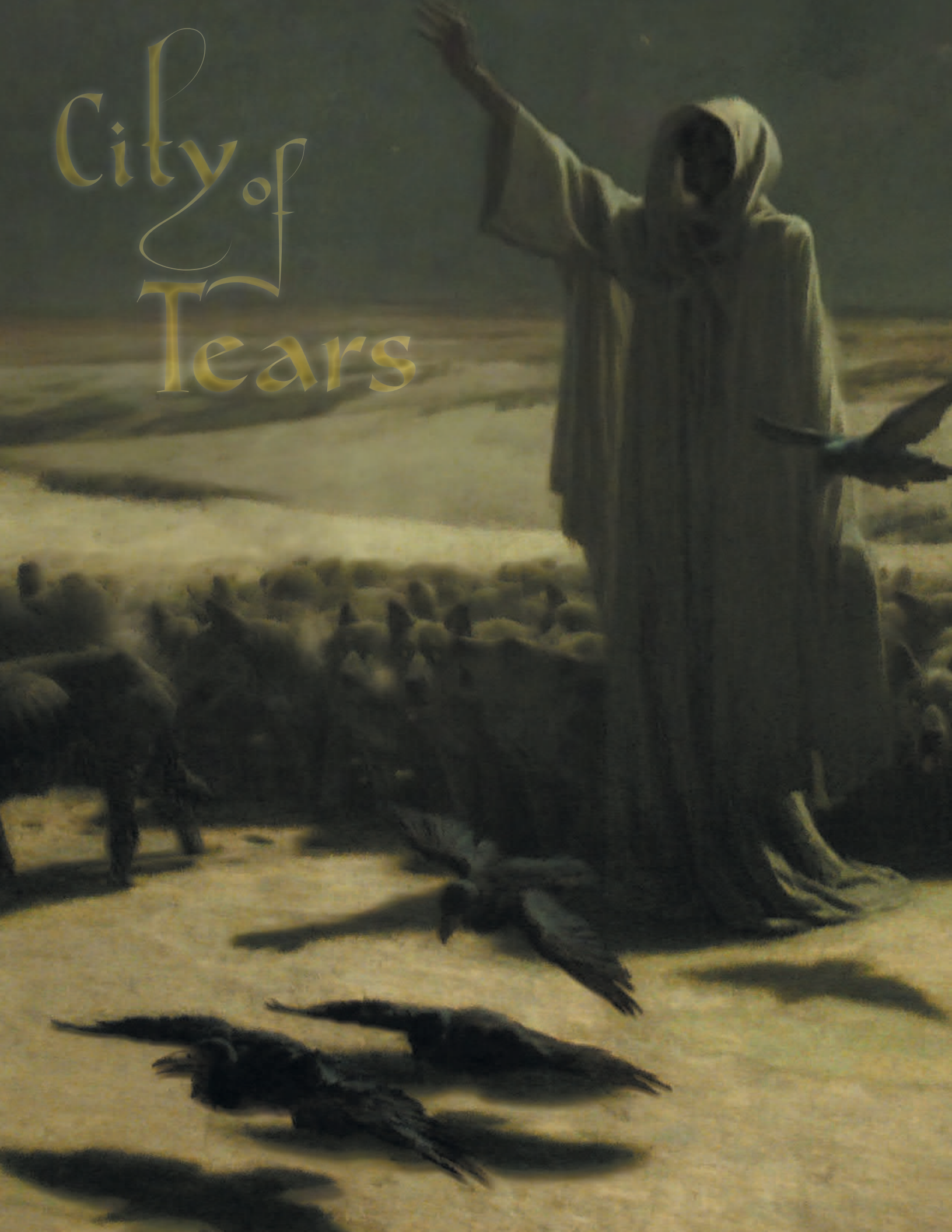


City of Tears



City of Tears

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Deep in the desert of endless sands rests a grove of rocky outcroppings overlooking a landlocked sea that shrinks each year. Its water is briny to the point that no life exists on or between its shores. But this Salted Sea stretches far across the endless sands and those who sail upon it can fast reach the jungle lands beyond. Because of the strategic value in shortening the trips between the City of Splendours to the north and the Great Library in the City of Mud to the south, there exists a city nestled in the rocky groves overlooking the shore of the Salted Sea. This is the City of Tears, sustained by a single water source.

The city was founded in antiquity by a Mad Pharaoh of the first kingdom. He wandered into the desert and ordered a new capital built on the shores of the sea, believing it would deliver a bounty of fish as he could not grasp that the sea was dead. Shortly after he was killed (most likely by some of the more sane of his advisers), and the city was abandoned beyond a few beggars too poor to afford passage back. A thousand years later a great conquering warlord sent his troops to occupy this sand soaked forgotten relic to prove that he was the Greatest. Ships were assembled and some value in trade was realized with the new cities on the other side of the Salted Sea.

Hundreds of years later, the Empire finally crushed all traces of the Pharaohs and occupied this city, turning it into both a trading post and a frontier fortress. When the Empire fell, the city survived a spell under a string of petty tyrants before being swept aside and conquered by the Caliph. Several different Sultans ruled over this isolated city before a lost and dehydrated army of Crusaders crested a dune and poured over the city walls without warning. They themselves only ruled it for a few years before a terrible plague killed all those in the city.

Now the city is mostly empty, but outside the gates lives a vast horde of opportunistic caravan masters and bandits, stripping the city bare of anything of value. But even they do not dare linger in the city; they enter but once a day to gather water from the well before fleeing from the creeping shadows of the Sultan's palace.



Introduction



On the Pronunciation of the Name:

Often it is asked if this is the City of Tears or the City of TEARS; it is of course the former. The reason people are not certain is that the existing inhabitants died in the plague and the caravaneers and bandits only know the name from writing. To understand the name one must know the (probably apocryphal) story of the region that led to its name. At the dawn of time, the harsh God of Time and the Night Sky was displeased with his wife, the Goddess of the Earth and Life, so he beat her viciously, rending a series of rifts in the very fabric of space around this grove of rocky outcroppings, which caused the Goddess to weep so much that she created the Salted Sea. The Mad Pharaoh is said to have sealed the rifts deep under the earth to cease their capacity to spew wave after wave of unearthly monstrosities.

This talk of great rifts in the fabric of space and time and goddesses weeping are of course preposterous. Nevertheless, it does explain why this is the City of Tears and not TEARS.

Caravan Options:

	Presence				
	<1	1-2	3-4	5-7	8+
Caravan Passage	4sp	3sp	2sp	1sp	free
Caravan Passage as Guard	2sp	free	+2sp	+4sp	+6sp
Caravan Passage without mount	10sp	9sp	7sp	6sp	5sp
Caravan Passage as Guard without mount	4sp	3sp	2sp	1sp	free

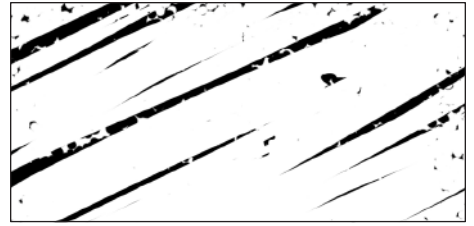


In almost all directions away from the city, there stretch the great endless dunes. These are not truly endless, but they do take weeks or even months to cross, depending on the direction you head. There is a known two week long route along a string of carefully secured oases leading to the City of Splendours and there are several other routes that are carefully guarded secrets known by caravan masters and bandits leading to other destinations. There is very little margin for error when crossing the endless desert and so there is little appetite for random exploration to try and find these hidden oases. The only other way to cross any portion of the Endless Desert from the City of Tears is across the Salted Sea to the south.

The Salted Sea

The Salted Sea is dead. It has such high salinity that it is almost impossible to drown between its shores. Those who are cast overboard from the ships that ply its waters are more likely to die of dehydration than to drown. While it provides no fish or sustenance for the City of Tears, the Salted Sea is the reason this city is not just another ruin swallowed by the shifting dunes of the endless desert. It allows for fast shipment of large amounts of cargo across more than half the endless desert. The sea is a narrow and deep gouge stretching almost to the City of Mud on the other side of the desert. It is but 2 days additional travel when one reaches the far shore. Once the sea lapped at the shores of the City of Tears, but as the years have gone by, the shoreline has receded a half mile from its walls.

Despite the plague that eradicated the city, the ships still ply the sea. There are not a large number of ships; many of them are far more ancient than anything you find in a true sea. They are incredibly expensive as well, as there are no trees to build them locally nor any tributaries to sail them from elsewhere. Each one had to have each and every component carried by camel and then re-assembled in the middle of nowhere by imported shipwrights. This has lead to an unusually gentlemanly version of piracy.



The Endless Desert





An understanding is reached between corsairs and merchants for the taking of prisoners and fair and affordable ransom rates in exchange for all parties refusing to burn or otherwise scuttle their own ships when being boarded. The value of a ship is far greater than any individual load of cargo. Occasionally, some new blood will arrive on scene and break these unwritten rules. This will usually end up going poorly, as most parties are quite vested in the status quo and will band together to uproot the new disruption.

Vultures at the Gates

Outside the walls of the City of Tears is a sprawling, anarchic mass of colourful tents. It operates as one giant bazaar, trading goods of all sorts acquired through means honest, violent, or some combination thereof. Spices, weapons, animals, sundries, silks, and slaves are all hawked from well guarded compounds. There is an uneasy peace, as no one wishes to allow violence near their stall and risk driving away commerce. As such, people often cause violence near other people's stalls to make them unsafe and drive commerce towards their business. It is not exactly a good place to raise a family.

Ship Passage Fares:

Type of Cargo	Type of Passage	Presence				
		<1	1-2	3-4	5-7	8+
One Person:	Open Ship	4sp	3sp	2sp	1sp	free
	Shared Cabin	2sp	free	+2sp	+4sp	+6sp
	Private Cabin*	10sp	9sp	7sp	6sp	5sp
	Sailor Passage	4sp	3sp	2sp	1sp	free
	Guard Passage	free	+2sp	+5sp	+10sp	+15sp
	Corsair Passage	10sp	2sp	free	+10sp	+30sp
Small Cargo (per dot):	General Stores – Basic ship	5sp	4sp	3sp	2sp	1sp
	Captain's Person – Basic ship	10sp	9sp	7sp	6sp	5sp
	General Stores – Armed Guards	7sp	6sp	5sp	4sp	3sp
	Captain's Person – Armed Guards	15sp	12sp	10sp	8sp	6sp
Bulk Cargo (per 100 dots):	Basic Ship	100sp	90sp	75sp	60sp	50sp
	Armed Ship	150sp	135sp	110sp	90sp	75sp

Ship Prices:

Type of Vessel	Presence				
	<1	1-2	3-4	5-7	8+
Dhow	3000gp	2995gp	2990gp	2980gp	2950gp
Galley	7000gp	6990gp	6980gp	6950gp	6900gp
Ancient Trireme	4500gp	4495gp	4490gp	4480gp	4450gp

Ransoms:

Prisoner	Worth	Prisoner	Worth
Sailor	10sp	Captain	500sp
Corsair	15sp	Merchant or Noble	50gp
Guard	20sp	Player Character	10sp + 5gp x Presence
Officer	100sp		

Equipment List:

Item	<1	1-2	Presence 3-4	5-7	8+	Function
Candle	1cp	1cp	1cp	1cp	1cp	+1 light
Lamp	20cp	18cp	15cp	12cp	10cp	+2 light
Torch	6cp	5cp	4cp	3cp	2cp	+3 light, medium, blunt, devastating
Lantern	20sp	18sp	15sp	12sp	10sp	+4 light
Olive Oil	2cp	1cp	1cp	1cp	1cp	
Greek Fire	25sp	22sp	20sp	18sp	15sp	
Backpack	20sp	18sp	15sp	12sp	10sp	
Sack	20cp	18cp	15cp	12cp	10cp	
Wineskin	25cp	22cp	20cp	18cp	15cp	
Lockpick set	100sp	90sp	75sp	60sp	50sp	
Knife	20cp	18cp	15cp	12cp	10cp	small, pierce, simple
Spade	5sp	5sp	4sp	4sp	3sp	medium, slash, versatile, ineffective
Hatchet	5sp	5sp	4sp	4sp	3sp	small, slash, devastating
Lumber Axe	50sp	45sp	36sp	30sp	25sp	large, slash, devastating
Wooden Mallet (small)	6cp	5cp	4cp	3cp	2cp	small, blunt, devastating, versatile
Wooden Mallet (2 handed)	20cp	18cp	15cp	12cp	10cp	large, blunt, devastating, versatile
Crowbar	25sp	22sp	20sp	18sp	15sp	medium, blunt, simple, vicious
Hemp Rope (50ft)	25sp	22sp	20sp	18sp	15sp	
Iron Spikes (10)	6sp	5sp	4sp	3sp	2sp	

Weapons:

Weapon	<1	1-2	Presence 3-4	5-7	8+	Function
Staff	2sp	1sp	1sp	1sp	1sp	medium, blunt, pole
Dirk	4sp	3sp	3sp	2sp	1sp	small, pierce, versatile
Throwing Dagger	4sp	3sp	3sp	2sp	1sp	small, pierce, throwing
Club	5cp	4cp	3cp	2cp	1cp	medium, blunt, simple
Mace	15sp	12sp	10sp	8sp	6sp	medium, blunt, vicious
Scimitar	50sp	45sp	36sp	30sp	25sp	medium, slash, defensive, exotic
Executioner's Blade	100sp	90sp	75sp	60sp	50sp	large, slash, defensive, exotic
Spear	10sp	9sp	7sp	6sp	5sp	medium, pierce, pole
Javelin	10sp	9sp	7sp	6sp	5sp	medium, pierce, pole, throwing
Lance	20sp	18sp	15sp	12sp	10sp	large, pierce, pole
Bow	100sp	90sp	75sp	60sp	50sp	medium, missile
Arrows (12)	25sp	22sp	20sp	18sp	15sp	medium, pierce
Light Crossbow	40sp	36sp	30sp	24sp	20sp	medium, missile, complicated
Bolt (10)	10cp	9cp	7cp	6cp	5cp	medium, armour piercing
Sling	2cp	1cp	1cp	1cp	1cp	small, missile, blunt (stones)

Armour:

Armour	<1	1-2	Presence 3-4	5-7	8+	Function
Leather Cap	5cp	4cp	3cp	2cp	1cp	
Helmet	25sp	22sp	20sp	18sp	15sp	
Helm and Mask	40sp	36sp	30sp	24sp	20sp	counts as full helm
Leather Armour	50cp	45cp	36cp	30cp	25cp	light armour
Leather Jerkin	25cp	22cp	18cp	15cp	12cp	partial light armour
Scale Armour	100sp	90sp	75sp	60sp	50sp	mail armour
Scale Shirt	50sp	45sp	36sp	30sp	25sp	Partial mail armour

Beasts:

Animal	<1	1-2	Presence 3-4	5-7	8+	Notes
Ass	40sp	36sp	30sp	24sp	20sp	
Horse	100sp	90sp	75sp	60sp	50sp	
Warhorse	400sp	360sp	300sp	240sp	200sp	
Camel	75sp	60sp	50sp	42sp	36sp	
War Camel	300sp	240sp	200sp	168sp	144sp	
Elephant	100gp	90gp	75gp	60gp	50gp	
“Trained” Hyena	25sp	22sp	18sp	15sp	12sp	

Hired Help:

Hireling	<1	1-2	Presence 3-4	5-7	8+	Notes
Torchbearer	10cp	9cp	7cp	6cp	5cp	Carries a torch
Porter	20cp	18cp	15cp	12cp	10cp	Staff, 12 strength
Thief	5sp	4sp	3sp	2sp	1sp	Knife, cloak, crowbar, bare feet
Swordsman	5sp	4sp	3sp	2sp	1sp	Scimitar. Will fight
Guard	10sp	9sp	7sp	6sp	5sp	Helm, Spear, Shield, Dirk, Leather armour, Will fight.

