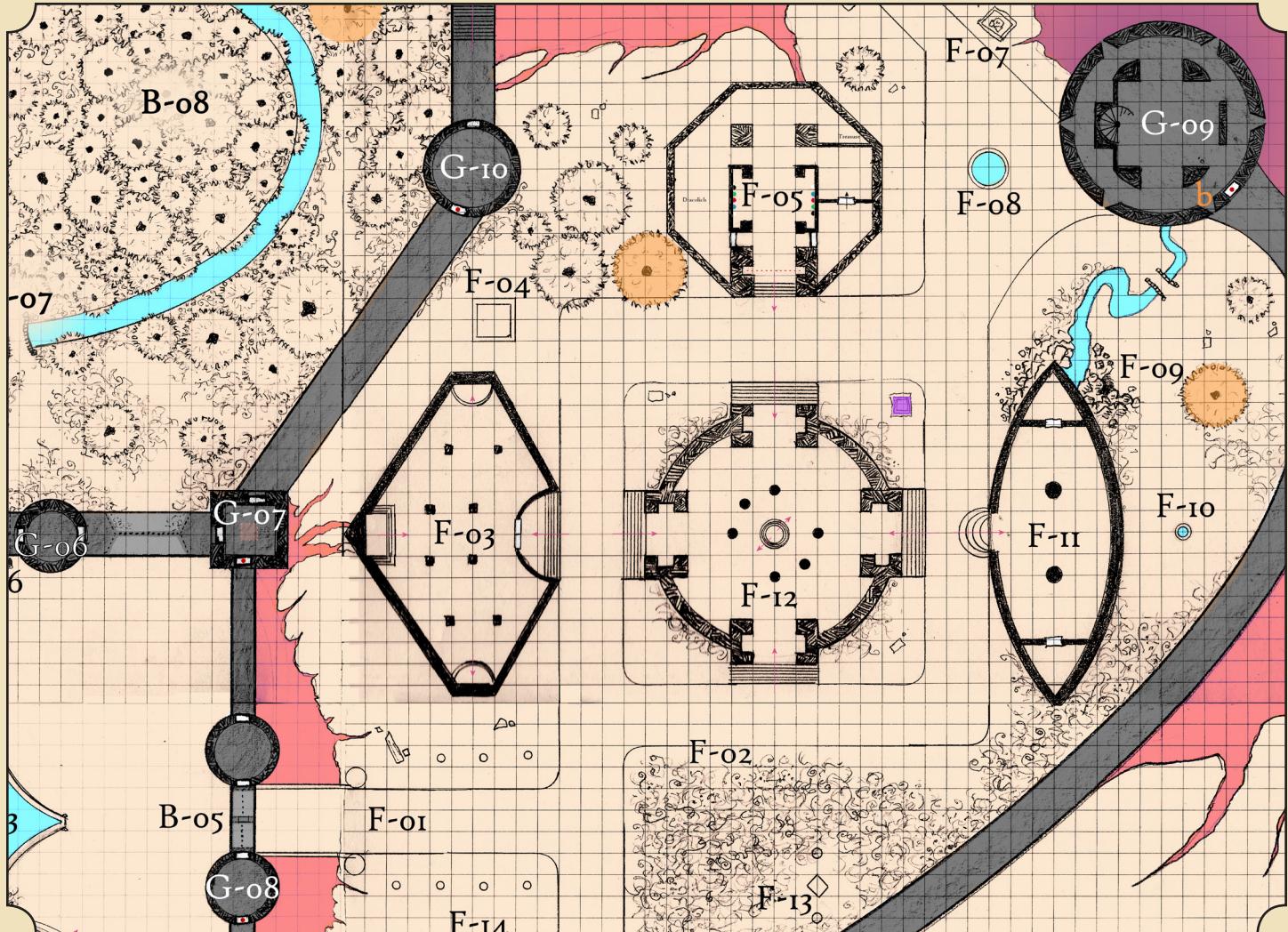
There are two stories in the suite connected by a spiral staircase of blood-red marble. Both stories share a similar floorplan, except for a **large heated pool upstairs**. This pool is actually very hot scented oil (and the cautious and observant might smell it). Touching it will deal 1d4 dmg whereas jumping in will deep fry for 8d6.

The suite's interior far exceeds mortal luxury—so much so that creatures of less than 6 HD entering the suite must save vs Spells or die. Treat the beauty of the suite as a mind affecting attack; those of 6 HD or greater are struck with awe and cannot leave for an amount of time dependent on their INT (cf. Maze PHB p. 90).

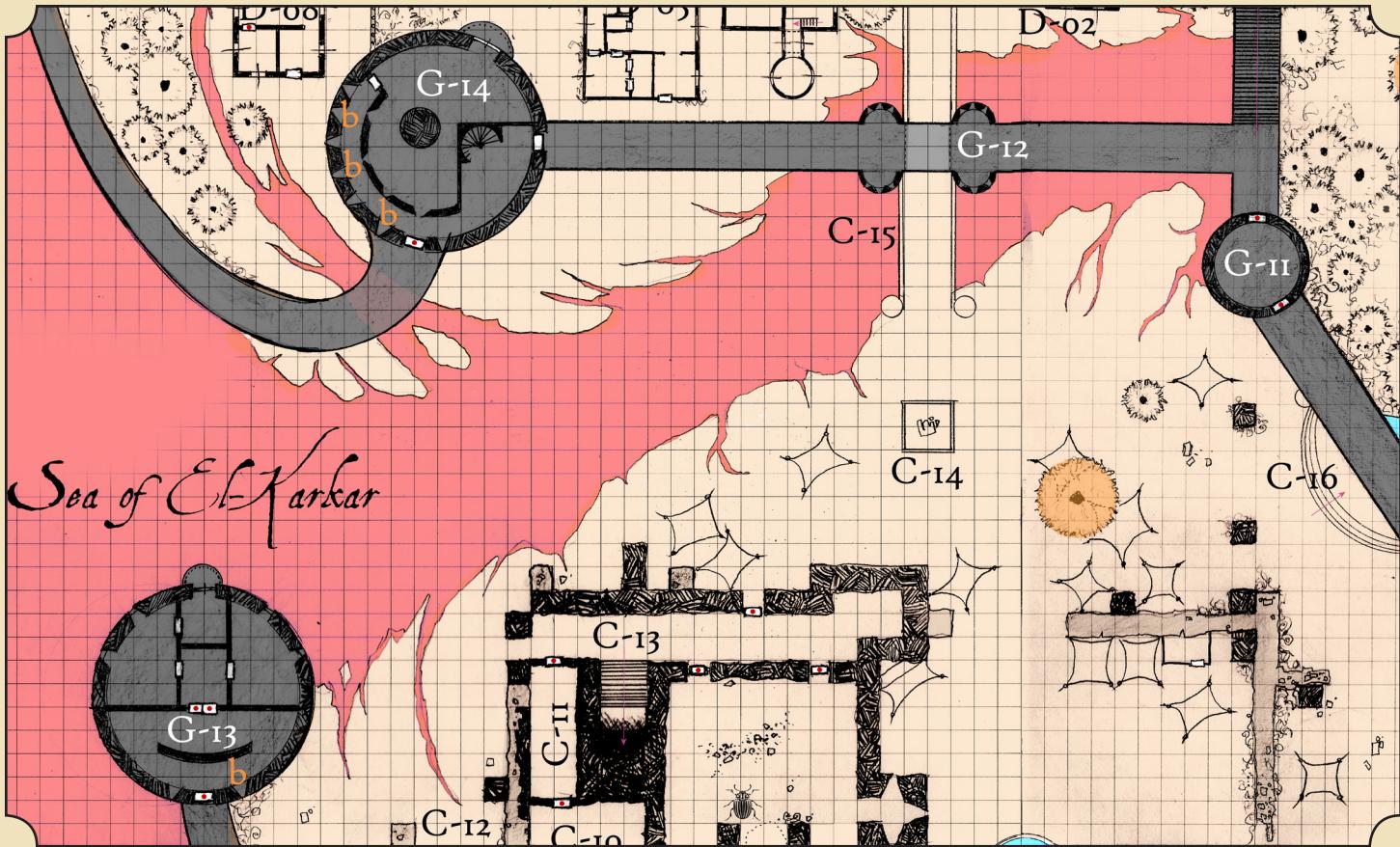
The suite contains 4,000 lbs of precious goods @ 500 sp per lb. This hoard of rose-gold, sandalwood, ivory, opal, turquoise, tapestries and alabaster statues is lit by wonderful lamps dripping Dam Mamara and appointed with hookahs of precious stone. The total value is 2 million sp. But a few unique treasures lurk in

the hoard as well:

- 1 alabaster succubus fountain/lamp. Flaming Dam Mamara trickles from the crown of her head, over her curves, into a flickering pool at her feet. (40,000 sp)
- 1 illuminated scroll containing the 6th level magic-user spells: Anti-Magic Shell, Flesh to Stone, Legend Lore and Phantromas' Caustic Creations (q.v. Appendix C: Fabled Spells)
- 1 rose-gold dagger of +5 enchantment set with carnelian. All damage done by it is healed 1 round later, even if it means restoring the target to life. (15,000 sp)
- 3 glowing, steaming jewels of Lemcienee (q.v. Appendix D) floating in a crystal bowl of burning Dam Mamara. (3,000 sp each)
- 1 box of enchanted shisha, which when smoked, will summon a 12 HD Smoke Elemental (MM2 p. 98) who will obey the smoker's commands for 3 turns before vanishing.
- 1 pink alabaster bottle, warm to the touch, sealed with melted gold (500 sp). If opened, an Efreeti Eidolon will emerge and attack.



Palace of the Painted Dawn



Efreeti Eidolon x1 : AC 0 (or) 2 | MV 24 | HD 15 (hp 120) | THAC0 8 | ATT 1 | DMG 4d8 + aging | SA initial aging attack, spell use | SD immune to mind affecting spells, fire, cold, poison and gas; hit only by silver or magic; turned as Special in the City of Brass | MR 20% | AL Lawful Evil | Size L | XP 14,950 | Appendix B

G-10 Murder Box (Broken)

Players

A windowless obsidian minaret, stacked with golden friezes and capped in brass, stands sentinel at the foot of a steep staircase.

DM

The **stairs to the north** climb six feet every ten, lifting PCs from an elevation of about 120' to 158'.

Upon entering the minaret, an ancient pile of alien bones greet the PCs' eyes. (q.v. Groull Appendix A).

The walls are perforated with 2-inch bore holes and a foul yellowish dust can be found in the pits of the masonry.

If a **red-flagged or unchronicled being** enters the minaret, both doors slam shut and lock. A banging can be heard in the walls (as of broken pipes) but nothing else untoward occurs. Five rounds later, both doors unlock.

G-11 Murder Box

Players

A windowless obsidian minaret, stacked with golden friezes and capped in brass, stands sentinel at the foot of a steep staircase.

DM

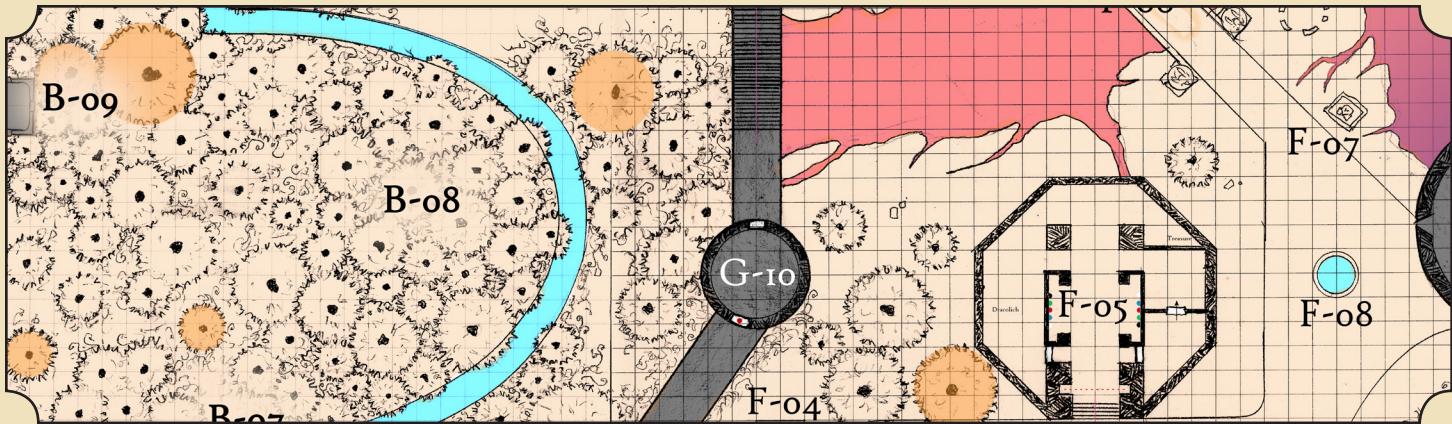
The **stairs to the north** climb six feet every ten, lifting PCs from an elevation of about 120' to 158'.

Upon entering the minaret, a dark and ominous room greets the characters.

The walls are perforated with 2 inch bore holes.

If a **red-flagged or unchronicled being** enters the minaret, both doors slam shut and lock. Immediately after, a vile yellow gas pours into the room through the perforations. Treat as Cloudkill (PHB p. 79) with the exception that saves must be made each round for 5 rounds. Characters above 6 HD save at +4 and lose only 10% of their max hp for each failed roll. Five rounds later, both doors unlock.

Note: even if saving throws are successful, the gas will prevent command words or spells with verbal components due to coughing and choking.



G-12 Devil's Aerie

Players

Embrasures whine in the wind and look out in both north and south directions from this lofty battlement.

DM

Note that this location is tied directly to area C-15 and the **Styx Devil** there will appear here as well to block passage in an east-west direction along the battlement.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) will not be attacked by the Devil unless they initiate or aid red-flagged characters.

Red-Flagged characters are automatically Slowed (PHB p. 75) while in the immediate vicinity of the embrasures. They will also be attacked by the Devil—typically upon reaching the central point above the gate.

Unchronicled characters must save vs Petrification to overcome a deep mental antipathy that prevents passage between the fortifications. Save or not, they will also be Slowed as above. The Devil will not allow unchronicled PCs to pass the gate, but will not attack them so long as they turn back.

Styx Devil x1 : AC -1 | MV 6 (or) 15 flying | HD 6+6 (hp 42) | THAC0 13 | ATT 1 | DMG 2d4 + 50% imprisonment | SA charm person, suggestion, illusion, teleport no error, cause fear, animate dead | SD silver or +1 to hit; immune to fire; resistant to cold & gas | MR 50% | AL Lawful Evil | Size M | Psionics: 60 ATT (B,D) /60 DEF (F,G,H) | XP 1,611 | FF p. 25

G-13 The Princess Suite

Players

Below the level of the parapet, this tower is made of black stone. Above this meridian, however, polished white marble forms the upper portions of the tower which are ultimately capped with rose-brass. The whole is embellished with relief roses and unicorns.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are warned telepathically whenever they come within 50' that approaching this tower is forbidden.

Red-Flagged & Unchronicled characters are attacked via psionic blast once per round when within 10' of the tower (see DMG p. 78 for short range saving throws and effects)

Eight brass men fire upon anyone approaching the tower along the wall. Only PCs carrying lead tablets (q.v. Brass Man) will be allowed to pass unmolested.

Brass Men x8 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

The entry foyer is white marble carved in high relief. The double doors incur a **-30% to pick lock attempts** instead of the normal **-20%** applied throughout the City of Brass. Decorative grilled windows in the doors allow a partial view of the wondrous parlor. The doors are made of nickel. Each weighs 1 ton and is worth 55,000 sp.

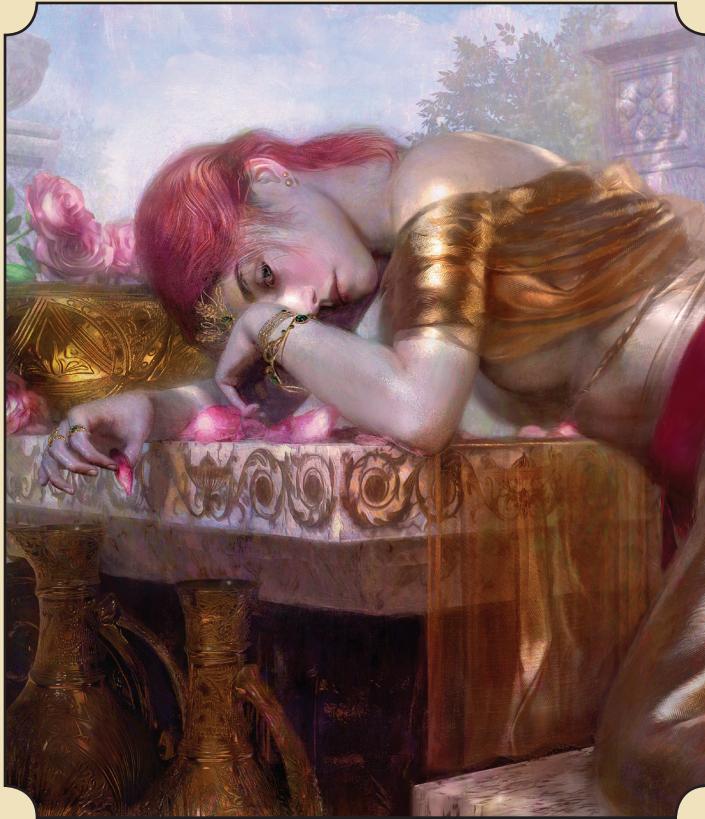
The parlor beyond the doors is also white marble. It is decorated in pale chiffon and lit with false windows that reveal a misty Celtic-looking landscape. The open windows are high-illusion, bringing the smell of rain in the country along with a pleasant breeze.