Weekly Cost of Living:

Lifestyle	<1	1-2	Presence 3-4	5-7	8+	Notes
Destitute Poverty	3cp	2cp	1cp	free	free	Weekly upkeep
Basic Necessities	5sp	4sp	3sp	2sp	1sp	Weekly upkeep
Wanton Luxury	!d12sp	!d10sp	!d8sp	!d6sp	!d4sp	Daily Upkeep, roll <i>after</i> use

Notable Merchants, Bandits, and Corsairs

Saad-Bezzad the Sailor

Saad-Bezzad is a famous adventurer and merchant, occasionally acting as a corsair against slave transports, earning him a constant enmity with Rihab. He will not work with slave owners. Ridiculously handsome and with a winning smile, he is the closest thing to a hero on the Salted Sea, and he would be considered a hero to the wider world if not for his practice of only sleeping with virgins and then strangling them afterwards. Saad-Bezzad is smart (12 intelligence), very nimble (16 agility), and quite charming (16 charisma), but also full of crippling self doubt (5 will). He is one part Bard (Reputation) and two parts Fool. He is fifth level, with two Milestones and 4 henchmen.

Geoff the Destitute

Geoff is one of the last crusaders in the area. A disgraced knight turned bandit, he has few scruples and makes up for his weaker position with immense brutality and a complete lack of empathy. One of his few remaining vestiges of humanity is that he will not rob crusaders or northerners who follow the Church of Law. His forces always include dogs and trained jackals, whom he feeds the dead and dying. He lives a hard life free from civilized comforts (Barbarian trait) but is still sickly (8 health). Before being driven to the sands, he was considered quite courageous (16 will), but is now a frenzied loon (Zealous trait) with great strength (16 strength). He is third level with two parts in warrior (Guard, Combat Tricks, Weapon Specialization: Longsword) and one part in priest (Fervour). He knows the following tricks: Shield Punch, Stomp, Coup de Grace, Charge.

Husam the Warlord

Husam is one of the more enduring bandit leaders. He has airs of being a military commander, outfitting his men with uniforms and focusing on a hierarchical command structure with differing ranks of officers. In his past, he shared in an adventure with Saad-Bezzad and feels he owes a single favour to him. Husam is a dour figure (8 charisma) with quick reflexes (15 agility), wiry muscles (12 strength), and a hearty constitution (15 health). He is fifth level with two parts in warrior (Combat tricks, Combat Awareness, Weapon Specialization: Bow) and one part in bard (Leadership). He is known for his banner (4 benefit) and he has two henchmen. He is usually found on camel back and knows the following combat tricks: Fast Firing, Stumbling Shot, Riposte, and Charge.

Malik, King of the Eunuchs

Malik is one of the more feared personalities currently residing in the area. He is a renowned orator, but his true power comes from his hobby as dabbler in the magical arts. He has learned an ancient spell that can regenerate a lost member (regenerate member), both twig and berries. Given the region he lives in, he has accrued a very loyal cadre of eunuchs hoping he will restore them. To ensure loyalty, those indebted to him are forced to become eunuchs until their debt is paid. He has come here seeking the gems "Truthfulness, Honesty, Veracity, and Candour". Malik is an unhealthily obese man (6 health and agility) but has an unbeatable intellect (20 intelligence) and a strong resolve (18 will). He is fifth level with two milestones. He is two parts Bard (Orator, Leadership, Reputation) and one part Wizard (Sage). He has three eunuch henchmen.

Yazan the Anti-Dervish

Yazan is a filthy man dressed in beggar robes with a mangy beard and weathered skin, but is also possibly wealthiest of all the merchants and deals primarily in information. His agents all appear to be beggars, sex workers, or the truly destitute. They are not and Yazan has a fearful reputation due to the habit of his enemies dying strangled in their sleep. Yazan is in the region seeking “Truthfulness, Honesty, Veracity, and Candour”. He is a slight man (8 strength) with quick reflexes (14 agility) and keen senses (18 perception). He is seventh level with two milestones. He has two parts in Rogue (The Watch, Parkour, Quick-Witted) and one part in Priest (Providence). He has a lucky copper piece (5 benefit levels).

Ghassan the Wizard

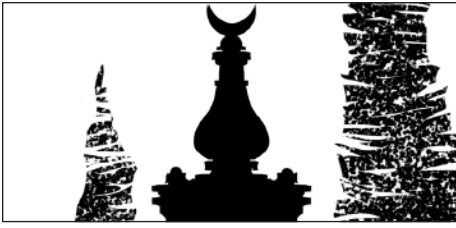
Ghassan is an ostentatious wizard usually seen wearing blue robes covered in stars and an orange turban adorned with a massive gem. He is scrawny, unusually pale and seems to be improbably young (beyond being simply baby faced). His voice is nasally and annoying. Despite his few retainers and great shows of wealth (such as his rumoured flying carpet) he is usually left alone, due to his habit of incinerating or unleashing murderous mummies on his enemies. He does not sell anything but will be interested in purchasing spells or magical items. He can be convinced to use “sage” on an item in exchange for copies of the spells revealed and a few additional gold coins for his time. Ghassan is very intelligent (16 intelligence) and appears to be supernaturally healthy. He is quite annoying (8 charisma) and somewhat cowardly (8 will). He is fourth level with three parts in wizard. His familiar is a small monkey and the gem on his turban is a talisman with 3 benefit levels.

Bassaym “the Crocodile”

Bassaym is a feared corsair who will, from time to time, take work as a merchant. He is a known double-crosser, but only in the spirit of agreements. He always technically does everything he is hired or agrees to do. The devil is in the details and Bassaym is a murderous and cruel devil when it suits him. Bassaym has an unsettling cold smile (6 charisma) and has begun to slow in his old age (8 agility), but his senses are still keen (16 perception) and he has an indomitable will (20 will). He is fourth level and a three part Rogue.

Rihab the Slaver

Rihab is a large well oiled man with a massive stomach. Bald with an impressive moustache, he has a boorish personality and a vulgar tongue. This serves him well in his side business in torture and execution. Being sent to Rihab is both the ultimate punishment and the most beloved entertainment for the rest of the area. He will usually be cordial to customers purchasing his slaves, unless they do something foolish like pass out drunk among strangers. While he does control the largest bulk of the slave trade, there are other merchants. He will refuse to allow child slavery in the region, and has the strength to force the issue while he is still alive. He is murderously strong (20 strength) but his muscles interfere with his agility (Musclebound trait). He is somewhat dumb (8 intelligence) and fairly unlikable (6 charisma) but has a stubborn streak (16 will). He is third level with one part in warrior (Combat Awareness) and two parts in fool.



The Fountain

Despite all the bustling trade outside the city wall, there is no source of potable water within a weeks travel unless you are willing to venture within the city. So every day at noon the main gate is

The Abandoned City

opened and a line of guards stream down the main thoroughfare to the fountain in the central plaza. A great bucket chain is formed to haul as

much water as possible in as short a time period as possible out of the city. People have gotten bolder the more routine the operation is and it usually functions for a solid four hours. This is the ideal time for the bravest looters to foolishly explore the city.

At first the city was quarantined. Then the city was silent. After a certain amount of silence, the city was looted by the growing number of vultures who had been congregating near the gates.

Most of the city has been picked clean of large items. All the wooden doors, shutters, and awning poles were taken. The houses emptied of metal pots, pans, and coins. Pottery and glass were likewise pilfered. Some bodies were burned, some pushed by long poles to other rooms, and a disturbingly large number seemed simply to vanish. There are still some small amounts of valuables one could risk taking. All but the most expensive looking cloth and fabric were left behind in case it was plague ridden. Wicker baskets and woven reed mats, stores of grain, even the odd candle are still available in the city for those desperate enough to go scavenging among the twisting alleyways and silent houses.

It is said that some of the houses may still have inhabitants barricaded against both the pestilence and the scavengers. Other rumours hint at packs of ghouls that roam from their makeshift lairs at night to prowl the streets for those unfortunate enough to get left behind the gates.

Something has been taking the bodies after all.



Random Loot Table:

Roll d8+d4, and a d6 as the randomizer.

d8+d4 Loot	
2	A severed hand under some broken pottery. It is diseased but wears a valuable ring.
3	A desiccated corpse clutching a purse of d6×3 silver coins with a scimitar nearby. Diseased if the die total was odd.
4	d6×2 arrows studded into the walls
5	d6 large wicker baskets
6	d6 small clay pots
7	d6 tattered rags in the form of curtains, torn sacks, or abandoned bits of clothing.
8	A woven reed mat
9	Even die total: wooden stool, otherwise: d6 sets of simple clothing.
10	d6 large wicker baskets, one that is half full of grain
11	d6 small clay pots, one of which has d6 x d4 copper coins in it.
12	d6 bottles of wine, buried or hidden behind a false stone.

What happens at night

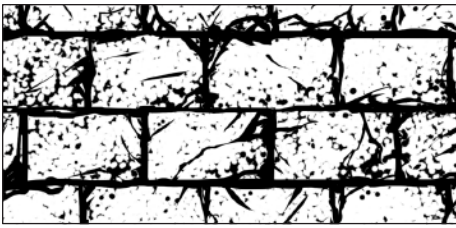
When the sun goes down, the oppressive silence of the deserted city streets is slowly broken. At first, it is just the odd noise from a twisting alley, brief and distant. A few minutes later, a stone skips along cobblestones, kicked by an unknown foot just out of sight. Within an hour, the sounds of motion are constant, the occasional snarl is heard from the shadows or soft sobbing from some empty house. The streets are patrolled by great swarms of jackals that seem to whisper in human tongues. They seek corpses of the dead (or soon to be made dead) to feast upon. Opposing them are the risen ghosts of the dead that still haunt the city where they once lived in a great game of cat and mouse. The jackals seek to consume the corpses and send those ghosts

to an afterlife, the ghosts possess corpses to move to new hiding place or pick off stray jackals. They cause misdirection and set traps. Living beings trapped in the city would be great tools for such spirits to possess in a (fatal) fight against the jackals, and the jackals would love some fresh meat. Anyone trapped in the city will eventually be torn apart by jackals, unless they can escape or barricade themselves in a fortified position. Anyone in a fortified position will risk being possessed by spirits and driven into a frenzied fight against the jackals, unless they have some magical protection against spirits (salt, priests, holy symbols, restraints...). By daylight, the town will return to normal...except in perhaps a few of the more shadow strewn alleys.

The Church

For those seeking a more lucrative source of plunder, there is a squat stone church overlooking the well from atop a small hill. The main street stretches past the fountain directly to its wooden doors. The church is only partially built; its roof is but canvas and rope fastened to freshly laid wooden beams. When the crusading army conquered the city, they burned the Sultan's palace to the ground and began building a proper stone church to oversee the city.

The church is currently empty except for an elderly priest and his meagre possessions. This octogenarian mendicant safeguards the church and lives in its hollow shell with a small cot and some assorted pottery full of water and donated grains. He has a large assortment of white prayer candles available for any who wish to make a donation (of any value) to the upkeep of the church. He has gone mostly bald and sports a huge white beard. He wears a simple brown robe and leans on a walking stick with a holy symbol attached to its end. He will gladly share what he has with visitors and tell them of the city. He will also explain that he is here not so much for the church, but for what it contains.



The Sultan's Basement



When the Sultan's palace was burned to the ground, the fire did not consume its basement. When it was uncovered during the construction of the church, strange occurrences began happening. The priest wasn't here during that time, but, after the plague, he heard unholy noises coming from down below. So he decided to secure the site to contain what evil lurks below from the surface. There is currently a pile of heavy rocks placed upon an obvious trap door.

If you ask to enter the Sultan's Basement, the elderly priest will urge you to reconsider.

He will not offer any sort of violent resistance, however. He will also help you clear away the rocks and warn you that it takes him about 5 minutes to clear them away again, so be careful about being followed. If pressed, he will explain that, once the party descends, he will place rocks back on top again. He cannot be convinced not to do this, but he is frail and weak and you could easily kill him (or leave a guard up top). Doing this will allow monsters to potentially escape and barricade the party inside the dungeon. If the party doesn't interfere with his plans, he will tell them his secret knock (shave and a haircut) and that, 5 minutes after the knock (when he has uncovered the trap door and it is merely bolted), he will whisper the first half of a line of scripture and ask them to finish it. If they do not know scripture, he will roll his eyes and ask if they would prefer some other method to verify who they are, such as lyrics to a drinking song or "whatever the youth of today do instead of helping their fellow man."

What the dungeon looks like

Rather than repeatedly describe similar details about each room, door, floor tile, and ceiling, you should assume the following characteristics are uniform unless specified otherwise.

The walls are covered in a pale yellowish plaster, except for the bottom third, which is an ornate set of geometric designs painted in vibrant blues and reds. The ceilings of the halls are arched. The floor is made of large (3×3) pale blue stone tiles. Small amounts of fine sand are strewn about, often forming drifts against the wall. It is possible to walk around the

sand without leaving tracks in most places. Doors are ornately carved wood with brass fixtures that split in the middle. They have small brass locks inset with a piece of coloured glass (green, red, or blue).

The great hallways have two-story ceilings and their doors are set into great pointed archways. The doors are thin planks of painted wood over top of a brass lattice. If they are locked, it is with a great brass padlock. More often, they are barred from the inside.

Random Encounters

A key thing to note about the dungeon (and about dungeons in general with NGR) is that they are not structures under siege by the players. They are not embattled fortresses working to hold the line from repeated assaults and attempted breaches and only able to claim victory if the besieging forces are drained of manpower and the will to fight through a tough slog.

Dungeons are stronger than the party. The party is not an invading force trying to conquer the castle; they are thieves committing a break and enter in the dead of night. They only last until the dungeon turns its full gaze upon them. A band of spies breaking into a military base deep in hostile territory is the best analogy.

Random encounters are triggered when the party raises enough suspicion that someone goes to investigate. This may in turn raise even more suspicion as more and more enemies arrive. Eventually everyone is descending upon the party and it is either a fighting retreat or a last stand.

Whenever a random encounter is triggered everyone in the party loses SUSPICION and a roll of 1d8+1d6+1d4 is made to see who comes to investigate. The investigating party moves from their lair (based on what is rolled) to

where the party was when the encounter was triggered. They will then try to stalk the party and hunt them through stealth conflict.

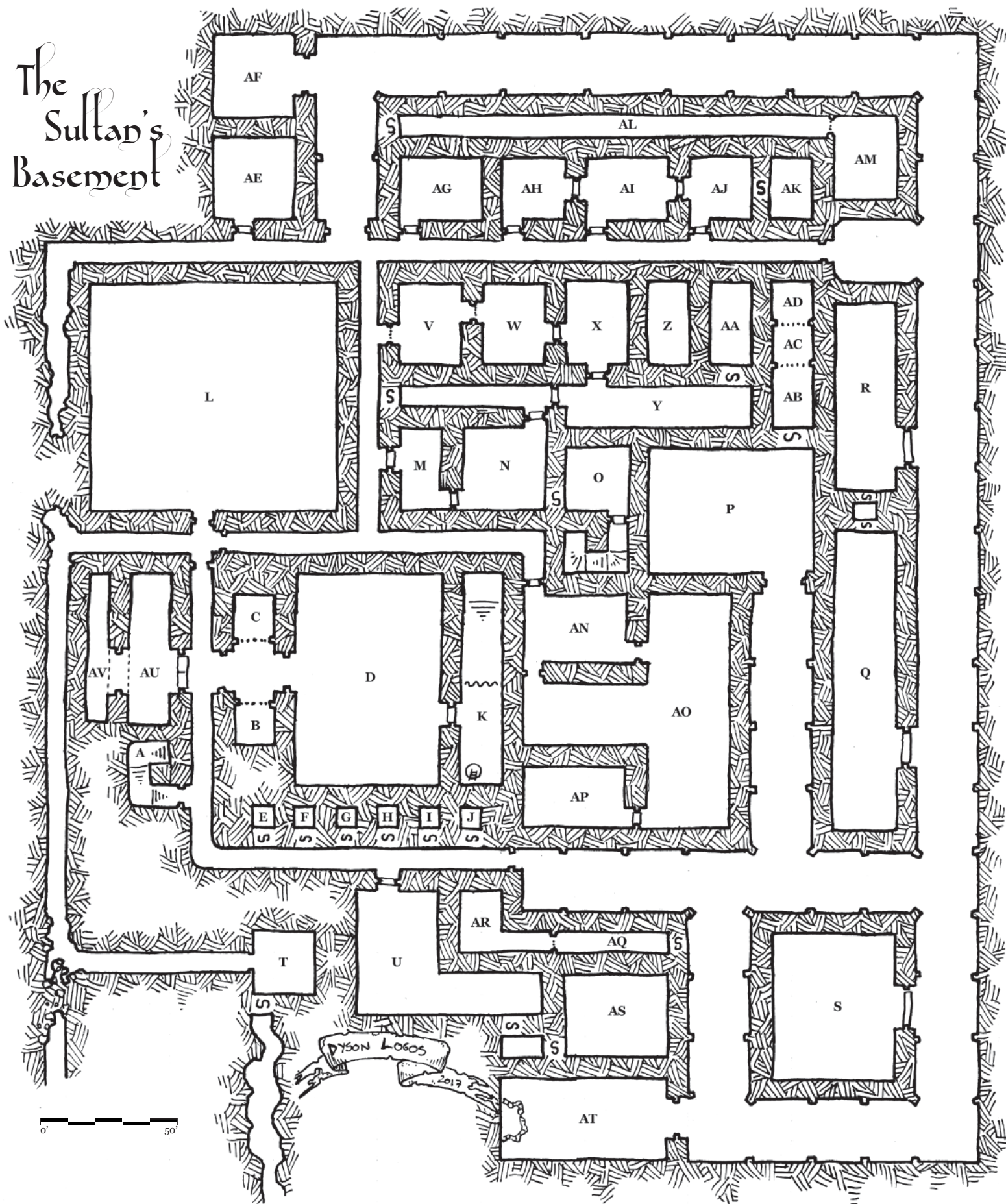
Random Encounter Table:

Roll d8+d4, and a d6 as the randomizer.

d8+d4 Loot	
2	Use the d6 result + 2 and have double the normal maximum number encountered.
3	Giant Scorpion (d6/2 size)
4	Special (1: Golden Parrot 2: Lost Adventurer 3: Albino Cobra 4-6: nothing)
5	Ghosts (d4)
6	Plague Zombies (d6+d8)
7	Cannibal Crusaders (d6+1)
8	Leathery Ratsuits (Rat Men) (d6+d8)
9	Ifrit
10	Cats (d4-1)
11	Vampire Harem Girls (d6)
12	Skeleton Swordsmen (d6×2)
Triples The Cyclops	

Note there are a maximum number of creatures of each type in the dungeon. As they are destroyed, the pool is diminished. If more are rolled (say you encounter 12 skeletons but there are only 10 left on this level of the dungeon) then only 10 arrive. If there are none remaining, the encounter summons nothing. Some types of monsters may replenish each week, listed in their section.

The Sultan's Basement



The Dungeon Key:

A: The stair

The entry into the dungeon. The bottom of the trap door is covered in slightly glowing protective runes giving a light value of 1. Supernatural creatures (like an elf or a djinn) cannot force the door. It probably has a pile of rubble on top of it.

B&C: The Gryphon Statues

These two rooms are sealed off by an iron lattice set into deep grooves in the ceiling and floor. It cannot be removed barring force to wrench 1/4 inch thick ironwork apart. Inside these caged off alcoves is a brass statue of a perched gryphon with giant sapphires inset as eyes. They are staring into each others eyes, forcing someone to walk between them to enter The Great Room (D). The 4 eyes are the fabled gems "Truthfulness, Honesty, Veracity, and Candour." As a set, they are a National Treasure.

D: The Great Room

This massive room counts as two areas, the "front" of the room containing a long wooden table and chairs over top of an ornate rug (800 sp) that is buried under a few inches of sand. The far side of the room has a smaller table containing a silver tipped spear, a blessed buckler, and the sword of the east. The far wall's plaster is painted with a map of the endless desert including the commonly known oases, and one lesser known oasis that might be of value to a merchant (if it exists at all). The plaster is a false wall in the centre, where there is a plastered over door that leads into The Secret Room (K). The ceiling in D is weak, several bricks have fallen out. Every round of heavy movement in the room (such as fighting or running) has a chance of dropping

a handful of bricks and a cloud of sand if a 1 is rolled on a luck die. Each individual in the room must roll.

E-J: The secret stores

Each of these rooms is sealed behind a plaster facade over laminated wicker. Breaking through them is fairly easy, but unless someone taps on the walls there is no evidence there is something hidden. Inside each is an identical emergency escape cache. There is a cask of water (4 dots) with straps. There is a backpack containing a small glass jar of honey, a small clay pot of salt, and three wax coated cloth tubes of grain (2 dots each). There is also a brass lamp full of oil, a tinderbox, a pouch of 50 silver coins, a dark cloak, and a sheathed scimitar.

K: The Secret Room

This room has a circular hole in the floor with an iron ladder leading into room N (the ladder) on level two. There is a door that leads into D, though it is blocked by a false wall. There is a stairway that is blocked by a slab of stone. This leads to an alley in the surface. Should the stone slab be moved, it will cause a shower of sand to fill the room as the slab is under about 3 inches of sand on the surface. This is important because the room has been sealed for decades with two features. First, there is a pentagram in a circle drawn in ashes mixed with some substance that glows in a faint blue. If this pentagram is disturbed (say by piles of sand) it bursts in a shower of sparks and releases the demon "Sulak." Secondly there is a line of blessed salt between the stairs leading out and the rest of the room. If this is not covered in sand, nothing dead nor undead in the dungeon will cross it. If somehow the time and materials required to study the pentagram were available without the party expiring, a sage could find the spell "Pentagram of Summoning."

L: The Grand Pool

The floor is made of polished white marble in this room, the walls are crumbling pale blue plaster that is growing black mould. The ceiling drips water every few minutes, making the area damp. The room is dominated by a great square swimming pool with an ornate marble fountain featuring three carp that would have spouted water previously. Currently they are coated with slime, the pool is half full (four of its eight feet) and coated in thick algae, full of bloated bodies. There are 130 bodies in total, a full half of them are sleeping plague zombies who make this pool their lair. All of them are dressed in once regal clothing and carry 2d6 golden coins or equivalent rings and necklaces. On the far wall is a functional hand pump that connects through lead piping to the step well (AF). Drinking the water will cause a human to contract The Plague.

M: The Guard Room

This room is empty, barring some sand drifts in the corners, a single guard, and a single trap. The door into the hallway has a thin wooden shim along the top, visible easily only from inside the room. The edge inside the room has a thread that loops around a spike in the ceiling to tie around a small clay pot full of sand. This pot full of sand is suspended from the ceiling by a rope tied to a spike, with just enough length to swing through the doorway and smash someone in the noggin. The simple version, if you open the door it will set off a trap (d4 blunt damage and equal suspicion from the noise). From the hallway you could set off the trap safely with a dagger, but if the door isn't open the jar will smash upon the door and still cause d4 suspicion.

The lone guard is a leathery ratsuit.

N: The Warren

This room smells of stale urine and the musky smell of rotting straw and dried dung. It is swarming with leathery ratsuits (40) and is their lair. There are also swarms of hundreds of tiny rats milling about the floor and nesting in a pile of straw that takes up a quarter of the vast room. There are four wooden shelves containing small clay jars full of salt. Each shelf has about 50 jars (40+d20 if you want to randomize it). There are also a dozen spools of thread, a sewing kit, and a few partially completed and nicely folded leather skinsuits on each shelf. Every time a human (including cannibal crusaders), zombie, or other ghoul is slain on this floor 1d4–2 new leathery ratsuits are added to this lair within a week unless it has been cleared out with fire (ensuring no, or almost no tiny rats escape). The secret door does not have an opening from this side. It is a smooth wooden door that has been plastered over.

O: The Golem

This room is very sparse, containing a clay statue, two prayer mats, and a simple wooden end table with a holy book and two burned out white candles upon it. The room counts as a small shrine to the Sultan's faith. The clay statue is a three thousand year old golem with an arrow embedded into it. The arrow once housed a spell that froze the golem in stasis, if it is removed the golem will spring back into "life" and there is no magic left in the arrow to stop the golem again. The golem was crafted before modern offshoots of its creator's religion existed and no one is certain how it will react. People were worried that they would awaken it to discover their religion was not the true faith, but that isn't how it will work. The golem won't know which faith is correct so it will accept all religions that consider the religion of its creator as their progenitors as correct. An ancient piece of paper is carefully pressed in the middle of the holy book, it is the control item for the Golem. If it is destroyed, the Golem is destroyed.

P: The Cyclopean Kitchen

This room once held a private indoor elephant for the Sultan. Its tusks are still in the north west corner and are worth 200 silver coins each. The ceiling is coated in soot and there is a large pile of soot and ashes in the centre of the room. There is also a scorched claw foot bathtub near the pile of ash. In the south east of the room is a giant pile of ground bone dust, a barrel of mushrooms, and a crude mortar and pestle made of a brass washbasin and a footman's mace. In the north east corner are 4 massive crude stone hammers and broken down bits of furniture in a somewhat orderly pile.

In the south wall there is light (light 2) emanating from a removed brick in the wall. Looking in shows The Room of Fire (R). The plaster in the south east is uneven as it was hastily added over a simple piece of stretched canvas over a portcullis leading to AB.

Q: The Cyclopean Pantry

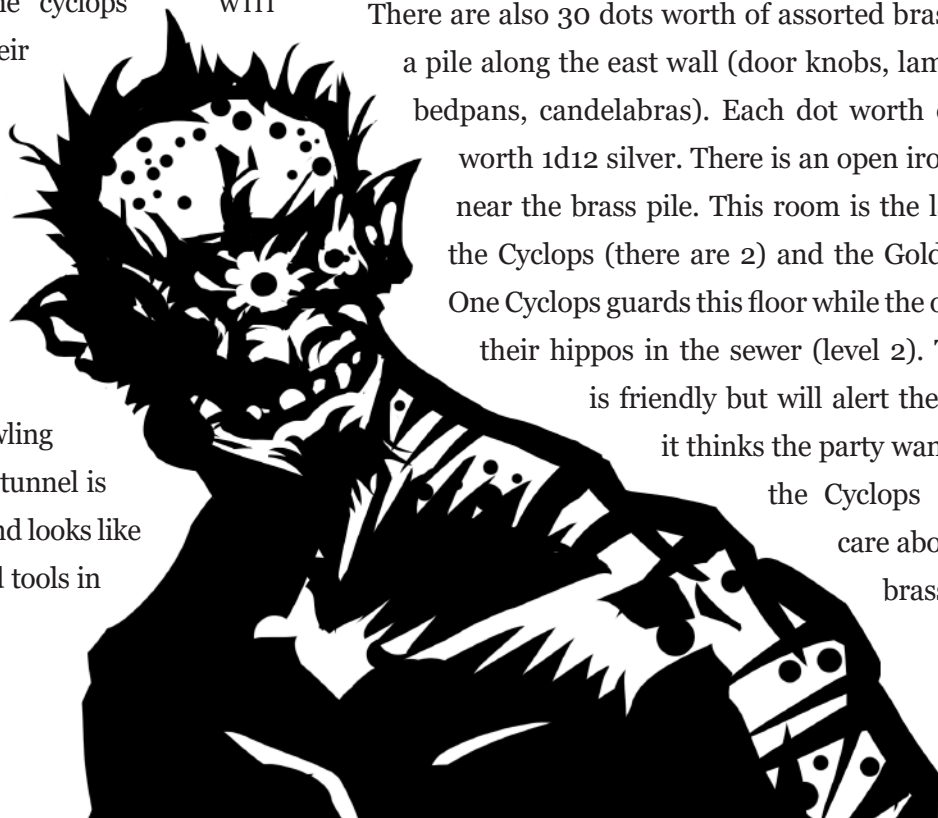
This room reeks of stale urine and the air is smokey. Wooden cages made of furniture lashed together with shreds of curtains are on the western side of the room. Any players captured by the cyclops will reside there (possibly with their limbs broken). The east side of the room has a tiny fire burning wet wood. Around the tiny fire are hunks of meat impaled on repurposed military polearms. Most of the meat looks like some kind of animal. There is a small crawling tunnel between Q and R. The tunnel is hidden behind a pile of sand and looks like it was dug out with small hand tools in a hurry.

R: The Room of Fire

Shits on fire yo. The room has spinning and sliding barriers of fire that spin about at random. There is also a burning orb that seems to hum and pulse. The room was caused by a botched attempt to open a portal to the fabled city of brass. The room has a light value of 16 and deals 1d6 damage per round to anyone in it. Anyone attempting to move around the room must avoid the spinning walls of fire or they suffer 4d6 more damage. Avoiding requires an agility and perception check. If someone had a way to study the patterns for a few hours they could instead make an intelligence check (they try then roll to see if they missed anything). There is a roast knight with a two handed sword and a suit of full plate armour (reinforced plate armour and full helm) along the far eastern wall. There is a brick missing in the north wall allowing you to see into P, and a small crawling tunnel leading to Q hidden behind some sand.

S: The Lair of the Cyclops

The room has a musky odour to it and has two massive piles of straw covered with dozens of sheep fleece. There are two massive wooden clubs leaned against the north wall, and a small fire (2 light) burning in a large clay pot. There are also 30 dots worth of assorted brass items in a pile along the east wall (door knobs, lamps, bowls, bedpans, candelabras). Each dot worth of brass is worth 1d12 silver. There is an open iron birdcage near the brass pile. This room is the lair of both the Cyclops (there are 2) and the Golden Parrot. One Cyclops guards this floor while the other herds their hippos in the sewer (level 2). The Parrot is friendly but will alert the Cyclops if it thinks the party wants to harm the Cyclops (it doesn't care about stealing brass).