The north central room is a wondrous bath conjuring the same Celtic-landscape with large open windows but presenting the salmon-colored sea of fire to the north through partially frosted glass doors. Expensive salts, perfumes and oils stock the shelves with a total value of 12,000 sp @ 480 sp per lb.

On the balcony is a bottle of wine from Arcadia, valued at 25,000 sp.

The east room is the bedchamber of Tedmur Amooyan (Iblis Occam's 2nd daughter). The room features more of the same illusionary windows in addition to real windows that overlook the flaming sea. The chamber provides every creature comfort

Palace of the Painted Dawn



with impeccable style. Lying on the floor is Tedmur Amooyan, her beauty desiccated, her flesh mummified and golden. Draped over her shoulders and breasts is the Collar of Asoom Jan Tanu (see Appendix D) and worn at her throat is a Black Moon (missing its Mylwel Jewel—see Appendix E).

The west room is the bedchamber of Tamar Amooyan (Iblis Occam's 1st daughter). It is nearly identical to Tedmur's but the décor is of a different shade. There is a coffer in the wardrobe that contains 234 tunsiyan crypts, 256 mithril moons and 107 orcanthium marks. Another noticeable difference is that this room contains a **strange glass coffin** or capsule connected to brass housings and devices. Inside it sleeps a truly beautiful woman with pink hair. Light panels on the coffin seem linked to its occupant.

If Gringling is understood the panels can be used to wake the sleeping girl and open the capsule, or to open the capsule without waking her. A Black Moon & Mylwel Jewel can be seen at her throat (see Appendix E)

If **she is woken**, she will be disoriented for some 20 rounds. Her last memory was her father ordering his elite guards to put her in the glass capsule as the City was falling. She will feel for her necklace (the black moon) and if it is missing she will use psionics to determine who might have it and will then attempt to reclaim it. She will also not take kindly to seeing her sister's magical collar being worn by the PCs.

Although she will be inconsolable at the fallen state of the City and of her family line, she may be persuaded to tarry with the party and will eventually resort to her default personality—which is rational and calculating. Whether she takes her leave (and to where) is left to DM fiat.

Tamar Amooyan 13th level Monk / 14th level Magic-User : AC 0 | MV 27 | HP 33 | THAC0 12 | ATT 5/2 | DMG 4d4+1 | SA stun 1d6 rounds if to-hit exceeds # by 5 or more; AC of target minus 6 = % to kill on a stun; +6.5 dmg to any weapon used | SD see below | MR 51% | AL Lawful Neutral | Size M | Psionics: 170 ATT (ALL) / 170 DEF (ALL) Disciplines: Body Weaponry (PHB p. 111), Cell Adjustment (PHB p. 111), ESP (PHB p. 112), Etherealness (PHB p. 115), Precognition (PHB p. 113), Suspend Animation* (PHB p. 114), Telepathy (PHB p. 116), Adjust Time (See Appendix A). | STR 18 | INT 22 | WIS 10 | DEX 17 | CON 12 | CHR 20 | XP 13,394 (with spells or half that amount without) | Appendix A

- Speak with Animals
- 90% resistant to ESP
- Immune to Disease, Haste, Slow
- Feign Death for 26 turns
- Heal self 1d4+6 once per day
- Speak with Plants
- 70% resistant to Charms, Hypnosis, Suggestion etc.
- Immune to poison
- Immune to Geas and Quest
- Quivering Palm once per week
- Permanent Mind Bar
- Spell Slots: 5 x 1st; 5 x 2nd; 5 x 3rd; 4 x 4th; 4 x 5th; 2 x 6th; 1 x 7th
- Her spells are: Burning Hands x2 (PHB p. 64); Shocking Grasp x2 (PHB p. 68); Spider Climb (PHB p. 68); Invisibility (PHB p. 70); Knock (PHB p. 70); Mirror Image (PHB p. 71); Ray of Enfeeblement: 47% reduction (PHB p. 71); Strength (PHB p. 72); Dispel Magic (PHB p. 47); Fly (PHB p. 73); Slow (PHB p. 75); Suggestion (PHB p. 75); Tongues (PHB p. 75); Dimension Door (PHB p. 76); Minor Globe of Invulnerability (PHB p. 77); Remove Curse (PHB p. 47); Wall of Ice (PHB p. 78); Hold Monster (PHB p. 80); Teleport x2 (PHB p. 82); Wall of Force (PHB p. 82); Geas (PHB p. 84); Tenser's Transformation (PHB p. 86); Vanish (PHB p. 89)

Tamar's spellbook is not here. It is in area E-21 and contains the above spells. Retrieving it will be one of her first priorities.

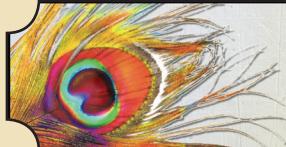
G-14 The Prince Suite

Players

Below the level of the parapet, this tower is made of black stone. From the level of the battlements and up, it has been built of polished white marble, graven with hosts of naked seraphim and capped with a rose-brass dome.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are warned telepathically whenever they come within 50' that



Palace of the Painted Dawn G

approaching this tower is forbidden.

Red-Flagged & Unchronicled characters are attacked via psionic blast once per round when within 10' of the tower (see DMG p. 78 for short range saving throws and effects)

Twelve brass men fire upon anyone approaching the tower along the wall, each "b" representing a group of four. Only PCs carrying lead tablets (q.v. Brass Man) will be allowed to pass unmolested.

Brass Men x12 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THACo 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

The entry foyer and upstairs aerie is white marble carved in high relief. The staircase rises to an aerie beneath the dome that allows a screened view of the City from behind decorative grille work. In this partially sheltered loft lurks a powerful air elemental who will use the sound of the wind whining through the grille as its speaking voice. It is not hostile and will only become enraged if disrespected or attacked. It is, however, of low intelligence and has limited information.

Air Elemental x1 : AC 2 | MV 36 | HD 32 (hp 256) | THACo 1 | ATT 1 | DMG 4d10 | SA whirlwind for 2d8 dmg also kills all creatures of 2 HD or less | SD +2 or better weapons to hit | AL Neutral | Size L | XP 17,160 | MM p. 37

The elemental has no interest in a small cedar box sitting among old paintings and furniture. Inside is a crude gnome-like automaton with a glass belly full of blue glowing liquid. It stands 2' tall and is otherwise composed of brass, glass and jeweled gears.

It weighs 10 lbs and is turned on with a simple switch.

Once activated, it whirs, ticks and follows the activator around (making enough noise that its master will never gain surprise). The device automatically kills all normal insects that come within 5' of the person who activated it and additionally injects the blue fluid from its belly (via needle) whenever the activator is injured. The belly contains 12 doses of this fluid and each injection functions as a Potion of Healing.

Glass Gnome x1 : AC 8 | MV 6 | HD 1 (hp 8) | THACo 20 | ATT 1 | DMG 1d2 | SA nil | SD +1 or better weapons to hit | AL Neutral | Size S | XP 12 | unique

The main room of the tower is Prince Bayezid Occam's bedroom, 1st son of the Caliph. The room is sumptuous, with illusory windows opening on a verdant Celtic-like landscape. The white marble walls and huge column are carved in high relief featuring the prurient interests of a young man. Ghostly projections of sensual women roam the room—though unsettling and beautiful they are harmless and cannot be interacted with.

The décor is rich and bold and glass doors open on a small balcony overlooking the City.

There are treasures here:

- 1 Black Moon & Mylwel Jewel on a neck chain lying on the dresser (see Appendix E)
- 1 New Gringling Battleshield (see Appendix D)
- 1 Female Proxy Body with control circlet (see Appendix D)
- 1 pair of Dueling Circlets (see Appendix D)
- 2 Twilight Elixirs (see Appendix D)
- 1 Temporal Modality (see Appendix D)
- 1 Potion of Planar Adjustment (see Appendix D)
- 1 Chrism of War (see Appendix D)
- 1 Lemcienee (see Appendix D)
- 1 Citrus Green Briolette Ioun Stone (see Appendix D)
- 1 Set of Astral Chimes (see Appendix D)

Total value of these goods is roughly 5,825,500 sp

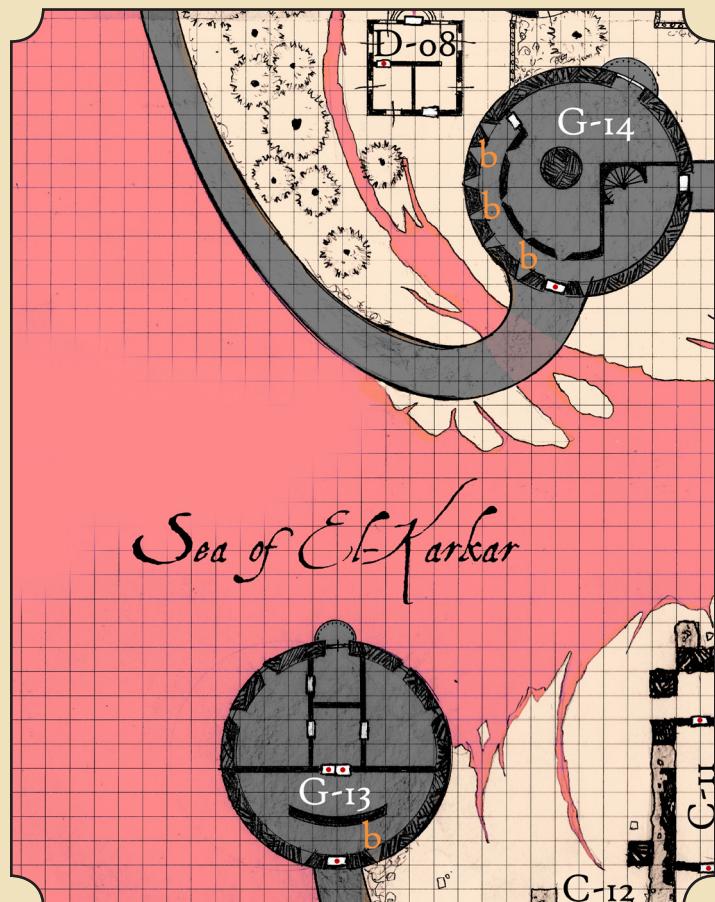
G-15 Garrison

Players

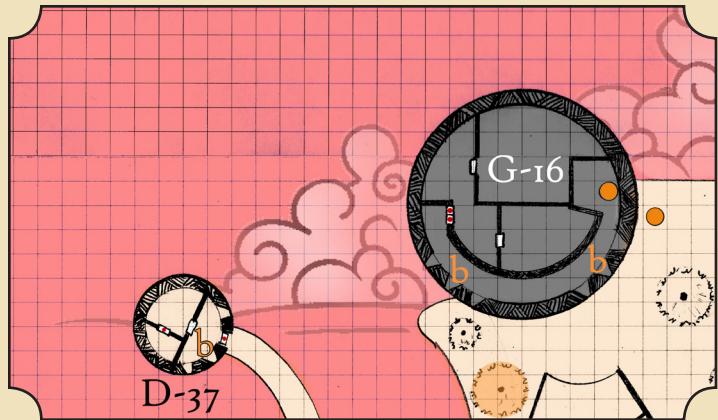
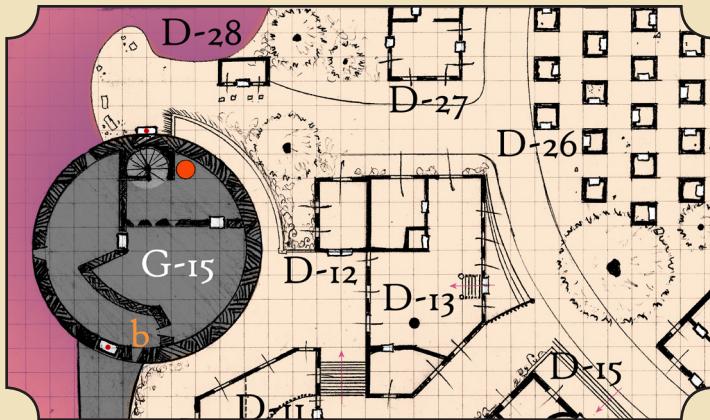
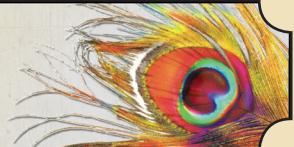
You arrive at a dark tower that shades some of the alabaster, flower-strung mansions on the streets of glass. It is capped with a brass dome. An ebony door studded with silver nails leads into its northern foundations.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D)



Palace of the Painted Dawn



who touch either exterior door will not trigger the Fire Traps (one on each door).

Red-Flagged & Unchronicled characters who touch either exterior door will trigger a Fire Trap (PHB p. 77): dmg is $1d4+20$ to all within 5' of the door: save for half. Gear saves vs Magical Fire.

The north door enters a spiral staircase immediately, which winds up 120' to the room with the scarlet circle.

The scarlet circle on the map marks a disc of elevated white marble, topped with glass and bordered by sizzling pink designs. When mounted, it transports instantaneously back and forth between area G-19's corresponding disc. Up to four individuals may transport together *if* they specify that they mount one of the discs simultaneously. Once the pair of discs have performed a teleportation of this kind, both become inert for a full round and may then be used again.

Outer Hall: there are four brass men that will fire through the embrasures on those approaching from the south. If the door is reached, they will fall back to the room with the stairs and fire into the central room.

Brass Men x4 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

The central room contains a circular table of light without legs. It is nevertheless immobile. On it rests a Spear +2 Nine Lives Stealer (cf. DMG p. 165). There are some notes on the table as well, written in Gringling. They mention a crisis and note that the City's defenses are not working against the invaders. Something is terribly wrong. The note ends abruptly.

G-16 Xezbeth's Tower

Players

This is, without doubt, the loftiest tower apart from the Palace. It is black and featureless, appointed with embrasures and a rose-brass dome. You sense a dreadfulness to it, a certain way it

perverts the light.

DM

The orange circles on the map mark discs of elevated white marble, topped with glass and bordered by sizzling pink designs. When mounted, they transport instantaneously back and forth between the interior of G-16 and the exterior (Note that there is an elevation difference of some 150' between the exterior disc and the interior disk in the top of the tower) Up to four individuals may transport together *if* they specify that they mount one of the discs simultaneously. Once the pair of discs have performed a teleportation of this kind, both become inert for a full round before they may be used again.

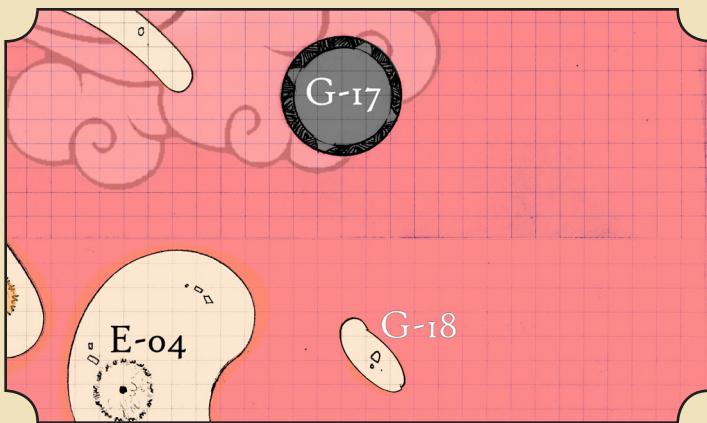
At each marked "b" there are four brass men that will attack anyone entering the tower. Not even PCs carrying lead tablets are safe.

Brass Men x8 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

The double doors are ebony, studded with silver nails showing star-shaped heads. Each star-shaped head is set with a red beryl. (1,200 gemstones @ 200 sp each = 240,000 sp total value) Each silver nail is also worth 1 sp. The doors are sealed with black wax. There is a Symbol of Death (PHB p. 91) on the doors.