T: The Trap

The far wall of this room has a mural painted over the plaster walls, showing a mantichore preparing to attack a cowering trio of peasants, and a stone chest that is mortared into the floor. There is no top to the chest, and it plainly contains silver coins (320). The bottom of the chest is actually a pressure plate. If there are less than 250 coins or more than 500 it will set off a hidden set of crossbow traps, behind the thin plaster mural of the mantichore. This will fire four steel bolts at whomever is first in its path. (4d6 damage, armour piercing). If exactly 321 coins are in the chest it will unlock the secret door leading to the caves with an audible click. There is a thin layer of plaster coating the secret door, requiring a strength check to open if it is not cut away.

U: The disorderly room

The room has noticeably more sand in it than most of the basement, though it is still only in drifts and most of the floor is visible. There are a number of different broken chairs and tables strewn about, as well as a half dozen empty and mostly broken barrels. A lone albino cobra lairs in one of the barrels, but will stay hidden unless disturbed by active searching. In the far south corner near the secret door there is a dried blood spatter on the wall with a clean line. The other half of the spatter is on the flip side of the secret door. The door is triggered by poking a small tile button hidden in the geometric shapes on the wall. The door will rotate on a central shaft exposing a small closet with a massive emerald (1000 sp) on a purple silk pillow with tassels (50sp). The tassels hide small bells that cause 1 suspicion when the pillow is moved or touched. The closet also has a secret door leading to AS that only opens when the secret door into U is shut.

V: The Genie Prison

The entrances to this room are blocked by iron lattices secured into the door frames with 7 six inch brass spikes. Inside the room are three rickety open backed wooden shelves covered in assorted bottles, lamps, boxes, rings and other such trinkets. This is the lair of the Ifrit and there will be a smashed bottle, knocked open box, or other similar trinket on the floor in the middle of the room for each time an ifrit has been a random encounter. There are 72 ifrit imprisoned in this room.

W: Lumber Storage

The room is empty except for 8 forty foot long hardwood logs and some sand drifts. Wood is very expensive and this is easily 500 silver a log. Breaking them into smaller pieces reduces their value by about 60% each time they are split. 2 twenty foot logs would be worth 200 silver each. 4 ten foot logs would be worth 80 silver each. Assume each log is 60 “dots” worth of weight.

X: Oil Storage

This room is full of clay jars and amphora split into three groupings by a clear space that allows walking to the two doors and to a chest in the far corner. The biggest section (the south wall) is full of sealed clay amphora containing olive oil. In the north east corner are empty clay pots and amphora in a rough pile, they have residual oil and resin. The north west corner contains carefully organized clay flasks full of Greek Fire (80). Two have cracked slightly and leaked minor amounts of oil into the sand drifts near them. The chest is a simple red velvet box with a small lock containing 8 glass vials of frankincense and 4 of myrrh. If someone throws fire around randomly in this room (maybe setting a monster on fire or being knocked prone while holding a torch) it will turn into a raging inferno (8d6 fire damage and 40 light) causing 25 suspicion as well.

Y: The Great Carpet

The room is empty except for a giant Persian rug. It is massive, 15 feet by 80 feet and still in near perfect condition. If the party notices it and rolls it up to sell it it is worth 3000sp and weighs 30 dots. The secret door to AA is a small catch near the floor. If the room is carefully examined the door is fairly evident, as it is a wooden door painted to look like the wall. It has a different texture and seams (which are not very evident in low light, but are more obvious with bright light).

Z: The Mortared Bodies

This room doesn't exist as such, but only soft plaster and the use of a sledge hammer separates X from AA. Inside the plaster are some crude stone pillars and 30 partially mummified corpses. Each body belongs to one of the ghosts found on this level, in essence this is their "lair". Each body also has a single ancient silver coin stuffed into their throat. These silver coins are cursed (as per miracle). If all 30 silver pieces are gathered they are a cultural icon for experience purposes.

AA: Garbage Room

This room is dominated by a refuse pile. Its full of small animal bones, broken pottery, stained fabric and used straw. There are two straw brooms and a tin dustpan hanging on the wall. The room is otherwise empty, though its obvious rats sometimes nest in here. If the walls are examined there is a crack in the plaster on the north wall. Ghosts that are rolled from a random encounter will pour from that crack.

AB-AD: The Portcullis Rooms

These rooms are largely the same. AB has the portcullis leading into it hastily plastered over. AD has a treasure chest. Opening a portcullis requires a feat of strength

(there is a chain hanging from each portcullis) scoring a total of 60 on a strength check. The Sultan had an indoor elephant for some reason. Opening a portcullis causes loud clanking (1d20 suspicion). All of this was to protect the large brass bound wooden chest in AD. The chest itself is ornate carved rosewood and is worth 200sp. Inside are 400 pieces of gold and 4 arrows wrapped in a bloodstained bundle of silk. These iron arrows have a +4 bonus, but lose their power when they fail to kill a target with a single shot. Their design shows they were made by the Steppes people.

AE: The Ghouf Cult

This room is well furnished and covered in purple livery. There are three simple beds, a desk full of drawers and a small altar to the being known as Lesdriggian. The room counts as holy ground to devotees of that being (and unholy ground to others). The room has three ghouls in purple robes wearing silver skull masks (counts as a full helm). The masks are worth 100 silver pieces each. The drawers are full of sorted teeth, fingernails, and braids of hair. Anything truly inedible on a body. The ghouls are willing to provide blessings or other priestly miracles to friendly characters for silver, but they will not provide healing. They also will claim ownership over any corpses within the basement.

AF: The Step well

The floor in this room is made from smooth limestone bricks. The stepwell functions with V shaped stairways that are about 18 inches wide, making them treacherous even in the best of conditions. Water is fed in from a stone trough set into the wall that draws from groundwater. It is a constant drip into the stepwell. 30 feet down at the bottom of the well is the bloated body of the sultan in a scale shirt. He has a crown worth 2500 silver that is a national treasure, and 4 gold rings worth 1d6×100 silver each.

AG: The Obvious Trap

A trail of a dozen evenly spaced silver pieces leads from the door towards a small chest in the middle of the room. The chest is under a slab of stone leaning on a broken ionic pillar. The base of the pillar is wrapped in an iron chain that leads to the corner of the room, where a dimwitted but patient Djinn waits invisible to yank the chain and squish someone underneath a half tonne slab of rock. The chest is empty.

AH: The Former Koi Pond

The room is empty except for a raised lip of granite bricks that surround a rectangular pool of bubbling green acid straight out of a cartoon. The acid is only a foot deep, but contains a few floating human bones in various states of soggiess. The usual rules for falling prone near ledges apply to the acid. Touching the acid deals 1d6 points of repeating damage. Dunking into the acid deals 5d6 points of repeating damage.

AI: The Church of our Lady of Emaciation

A number of wooden pews have been strewn haphazardly about the room, some of them are in better condition than others. At the southern wall is an inverted cross made of rough-hewn timbers and spattered with blood. This is the lair of the Cannibal Crusaders and 35 normally reside here. There is also a lone Monk of the Limu Orthodoxy. This room is unholy ground and is dedicated to the demon princess Limu. The monk will not initiate combat and will offer communion of wine and bread. Technically its blood and flesh but the monk assures you that he knows the reverse form of transubstantiation and that you should consume it. The monk will cast bless upon anyone who does take this “communion”. Curtains rather than a door block access to AJ (The Abattoir of Manflesh) and the sound of buzzing flies is obvious.

AJ: The Abattoir of Manflesh

This room is full of a giant mound of rotting corpses (75 of them) hacked into various pieces and in various states of decay. Flies buzz about the room which smells awful. There is a hollow under a tile in the south east corner of the room. This tile can be pried off leading to a crawl space that goes under the south wall and leads to AK.

AK: The Lye Storage

This room was once a discreet place to store materials for handling the dead which would have been displayed in AJ. It contains burlap sacks full of lye, folded linen sheets, folding cots, wicker baskets of dried flowers, and a big crystal decanter (2 dots) worth 150 silver coins and full of 50 silver worth of strong perfume.

AL: The Gauntlet

This “room” is a long hallways (6 areas) full of large swinging blades that rock back and forth from the ceiling. Further down the hallway they also seem to shoot up from the floor or walls as well. The blades require a hard (–5) agility check to avoid in each area or they deal 1d12 points of slashing damage. Only the blades in the first and final areas are real. The other 4 areas worth are illusions. At the end of the hall is an iron portcullis.

AM: The Vizier's Refuge

The walls and ceiling of this room are painted black. There is an ornately carved wooden bookshelf filled with dust covered reference books covering history, geography, astrology, and detailed examinations of local and foreign flora and fauna. Hidden amongst them is the book “Secrets of the Night Sky.” The floor has a carving of a magical circle to aid in summoning attempts. The circle contains bits of a broken clay statue and it is directly in front of a podium containing a copy of the Tablets of Ur-

Sodun. Behind the podium is a charred wooden chair. The centre of the room has a silver plated chest high candelabra worth 80 silver coins and covered in the remains of black wax candles. In the south eastern corner of the room is a reed mat and a pillow. Under the pillow are 3 small emeralds (75 silver a piece) and a small wand carved from olive root that is designed to aid with cone spells (lowering the difficulty by 2).

AN: The Mysterious Ice Slab

This room is suspiciously empty except for a massive cube (6') of dry ice that seems to replenish itself constantly. It also covers the ground in The Crypt (AO), The Tomb (AP) and here (AN) with a cold fog. If someone manages to destroy the flaming vortex in The Room of Fire (R) this slab will evaporate within a few hours. The vestibule leading into this room is cramped and only a single size 1 person can be inside of it, making it a natural choke point.

AO: The Crypt

The floor of the crypt is covered with a cold obscuring fog as long as the ice slab is still present in AN. Emerging from this fog are rows upon rows of stone sarcophagus set into the floor with heavy stone lids carved with a simple crescent moon. Inside about 3/4ths of the sarcophagi are the Skeleton Swordsmen, former members of the palace guard that serve even still. This room is their lair. There is a towering lifelike statue of an executioner upon a raised dais in the middle of the south wall, clutching an axe and wearing a silk black hood. There are several withered and decapitated corpses near the statue, but those are just coincidences. The statue is just a statue. The hood is blessed by dark powers and grants a +2 bonus though the wearer suffers a -2 penalty to resistance rolls against possession from demonic forces. The face of the statue underneath the hood has been removed

from the statue and replaced with an inset mirror. The skeletons will not initiate combat with someone wearing the crown from the stepwell (AF).

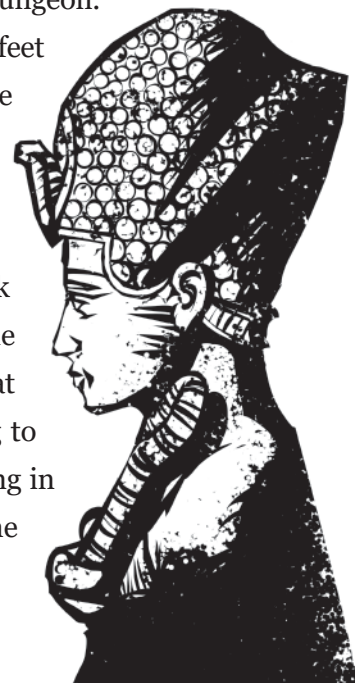
AP: The Tomb

This room is dominated by an ornate stone sarcophagus and a marble pedestal that holds a gem encrusted golden chalice (worth a mighty 20000 silver coins and counting as a treasure of local importance as it was owned by the first Sultan). The sarcophagus is covered in geometric line work and a written curse to bring woe to anyone who challenge the rule of his line. If someone takes the chalice or attempts to open the sarcophagus its inhabitant will awaken, the first sultan. He is a fifth level undead three part warrior with high agility (16) wielding a scimitar and buckler. He wears a gold gilded steel helm worth 60 silver coins. He knows the Shield Punch, Riposte, and Showdown combat tricks. He will attack anyone not wearing the crown from the stepwell (AF). He will attack someone wearing the crown if they attack him or aid someone attacking him.

AQ: The Unbreakable Sword and the Falling Ceiling

The secret door leading into this long hall (2 areas) is a metal panel near the floor, painted to look like the geometric designs normal to the dungeon.

It is about 2 feet in height and 3 feet wide, it can easily be pried free with a crowbar. The passage behind has a very low ceiling (it counts as cramped) and is empty other than a sword stuck into the floor in the middle of the room and an iron portcullis at the far end. The ceiling is trying to slowly lower and crush everything in the room, but it is held up by the



CITY OF TEARS

two handed sword crafted from a silvery metal, which appears strong enough to support what must be a massive weight. The sword, like any frogurt found in the dungeon, is also cursed. Anyone who wields it in battle will suffer a curse as if from a faith of 10.

AR: Looted Treasury

The room looks ransacked, though it must once have held treasure. There are 2d6 golden coins still strewn about the floor, and several dented or broken brass coffers worth a silver piece each. There is also a skeleton in a Knight's plate armour with a meteoric iron axe bearing a bone haft lodged through his breast plate. This is the kind of skeleton that doesn't get up for the record. On the north wall are a series of hooks, one of which was connected to the trap that dropped both the portcullis and cause the ceiling to begin lowering in AQ.

AS: The Harem

This room is full of vibrant silk tapestries and overly fluffy pillows. The air is full of incense and perfume. A lot of perfume. It hides the smell of the bodies hung from hooks on the south wall with the same effectiveness that the pastel fabrics hide them from view. Lounging around the room are 21 young ladies in anachronistic belly dancer costumes, though they really aren't that young nor are they ladies. This is a lair for the vampire harem girls. The room has a number of silver tea services (used to serve blood) and useless wooden end tables covered with an assortment of pearl necklaces, crystal hookahs, golden bracelets, and other useless baubles. The silk is easily worth 7,000 silver coins (if not torn or burned) and the jewellery and tea services another 3,000 silver coins.

AT: The chandelier and the dung

This vast open chamber has three notable features. First is that there is a massive crystal chandelier worth 12,000 golden coins suspended from the ceiling. It is tied off with

an iron chain to the eastern wall. It weighs 80 dots and loses value quickly if not treated carefully (easily losing 80–90% of its value if dented or dropped. Second, the room is full of great mounds of dried dung, like 8–10 feet deep in drifts. These are mostly clustered near the walls. Finally there is a limestone elephant sized sarcophagi on a raised dais that has been smashed to bits. Under it is a massive hole that leads to the second level in room P (The Mushroom Farm). The cyclopes use this to tend to their sewer hippos and gather mushrooms. If anyone starts digging into the dried dung they will awaken a vast swarm of scarabs that will pursue the players for 1d6 areas.

AU: The crates of Scarabs

This room is empty except for two large storage crates near the eastern wall. The nearest crate contains brooms, burlap tarps, tin dustpans, and clay pots of negligible value. The further crate contains much the same, but also prominently has a skeleton in peasant clothing clutching a leather backpack with 50 silver coins and a half eaten wineskin inside. Each crate also houses a nest of scarabs that will attack anyone rooting through the crates who is not carrying at least 3 light worth of open flame. On the north wall there is a section where the plaster is crumbling that will easily reveal a separately bricked up door frame leading to AV (the Roman Stash). The bricks are only a single brick thick and the mortar is substandard to a point it can be crumbled away with ones bare hands given enough time.