Beyond the doors is a baleful and serious-looking laboratory whose ingredients persist within glass jars. The lab contains:

- 1 Annulled Ambrose Elixir (Appendix D)
- 2 Chrism of War (Appendix D)
- 2 philosopher's stones (UA p. 101)
- 2 flasks of Dam Mamara (Appendix D)
- 7 cones of Gorjian Incense (Appendix D)
- 3 dead and 1 living Hexed Efreeti Heart (Appendix D)
- 1 vial of Celestial Honey (Appendix D)
- A sandalwood case containing 1 Black Oval & Incandescent Red Marquise Ioun Stone (Appendix D & cf. DMG p. 147)
- 1 Juzám Urn (Appendix D)
- 2 Lemcienee (Appendix D)



- 2 potions of Planar Adjustment (Appendix D)
- 1 Twilight Elixir (Appendix D)
- 1 Elixir of Life (UA p. 90)
- 1 Potion of Gaseous Form (DMG p. 126)
- 1 Scroll of Protection from Devils (DMG p. 128)
- 1 Scroll of Protection from Undead (DMG p. 129)
- 1 Potion of Extra-Healing (DMG p. 126)
- 1 Jar of Keoghtom's Ointment (DMG p. 149)
- Xezbeth's Hourglass (Appendix D)

There are **two doors leading east** from the laboratory. Each is marked with a Sepia Snake Sigil (UA p. 56) which will manifest with THACo 4. Be aware that if the north door's sigil is triggered Xezbeth's Lich will instantly know.

The South Room contains a Library with many volumes. The room contains:

- All PHB M-U spells of 1st thru 5th level
- 6th Level Spells: Anti-Magic Shell; Death Spell; Disintegrate; Enchant An Item; Globe of Invulnerability; Legend Lore; Otiluke's Freezing Sphere; Spiritwrack; Stone to Flesh; Xezbeth's Indigo Tongue (see Appendix C)
- 7th Level Spells: Cacodemon; Charm Plants; Monster Summoning V; Phase Door; Power Word Stun; Reverse Gravity; Vanish
- 8th Level Spells: Glassteel; Incendiary Cloud; Permanency; Symbol; Trap the Soul
- 9th Level Spells: Astral Spell; Gate; Power Word Kill; Time Stop; Wish
- Book for Creating Xezbeth's Executioner
- Book on Homonculous creation
- Notes regarding the "Codex of the Infinite Planes" referenced as being located at the "Library of Xinraedaal."

The North room contains a benighted bedchamber, draped in ancient black. Hunched at a desk is horrid skeletal figure, festooned in sable tatters. A tunisia crown on its skull is lit by orbiting jewels.

Xezbeth's Lich : AC -5 | MV 6 | HD 20 (hp 126) | THACo 4 | ATT 1 | DMG 1d10 + save vs Paralyzation | SA Spells + Ring | SD All creatures of 4 or fewer HD flee in terror; immune to cold,

electricity, polymorph, enfeeblement, death, etc.; +1 or better weapons to hit | MR 15% | AL Neutral Evil | Size M | STR 12 | INT 20 | WIS 19 | DEX 10 | CON 10 | CHR 0 | XP 21,580 | MM p. 61

The Lich wears a ring of Protection +5 (+3 on the Prime Material) on its left hand and U'mrafi's Ring on its right (see Appendix D). Seven Ioun Stones Circuit the Lich's Skull: Citrus Green Briolette; 3 x Orange Brilliant Cut; Pastel Yellow Radiant Cut; Pale Lavender Ellipsoid; Vibrant Purple. The stones' effects (in order) are: +1 INT; +15% Magic Resistance; Permanent Mind Bar; Absorbs spells up to 4th Level (40 levels worth); Stores 12 spell levels.

Xezbeth's Spell Slots (including 1 extra 3rd and 9th from the Purple Ioun Stone):

- 1st:** Burning Hands x2 (PHB p. 65); Magic Missile x2 (10 missiles PHB p. 67); Shocking Grasp (PHB p. 68)
- 2nd:** Darkness 15' Radius (PHB p. 69); Detect Invisibility (PHB p. 69); Invisibility (PHB p. 70); Mirror Image (PHB p. 71); Ray of Enfeeblement (59% reduction PHB p. 71)
- 3rd:** Blink (PHB p. 72); Dispel Magic (PHB p. 47); Fly (PHB p. 73); Lightning Bolt x2 (PHB p. 74); Slow (PHB p. 75)
- 4th:** Dimension Door (PHB p. 76); Fire Trap (PHB p. 77); Ice Storm (PHB p. 77); Polymorph Other (PHB p. 78); Wizard Eye (PHB p. 79)
- 5th:** Animate Dead (PHB p. 46); Cloudkill (PHB p. 79); Conjure Elemental (PHB p. 79); Hold Monster (PHB p. 80); Teleport (PHB p. 82)
- 6th:** Anti-Magic Shell (PHB p. 82); Disintegrate (PHB p. 83); Otiluke's Freezing Sphere (PHB p. 85); Xezbeth's Indigo Tongue (Appendix C)
- 7th:** Power Word Stun (PHB p. 88); Reverse Gravity (PHB p. 88); Vanish (PHB p. 89)
- 8th:** Incendiary Cloud (PHB p. 90); Symbol (PHB p. 91); Trap the Soul (PHB p. 92)
- 9th:** Gate (PHB p. 92); Power Word Kill (PHB p. 93); Time Stop (PHB p. 93)

There is nothing of value in the bedroom to prevent Xezbeth unleashing utter devastation.

G-17 Forsaken Prison

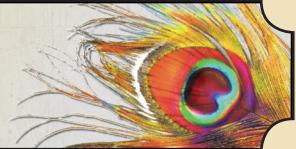
Players

Floating alone and well above the rest of the city is a lone tower with no apparent doors and only four narrow embrasures. It is made of black stone, stacked with friezes of carnelian and alabaster and capped with a dome of rose-brass.

DM

The walls sandwich a layer of lead so ethereal entrance to the tower is not possible. Teleportation or gaseous form are the surest ways in. The tower contains a single large room, 40' across. A **bearded skeleton** clutches the floor, wearing rich silk robes of magenta and mandarin orange. An Orange Brilliant Cut Ioun Stone (see Appendix D) still circles his head and will prove difficult to catch per DMG p. 147. One finger bone sizzles with a Ring of D'joran (see Appendix D).

Palace of the Painted Dawn



There is a **brass socket** in the center of the room's floor, which holds fast a brass sphere of six-inch diameter.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who touch this sphere cause it to rise from the socket via levitation and project screens of light that allow the person (so long as they can read Gringling) to pilot this flying tower. The learning curve for flying the tower is somewhat difficult but the tower is magically strong and hard to destroy. The tower can rotate, hover or levitate up down and fly in any direction at a maximum speed of 18". Once per week the tower can shift (along with anything inside it) to the Ethereal Plane. It may thereby enter other planes connected to the Ethereal. Thus, it is possible that the party may return to the Prime Material in this floating tower. A green-flagged character may also cause the brass sphere to sink again into its socket, turning off the displays and causing the tower to idle indefinitely.

Red-Flagged characters who touch the brass sphere are shocked for 6d10 dmg (save vs Spells for half) plus all gear must save vs Electricity.

Unchronicled characters who touch the brass sphere are shocked for 1d10 dmg (save vs Spells for half) plus all gear must save vs Electricity.

G-18 Fallen Island

Players

Far below the rest of the City, barely 50' above the Sea of El'Karkar, is a tiny mote of land with what appears to be a column of black stone surmounted by a shining red gem.

DM

The heat on the island is great. Base dmg per round to unprotected characters is 6d6 plus all gear must save vs Normal Fire. The island floats 150' below area E-04 and travel to it may draw the attention of Fire Drakes (see area A-01) in addition to the usual hazard of Skyward Perforations (unless green-flagged).

The gem is a lure (for those seeking the Jacinth of Inestimable Beauty) and the island itself is a trap.

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) can stand on the island, examine the searing jewel and suffer no additional calamity outside the incredible heat—though touching the jewel deals 3d6 dmg.

Red-Flagged & Unchronicled characters who touch the jewel take 3d6 heat dmg and cause the island to rocket upward, hurling occupants to the ground. Such individuals must make a bend bars check to move and a CON check on 4d6 to avoid blacking out. PCs who save may cast only such spells as require no somatic or material components.

The ride travels 20,000 feet in a single round before stopping abruptly. Those on the island are hurled in a continuing arc, upward and away from the City of Brass, eventually falling into the Sea of El'Karkar at terminal velocity. This deals 20d6 dmg plus heat dmg per area A-01. The island returns to its original position after each flight.

G-19 Warden's Tower

Players

This foreboding black tower defies gravity at the extreme edge of the cliff. Its massive bulk is pierced by many embrasures and topped by an onion dome of rose-brass.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) will only be attacked by brass men if they enter the tower and do not possess a lead tablet (q.v. Brass Man).

Red-Flagged characters are attacked automatically as priority targets if they are on the parapets or in the tower.

Unchronicled characters are attacked automatically as secondary targets if they are on the parapets or in the tower.

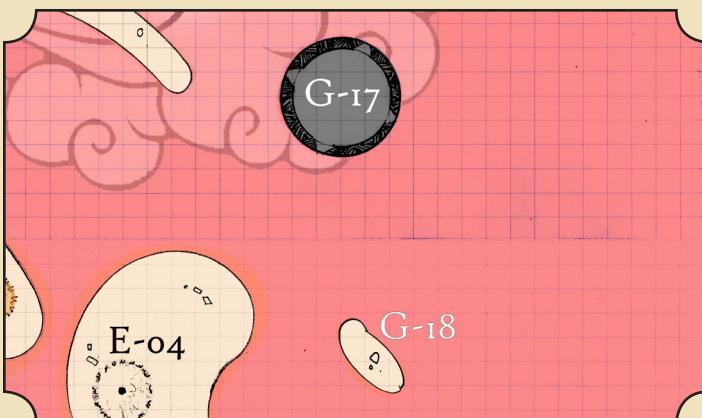
The exterior door opens automatically for the brass men.

The room with the scarlet circle is unlit and contains two brass men who will immediately attack anyone not carrying a lead tablet. They will also alert all others in the tower. There are three brass men at each orange "b" on the map.

Brass Men x8 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

The scarlet circle on the map marks a disc of elevated white marble, topped with glass and bordered by sizzling pink designs. When mounted, it transports instantaneously back and forth between area G-15's corresponding disc. Up to four individuals may transport together *if* they specify that they mount the disc simultaneously. Once the pair of discs have performed a teleportation of this kind both become inert for a full round before they may be used again.

All other rooms of the tower have glass ceilings which slowly brighten when entered by green-flagged characters.





Room South of Scarlet Circle: Contains one disassembled brass man and a serviceable lead tablet.

Room East of Scarlet Circle: Contains twenty +2 spears; three +2 bows; 100 +2 arrows (all of which are non-magical on the Prime Material Plane). Also on the racks are 2 Gringling Energy Bows with 1d10 charges apiece (see Appendix D).

Room Southeast of Scarlet Circle: Features a jade summoning circle inlaid into the floor. There are both silver and cold-iron torture implements at the ready and magical symbols cover the black walls. Magic-users may understand that this symbol is useful for summoning Efreet.

G-20 Prison of Brass

Players

This tower shines spectacularly, being constructed of solid brass. Beneath its gleaming dome, the walls are embossed with a motif of flames and pierced with numerous embrasures.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) will only be attacked by brass men if they enter the tower and do not possess a lead tablet (q.v. Brass Man).

Red-Flagged characters are attacked automatically as priority targets if they are on the parapets or in the tower.

Unchronicled characters are attacked automatically as secondary targets if they are on the parapets or in the tower.

There are a total of 16 brass men in the tower, gathered in groups of four at each marked "b".

Brass Men x16 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

All doors are made of enchanted brass and studded with steel. **Locked doors** also shock anyone not carrying a lead tablet (2d8 dmg; save vs Spells for half). Anyone shocked automatically fails on pick lock attempts.

The five cells are such that any being shut inside is held in suspended animation and is unable to either escape or die.

Of the five cells, two are empty (determine randomly). The maximum-security cell (behind 3 doors) is occupied by a Pit Fiend, which may be described thus:

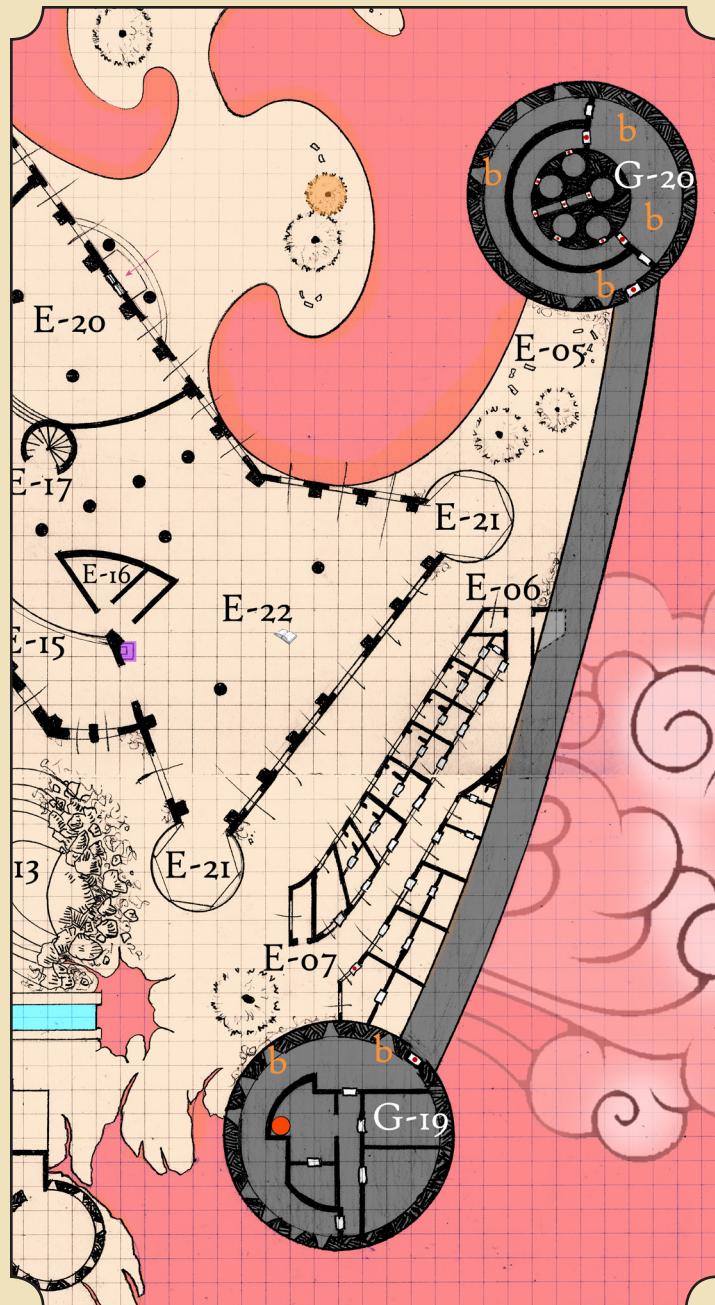
You open the final door to see a frail old man in gold and olive silk, bent upon a gnarled cane. He smiles, owl-like white eyebrows lifting above eyes of pure liquid-black. "Boo," he says.

The Pit Fiend fights tooth and nail to win his freedom.