AV: The hidden Imperial Stash

This room is free of sand (though it does have a fine layer of dust) and contains two things of note. There is a weapon stand along the north wall that has an ordered row of 10 spears, shields, and legionnaire helmets. There is also a wooden torso on a pedestal that is carrying a gleaming set of steel segmented armour (advanced reinforced mail armour) and wearing a scabbard containing a steel gladius (small, slashing, defensive and versatile).

What the Dungeon Looks Like

Rather than repeatedly describe similar details about each room, door, floor tile, and ceiling, you should assume the following characteristics are uniform unless specified otherwise.

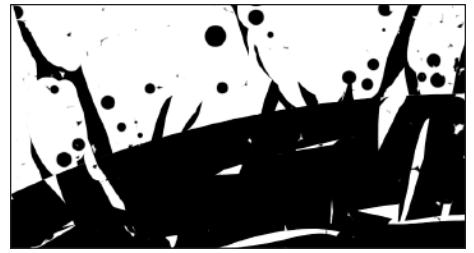
The walls are limestone blocks covered in condensation and mold. The ceilings of the halls are arched and the water constantly somewhere, echoes rippling through the halls. The rooms have similar arches but are dry. Doors are rough-hewn cedar wood with rusted iron bindings. They are heavy and utilitarian designs. They do not have locks but do have rusted solid deadbolts if they are “locked.” The double doors are simply scaled up versions which have metal sliders to allow people inside rooms to spy outside (and possibly shoot). Locked double doors have large cedar beams barring them from the inside.

The great hall ways have two story ceilings and the floor is an open channel of dirty water, some 2-3 feet deep. There are dry (ish) raised ledges 6 inches wide on either side. The floor of any room is on level with these ledges.

The Dungeon Key:

A: Parade Hall

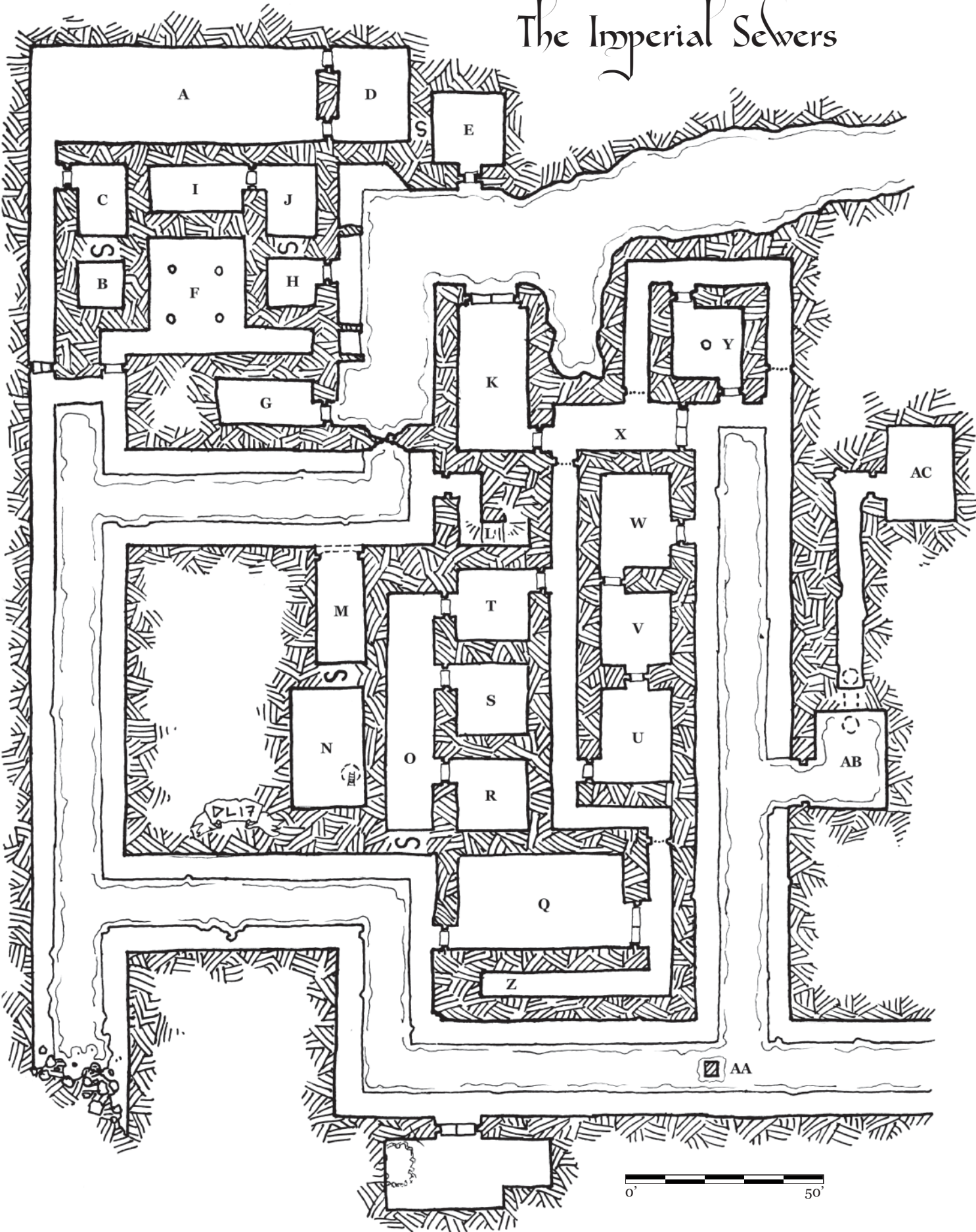
This room is connected to the main sewers by a large double door that connects to a hallway with tattered banners adorning the walls. These banners are from long forgotten desert tribes, with a few Ancient military banners sprinkled in. Past the corner it opens into a massive chamber (2 additional areas) with high ceilings and even more banners from Ancient military units. There are also rows upon rows of standing skeletons (60 total) in Imperial Military regalia. This is the lair of the Legionnaire Skeletons. The two doors on the south end are more ornate than usual, being carved with woven vines and grapes and dusted in golden paint.



The Imperial Sewers



The Imperial Sewers



Random Encounters Table:

Roll a d8, d6, and d4 for the results.

d8+d4	Result
2	Use the d6 result + 2 and have double the normal maximum number encountered.
3	Giant Scorpion (d6/2 size)
4	Special (1: golden parrot 2: lost adventurer 3: Albino cobra 4-6: nothing)
5	Ghosts (d4)
6	Plague Zombies (d6+d8)
7	Cannibal Crusaders (d6+1)
8	Leathery Ratsuits (Rat Men) (d6+d8)
9	Ifrit
10	Cats (d4-1)
11	Vampire Harem Girls (d6)
12	Skeleton Swordsmen (d6×2)
triples	The Cyclops

B: Treasury

This room is completely empty other than an ageing imperial chest made of crumbling wood. It has two key locks, each with a poison needle trap that is sprung if both locks aren't turned at once. The wood of the chest is so old you could also just crumble it with your hands to get inside. There are 600 silver coins and 50,000 copper coins inside. One of the keys is in D, the other is in J.

C: Store Room

This room is filled with dirt and rotted wood that was once barrels and sacks of grain. One of the limestone blocks is loose and can be removed, allowing access to a keyhole that unlocks a latch that allows the entire wall to be pushed open 30 degrees, leading to The Treasury (B).

D: Commander's Room

This room contains a large ornate wooden desk with a high backed chair. There is a lion skin rug beside the desk (2 dots and worth 100sp). There is also a brass pole mounted with a small golden eagle (a national treasure worth 10,000 silver coins). On the back wall is a wooden wardrobe full of tattered clothing with a false back that conceals a secret door. Also in the room are legionnaire skeletons (one guarding each door), the Legion Commander, and two undead wolves with desiccated flesh.

The commander is a fifth level undead that is two part warrior (Guard, Combat Awareness, Combat Tricks) and one part bard (Leadership). The two legionnaires and two undead wolves are his henchmen. He wears segmented armour, a helm bearing the symbol of Mars (+2), a red cape, and wields a gladius. He knows the following tricks: Entangle Weapon, Epic Parry, Feint, Riposte. At his belt is the key that unlocks the secret door in C and one of the locks in B.

E: Sacrificial Altar

The walls in this room are rotting wooden planks nailed into the mortar of the limestone behind them. Even if they were not rotten, it would be easy enough to pull the planks out of the wall with your bare hands. Small mushrooms grow out of the rotting wood. The floor is littered with mouldy orange robes with yellow trim. In the centre of the room is a smooth stone slab four feet high by three feet wide and seven feet long. It has four iron rungs sunk into the stone, each with a rusted pair of manacles attached to it. On the centre of the altar is a sacrificial dagger, it counts as a relic to an ancient Imperial mystery cult with a benefit level of 4.

F: The 4 pillars

This room has a marble floor, and is dominated by 4 marble pillars. The room is otherwise empty.

G: Scorpion Room

The floor on this room is covered in dirt. The three support columns in the centre of the room are notched and chipped. 4 giant black scorpions nest in this room as their lair, it also has dozens of eggs. A d3 new scorpions are hatched each week in this room, though the population will cap at 10 in the dungeon.

H: Shrine

This room contains a marble statue of a bull being castrated rather unexpectedly by a scorpion. The statue is 10 dots in weight, and is on a raised dais as a centrepiece in a shrine to an Imperial Mystery Cult. The room is considered holy ground to that religion. 43 copper and 21 silver coins are strewn about the room as offerings.

I: The Gallery Hall

This room is empty except for 10 marble pedestals and an assortment of debris from broken busts.

J: The Wizard's Room

This room has a wooden bed without a mattress or blankets, a broken stool, and a wooden vanity with a mirror set into the west wall. There is a latch you can catch by sliding a dagger between the mirror and the wall, this will let you swing the mirror open and reveal a narrow hole you can crawl through to reach the Shrine (H). Inside the vanity drawers is "The Book of Bone". An invisible ghost wizard (though his reflection is visible) resides in the room. He is level 3 and 2 parts wizard, 1 part priest (Psychic Potential, Sage, Anti-Magic: Counterspells, Dogma). His soul is bound into his

talisman, a ring with 2 benefit levels that he has hidden under a bed post (there is a small hollow carved into the floor). If his body is destroyed without his ring being destroyed he will reform within a month.

K: The Key Statue

This room is empty except for a large bronze statue of a muscular man holding a spear in one hand and holding out a key ring in the other. The key ring is an actual metal ring with a single large skeleton key on it. The hand is firmly grasping the ring, forcing someone to break the key from the ring. Around the base of the skeleton are a number of human skeletons in various states of destruction mixed with assorted rotting cloth and tufts of hair.

L: The Stairs

These stone steps lead up to the matching stairs on the first level.

M: The Ballista Trap

A large Imperial Ballista is pointed towards a false wall (thin wood and plaster made to look like stone) and connected to a tripwire running through the sewer. Additional bolts are on a rack along the west wall for reloading. Behind the rack is a secret passage to N. If set off, Legionnaire skeletons will reset and reload the trap, though they won't be able to fix the wall.

N: The Ladder

The room is empty other than a few piles of blown sand and a ladder that leads to the first level (room K). If the secret passage is left open AND the salt in room K is cleared AND the ballista trap had since been set off, the legionnaire skeletons will begin roaming the streets at night as they will find a clear route out.

O: Copper Ore Storage

The secret door to this room is that the limestone blocks in a section of the wall are simply stacked and not mortared in. This room is a storage area for copper ore and ingots. There are 40 copper bars (each weighs 2 dots) worth 400 copper coins each and approximately 70 heavy rocks with high levels of copper ore inside (each is 4 dots in weight and worth d100 copper coins).

P: Mushroom Farm

This room is full of great drifts of hippo dung (2–4 feet deep) and covered in massive growths of edible mushrooms. Any cyclops encountered will probably come from the first floor through this area.

Q: The Giant Cobra

This room has marble floors and 6 Ionic columns. There is also a giant magical cobra comprised of hate solidified (see monster section). Other than that it is empty.

R: Armoury 1

This room is empty except for two wooden racks covered with red tower shields bearing the Imperial emblem. There are 40 shields in total and behind each shield is a bundle of three iron javelins tied together with cord.

S: Armoury 2

This room is identical to Armoury 1 (R): two racks, 40 shields, 120 javelins, except it also has a small shelf with 10 legionnaire helmets and a single gladius.

T: Poison Gas

Toxic fumes have built up inside this room, giving it a foul odour and causing coughing fits. Inside are mounds of earth with bits of rotted furniture still visible. The fumes will flow through neighbouring rooms (moving 1

room every 3 rounds) and causes 1d6 poison if breathed in. Being in this room (R) causes 1d20 poison. The gas will clear within a week if a path is left open to the main sewer. Inside the rotted furniture underneath a mound of dirt are 10 golden coins and a silver ring with a single inset pearl worth 120 silver coins.

U: Ghoul Monk Shrine

This room is adorned with purple tinted tapestries depicting hyenas eating human corpses. There are 12 simple reed mats on the floor and a fired clay statue of a Hyena with a small set of candles and jars under its legs. This is a temple to the being known as Lesdriggian. The room counts as holy ground to devotees of that being (and unholy ground to others). The room has nine ghouls in purple robes wearing silver skull masks (counts as a full helm) and one pet hyena. This is the lair for any ghoul monks on this level. The masks are worth 100 silver pieces each. Outsiders are not welcome in the temple. The ghouls may warn them if they notice the door being opened not to set foot inside, but will become hostile if non-followers of Lesdriggian enter the room.

V: Empty Room

As the name says, the room is empty.

W: Mechanical Spider

Facing the door in this room is a massive (size 4) mechanical spider, constructed of iron beams and bronze gears with glass globes for its many eyes. It is sadly rusted shut and may or may not have ever been any sort of “robot”. It is coated in spiderwebs, none of its own spinning. The room is otherwise unremarkable.

X: Spooky Ghost Room

6 angry ghosts of dead slaves congregate in this room, their bodies buried underneath the floor stones. While the ghosts themselves do not leave this room, the strong winds (encounter result 3) are the result of their wailing. If there are no ghosts, that result becomes no encounter. Banishing the ghosts incorporeal form will only slow them down and they will regenerate one ghost each week. To destroy the ghosts you must salt, burn, or properly bury their bodies.

Y: Collapsing Room

This room has rubble strewn about the floor and is dominated by a lone support column that is listing at a 10 degree angle. If knocked over, the room will collapse and open a hole to room Y on the 1st floor (The Great Carpet).

Z: The Glyph

This room is really more of a hallway with an elbow and contains two areas (one on each side of the bend). Around the bend is a glowing glyph in the floor. It is a series of glowing lines with no apparent source that will be broken if anything magical touches it. Breaking the glyph stops fuelling the brazier at AA (The Barrier Fire), meaning fuel will need to be manually added. If the Brazier at AA is ever extinguished, the glyph will likewise disappear.

AA: The Barrier Fire

A raised mound of sand in a circle of stone bricks holds up an ornate bronze brazier that spouts a large amount of fire (providing 8 light). An area behind it is a wall of green energy that blocks access to the third level. Extinguishing the fire will lower the barrier until the fire is lit once more unless the brazier has been disturbed.

The fire has a constant supply of fuel providing the magic glyph (Z) is still active, otherwise it requires fuel as would any other fire.

AB: Water room

This room has a lower floor (3 feet under the waterline) and multiple breaks in the stonework allows water from the sewers to flood the room and cover the floors in silt. The secret passage is a stone slab (like a modern patio stone in size) over a hole that goes under the wall in a U shape, allowing someone brave to swim to the hall leading to AC.