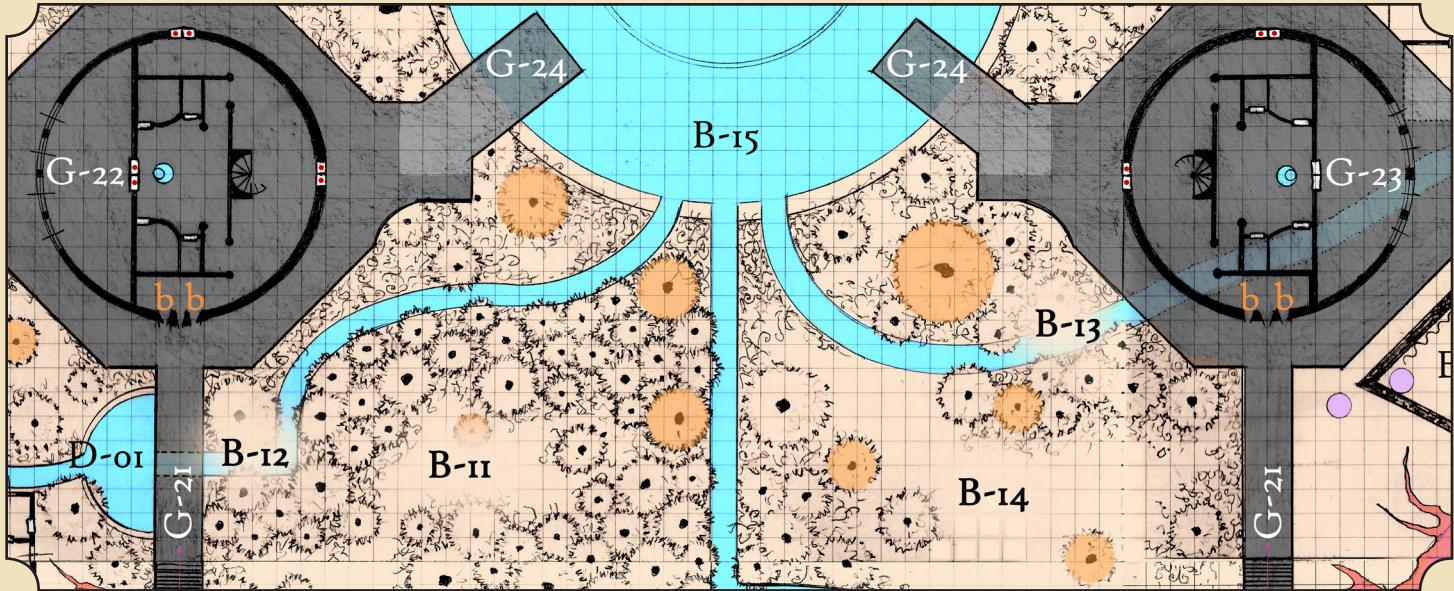
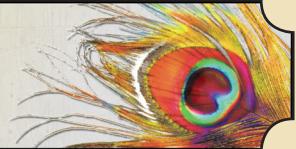
Pit Fiend x1 : AC -3 | MV 6 (or) 15 flying | HD 13 (hp 104) | THAC0 9 | ATT 2 | DMG 1d4+4 & 1d6+6 | SA tail constriction for

2d4 dmg; pyrotechnics (PHB p. 58); produce flame (PHB p. 57); wall of fire (PHB p. 61); hold person (PHB p. 74); gate 1d3 barbed devils 60% or another pit fiend 40% with 70% success rate; symbol of pain (PHB p. 92); fear in 20' radius (PHB p. 76); charm person (PHB p. 55); suggestion (PHB p. 75); illusion (PHB p. 75 & 95); teleport no error (UA p. 62); animate dead (PHB p. 46); etc. | SD regenerate 2 hp per round; +2 or better weapons to hit; immune to fire; resistant to cold and gas | MR 65% | AL Lawful Evil | Size L | Psionics: 107 ATT (A,C,E) / 107 DEF (G, H, I) | STR 18(oo) | XP 9,772 | MM p. 23

The other two occupied cells contain:



Palace of the Painted Dawn



Ice Devil x1 : AC -4 | MV 6 | HD 11 (hp 77) | THAC0 10 | ATT 4 | DMG 1d4, 1d4, 2d4, 3d4 | SA fly (PHB p. 73); wall of ice (PHB p. 78); gate 2 bone devils 70% or another ice devil 30% with 60% success rate; fear in 10' radius (PHB p. 76); ice storm (PHB p. 77); charm person (PHB p. 55); suggestion (PHB p. 75); illusion (PHB p. 75 & 95); teleport no error (UA p. 62); animate dead (PHB p. 46); etc. | SD regenerate 1 hp per round; +2 or better weapons to hit; immune to fire; resistant to cold and gas | MR 55% | AL Lawful Evil | Size L | Psionics: 8₃ ATT (C,D) / 8₃ DEF (F,G,H) | STR 18(76) | XP 5,632 | MM p. 22

Astral Deva x1 : AC -6 | MV 18 (or) 42 flying | HD 9+36 (hp 77) | THAC0 9 | ATT 2 | DMG 1d12+3, 1d12+3 | SA mace of disruption; hit twice in same round = save vs spell or knocked out for 14 rounds; light | SD +1 or better weapon to hit; blade barrier; protection from evil; immune to vacuum, life level loss, imprisonment, soul-trapping and death magic | MR 65% | AL Neutral Good | Size M | Psionics: 10₅ ATT (A,B,C,E) / 10₅ DEF (F,G,H) | STR 18(oo) | CHR 20 | XP 12,025 | MM2 p. 43

The breath-taking, golden-skinned deva will aid any good-aligned characters with information and a boon: the next time such a PC is reduced to zero or fewer hp, he or she is instead Healed per PHB p. 51.

G-21 Windswept Ascent

Players

A steep railing-less ascent warms your legs, rising nearly 40' to an even loftier section of the parapets. Here, at last, you are level with the Palace of the Painted Dawn, whose sweeping organic lines seem effortless in their support of scintillating domes topped by splendid needles of light. From the top of the stairs, directly to the north, a set of three dark embrasures face you ominously.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are not fired upon by the brass men behind the embrasures

Red-Flagged characters are automatically attacked as priority targets.

Unchronicled characters are automatically attacked as secondary targets.

See area G-22 (or) G-23 as appropriate for the brass men located behind the embrasures.

G-22 Isa's Suite

Players

This great tower is built of polished strawberry-cream marble. Its second story is screened by decorative grilles and capped with rose-brass. Large shining brass doors decorated with fire-breathing demonic faces seem meant to ward off visitors such as yourself.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are warned telepathically whenever they come within 10' that this is the suite of Isa Aluvum, the Sultan's Mother and that approaching this tower is forbidden.

Red-Flagged & Unchronicled characters are attacked via psionic blast if they pass through either of the locked sets of double doors (see DMG p. 78 for short range saving throws and effects)

Anyone not personally carrying a lead tablet is attacked upon entering the tower (q.v. Brass Man). The eight brass men (4 at



each “b”) will target red-flagged and unchronicled PCs with priority.

Brass Men x8 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | ALNeutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

A mated Shedu and Lamassu inhabit the tower. Each wears a lead tablet on its chest as protection against the brass men and will happily invite Good Aligned characters into the tower, providing them with lead tablets should they lack them.

This pair is immune to the blissful haze and has been stationed here to inform their masters in the Upper Outer Planes of any noteworthy developments or visitations to the City of Brass. Their mission here is explicitly to watch: NOT cleanse the City of evil...since the evil itself serves as an excellent guardian of the powerful and dangerous treasures contained here.

They have excellent knowledge of the City but do not know the secret of the demon Ma’tuum’s origin (see Appendix B). They will communicate telepathically and warn good individuals against hazards of the palace, but have never entered G-47, G-48, or G-49. They can speak at length about B-15, B-19, D-13 and E-20. All exterior areas of the City are known to them. The pair cannot offer taxi service as they are susceptible to the skyward perforations and are careful to use their powers of flight only in low regions.

The DM should provide players with knowledge if they treat the couple respectfully and ask good questions. Make sure to keep track of time spent here against the blissful haze.

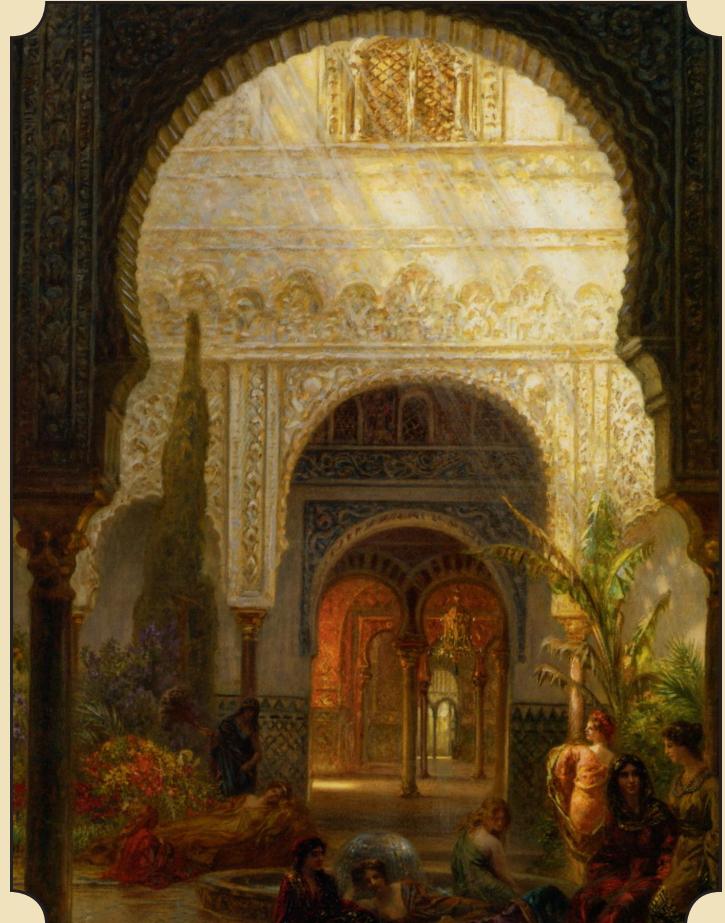
Although the suite and upstairs loft contain 1,200,000 sp worth of luxury goods @ 120 sp per lb, the shedu and lamassu are using this place as a residence and base of operations and will take issue with looters.

Sumati (the Lammasu) : AC 6 | MV 12 (or) 24 | HD 7+7 (hp 56) | THAC0 13 | ATT 2 | DMG 1d6, 1d6 | SA speak a Holy Word (PHB p. 53) once per day | SD invisible & dimension door at will; x2 strength protection from evil 10’ radius; | MR 30% | AL Lawful Good | Size L | XP 1,410 | MM p. 59

Sumati’s Spells:

- 1st:** Cure Light Wounds x 4 all at double strength (PHB p. 43)
- 2nd:** Hold Person (PHB p. 45); Know Alignment (PHB p. 45); Silence 15’ radius (PHB p. 45)
- 3rd:** Cure Disease (PHB p. 46); Remove Curse (PHB p. 47)
- 4th:** Exorcise (PHB p. 48)

Shudraka (the Shedu) : AC 4 | MV 12 (or) 24 | HD 9+9 (hp 72) | THAC0 12 | ATT 2 | DMG 1d6, 1d6 | SA psionics | SD ethereal at will | MR 25% | AL Lawful Good | Size L | Psionics: 90 ATT (ALL) / 90 DEF (ALL) + Animal Telepathy (PHB p. 111); Domination (PHB p. 112); Expansion (PHB p. 112); Invisibility (PHB p. 113); Molecular Agitation (PHB p. 113); Dimension Door (PHB p. 114); Mind Bar (PHB p. 115); Teleportation—which it will use offensively (PHB p. 116) | XP 2,958 | MM p. 87



G-23 Odalisque Suite

Players

This great tower is built of polished strawberry-cream marble. Its second story is screened by decorative grilles and capped with rose-brass. Large shining brass doors decorated with raging demonic faces breathing fire seem meant to ward off guests.

DM

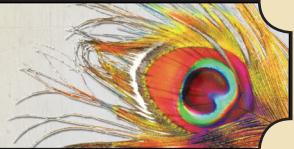
Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are warned telepathically whenever they come within 10’ that approaching this tower is forbidden.

Red-Flagged & Unchronicled characters are attacked via psionic blast if they pass through either of the locked sets of double doors (see DMG p. 78 for short range saving throws and effects)

Anyone not personally carrying a lead tablet is attacked upon entering the tower (q.v. Brass Man). The eight brass men (4 at each “b”) will target red-flagged and unchronicled PCs with priority. They will do this even while Murad Mubarak is talking (see below).

Brass Men x8 : AC 4 (or -6 behind embrasures) | MV 6 | HD 4

Palace of the Painted Dawn



(hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

If the doors are knocked at, they will be opened by a **very tall dark-skinned man** with Marfan syndrome. This man will greet even those who pick the locks. He is neither handsome nor kind but will introduce himself as **Murad Mubarak**, Master of the Odalisques (or) "Chief of the Girls" depending on his mood. He will inquire what the PCs want even if they are being attacked by the brass men. Murad is a manifestation of the City and cannot be dispelled or destroyed. Attacks pass through him. His personality is by turns jovial and cruel, brash yet somehow sophisticated. He is self-important and condescending. He will demand the PCs wait, go nowhere, and leave at once—if they disobey his rules. He will explain that this is where the Sultan's girls live; that the tower is off limits and that the PCs should know better. In fine, Murad will ignore combat and act as if the City of Brass (and the girls under his care) were still alive.

The **pink marble staircase** rises to a luxury barracks of sorts where 175 harem girls once slept together in silken opulence. This lofty bedroom is outfitted with hookahs, censers and board games, and is open to the wind via a decorative grille.

The **central rooms** surrounding the fountain are sophisticated privies and baths.

The **great eastern room** with its splendid view and massive bed is an obvious theatre created so the harem can perform without leaving the tower. There are articles out of place: a silk sheet on the floor; a bottle of spilled lotion. There is also a breeze—one of the windows is open and a dead adventurer in strange white clothing lies just inside, behind the bed. A yet-living Velvet Gun has eaten most of his corpse (see Appendix D).

Luxury goods in G-23 total 1,200,000 sp value @ 200 sp per lb.

G-24 Overlook

Players

This is one of four imperial platforms, supported by graceful half-arches, which leap from the palace and stretch over the garden and pool below. The delicacy of these platforms is enhanced by lack of railings, by their incredible thinness, and by their beautiful milky translucence. Your trust in the engineers is tested as a gust of wind tickles your stomach while bringing the smell of the gardens up to you.

DM

The universe flower (area B-19) is clearly visible from these platforms and there is a 40% chance per full minute of observation of catching a glimpse of the froghemoth (20%) or one of its tadhemoth offspring (80%). Other beasts of the menagerie may also unwittingly present themselves to those who stay longer.

The platforms are exceedingly strong, even supporting the weight of Al'lahab (E-13) should he appear as a random encounter and land.





G-25 Palace Lobby

Players

This hauntingly lit lobby features a spectacular view of the garden and is decorated with ornate rugs and alabaster statuary—whose bright bases cause them to glow. The ceiling is breathtakingly painted. To the northeast, an alabaster staircase with illuminated treads descends into a windowless hall.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) take no dmg from locked doors.

Red-Flagged characters receive a jolt of dmg equal to 50% of their remaining hp when touching any locked door.

Unchronicled characters receive a jolt of dmg equal to 10% of their remaining hp from any locked door.

The windowless hall runs below area G-46 and connects G-45 to G-25: thereby allowing both servants and guests to travel from one wing to the other without going through the Caliph's bedchamber.

There are six shadow demons in this lobby that will silently coordinate to plunge the space into near total darkness, cast fear and then leap to attack.

Shadow Demons x6 : AC 5 (normal lobby light) 1 (after darkness) | MV 12 | HD 7+3 (hp 50, 47, 44, 44, 43, 36) | THACo 12 (normal lobby light) 11 (after darkness) | ATT 3 (or 4 on leap) | DMG 1d8, 1d6, 1d6 | SA leap; Fear in 30' radius once per day; Darkness 10' radius once per day; Magic Jar once per week; teleport no error | SD half dmg from attacks made in darkness; immune to fire, cold and lightning; vulnerable to light | MR special | AL Chaotic Evil | Size M | XP 1,325; 1,295; 1,265; 1,265; 1,255; 1,185 | FF p. 78

There are seven alabaster statues @ 5,000 sp and 50 lbs apiece.

The green circles on the map mark discs of elevated white marble, topped with glass and bordered by sizzling pink designs. When mounted, they transport the user(s) instantaneously back and forth. Up to four individuals may transport together *if* they specify that they mount one of the discs simultaneously. Once the pair of discs have performed a teleportation of this kind both become inert for a full round and may then be used again.

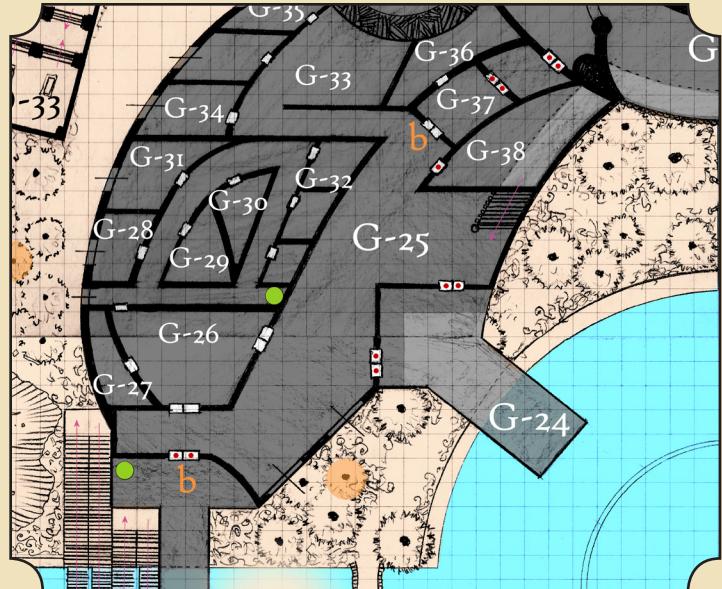
There are two brass men stationed outside the south doors

Brass Men x2 : AC 4 | MV 6 | HD 4 (hp 18) | THACo 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18.75 | XP 380 apiece | Appendix B

G-26 Kitchens

Players

The kitchen's rich cream-colored marble is lit with skylights and outfitted with many counters, serving carts that levitate, and a huge assortment of copperware. The stoves and ovens are



operated by panels of light.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are not assaulted by the poltergeist in this room.

Red-Flagged & Unchronicled characters draw the ire of a poltergeist that has become partially enmeshed with the City's defense system.

The levitating serving carts (there are six) each hold a maximum of 200 lbs weight.

The copperware in the kitchen is worth 75,000 sp @ a rate of 100 sp per lb.

Poltergeist x1 : AC 10 | MV 6 | HD 1/2 (hp 4) | THACo 15 | ATT 1 thrown object | DMG none but save vs Spells if hit or flee for 2d12 rounds | SA fear | SD silver or magic weapons to hit; invisible; turned as a wraith in the City of Brass | Size M | XP 38 | FF p. 73

G-27 Kitchen Cooler

Players

This large walk-in ice box is shelved with cold marble and stocked and hung with fresh fruits, vegetables, suacisson and so on. All the produce looks as though it just arrived.

DM

The food here has remained under the spell of Yaghuth (Appendix B) for a thousand years and will remain so for many thousand more. It is delicious and healthy to eat. There is enough food here to feed 1,000 mouths for one day.

Palace of the Painted Dawn



G-28 Sous Chef Suite

Players

The door is cool to the touch. Inside, a small suite with an impressive view shimmers with pale wood and a bright carpet. A pane of light hovers near the south wall displaying a recipe. Some of the ingredients are checked off.

DM

Only if the underside of the bed is checked, will the poltergeist lurking there begin to toss the room.

Poltergeist x1 : AC 10 | MV 6 | HD 1/2 (hp 4) | THAC0 15 | ATT 1 thrown object | DMG none but save vs Spells if hit or flee for 2d12 rounds | SA fear | SD silver or magic weapons to hit; invisible; turned as a wraith in the City of Brass | Size M | XP 38 | FF p. 73

There is nothing of significant value here, but if the PCs can understand Gringling, they may be able to search the pane of light for ancient Gringling recipes that could be sold on the Prime Material.

G-29 Lavatory

Players

A dry skeleton taints the air of this sparkling mica-flecked lavatory. Fixtures of frosted glass drip Dam Mamara into recollection basins. The raiment on the bones indicates a cleric but the symbols are alien. The fabric is likewise unknown to you. A mote of pale blue light circles the skull.

DM

Three cones of Incense of Obsession (DMG p. 147) occupy a belt pouch on the body. Hidden under the corpse is a Mace of Disruption (DMG p. 169). The Pale Blue Ioun Stone (DMG p. 147) circling the skull must be captured: AC -4.

Other fine incenses stand on marble counters at the sinks. There are 4 lbs of incense here with a value of 4,000 sp.

G-30 Lounge

Players

This previously posh lounge has been tossed, whether by looters or conflict during the City's fall is hard to tell. Most of the finery is broken and there are old stains on the walls.

DM

A thorough search turns up a partially crushed scroll tube with holy symbols matching the dead cleric in G-29. It contains an intact clerical scroll bearing Divine Radiance (see Appendix C) along with a detailed prayer for requesting the spell from one's deity.

G-31 Executive Chef Suite

Players

This bedroom and living space features an enormous window with a grand vista. In addition to the bed, there is a glass capsule housed in steel and fitted with tubing. Inside is a skeleton covered in frost. A pane of light hovers near the south wall displaying a recipe.

DM

If the capsule is opened, those in the room suffer dmg equal to a small white dragon exhaling (25 dmg or 13 if saved). This blast of cold instantly frosts the entire room except for a hot purple gemstone previously lost in the pattern of the carpet. This thing will shine brightly. It is an Illuminated Runestone (see Appendix D).

If the PCs can understand Gringling, they may be able to search the pane of light for ancient Gringling recipes that could be sold on the Prime Material.

G-32 Servant Rooms & Hallway

Players

You come up short, for in this dim hallway stands a bright but spectral figure, facing the middle door and speaking to it in an alien tongue. It does this for a while, then flickers and begins again, performing an endless loop.

DM

If Gringling can be understood, the figure speaking to the door welcomes someone to the Palace, informs them that this will be their room and advises that there will be an orientation meeting in the lounge shortly.

All three rooms contain comfortable and spacious bunks stacked three high, a small table and chairs of fine craftsmanship and some lockers that look like they were hastily emptied of valuables.

G-33 Paladin Lounge

Players

This wonderful room contains a lofty coffered ceiling, filled with individual frescoes. Dam Mamara lamps illuminate a weapon rack and a table set with jeweled goblets of rose-gold; playing cards made of ivory and other objects of interest.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are notified telepathically that this is the fabled Paladin Lounge, where the Caliph of the Painted Dawn's personal guards often relaxed.

Red-Flagged characters who travel the southern hallway feel an uncomfortable warmth build inside their bodies. If they physically enter the room by any means they will be affected as if by the psionic discipline Molecular Agitation. There is no saving



throw and they will sustain cumulative dmg each round due to blistering flesh per PHB p. 113. This condition lasts for 5 rounds even after leaving the lounge!

Unchronicled characters are neither telepathically notified nor psionically attacked.

The frescoes show great battles between Gringling Knights wielding bows and spears against Groull aggressors.

The weapon rack contains:

- 4 Javelins of Piercing (DMG p. 149)
- 1 Gringling Energy Bow (Fully Charged) see Appendix D

The table contains:

- 5 rose-gold goblets set with rubies (5,000 sp each)
- A deck of ivory cards with ornately inked and stylized images of erotica (3,500 sp)
- A pair of Gauntlets of Ogre Power (DMG p. 145)
- An Obsidian Steed Figurine of Power (DMG p. 144)
- A white sack of kid leather containing 7 Illuminated Runestones (see Appendix D)

G-34 Captain of the Guard

Players

The door to this room is very fine wood and the interior is polished, rich and executive in feel. It smells of leather. Heavy crystal decanters line the bureau with liquors bearing expensive-looking, hand-written labels. The view through the window is tremendous.

DM

Inside a locked, Cherrywood cabinet, is the Flowing Stardust Bow (see Appendix D). A small light panel near the south wall brings up a second much larger floating panel with three-dimensional schematics of the entire City of Brass (prior to its reduction in size). A single Gringling word "Zerzura" appears in the lower right corner, but the schematics can be scrolled and zoomed and other labels will appear, naming the important locales.

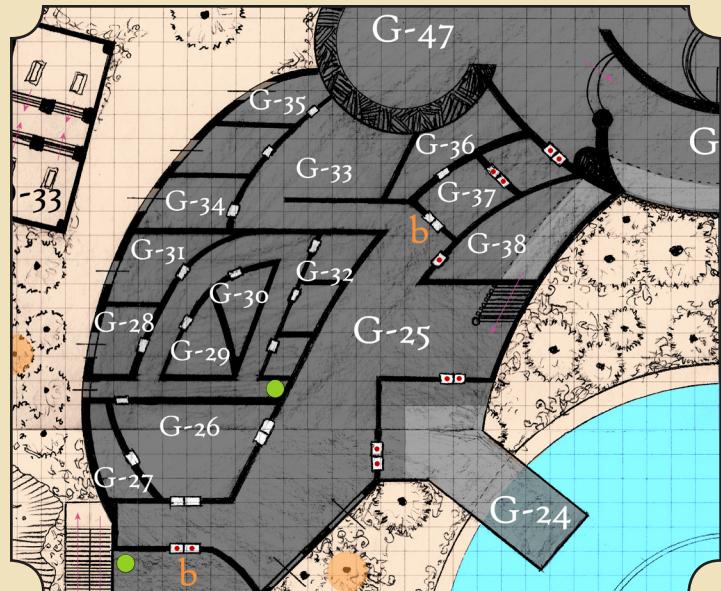
There are 5 bottles of liquor worth 800 sp each.

The DM should show the players the **DM version of the map** and allow players to ask questions. You may give them names to any locations they specify but no further details are available.

G-35 Lieutenant's Suite

Players

This tidy suite with an impressive view has a military feel to it. It smells faintly of cologne and sweet, unlit tobacco. The sleek décor is cloud-gray with white and olive accents. There is a small wooden box on the bedside. The south wall is lit by a large floating flickering panel of light that seems damaged in some way.



DM

Exotic tobacco in the box is worth 800 sp.

There is a military diary (in Gringling) detailing with an air of braggadocio some victorious battles over the Groull. The final entry is one of disbelief, indicating the arrival of some terrible entity in the City and a desperate effort to rout it. Of note, the lieutenant is particularly confused as to why the City's defense mechanisms are not targeting the thing that is assailing them.

G-36 Cleaning Supplies

Players

Floating in the darkness of this gray marble vault are twelve, small, steel, teardrop cylinders—nearly cylindrical save for an acute prow-like corner on one side. The convex northern wall is made of metal and a humming resonance can be heard between the wall and the floating cylinders.

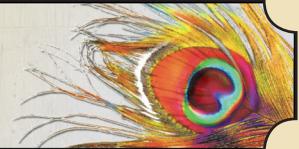
DM

Small sealed panels in the northwest wall seem sized for the floating cylinders to interact with in some way. Each of the cylinders is AC 9 and takes 10 dmg before falling to the floor, broken.

In the south corner, are twelve large bottles of wax polish.

The twelve floating custodial automatons may lurch to life if PCs fiddle with them.

Palace of the Painted Dawn



G-37 Guard Vestibule

Players

This vaulted foyer is lit by a Dam Mamara gasolier hanging from a medallion that is itself lit by striking panes of colored glass. All the doors are beautifully hand-carved from precious woods.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) suffer no effects in this room.

Red-Flagged characters sense a tingle prior to entering this room. If they then set foot in the room, they are hit by an effect similar to a single Power Word Kill Spell—one per trespasser (PHB p. 93). If the spell fails to slay the creature, that creature suffers 60 dmg with no possibility of save.

Unchronicled characters sense a tingle prior to entering this room. If they then set foot in the room, they are hit simultaneously by a Power Word Blind (PHB p. 91) and a Power Word Stun (PHB p. 88).

At position “b” on the map are four brass men. These brass men forbid entry to area G-37 and attack any who attempt to enter. They also forbid entry to G-33 & G-38

Brass Men x4 : AC 4 | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18(75) | XP 380 apiece | Appendix B

Any character who touches the locked doors (two sets leading to area G-46 thru G-48) without a lead tablet in their possession (q.v. Brass Man) must save vs Spells or be Disintegrated (PHB p. 83). This disintegration is telegraphed by a subtle hum and resonance in the hand/body of the person just prior to touching the door. If they then touch the door, the saving throw must be made or the character is utterly destroyed. Those with a lead tablet in their possession feel no such resonance and may attempt to unlock the doors normally.

G-38 Palace Armory

Players

The door to this room is gilt silver, depicting the Caliph of the Painted dawn with right hand raised, encircled in rose-gold.

Inside is a vault of gray marble lined with impressive alien-looking weapons and a wild interface of slow-orbiting panels of light.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) are telepathically warned at the door that this is the Palace Armory and they are restricted from entering it. If a green-flagged PC touches the door, they are shocked for 1d6 dmg.

Red-Flagged & Unchronicled characters who touch the door are hit with a mental attack when they touch the door. This deals

an automatic 16 dmg and, if a saving throw vs Spells is failed, the PC's INT is permanently reduced to 3. This idiocy can be cured with a heal spell. Alternatively, if the PC is psionically aware, treat the attack as an Ego Whip from the City itself with a psionic attack strength of 126 & up (DMG p. 76)

Regardless of flag-status, entering the palace armory immediately summons Ma'tuum, who will arrive in 1d3 rounds. This arrival should be precursed with a sudden terrible foreboding or premonition of doom—the hairs on the back of the neck standing on end etc.

Ma'tuum : AC 0 | MV 12 | HD 20 (hp 160) | THAC0 4 | ATT 3 | DMG 4d12 (bite) 1d12 (x2 paws) | SA devour soul, etc. | SD immortal et. al. | MR 45% | AL Neutral Evil | Size L | Psionics: 130 ATT (ALL) / 130 DEF (ALL) + Object Reading; Precognition & Mind Bar | STR 22 | INT 21 | WIS 22 | DEX 16 | CON 25 | CHR 3 | XP 30,900 | Appendix B

The armory contains:

- 20 Javelins of Piercing (DMG p. 149)
- 10 Gringling Energy Bows (Fully Charged) see Appendix D
- 10 Spears +5 (+3 on the Prime Material)
- 5 Gringling Battle Shields: 2 New, 3 Used; see Appendix D

Additionally, if a Gringling Energy Bow is placed near one particular set of light panels (Gringling tongue must be understood in order to accomplish this) the bow will snap into a slow orbit, levitating as it is recharged at a rate of 1 charge per round. This is the only place in the City where Gringling Energy Bows may be recharged.

Finally, this is also the room that **interfaces with the City's defense systems**. The skyward perforations can be temporarily disabled (up to 4 hours maximum). Deeper delving by someone able to read Gringling, reveals a strange anomaly in the control panels. Something seems to be amiss.

Tracking this anomaly down through the light panels requires an INT of at least 17 and allows a PC to begin rolling once per round, beginning with Table A, using a d10:

Table A (Scrolling errors on the screen)

1 thru 5: roll on table B next round
6 thru 8: roll on table C next round
9 thru 0: trigger an alert/warning; take 1d3 shock dmg; roll on table F next round

Table B (Strange map of conduits and circuitry)

1 thru 4: roll on table D next round
5 thru 6: roll on table A next round
7 thru 8: roll on table C next round
9 thru 0: trigger an alert/warning; take 1d3 shock dmg; roll on table F next round

Table C (Magical protection circles & numbered discs)

1 thru 3: roll on table B next round
4 thru 0: roll on table A next round

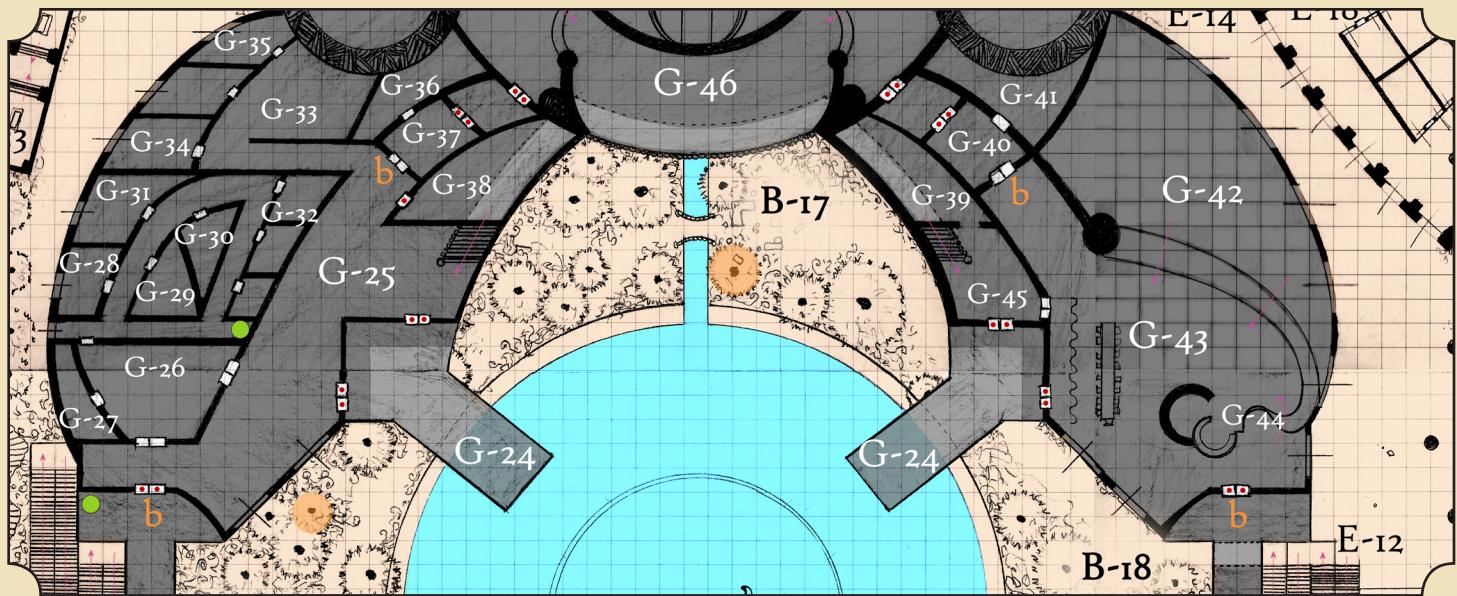


Table D (Pink, gold & blue mist with single password field)

1 thru 3: Eureka! (see below)
 4 thru 7: roll on table E next round
 8 thru 0: trigger an alert/warning; take 1d3 shock dmg; roll on table G next round

Table E (Diagram of city defense matrix labeled *blood pact*)

1 thru 2: roll on table D next round
 3 thru 0: roll on table C next round

Table F (Red alert/warning screen with admin locks)

1 thru 3: roll on table B next round
 4 thru 7: roll on table A next round
 8: Failure! This PC is permanently locked out of the system.
 9 thru 0: trigger an alert/warning; take 1d3 shock dmg; roll on table G next round

Table G (Crackling, flickering anti-intrusion matrix)

1: roll on table D next round
 2: roll on table B next round
 3 thru 7: trigger an alert/warning; take 1d3 shock dmg; roll on table F next round
 8 thru 0: Failure! This PC is permanently locked out of the system.