AC: Acid Trap Treasure Room

The floor of this room is only under a foot of water, and with minimal light the sparkle of gold coins is easily visible (there are 5,000 gold coins strewn about the floor). There is also a smooth granite block 3 feet high with two bronze bracers adorned with emeralds and rubies. Removing them from the stone without replacing them with something of the same weight (+/- 10%) will cause the stone block to make a clicking noise and release powdered chemicals into the water, quickly turning AC, AB, and the intervening hallway into a powerful flesh dissolving acid. This room will become acidic almost immediately, the hallway within 2 rounds and AB within 4 rounds. The acid deals 1d12 damage per round.

If the Barrier Fire has been extinguished and someone continues down the hallway, it will be along with a rush of water. They will move forward along the channel for a quarter mile until they come across a chasm two feet across but immensely deep that will drain the water (and probably kill anyone not paying attention) but it is otherwise easy to step over. On the other side of that chasm, massive stairs are carved into the stone, allowing one to slowly descend fifty feet further below ground before approaching a massive dolmen of cyclopean stones.



The Labyrinth

What the Dungeon Looks Like

The labyrinth is a vast set of spacious tunnels with high ceilings. The walls are covered in colourful fresco's depicting wrestling, soldiers in phalanxes, homo-eroticism, and for some reason lots of pictures of dolphins. I guess at least one artist loved dolphins. The plaster is often chipped revealing the cyclopean stones behind. Frequently there are claw marks digging through the plaster and scratching the stone behind. Loose fur forms drifts against the walls, mixing with great piles of dust. A few loose stones, broken bones, or shards of long destroyed amphora periodically litter the floor. And always there is the howl of anguish from the Manticore, echoing through the passages.

Random Encounters Table:

Roll a d8,d6, and d4 for the results.

d8+d4	Result
2-12	The Manticore
triples	Still the Manticore

The Dungeon Key:

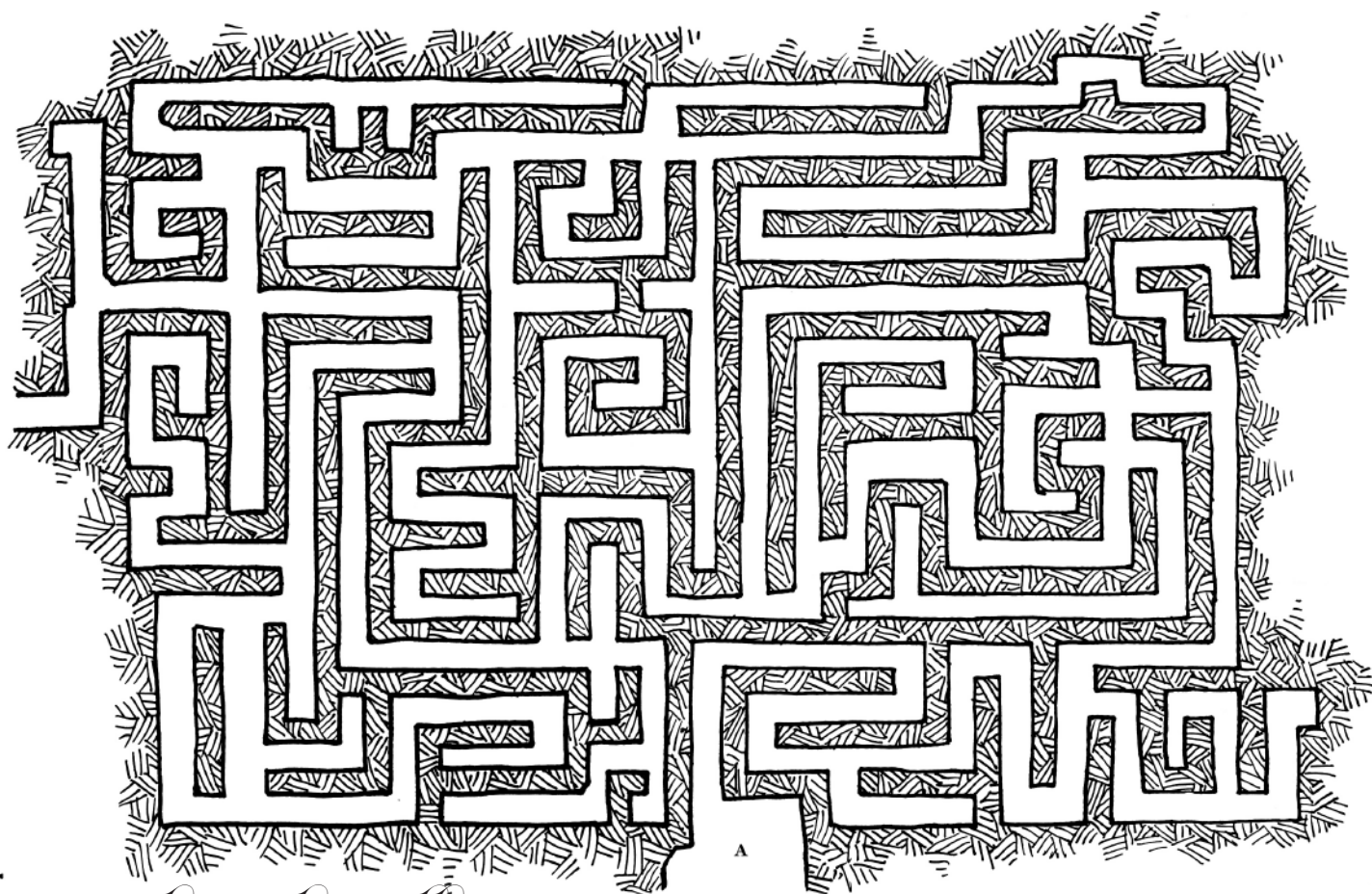
A: The Sphinx

The end of this hallway is guarded by a sphinx who sits calmly between two pillars covered in hieroglyphics. She will ask her riddle (she speaks [Egyptian],[Greek], and [Hebrew]) and offer a boon if answered correctly. That could be passage to the Pharaoh's tunnels (i.e. she just moves) or something else, a bit of knowledge, or other things as her husband the Manticore seeks.





The Pharaoh's Tomb



The Labyrinth

0' 50'

The pillars behind the sphinx list out the great achievements of the Mad Pharaoh, some of which have to be false as they appear nonsensical. A smooth ramp behind them leads to the next level. If you have an Egyptian themed mid to high level dungeon or mythical underworld this is the perfect place to slot it in. If you don't, consider adding the single room "The Pharaoh's Tomb" as the completion to this adventure.

The Pharaoh's Tomb

d4 THE PHARAOH...

1 ...IS A SAINT, THE FIRST MONOTHEIST

The history of the Church should be rewritten! It seems the Pharaoh was not simply a mad monarch of an ancient pagan kingdom, he was in fact a true devotee of the same deity as the modern church of law. He died in a state of grace (as per the True Belief priest power) and his body remains inside his golden sarcophagus (2000 gold pieces) in an unblemished state, smelling faintly of flowers. 4000 silver worth of assorted gold plates, ewers, statues and gem encrusted jewellery are laid out upon stone benches next to bowls of desiccated foodstuffs long since rotten. The room is considered holy ground to monotheists as long as the body and sarcophagus are not looted or stolen. The walls are adorned with hieroglyphics containing new scripture with interesting connotations to current church practices. The good news is I am sure the church will react positively and reward those who bring news of this massive change to church doctrine. Yep, nothing but clear skies ahead.

2 ...WAS JUST CRAZY AND RICH, HIS TOMB MATCHES

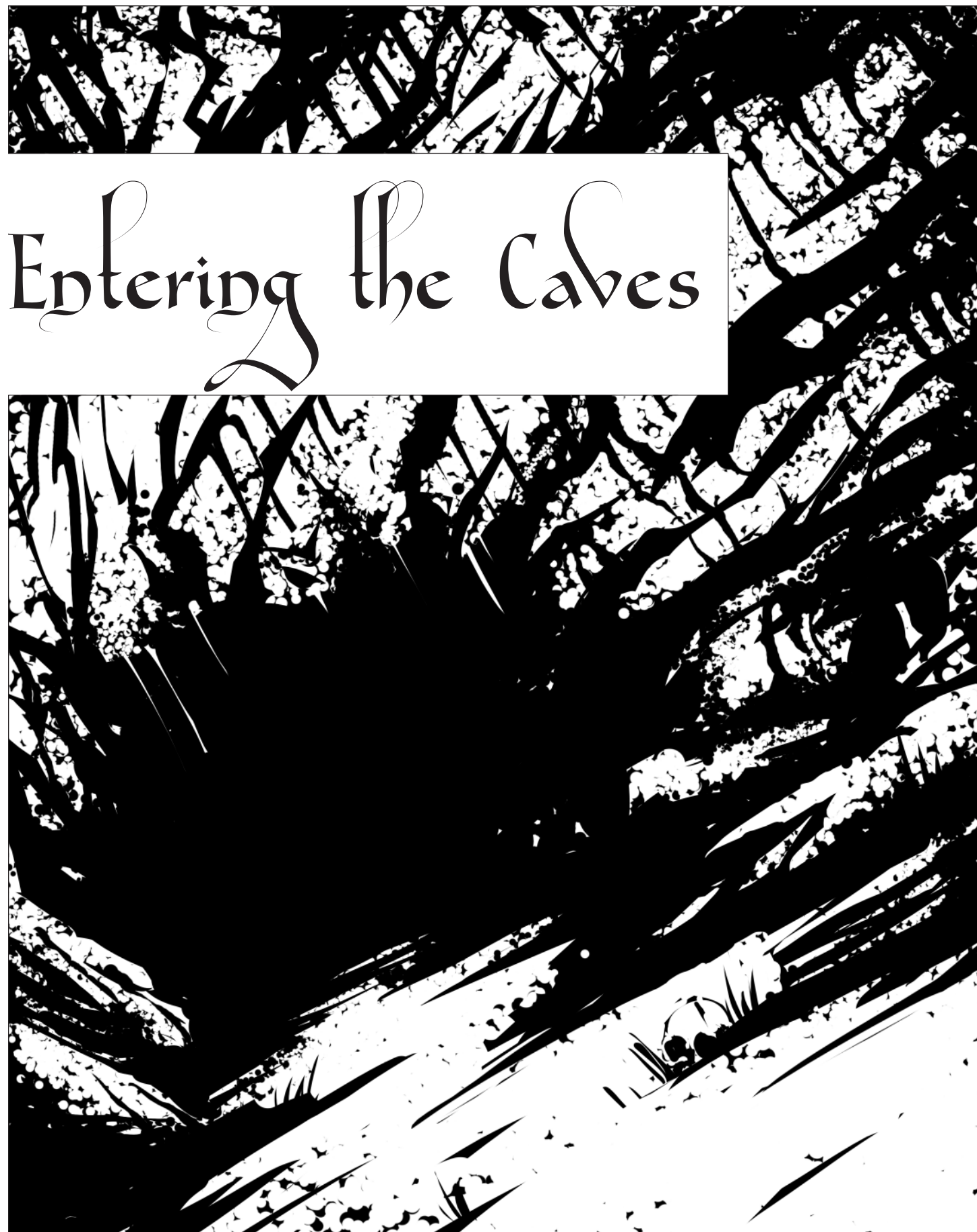
Turns out the Mad Pharaoh was aptly named. He seems to have been entombed not only with massive amounts of jewellery, golden cups, coins, and idols (70,000 silver pieces worth) but also a some 10,000 clay jars (similar to canopic jars) labelled with each of his bowel movements and the date. His actual canopic jars are mixed in among them. His mummified body rests in a golden sarcophagus (2000 gold pieces). If his tomb is robbed without destroying the mummy and all canopic jars (with fire and salt) he will arise and hunt down each piece of his treasure in a murderous decade spanning hunt. He would be fourth level, with three pie pieces in fool. He was oh so slightly a raving (6 charisma) madman (1 will).

3 ...WAS INTO DARK AND EVIL THINGS

The Mad Pharaoh's madness apparently stemmed from his megalomania and his desire to overthrow the gods themselves by allying with demon lords and things older and more primal still. His sarcophagus is more a prison than a tomb, a featureless square box crafted of meteoric iron and sealed with a mechanical lock. The key is worn around the neck of a withered corpse in simple white robes sitting on a stone bench and leaning against the wall. The canopic jars are sealed inside the sarcophagus with the still alert mummy. The walls are covered in hieroglyphs which have been defaced to be illegible. There is an illusion spell cast, creating a false ceiling. Above that ceiling is a ledge containing 3 stone chests. One has 5000 golden coins worth of jewellery, cups, plates, and diamonds. One has The Book of the Dead. The third chest is full of undead flesh burrowing scarabs. The Mad Pharaoh is tenth level with the elite training trait and four milestones. He has four pieces in Wizard and one in Warrior (Combat Awareness). His familiar is a tiny scarab trapped inside his sarcophagus. He was both a genius (20 intelligence) and utterly obsessed with his cause (20 will).

4 ...WAS APPARENTLY EASY FOR THE LABYRINTH BUILDERS TO ROB.

Its an empty room, even the hieroglyphs have almost entirely flaked off. Cue sad trombone music.



There are two ways to enter the caves. On the first level of the dungeon there is a secret passage way that leads into the winding caves, on the second level one of the sewer passages leads to an underground river in the caves.

These twisting tunnels provide an alternate exit from the dungeon, by rolling on a random table to escape to the surface in the desert.