If the **Eureka!** on table D is rolled, the PC discovers the deep secret: that Ma'tuum is actually an engineered avatar of the City of Brass, unleashed by the Groull. See Appendices A & B for more information.

The PC has the option to end the Ma'tuum protocol, which will instantly slay Ma'tuum and prevent it from returning.

G-39 Serving Room

Players

This room is dark and scattered with silver chafers, salvers, filthy towels and large unidentifiable droppings.

DM

A servant of Demogorgon, long stranded in the City of Brass owns the hard-to-see **saliva trail** leading into this dark lair. It lurks on the ceiling and may not be immediately noticed.

The webbed husks of previous repasts litter the back of the room and contain some glittering treasures that might be visible from the doorway depending on light source.

Retriever xi : AC -2 | MV 18 | HD 10 (hp 63) | THAC0 10 | ATT 4 | DMG 3d6 each | SA fire, cold & lightning 60' eye rays deal dmg = retriever's current hp (1/2 if save vs breath weapon) gear must also save; transmutation eye ray turns to gold unless save vs Petrify: requires philosopher's stone to undo (each eye usable only once per six rounds) | SD creatures of less than 6 HD must save vs Spells or flee | AL Chaotic Evil | Size L | XP 5,832 | FF p. 75

The 15 lbs of silver in the room amounts to 3,000 sp. One of the human husks wears a chemiostatic sword: Knight's Blade. It has three charges (see Appendix D).

G-40 Guard Vestibule

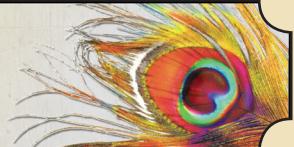
Players

This vaulted foyer is lit by a Dam Mamara gasolier hanging from a medallion that is itself lit by striking panes of colored glass. All the doors are beautifully hand-carved from precious woods.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D)

Palace of the Painted Dawn



suffer no effects in this room.

Red-Flagged characters sense a tingle prior to entering this room. If they then set foot in the room, they are hit by an effect similar to a single Power Word Kill Spell—one per trespasser (PHB p. 93). If the spell fails to slay the creature, that creature suffers 60 dmg with no possibility of save.

Unchronicled characters sense a tingle prior to entering this room. If they then set foot in the room, they are hit simultaneously by a Power Word Blind (PHB p. 91) and a Power Word Stun (PHB p. 88).

Any character who touches the locked doors (two sets leading to area G-46 thru G-49) without a lead tablet in their possession (q.v. Brass Man) must save vs Spells or be Disintegrated (PHB p. 83). This disintegration is telegraphed by a subtle hum and resonance in the hand/body of the person just prior to touching the door. If they then touch the door, the saving throw must be made or the character is utterly destroyed. Those with a lead tablet in their possession feel no such resonance and may attempt to unlock the doors normally.

At position “b” on the map are four brass men. They are ignored by the kamadans and (since the kamadans were one-time pets of the Caliph) ignore the kamadans in return. These brass men forbid entry to area G-40 and attack any who attempt to enter.

Brass Men x4 : AC 4 | MV 6 | HD 4 (hp 18) | THAC0 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18(75) | XP 380 apiece | Appendix B

G-41 Lavatory

Players

Frosted glass fixtures lit by Dam Mamara cast warbling light over

pink marble shot with gray. The room is a magnificent restroom and changing area. Dreamy music fills the room but seemingly comes from nowhere.

DM

On the marble counter, near one of the sinks is one of Murlynd's Spoons (UA p. 101). Next to it is a bottle of syrupy green medicine whose effects are left to DM fiat. On the many hooks are 1 Hat of Difference (UA p. 100) and 1 Hat of Stupidity (UA p. 100)

G-42 The Grand Deck

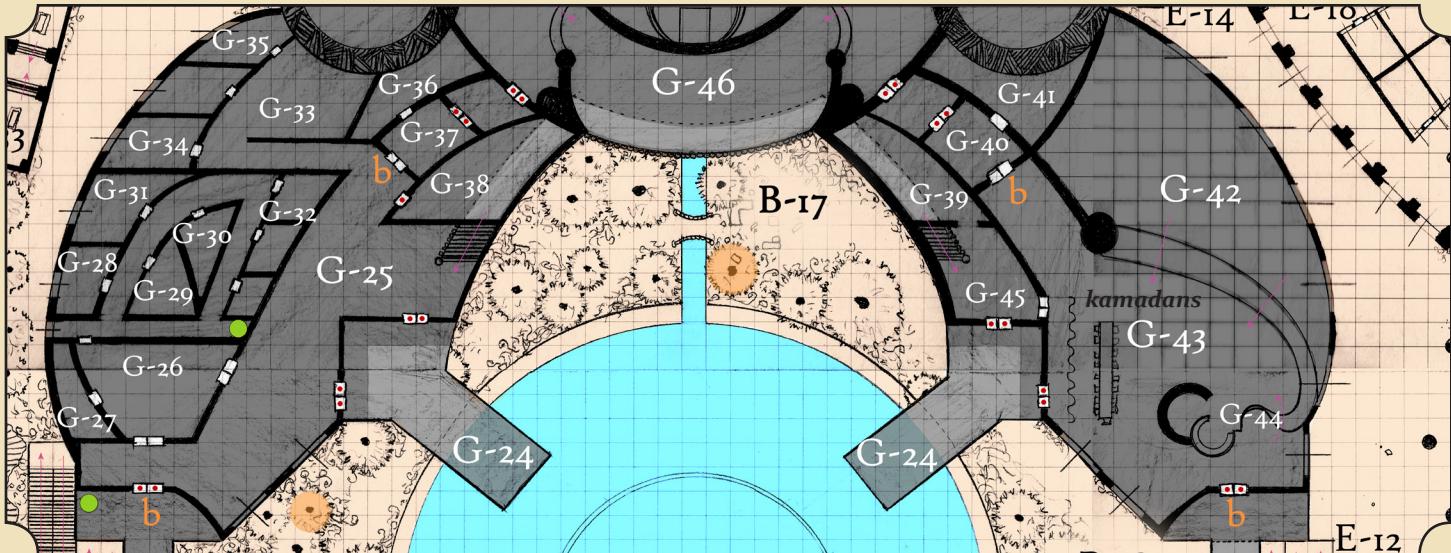
Players

This rosewood ballroom must have one of the most spectacular views in the palace. Through its vast palladian windows you see the endless pink horizon bleed into the endless blue sky. Far below you is a huge building with many windows. On its roof, nestled between rose-brass domes, you see an enormous nest.

DM

The nest belongs to a Roc (see area E-17) which has a 60% chance of being there at any time (due to the presence of an egg).

In the northern corner of the ballroom are the cracked and **marrow-drained bones** of an adventurer who was devoured by the kamadans. Near the body is a Chemiostatic Sword: Emperor's Blade with 2 remaining charges (see Appendix D). The skeleton also wears an intaglio gemstone ring with a matching ring in a belt pouch. If worn, these sapphire rings allow for unlimited whispered communications between two individuals up to 260' distant from one another (cf. Message PHB p. 67) and furthermore will transmit these messages even through solid rock (value 42,000 sp / 1,000 XP for the set).





G-43 Dining Hall

Players

To the west, a magnificent tapestry levitates, showing the splendors of the palace. Nearby, an elongated legless table of obsidian floats, accompanied by seventeen floating chairs. On the table is a steaming feast of exotic meats and puddings and extraordinary salads. Fresh bread and sauces fill the air with delicious smells.

DM

There are seven venomous kamadans ranged throughout G-43 & G-42. They wear collars studded with gems (1,500 sp value per collar) and are another immortal product of Gringling engineering. They regenerate even after death (cf. Troll) and are only slain permanently if all their hp are accounted for with fire/acid dmg. They attack ferociously.

Venomous Kamadans x7 : AC 4 | MV 18 | HD 4+2 (hp 34 each) | THACo 15 | ATT 10 | DMG 1d3, 1d3, 1d6 (bite) + (1d4 x7 snake bites) | SA 30' cone Sleep breath weapon—creatures above 4 HD are allowed a save; each snake bite requires a save vs poison: success = no dmg, failure = 15 dmg over 1d3 rounds | SD immune to sleep; troll regeneration | AL Neutral | Size L | XP 525 apiece | FF p. 55

The table will support up to 2,000 lbs and can be ordered to follow a person via a set of light panels at one end (cf. Tenser's Floating Disc PHB p. 68). The food on the table is illusory but can be eaten and handled. It is fantastically delicious but neither fills the eater up nor confers calories necessary to survival. The food can be turned on or off and a menu can be selected on the same illuminated panels.

Each chair is extraordinarily comfortable and supports up to 1,000 lbs. The value of the table is 150,000 sp. Each chair is worth 10,000 sp. The tapestry weighs nothing but is very bulky, taking up 200 lbs worth of space with a value of 60,000 sp.

G-44 Ballroom Reception

Players

Pale blue accent lights turn ghostly in the glass surfacing a semi-circular concierge counter of rich rosewood. A semi-circular coat room, also of aromatic wood forms a shadowy cylinder near the entrance to this fantastic dining-cum-ballroom.

Fluid architecture separates a polished dining area from the rosewood dance floor by means of two non-euclidian steps, similarly accented with blue lights. In almost all directions, soaring palladian windows gaze out over the City below.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who touch the locked doors take no dmg

Red-Flagged characters take dmg equal to 50% of their remaining hp.

Unchronicled characters take dmg equal to 10% of their remaining hp.

There is a mummified Gringling in the coat closet with some gnaw marks from the Kamadans. She wears silks of olive, ecrù and pink and a sizzling Ring of D'joran (see Appendix D). In her stylish leather purse are three orcanthium marks (6,000 sp value).

Outside the locked south doors are four brass men who prevent entry to anyone not carrying a lead tablet (q.v. Brass Man)

Brass Men x4 : AC 4 | MV 6 | HD 4 (hp 18) | THACo 13 melee (or) 15 missile | ATT 1 (or) 2 | DMG by weapon type (melee +3) | SA energy bow | SD magic to hit | AL Neutral | Size L | STR 18(75) | XP 380 apiece | Appendix B

G-45 Guard Station

Players

You are in a dark, richly appointed room containing a doorway to a serving room and an alabaster staircase with illuminated treads that descend into a windowless hall. There is a stain on the paving stones and a broken brass man in pieces around it.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D) who touch the locked doors to G-24 take no dmg

Red-Flagged characters take dmg equal to 50% of their remaining hp.

Unchronicled characters take dmg equal to 10% of their remaining hp.

The windowless hall runs below area G-46 and connects G-45 to G-25: thereby allowing both servants and guests to travel from one wing to the other without going through the Caliph's bedchamber.

The brass man has nothing salvageable. Examination of the stain reveals smaller dribbles leading toward G-39.

G-46 Garden Balcony

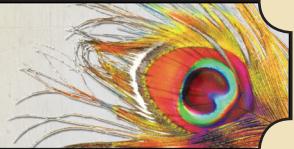
Players

Heavenly furniture fills a balcony of pink alabaster. The translucent columns are naked sylphs, the floor: a painstakingly-inlaid map of the City. The pillows and cushions are of a gray cloud-like material that smell like fresh rain. Glassware, silver, jewel-adorned hookahs, tapestries, game boards made of light... so much wealth and art! And then there is the view. The south wall is open, set with thick balusters and a railing of pink marble shot with gray. Beyond, and far below, sprawls a celestial garden—framed by the palace towers.

DM

Green-flagged characters (q.v. Psi-Geist Kiosk, Appendix D)

Palace of the Painted Dawn



suffer no effects in this room.

Red-Flagged characters sense a tingle prior to entering this room. If they then set foot in the room, they are hit by an effect similar to a single Power Word Kill Spell—one for each trespasser (PHB p. 93). If the spell fails to slay the creature, that creature suffers 60 dmg with no possibility of save.

Unchronicled characters sense a tingle prior to entering this room. If they then set foot in the room, they are hit simultaneously by a Power Word Blind (PHB p. 91) and a Power Word Stun (PHB p. 88).

The luxury goods on the balcony amount to 800,000 sp @ 400 sp per lb. In addition, there is a human skeleton on the floor (slain by the pěnanggalans) still holding a chemiostatic sword: Marquis' Blade. Two charges remain. **The blade is currently ON** and humming. If special care is not taken it will discharge on whomever picks it up. (see Appendix D)

G-47 Bathroom Suite

Players

Steam emanates from pores in the floor and drifts over textured marble. Free-floating panels of light indicate where showers may burst from the walls on command. The walls—chiseled with erotic forms—remain strangely devoid of human warmth.

DM

Touching the floating lights toggles warm luxuriant showers. Soaps, fresh towels and other indulgences seem eerily new.

G-48 Caliph's Bedchamber

Players

This room without peer has been cut from pure alabaster and glows from within like maiden's flesh. A crescent-shaped pool, encircled by translucent white pillars shimmers below a dais bearing a fabulous bed. Behind the bed, a curved wall of alabaster forms a cyclopean frieze of terrifying and staggering beauty.

To the north, windows and glass doors of wonderful scale and alien design overlook a patio where gods might walk. There are tapestry rugs, bejeweled hookahs and furnishings of warm rose-gold.

But it is the whispers of stunning women among the pillars and pool that bring you up short.

DM

The women are the Seven Silk Dancers—ever “in the eye” of Iblis Occam and as his favorite of over 1,000 harem girls he “gifted” them with eternal beauty prior to his death.

Each appears to be between the age of 17 and 20. They have fair perfect skin, silver-eyes and pink hair with wild cuts. In their Gringling forms they detect as Lawful Neutral and have the following stat block:

Harem Girls x7 (Bahiti, Shahra, Aria, Neshat, Khat, Sera & Qelhatat) : AC 16 (DEX) | MV 12 | HD 1 (hp 6 each) | THAC0 20 | ATT 0 | DMG Nil | SA head & body separation | SD Nil | AL Lawful Neutral | Size M | Psionics: 170 ATT (ALL) / 170 DEF (ALL) plus Body Weaponry; Cell Adjustment; Ethereallness; Precognition; Suspend Animation; Telepathy; Adjust Time | STR 15 | INT 21 | WIS 12 | DEX 20 | CON 11 | CHR 20 | XP 61 apiece | Appendix A

They will flatter, serve food and pleasure, and articulately answer questions concerning the City of Brass and its history. They will, however, require that the party refrain from looting areas G-46, G-47, G-48 & G-49—insisting that there is enough treasure in other parts of the City to satisfy such lusts.

In Gringling form they may use Telepathy, Psionic Blast, and all other disciplines to attack or defend—always gaining initiative unless facing another psionic.

If their rules are not followed, or they are mistreated in any way, all seven will attack psionically. If any girl's body is harmed or slain, all seven will immediately assume their true form in full view of as many PCs as possible.

Treat this disgusting event thus: Every PC within view of the girls has a 7-in-10 chance of seeing the separation. For each separation witnessed, the PC must save vs Death Magic or instantly die. All seven will then attack relentlessly in their new forms.

Pěnanggalans x7 : AC 8 | MV 12 | HD 4 (hp 32 each) | THAC0 15 | ATT 1 + acid | DMG 1d6 + 1 STR loss, 1 CON loss & 1d4 acid | SA bite dmg is permanent with additional 1 hp loss per day until dispel evil is cast; after dispel evil 1 hp per day is regained; ability scores return at 1 point per week; men who are slain and resurrected must pass a system shock check at half normal probability; Hypnosis—save vs Death Magic or be completely controlled, success = immune to that pěnanggalan's hypnosis; each head separation viewed requires a save vs Death Magic or die | SD immune to mind affecting spells; turned as mummies in the City of Brass | AL Lawful Evil | Size M | XP 450 apiece | FF p. 71

Tapestries, platinum goods, ivory and alabaster sculptures, jeweled hookahs and silver trays filled with food amount to a total value of 800,000 sp @ 400 sp per lb.

In addition, there is a field journal belonging to Iblis Occam detailing many battles with the Groull. It also details the existence of area D-27 and the true nature of D-10. The password (Aliss'liss Ib'eh) is listed as allowing one to pass the golems on the Great Patio.

Near the journal is the Key of Dawn: a massive thing of gilded steel weighing 10 lbs. It alone can open the gates at A-03.