Random Caves Table:

Roll d8+d6+d4

d8 WHERE?	Specials	RESULT
1 Cave Oasis	Triple 1	The oasis is in a large chamber (combine with 4 on d8), featuring date trees, grass, and a cyclops tending 4 hippopotamuses.
2 Stalactites and Stalagmites		
3 Winding tunnel with a small stream (can be followed to an oasis, auto 1 on next d8 roll)	Triple 2	There is a massive sandstorm, torches will go out and sand begins to accrue. The party can return to their origin (back to dungeon or back outside) or try to plow through. If they continue through they must roll again, but if they 5,6, or 7 on the d8 they are buried alive in tonnes of sand, unable to escape.
4 High ceiling chamber with holes allowing a view of the sky		
5 Narrow tunnel with awkward outcroppings	Triple 3	Rather than an abandoned campsite, this is an active bandit camp with walls and shovels to prevent being buried by sand, casks of water and sacks of grain. There are also forty armed thugs keen on secrecy. They have 12,000 silver worth of coins, carpets, and brass goods.
6 Small chamber with a small hole allowing a speck of the sky to be visible		
7 Dead end, choked with sand	Triple 4	These are not ordinary Hyenas, but malignant lesser ifrit in Hyena form (Ghul). The stone marker is a shrine to a demon lord
8 Cave mouth		
d6 WHAT?	Double 5	The cat resting upon an outcropping is a priest(ess) of Bastet. In exchange for an offering of fish or milk (or something similar), it will offer a blessing (as of faith 4). If attacked it will hiss and curse (also faith 4).
1 Hippopotamuses		
2 Nothing	Double 6	The chamber is full of smoke from burning incense. The Ghouls are Monks of Lesdriggian, who cure human meat by smoking it and adding the eleven sacred herbs to the meat. They will be hostile unless someone in the party has been blessed by Lesdriggian, is a priest of Lesdriggian, or has a pet hyena. They will never allow a corpse to be brought past them. The area is holy ground to Lesdriggian if there is a stone marker (4 on d4).
3 Brigands		
4 Hyenas (even) – Jackals (odd)		
5 Cat		
6 Ghoul Monks	18	A Ghoul warlord leads a band of 25 ghoul raiders, who attack caravans on foot. The ghouls dress in Bedouin robes and carry bows. The warlord is third level, with two parts in warrior (Dodge, Weapon Specialization: Greatsword, Combat Tricks) and one part Bard (Leadership). He wields a two handed crusader greatsword and knows the following combat tricks: Riposte, Sunder, Pommel Strike.
d4 WIERD?		
1 Nothing		
2 Wind		
3 Old Campsite		
4 Stone Marker (can be followed to a cave mouth, auto 8 on next d8 roll)		

Monsters



Giant Scorpion

Giant Scorpions are massively oversized versions of an Arabian Fat-tailed Scorpion with a jet black carapace. Their size ranges from that of a small dog to a massive bear. In the dungeon their size is based on the d6 result. On a one they are size 1/2, on a two or three they are size 1, on a four or five they are size 2, on a six they are size 3. Their jet black carapace gives them +5 for evade checks to hide in darkness and counts as bone reinforced plate armour with a full helm. The creature has keen senses (13 perception) and quick reflexes (16 agility). It is bug brained (1 intelligence), a loner (5 charisma) and cowardly (3 will). It may not seem like those are relevant, but who knows what weird spells a wizard

may bring to the table. It has two pincers (medium, slashing, vicious weapons) and its stinging tail (large, devastating, piercing, deals an extra d6 poison on a hit). It has the dual wield, combat tricks, and weapon specialist (stinger) abilities as if it were a two part level 0 warrior. Its sole combat trick is “hold and sting,” if it critically hits with both of its pincers on the same target the target is also grappled and the scorpion may make a free tail attack.

The Giant Scorpion will normally attempt to ambush a single target, grapple and sting them, and then retreat backwards into the darkness to feed. They have no interest in a mass combat or continuing a fight if they can simply retreat into the darkness and try again later.

Golden Parrot

The Golden Parrots are rare birds that are considered good luck charms by all those in the Endless Desert. Their plumage is entirely golden, radiating a faint light (+0 light source). Golden Parrots are both intelligent and able to speak human languages. The one in the Sultan's basement is quite bright (13 intelligence) and wise in the ways of man (16 charisma). It is however easily frightened (8 will). The Parrot is a mystical creature with a mana pool of 12 that innately knows the spell "Golden Plumage". Killing a Golden Parrot curses the individual doing so as if by a priest with a faith of 1d12. A live Golden Parrot in cage could easily fetch a thousand golden coins to an unscrupulous buyer, but it will negatively impact the public's view of the seller (equivalent to -2 presence for all prices when the party shops locally).

Lost Adventurer

A random treasure hunter is lost in the dungeon/cave/sands. They are level d4 and have one milestone. Roll 3d6 to determine their class, with follow up d6's to determine their powers (increment duplicates until you get an unselected power). The character has a dagger, one fate point, and a burned out torch, plus the following additional equipment based on class: If they are at least one part warrior they have a scimitar and buckler. If they are at least one part wizard they have a random spell book and a wizard's hat. If they are at least one part rogue they have a cloak and crowbar. If they are at least one part priest they have a wooden holy symbol and 50 piety. If they are at least one part bard they have a purse of 20 gold and a torchbearer henchman with a spear and another burnt out torch. If they are part fool they have two additional fate points. Their main motivation is getting back to civilization without dying, and ideally with their treasure and freedom intact.

Albino Cobra

The Albino Cobra is not truly a cobra at all, but an imported King Cobra and a former pet of the Sultan. It has pale white skin and red eyes, weighing almost 40 lbs and almost 20 feet in length. It is size modifier 1 and can lash out with alarming speed (20 agility) to attack with its venomous bite (small piercing attack, also deals 1d20 poison). If killed without heavy damage (or fire) its skin can fetch 30 golden coins in the market, but if captured alive it is easily worth 300 golden coins. The Cobra is generally uninterested in fighting, but it will aggressively attack those who approach it or linger in the same area as it.

Plague Zombies

The Plague Zombies found in the Sultan's Basement are the civilian remnants of the towns elite. Merchants, nobility, children and the elderly. They were once in expensive finery, but they spend most of their time bobbing in an algae covered pool so their clothing is ruined, their bodies moist and bloated with a green sheen. They each still carry 2d6 golden coins or equivalent value of rings and necklaces. They were not turned into zombies by a plague, they cannot spread zombism, they are simply zombies who are also coated with plague infected material. They have standard undead weaknesses, but their waterlogged nature gives them an additional DR of 1 against fire. Their bloated flesh slows their reactions (agility 5) but counts as a leather helm and bulky light armour. Any melee attack from a zombie also deals 1d4 points of disease causing The Plague to potentially spread. Any melee attack with a slashing or piercing weapon that hits a Plague Zombie deals 1d4 -2 (minimum of 0) disease to the attacker from splash back (likewise potentially spreading The Plague). If a corpse is dissected by a Sage it will cause 3d6 disease (precautions may give penalties to the dice, to a minimum of 0) and reveal the spell Necromancy – Swamp Zombie.

Ghosts

The ghosts in the city of tears take the appearance they had in life (often a destitute beggar in tattered rags), with a slight grey tint and minor transparency that is only obvious in light. While they are mostly solid through psychic projection, they can turn into a cloud of spectral buzzing flies as a free action. This allows them to fly, slip through cracks, and drive the living insane through the whispered messages delivered by the insistent beating of a thousand tiny wings. The ghost may launch appeals that cause stress, leading to ghostly possession (as per standard NGR rules). Any body being possessed by a ghost suffers 1 point of disease each week due to unholy influence gnawing at their immune system. Unless their physical remains (including any personal items such as talismans, relics, living henchmen, lucky or trademark items) are either properly buried or salted and burned they will reform from destruction within a week. If they are somehow imprisoned through magic, they will remain imprisoned.

Cannibal Crusaders

The Cannibal Crusaders are ultimately just human Knights. They consumed human flesh while under the sway of the demon Limu and can now gain nourishment by nothing else. Only those remain who are strong (13 strength), quick (13 agility), and determined (13 will). They are however also half starved (5 health) and raving (5 charisma). They wear a full suit of chain armour along with a crusader's full helm and a tabard bearing the sign of the demon Limu. They wield two handed greatswords and carry a crudely carved bone holy symbol to Limu. They are elite trained zero level characters with a single milestone. They are two parts warrior (Weapon Specialist: Greatsword, Combat Tricks, Combat Awareness) and one part priest (Fervour). They know the following combat tricks: Riposte, Sunder, Charge.

Mad Monk of Limu Orthodoxy

The mad monks wears but a simple sackcloth robe, drawn tight with a bit of frayed rope. It is an emaciated wreck of a human being, starved to such an extent it is of indeterminate gender and it could be mistaken for the undead, but this poor soul is technically still alive. The wretch is frail (5 strength) and emaciated (1 health) but possessed of unholy resolve (supernatural will). It may use miracles as a priest with the miracle power and has 100 piety. While it will defend itself from physical assaults, its true power is through its curses. No human within several miles will gain nourishment or feel full from eating anything other than human flesh. If they succumb to cannibalism, they will from then on be unable to gain nourishment from other sources even if they leave the area of contagion. Count this as equivalent to a curse from a faith of 13. Worse still, if someone should shed the blood of the monk of Limu they will become a monk or nun themselves. They will retain their faculties, but as they cannot die through starvation nor suicide they will eventually go mad (or become a cannibalistic monster). When they go mad they will be controlled by Limu and adopt a garb in mockery of the local priesthoods. They will congregate in hidden crags and abandoned places on the edge of civilization, chanting with deadened eyes through unwilling lips in false praise of the demon princess Limu.

The wards on the Sultan's basement block the hunger curse of Limu so long as the monk remains trapped inside. The monk will perform service in a perverted mockery of the rites of the Eastern Church, and offer communion and blessings. Only those who speak the language of the Eastern Church will be able to immediately identify the blasphemy.

The monk is a Regional Threat (3d6 luck, 3 fate, worth 5000xp).

Leathery Ratsuits (Rat Men)

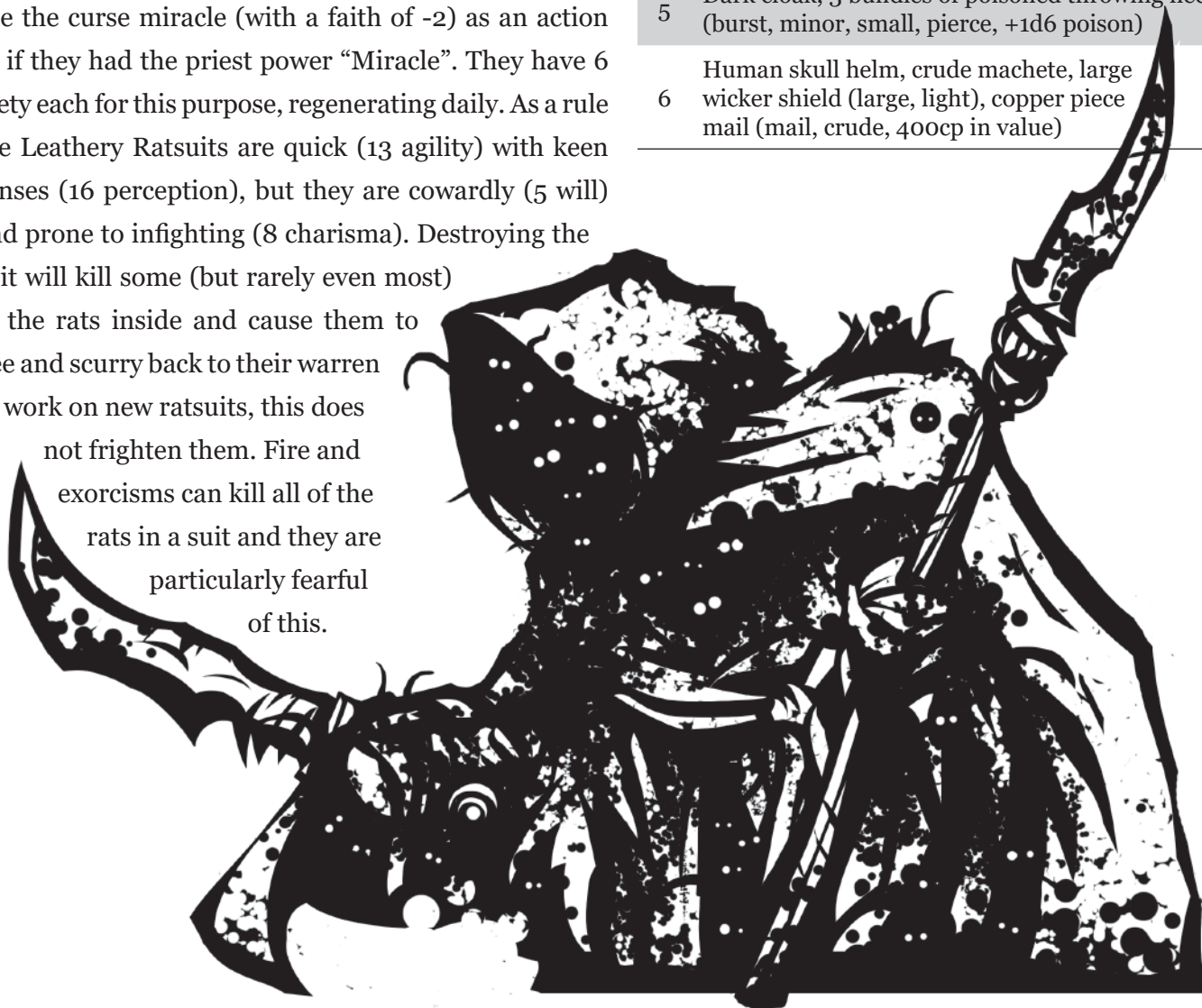
To call the Leathery Ratsuits “Rat Men” implies certain things about their appearance that is not true. They are not furry rat headed men, or were-rats, or any other such thing. They are a swarm of tiny rats, each no bigger than a human thumb. These tiny rats are full of malign intelligence brought forth by unholy curses. They assemble into swarms and stitch together suits of human skin in mockery of a small (size modifier 1/2) withered man with rat like features: patches of long wispy hair placed seemingly at random, pointed or yellowed teeth, and comically oversized crook noses. Their eyes can emit a dark red glow that counts as them having a light level of 0. They can activate and deactivate their eyes as a free action. Each Leathery Ratsuit may use the curse miracle (with a faith of -2) as an action as if they had the priest power “Miracle”. They have 6 piety each for this purpose, regenerating daily. As a rule the Leathery Ratsuits are quick (13 agility) with keen senses (16 perception), but they are cowardly (5 will) and prone to infighting (8 charisma). Destroying the suit will kill some (but rarely even most)

of the rats inside and cause them to flee and scurry back to their warren to work on new ratsuits, this does not frighten them. Fire and exorcisms can kill all of the rats in a suit and they are particularly fearful of this.

Leathery Ratsuits are equipped with a dark cloak and crude machete made from bone and rusted iron. If you want randomized and varied equipment (i.e., if you want to keep track) instead roll a d6 for each ratsuit. The die result lets you know their equipment.

Leathery Ratsuit Equipment:

d6	Result
1	Dark cloak, fecal smeared sharpened bone (small, crude, piercing, +1 pt of disease on first hit)
2	Dark cloak, crude machete (medium, crude, slashing)
3	Dark cloak, crude machete, 3 stones, medium sling (medium, blunt, missile)
4	Dark cloak, spear (medium, pole, piercing), bone throwing knife (small, throwing, piercing)
5	Dark cloak, 3 bundles of poisoned throwing needles (burst, minor, small, pierce, +1d6 poison)
6	Human skull helm, crude machete, large wicker shield (large, light), copper piece mail (mail, crude, 400cp in value)



Ifrit

The 72 Ifrit captured in the Genie Prison in the Sultan’s Basement are all depraved Djinn, each consumed by their own vice and powered by one of the four elements. They are garbed in quite stereotypical manner with dangling gold jewellery (d6xd4 gp worth), a useless vest, silk parachute pants, shoes with curled toes, and either a turban (even die total) or top knot (odd die total). Each has memorized spells to polymorph themselves into an animal (based on vice) and to both protect themselves and lash out at their enemies (based on element). They know an innate spell (“Djinni form”) to increase/decrease in size. They are very intelligent (16 intelligence) and insanely stubborn (20 will). They have 3d6 luck points and 3d12 mana. They cannot be harmed by non-magical weapons.

If captured again, an Ifrit would be willing to bargain a single spell it knows (not its innate spell) in exchange for freedom and release into the Endless Desert. It would also provide a single service of minor difficulty if a spell is not desired. It is too stubborn to agree to more favourable terms for its captor, preferring to rot.