G-49 Treasury

Players

A dazzling hoard overflows this thick-walled vault, spilling effulgently into the bed chamber. There are jewels and trade



bars and coins beyond number. A gasolier under the treasury's frescoed dome drips Dam Mamara. Its fluttering, spectral light glitters lustily on riches the likes of which you have never seen before.

The fresco depicts Iblis Occam overlooking incalculable possessions, which are hauled and guarded by whipped Efreet.

DM

THE TROVE:

LOOSE COINS, JEWELS, ETC:

- 1,000,000 Silver Crowns (1,000,000 sp value weighing 100,000 lbs)
- 100,000 Electrum Anqas (@ 30 sp each [3,000,000 total] weighing 10,000 lbs total)
- 1,000 Ebonwood Bars (@ 20 sp each [20,000 total] weighing 2,000 lbs total)
- 999 Orcanthium Marks (@ 2,000 sp each [1,998,000 total] weighing 100 lbs total)
- 83 Rose-Gold Trade Bars (@ 24,000 sp each [1,992,000 sp total] weighing 10 lbs each)
- 2,500 Mithril Moons (@ 200 sp each [500,000 sp total] weighing 250 lbs total)
- 400 Tunsian Crypts (@ 1,500 sp each [600,000 sp total] weighing 40 lbs total)
- 666 Lemcienee (@ 3,000 sp each [1,998,000 sp total] weighing 1 lb each)
- 1 Black Moon & Mylwel Jewel (@ 4,800,000 sp weighing next to nothing)
- 3 Brilliant Emeralds (@ 20,000 sp each [60,000 sp total] weighing next to nothing)
- 1 Marquis Sapphire (@ 50,000 sp weighing next to nothing)
- 1 Cabochon Black Opal (@ 80,000 sp weighing next to nothing)
- 2 Radiant Rubies (@ 30,000 sp each [60,000 sp total] weighing next to nothing)
- 2 Oval Padparadschas (@ 75,000 each [150,000 sp total] weighing next to nothing)
- 5 Purple Sapphires (@ 10,000 each [50,000 sp total] weighing next to nothing)
- 1 Diamond (@ 80,000 sp weighing next to nothing)

TOTAL IN LOOSE COINS AND JEWELS: 16,438,000 sp @ 113,886 lbs

MAGICAL ITEMS:

- 2 Annulled Ambasace Elixir (see Appendix D)
- 2 Chrism of War (see Appendix D)
- 2 Twilight Elixir (see Appendix D)
- 2 Potions of Planar Adjustment (see Appendix D)
- 2 New Gringling Battleshields (see Appendix D)
- 2 Gringling Energy Bows w/ 60 shots apiece (see Appendix D)
- 1 Hexed Efreeti Heart in a cedar box (see Appendix D)
- 1 ivory coffer (600 sp value) containing:
 - ◊ 1 Citrus Green Briolette Ioun Stone (see Appendix D)
 - ◊ 1 Orange Brilliant Cut Ioun Stone (see Appendix D)
- 2 Wings of Flying: Paper (see Appendix D)
- 1 Robe of Scintillating Colors (DMG p. 153)
- 1 Periapt of Wound Closure (DMG p. 151)
- 1 Iron Flask (DMG p. 148)
- 2 Efreeti Bottles (DMG p. 143)
- Gauntlets of Dexterity (DMG p. 145)
- 1 Ring of Vampiric Regeneration (DMG p. 130)
- 1 Ring of Shooting Stars (DMG p. 130)
- 1 Scarab of Death (DMG p. 153)
- 3 jars of Keoghtom's Ointment (DMG p. 149)
- 1 Pearl of Wisdom that is useable by any class (cf. DMG p. 151)
- 1 Necklace of Missiles* (DMG p. 150)
- 1 Carpet of Flying: 1 person at 42" speed (DMG p. 140)

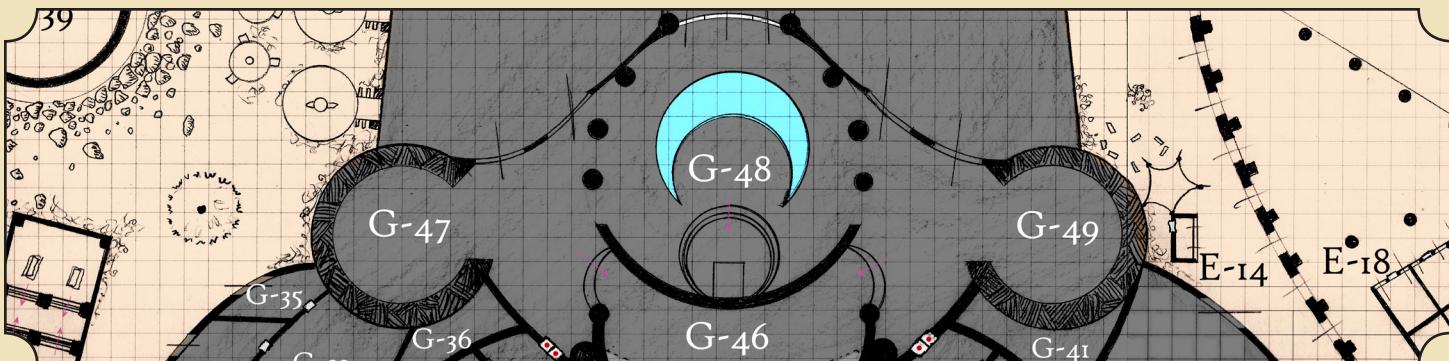
TOTAL IN MAGICAL ITEMS: 6,513,100 sp

*1 x 9-dice fireball; 2 x 7-dice fireballs; 2 x 5-dice fireballs; 2 x 3-dice fireballs

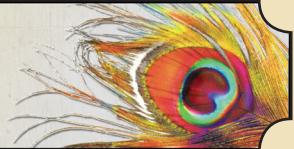
Special:

- A marble pedestal at the center of the treasury is surmounted by the Jacinth of Inestimable Beauty (see Appendix D): valued at 12,000,000 sp

TOTAL TREASURY VALUE: 34,951,100 SP



Palace of the Painted Dawn



G-50 The Great Patio

Players

Paved in pale, velvet-textured stone, you see a breath-taking patio extending in all directions. At the center, a pool of poltergeist-blue water is lored over by two fantastic iron statues holding whips made of flowers.

No walls border the patio and the wind-swept vista is enhanced by a sense of peril. On the north end, stands a partially enclosed grandstand flanked by two towers of carved marble: all three capped by scintillating glass domes. To the south, the slippery-smooth geometry of the palace bleeds light into the sky.

DM

Windows with an imperial view look out from G-48 over the patio. A landing of rich white marble elevates a pair of sweeping glass doors that connect G-48 to G-50 and are neither locked nor trapped.

In certain places around the patio, glass-like and nearly invisible furniture sits waiting to be used. If touched, it responds empathically, adjusting and conforming to the toucher's desires.

G-51 Sultan's Pool

Players

The fluid in this tremendous pool incandesces eldritch blue. A shoal of hypnotically-colored fish flourish in memorizing patterns from one end to the other. The pool appears to be over 20' deep.

DM

The curio fish (see Appendix B) in the pool each weigh one half

pound. They number 2,000, have no control rings and are valued at 100 sp each.

The water in the pool is strongly linked to the Positive Material Plane. For every hour a PC spends swimming or bathing, bestow the benefits of both a Regeneration spell (PHB p. 53) and a potion of healing (2d4+2 hp restored).

G-52 Guardians of the Palace

Players

A pair of beautiful black iron statues face each other across the pool. They stand atop formidable plinths and each is cast in the image of a fierce warrior with a gracefully pointed helm. Each also holds a whip of flowers and a sword of ice. The whips are extremely beautiful, with hydrangea-like petals falling continuously. At the same time, icy vapor from the swords drools languorously across the paving stones.

DM

Anyone who arrives in areas G-50, G-51, G-52 will be told by the east statue in the Gringling tongue: "Speak the word of safety." The password (Aliss'liss Ib'eh) must be spoken within a round or these special iron golems will attack. Due to size, they cannot enter G-53 or G-54. They are limited to the Great Patio (G-50 & G-55) and can follow PCs only as far as G-46, G-47, G-48 & G-49.

Xezbeth's Executioners x2 : AC 3 | MV 6 | HD 18 (hp 80) | THAC0 5 | ATT up to 3 | DMG 1d20 + 1d4 + special | SA hydrangea whip and fire breath | SD immune to most magic, fire heals | AL Neutral | Size L | XP 15,650 | Appendix B





G-53 Guest Suite

Players

In this grand, desolate room a beautiful four-poster stands alone, backed by three tall windows that frame the endless pink and blue. Overhead, a frescoed dome echoes with your footsteps. Its sensual, luminist plaster shows seven naked women dallying at a crescent-shaped pool. Your attention is drawn away from them as a sudden gust rattles the casements.

DM

In the Gringling tongue, the names Bahiti, Shahra, Aria, Neshat, Khat, Sera & Qelhatat are painted into the fresco's scene.

The bed detects as magical. It is the fabled Gallant Tester (see Appendix D).

If the PCs loiter, occasional cool breezes will be felt and disembodied, far-off musical laughter will be heard. Their source and meaning are beyond the scope of this module.

G-54 Guest Suite

Players

This dream-like suite is lit by three tall windows that frame the endless pink and blue horizon. A four-poster bed stands majestically near the east window and a palatial wardrobe is nearby. Ancient but well-preserved tapestries depict the City of Brass at its height—a much larger place than it now seems to be. The 30' domed ceiling contains a fresco of the City itself floating over trackless wastes, but part of the plaster has fallen away, revealing strange pink masonry. The room smells of freshly-cut roses though there are none to be seen.

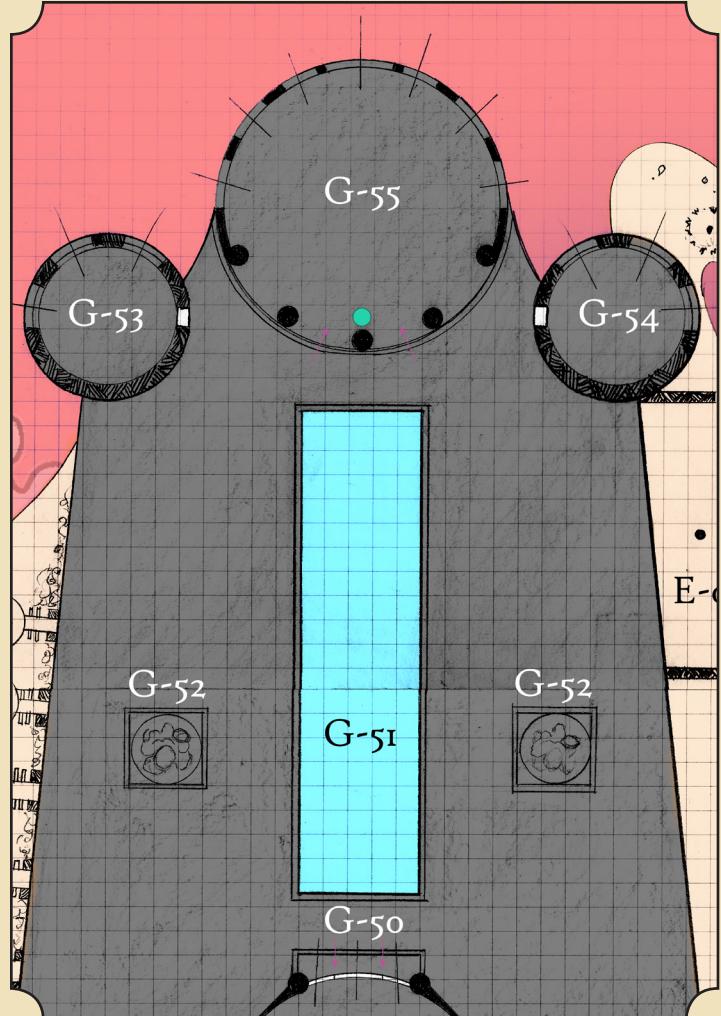
DM

The “exposed pink masonry” in the dome is a rose pudding. Its vapors reach the floor, but unless it is disturbed it will not attack. Only if the party lingers in the room more than 2 turns, will it begin to descend and investigate.

Rose Pudding x1 : AC 6 | MV 6 | HD 10 (hp 61) | THAC0 10 | ATT up to 2 | DMG 3d8 each | SA cosmic discord vapor; dissolves wood and metal | SD fire and magic missile heals | MR 10% | AL Neutral | Size L | XP 4,454 | Appendix B

There are 4,000 lbs of precious goods in the room with a scaling value of 1,000 sp per lb for the first 500 lbs [500,000 sp total]; 500 sp per lb for the next 1,500 lbs [750,000 sp total]; and 100 sp per lb for the remaining 2,000 lbs of fine goods [200,000 sp total]—for a grand total of 1,450,000 sp worth of precious furnishings in the room. Additionally, there is a Manual of Puissant Skill at Arms (DMG p. 149) and an enormous (and very beautiful) Carpet of Flying (DMG p. 140) capable of carrying up to 8 persons while flying at a speed of 18". Note that the carpet is resting beneath other heavy furniture and will require about 2 turns to free.

A **guest book** bound in olive-toned crocodile-like skin near the bed contains esoteric names in numerous alien languages with dates that have no point of reference. If researched, these names



and dates may lead to further adventures.

G-55 Gazebo on the Stars

Players

From this domed, vainglorious grandstand, the boundless horizon fills your eyes. Like oils ebbing into turpentine, the sea of transcendent pink volatilizes into a supernal blue sky.

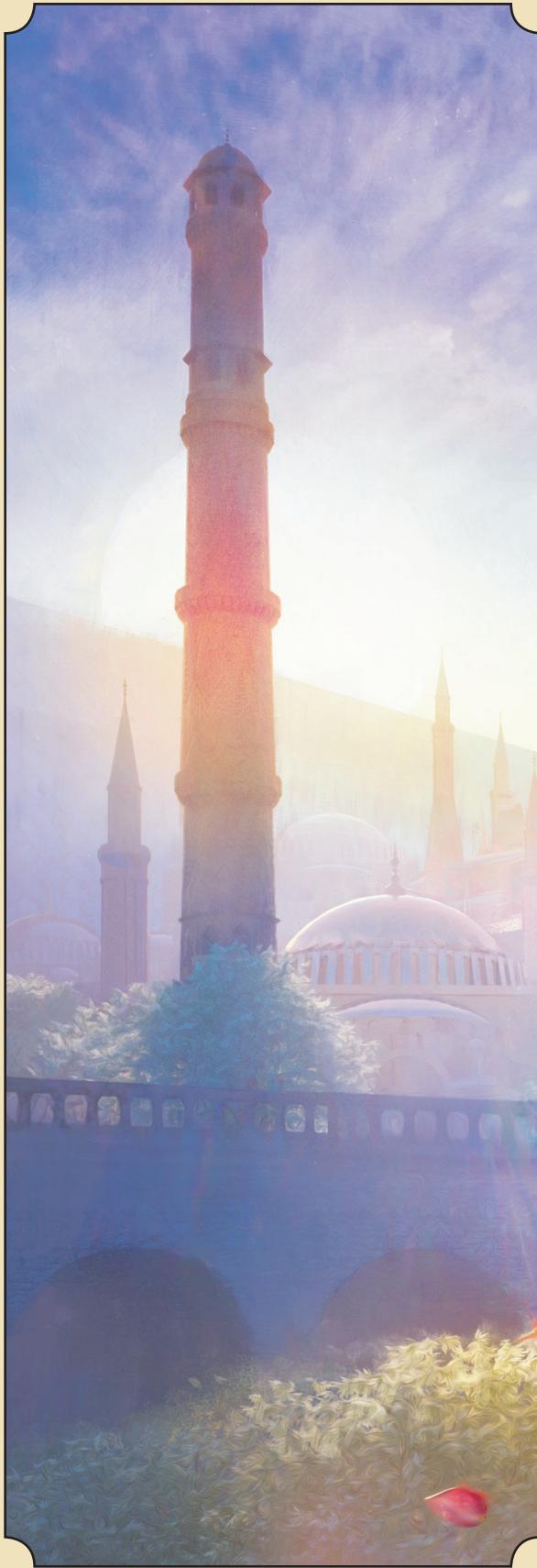
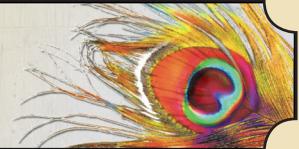
Occasionally, a silver fizzles trills the firmament. You cannot say what it might be.

Near the windows is a grim sight: the desiccated body of a Gringling man in ancient finery.

DM

The dome contains a celestial fresco of two lovers painted as gods, coqueting amid sunburst clouds. The man bears a halo of red flame around his right hand. The woman is accompanied in flight by a jeweled bird.

Palace of the Painted Dawn



Occasional ghostly flickers (non-corporeal holographic panels) hint that this place might have once housed controls, which are now malfunctioning.

The drop from G-55 to the sea is roughly 400'.

The body is that of **Siavosh Tut**, chief page of the Sultan and his name occupies a small book crammed with notes pertaining to the Sultan's desires and schedules.

Also inside the book is a small drawing of a jeweled bird with the phrase "*Toe'Ha'Ra*" written beside it.

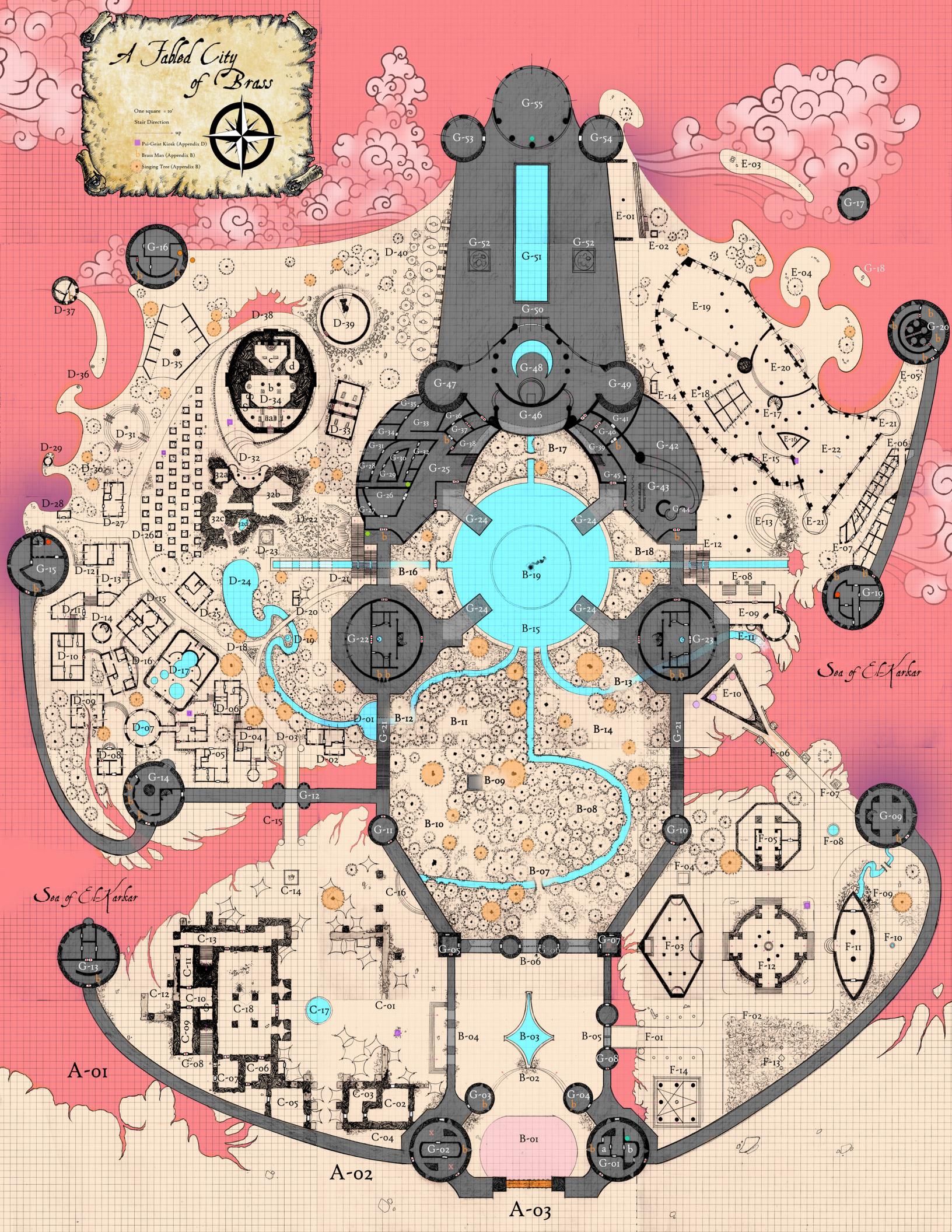
The turquoise circle on the map marks a disc of elevated white marble, topped with glass and bordered by sizzling pink designs. When mounted, it transports instantaneously back and forth between area G-01's corresponding disc. Up to four individuals may transport together *if* they specify that they mount the disc simultaneously. Once the pair of discs have performed a teleportation of this kind both become inert for a full round and may then be used again.

Those arriving here from G-01 will need the password to assuage the guardians if they enter area G-52.

Here Ends the Key to

☞ A Fabled City of Brass ☚

A Fabled City of Brass

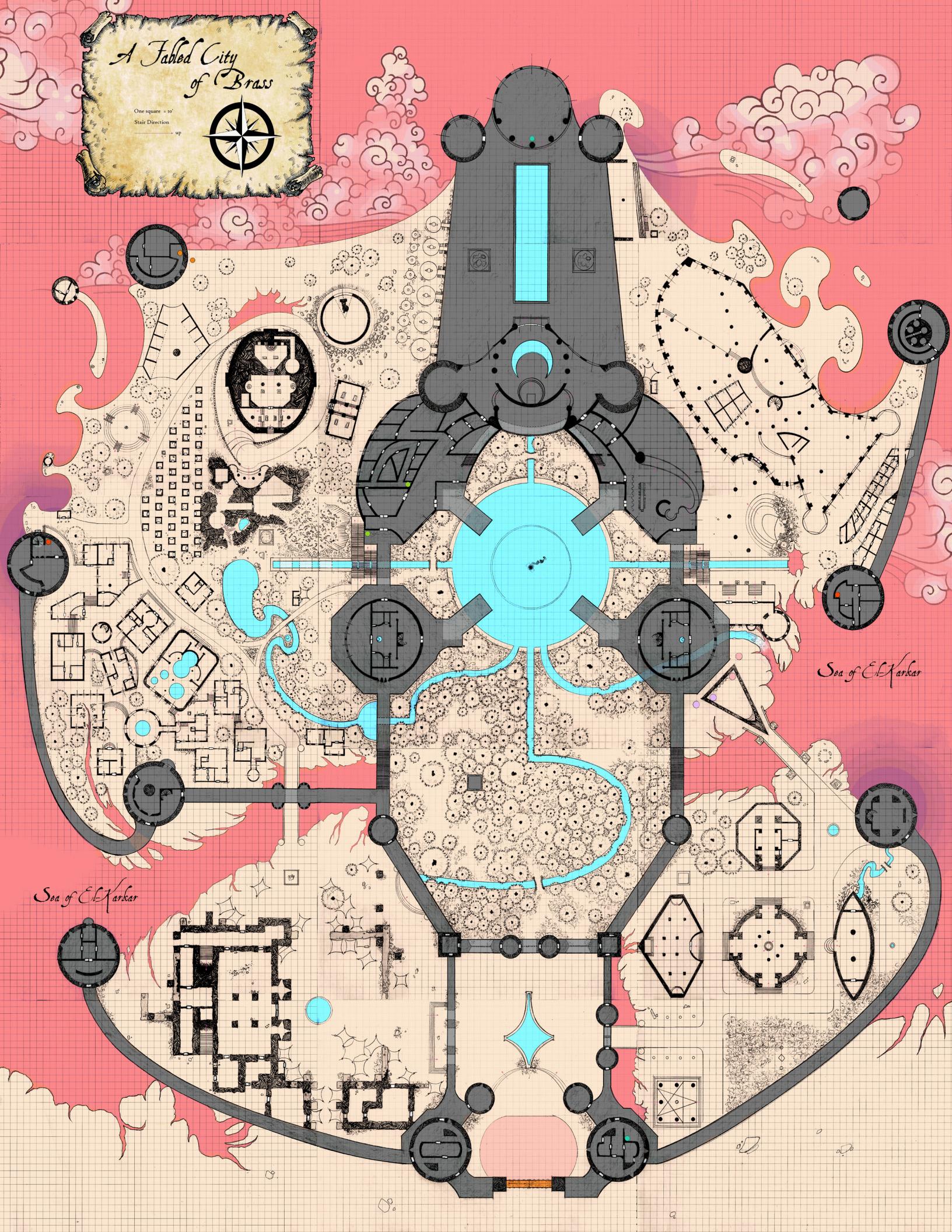


Player Map of the Fabled City

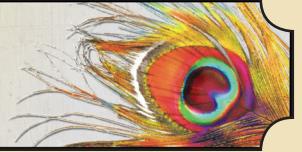


A Fabled City of Brass

One square = 10'
Stair Direction
up



Legends & Player Handout Map



Legends

Bode Royal describes a city found by Mūsā, who claimed it was without entrance; some soldiers threw themselves from the walls, possibly because of the stimulus of poisoned darts.

A certain sage, by the name of Al'Mas-ad claimed that a “city of brass” had appeared in diverse regions. Though he had followed it to various worlds, it had been seen on no less than three occasions in the deserts of Andalusia on his home plane.

Bode Royal suggests that “a Sultan of Flame was given a brass fountain by the Old High God, and that this sultan then ordered the Efrits to build him a city around it. When it was done, the ‘king of kings’ there laid up treasures and books without number.”

An account of an Emir Al-Khadir tells of finding a mysterious city built partly of baht stone, which caused his men to laugh uncontrollably, until death followed.

From the *Book of Hidden Treasures*: “There was in olden time, in an ancient age and period, a Caliph of the Painted Dawn who attained that which none other had attained, so that he used to imprison the Djinn and the Marids and the Devils in bottles of brass, and pour molten lead over them, seal them with his signet, and cast them into the sea...and he did live in a city of brass, inaccessible due to a cordon of enchantments.”

Legend of the city was rejected by Ibn Khaldūn, a geographer and scholar who asserted that the deserts had been explored sufficiently in the time since such stories became popular and that no trace of such city was ever found.

Only a survey of source texts supplemented by other channels still point to a family of legends concerning a Queen “Amooyan” and her magical bird; two daughters of unrivaled beauty and her husband: of the Painted Dawn. This tradition of tales dates to pharaonic times on several different worlds and includes descriptions of a palace in the desert, made of metal or glass which contained harems and riches and many magical things and which the Efrits greatly feared.

From the *Book of Hidden Treasures*: “Know thou then that the route to this city is difficult, far extending, with few tracks. It is a journey of some years going and likewise returning; and on the way are difficulties and horrors and extraordinary and wonderful things.

“Know thou also that this city cannot be found without the treatment of the Old High God...for it is fallen into dream.

“But there is said to be a signpost to shew the way, which also warns against thy better inclinations. And if thou heedest it not, then the way shall open. And what thou beholdest thou shall know of a certainty even from afar. For its appearance is unmistakable, which appearance is of a great black object with two [seeming] fires corresponding with each other in position. And this appearance is because its wall is of black stones and it hath two gate towers of shining brass.”

Also from the *Book of Hidden Treasures*: “They were a people of

unequalled thinking, who worshiped nothing above themselves and poured their thought into a civilization they demanded would never end. And they did war mightily against their enemies in pursuit of a golden existence, but in so doing made pacts.”

Again, the Emir Mūsā who had once found the city told that he ascended a hill and gazed into a place of which his eyes had not beheld any greater. He told that its pavilions were lofty, its domes were shining, its mansions in good condition and its canals were running. Its trees were fruitful as if time stood still in that place. But its gates were impenetrable, empty and still—without a voice or cheering inhabitant. Only the owl hooted in its quarters and the raven croaked in its districts while the dead slept within its avenues and streets.

Treasures Rumored to be in the City of Brass per the *Book of Hidden Treasures*:

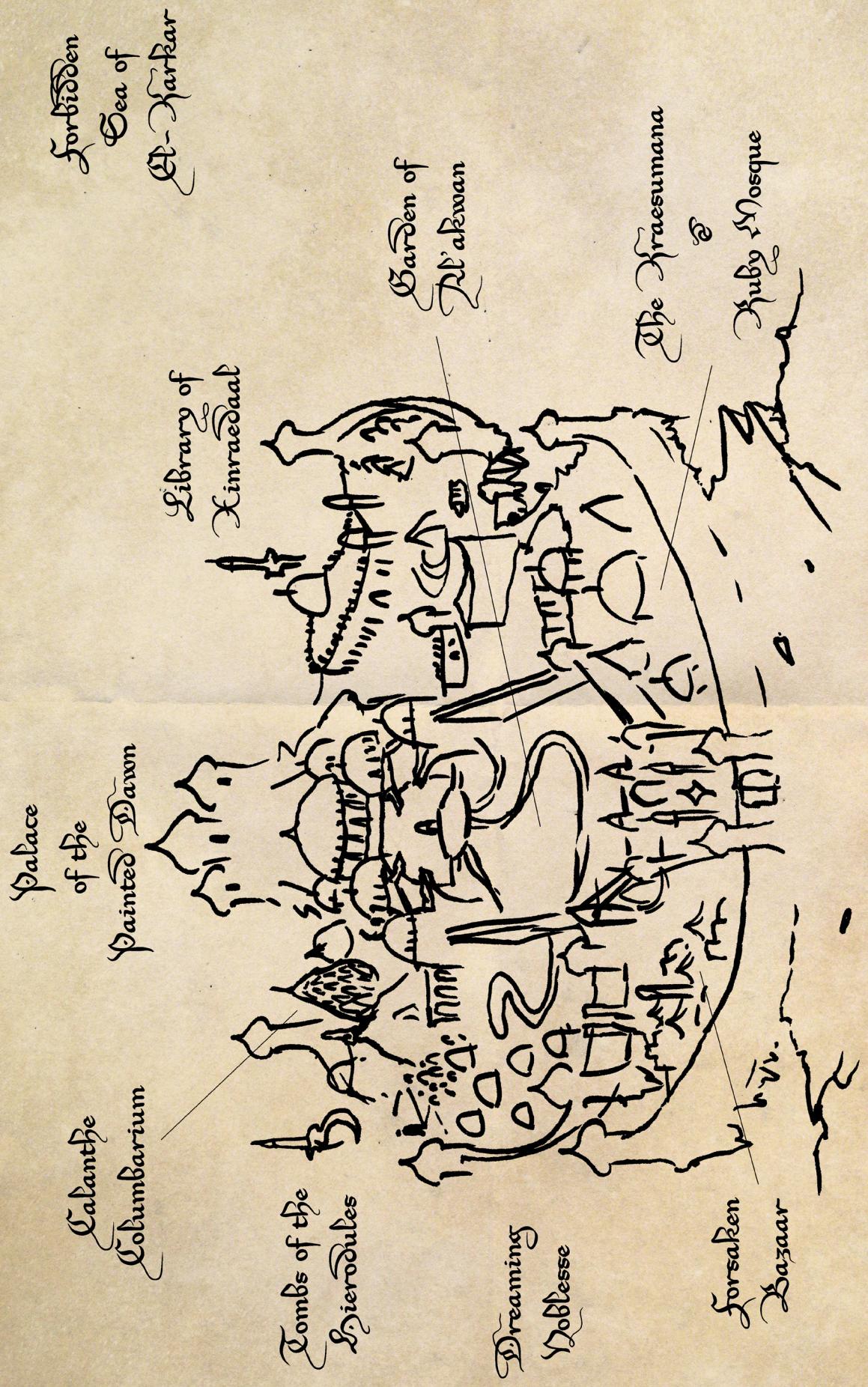
- A gem like no other: molted out of Elemental Earth’s very heart and ignited by the Gods of Fire.
- A bejeweled songbird that flits as if hatched from flesh and blood, whose songs carry sweeter euphony than such sung in paradise.
- A Codex of the Infinite Planes, long lost by the archmage T’zunk.

Dangers Rumored to be in the City of Brass per the Book of Hidden Treasures:

- The ghosts of dead Efrits.
- Visions that fool the eyes.
- Tricks of time and magical impotence.
- Demons and Devils.
- An unrelenting and irresistible weariness.
- Magics and technologies of unknown and god-like puissance.
- Terrible automatons.
- Creatures that no man has ever seen.

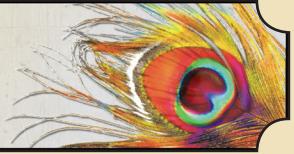
From the Book of Hidden Treasures:

- A crude map—attached hereafter :



The Fabled City of Brass

City of Brass Time Keeper



City of Brass Time Keeper

20 minutes from Mechanical Guidepost to Gate

1st HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
10	10

Encounters:

2nd HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
10	10

Encounters:

3rd HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

4th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

5th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

6th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

7th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

8th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

9th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

10th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

11th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

12th HOUR

1st half hour	2nd half hour
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	6 7 8 9 10
1 2 3 4 5	1 2 3 4 5
6 7 8 9 10	10

Encounters:

(10) City Encounter Check

(10) Level Loss + Save vs Spells

Remember: red-flagged and unchronicled PCs that fly or levitate (including fleeing the city) may be attacked by the Skyward Perforations.

Those flying under the City must deal with heat.