Type of Ifrit:

d4	Result
1: Earth:	The Ifrit has charcoal grey skin, black hair, and brown eyes. The Ifrit is Supernaturally Strong. It knows the spells “stoneskin” and “petrifying touch”.
2: Wind:	The Ifrit has ivory white skin, blue hair, and yellow eyes. The Ifrit is Supernaturally Agile, it knows the spells “dervish flight” and “gust of wind”
3: Fire:	The Ifrit has pitch black skin, bright red hair, and blue eyes. The Ifrit is Supernaturally Charismatic. It knows the spells “Wall of Fire” and “Ball of Flame.”
4: Water:	The Ifrit has blue skin, green hair, and pure black eyes. The Ifrit is supernaturally Perceptive. It knows the spells “Mistform” and “Unquenchable Thirst.”

d6	Result
1: Wrath:	The Ifrit is violently angry and will demand to be allowed to beat a member of the party to death with its bare hands. If allowed to do so it will let the party pass, otherwise it will attempt to slay them all. It knows the spell “Bull Shapeshift”
2: Gluttony:	The Ifrit is insatiably hungry, and it wants the succulent feast of man (or some other sapient creature). It will demand to be allowed to eat a member of the party alive, being able to unhinge and extend its jaw like some cartoonish snake, slowly shrinking the size of whoever it eats who will let out unholy screams as it is swallowed whole and dissolved in stomach acid. If allowed to do so it will let the party pass, otherwise it will attempt to slay (and then eat) them all. It knows the spell “Hyena Shapeshift”
3: Lust:	The Ifrit has an itch it needs scratched. It will stride up to the party and ask one member (at random) fulfill its carnal desires. If rejected it will be humiliated and attempt to slay the entire party. If indulged it will follow the party for ?d6 rooms and aid them in any combats. It knows the spell “Wild Ass Shapeshift.”
4: Greed:	The Ifrit shares much in common with the adventurers. It will covet their wealth and demand any coins, gems, and jewellery they bear. It will slay the party in an attempt to rob them, but if paid off it will follow the party for ?d6 rooms and clear out any dangers for them. It will also take any treasure found. It knows the spell “Magpie Shapeshift”
5: Sloth:	The Ifrit is lazy, and does not wish to tend to its own upkeep. It will demand the party hand over one party member to become its slave. If a party member goes willingly it will reward them with a purse of d100 golden coins. If it is rebuffed he will begin slaying party members until someone surrenders to be its slave. It knows the spell “Desert Tortoise Shapeshift”
6: Pride:	The Ifrit is a narcissist of the highest order. If the party immediately fawn over it (including in fear) without insulting it, it will let them pass. If not it will kill them all for the insult. It knows the spell “Lion Shapeshift.”



Cats

The cats in the City of Tears have two notable distinctions from cats in real life. Their unarmed attacks count as a +0 weapon and they are of human comparable intelligence. They cannot speak human languages, and no cat would bother learning the base tongues of a lower species like humanity. They know the routes through the entire dungeon and the caves.

Vampire Harem Girls

The Harem Girls appear to be unusually clean and well groomed beautiful women wearing anachronistic pastel belly dancer outfits more appropriate to a 1960's sit-com than a haunted dungeon in a sand swept wasteland. This is due to a natural glamour that encompasses them that enables them to fool up to 6 people each. Their actual body is obviously dead, with shock white hair, grey skin, and cloudy eyes. They also have a mouth with oversized viper-like fangs and long talons on their fingers (turning them into small, vicious, slashing weapons). They are vulnerable to sunlight and fire as most undead, they cannot be harmed with non-magical sources other than a wooden stake through the heart (see rules for partial damage in the NGR rules on attempting such a feat). They have surprising strength and reflexes (16 strength and agility) but will often try to use their charm (16 charisma) to talk to their prey due to the nature of their glamour. Anyone affected by the glamour suffers a penalty to their defence rolls in combat equal to the amount of influence they have taken. When slain, the Vampire Harem Girls turn to dust, preventing the use of sage (unless one is able and willing to capture a Vampire Harem Girl). The following spells can be learned from a Vampire Harem Girl:

Necromancy – Desert Vampire

Invisibility of Reflections

Hypnotic Glamour

Blood Regeneration

Jackals

The Jackals in the Endless Desert are by and large simple canines, but it is said that those who eat the heart of a human slain through betrayal may sometimes gain the power of human language. Almost all of the Jackals in the City of Tears know the human language and can speak it should they choose. Like most dogs they are smaller than a man (size modifier 1/2) and attack with a vicious bite (small, vicious, slashing). They are skittish (8 will) but quick (12 agility) and are alert with keen senses (20 perception).

Hyena

Hyena's are vicious animals, and those in the city of tears are well fed with a large build (size modifier 1). They are very strong (16 strength) and quick (12 agility) with hearty constitutions (12 health). Their jaws are powerful enough to break bones (small, devastating, slashing). Those of supernatural affiliations have an unsettling human quality to their laugh, and may launch appeals as if they had the "Wit" Bard power.

Hippopotamuses? Hippopotami? Hippos.

The Hippos found in the Sewers and Caves are herded by the mighty Cyclopes. They are huge (size modifier 2) animals with tough blubbery hide (counts as leather cap, and bulky light armour). They are strong, even for their size (strength 16) and attack with their gaping maws (large, devastating, piercing attack). They have poor eyesight (5 perception) and many would suggest hiding as a first solution.

Ghoul Monks

The Monks of Lesdriggan keep their natural features hidden beneath floor length purple robes and cowls. They wear silver skull shaped masks (worth 100 silver) to hide their face and they keep each hand tucked into the opposing sleeve. Without their garb they have lumpy albino skin and wispy hair on a mostly bald head. Their teeth are serrated and house in a chinless, slightly elongated jaw. Their face is much closer to that of a shaved chimpanzee than a human. Their fingers are twice the length of a human's fingers, with sharp claws at the end (their hands count as small slashing weapons). They have ape-like strength (20 strength) and fast reflexes (16 agility). When they run on all fours, they can keep up with a horse (they may move two areas for a single action). Their sense of smell and hearing surpasses most humans (16 perception). Their isolation and natural greed makes them easy to manipulate (5 charisma). Each of the Ghoul Monks is first level with a single milestone that has three parts in priest. They each have 20 piety and can be convinced to perform miracles in exchange for silver (2 silver per piety spent). Ghouls are not mystical creatures by nature and are not harmed by exorcism.

Ghouls

Ghouls who are not monks are physically identical to the Ghouls Monks, but they will wear differing garb and often wield weapons (especially bows).

Skeletal Legionnaires

The Skeletal Legionnaires were all former members of the Imperial Legions that once conquered the City of Tears. They still guard the sewers under their commanders watchful eye (socket). They are supremely disciplined (20 will) and have a heightened alertness (12 perception). They can see, speak, and hear but rarely do unless they are performing maintenance work on the sewers, as they do every few decades. They only know the old imperial language. Each is armed with a gladius, a dagger, and a pair of javelins. They wear segmented armour, helmets, and carry large tower shields. They are zero level warriors with a single milestone who have the Guard, Weapon Specialization: Gladius, and Combat Awareness powers.

A sage with a captured skeleton could reveal: **Legion of the Dead**

Skeleton Swordsmen

The skeleton swordsmen are former palace guards, serving still in death. They spend most of their time asleep in the catacombs, but when awakened are quite sentient and free willed. They can (somehow) speak and see despite their lack of eyeballs or ears. They are loyal to the office of the sultan rather than a specific line and so will not attack anyone wearing the crown of the first sultan. They wear tattered blue vests and still have a turban upon their head, but all other clothing has fallen off or disintegrated. They wield steel scimitars and carry large ornate brass plated shields. They are very agile (16 agility) but weak (8 strength). They are supremely loyal (20 will) and will not easily break. They know the following combat tricks: Feint, Riposte, Body Check. While they have shields, they do not have the "Guard" warrior power.

A sage with a captured skeleton could reveal: **Legion of the Dead**

A Cyclops

There are a few massive cyclops (size modifier 5) living under the city of tears and in the surrounding caves, single eyed giants who herd hippos, hunt men, and farm mushrooms. Having only a single eye impedes their peripheral vision (8 awareness) and they are pretty daft (8 intelligence), but their life of hard labour makes them strong (12 strength) and healthy (12 health). You may be wondering if these cyclopes have a single horn (counts as helm) and a pair of furry satyr-like legs (kick gains the devastating tag). The answer is no because that could be construed as some sort of IP violation. These are just one eyed giants. The cyclops can only go into the double width tunnels in the Sultan's basement and Sewers. They could go in the labyrinth but are frightened of the Manticore and would prefer to avoid it.

Sewer Crocodile

The Sewers and Caves have a population of albino crocodiles, former pets of a past Sultan. They are large creatures (size modifier 2) with a thick scaly hide (counts as reinforced light armour). They are patient and keenly aware of their surroundings (16 perception) and quite strong (12 strength). In the water they are very deft (16 agility) but they are far less manoeuvrable out of water (5 agility). They will either attack with their jaw (medium, devastating, vicious, slashing) or their tail (large, blunt, equivalent to two handed weapon). Their skins are worth 50 silver, less 2 silver for each point of non-blunt damage dealt to it.

The Manticore

This is not A manticore, it is THE Manticore. The first and most dangerous of its kind. The body of a lion, the face of a man with rows of jagged teeth descending down his throat. It has large bat wings and the tail of a scorpion. It is a towering creature (size modifier 5) of divine origin. It does not need to eat or drink (but it does) and its main concern is finding an answer to a riddle posed by his wife (the Sphinx) and he will shout the riddle as he fights. His wife will not lay with him again until he solves the riddle. He is not very bright (6 intelligence) and so it has been several hundred years. He is very angry, which tarnishes his reactions (6 charisma). Physically he has great strength (16 strength) and cat-like reflexes (20 agility), but his head only has the senses of an aging man (8 perception). The manticore has the equivalent of the "Dual Wield" power and may strike with both paws (small, slashing, vicious), or spit a burst of loose teeth from his human maw (burst, missile, small, minor, piercing), or sting with his tail (large, piercing, devastating, armour piercing, deals +d20 poison) or beat with his wings (large, blunt, unsuitable).

The Manticore is a Cultural Icon (8d6 luck, 8 fate, 50000xp)



The Sphinx

The Sphinx is the wife of the Manticore, herself just as powerful and dangerous. She is just as agile (20 agility) but possessed of a supernatural intelligence and exceedingly keen senses (20 perception). She is able to see through almost all lies (20 charisma) and has an iron will (20 will). Compared to her husband she is both slight (8 strength) and frail (8 health). She has a mana pool of 30 and has the Anti-Magic: Counterspell power. She will attack with a claw (small, slashing, vicious) or by casting her memorized spell “Eye Lightning”. It is not an innate spell that could be learned through sage.

She will prevent access to lower levels (or the Pharaoh’s Tomb) unless one answers her riddle.

Her current riddle is:

*“I could be wherever you can imagine,
where is the one place I am?”*

The answer is “my mind” or “my imagination.” Once answered she will think of a new riddle.

The Sphinx is a Cultural Icon (8d6 luck, 8 fate, 50000xp), her riddle is worth 500xp. She is size modifier 5.



Invisible Ghost Wizard

The invisible ghost wizard is pretty much what it says on the tin. While invisible, its reflection is not. The wizard appears as a very stereotypical scheming vizier with a turban, long twirling moustache, and flowing robes. He is level three and 2 parts wizard, 1 part priest (Psychic Potential, Sage, Anti-Magic: Counterspells, Dogma). His soul is bound into his talisman, a ring with 2 benefit levels. If his ghostly form is destroyed without his ring being destroyed he will reform within a month. He can cast spells from "The Book of Bone" or attempt to possess the living by making an appeal against a target, causing stress. Each possession attempt has a cost of 1. The wizard may only possess a body until the ghost wizard sleeps.

"Sulak" the Demon

Sulak takes the form of an enormous obese man with two goat heads (one with brown fur, one with golden fur). He reeks of sulfur and ammonia and is surrounded by a cloud of swirling noxious vapours. Anyone attacked in melee by Sulak, or who attacks Sulak in melee with a reach of 2 or less, will take 1d6 points of disease but not will contract any specific contagion. Sulak can turn on and off this cloud of vapours at will if he is attempting to sneak up on a target, he is surprisingly stealthy (gaining a supernatural +10 to evade checks when approaching a lone individual). Sulak is sluggish (8 agility) but is supernaturally strong. He cannot be harmed by mundane items. When destroyed, Sulak disappears in a puff of foul smoke but leaves no physical remains. If captured, he will bargain for his freedom in exchange he will teach a spell to summon him (Summon Sulak). If pointed out that he has not promised to serve the wizard, he will grudgingly promise three services as well.



Golem

The Golem is a being crafted out of clay, and is functionally identical to a golem created by the priest miracle in the NGR rulebook. The Golem was created by a priest with a faith of 4 from the monotheistic religion before it branched. While no one knows how it would react, it will treat all religions derived from the religion of its creator to be of its creator's religion. It will seek to protect its control item (an ancient piece of paper). Note that the only holy ground currently in range is the church above (or maybe the Pharaoh's tomb), if that has been desecrated the golem will not last long. It cannot escape through the trap door without help and the caves are currently too far of a detour.

First Sultan

When the Caliphate first swept over the region, a lesser commander took a small detachment into the desert and swept aside the last of the string of petty tyrants who had ruled the City of Tears and installed his own dynasty. That commander had not fully bought into the views of the Caliph and still trucked with treacherous pagan sorcerers. He is a fifth level undead three part warrior with high agility (16) wielding a scimitar and buckler. He wears a gold gilded steel helm worth 60 silver coins. He knows the Shield Punch, Riposte, and Showdown combat tricks. He will attack anyone not wearing his crown. He will attack someone wearing the crown if they attack him or aid someone attacking him.

A sage with a captured skeleton could reveal: **Legion of the Dead**

Imperial Commander

The Imperial Commander lead the now undead legionnaires in life and leads them still in death. He is a fifth level undead that is two part warrior (Guard, Combat Awareness, Combat Tricks) and one part bard (Leadership). He has two legionnaires and two undead wolves as henchmen. He wears segmented armour, a helm bearing the mark of Mars (+2), a red cape, and wields a gladius.

He knows the following tricks: Entangle Weapon, Epic Parry, Feint, Riposte.

The wolves are strong (12 strength), quick (12 agility), with powerful senses (16 perception). The legionnaires are identical to the skeletal legionnaires.

A sage with a captured skeleton could reveal: **Legion of the Dead**

Giant Magical Cobra

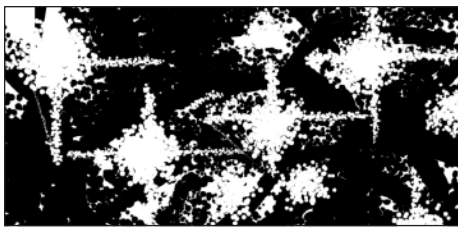
Despite the obvious temptation, most viziers have come to accept it as fact that you should never turn into a giant snake as it never helps. Instead one enterprising vizier found a way to turn his emotions into a giant snake instead, creating a creature comprised of solidified hate. It still didn't help. There was a lot of hate, creating a vast crimson cobra (size modifier 3) with pitch black eyes. It will attack with its fangs (small, piercing, +d12 stress through liquid hate) with alarming speed and accuracy (20 agility).

Pharaoh Mummy

Like all other Pharaohs, the Mad Pharaoh was still mummified and entombed (unless he was the first monotheist). His form is of a surprisingly bulky dehydrated corpse wrapped in bandages. His mental faculties will be based on his life, but physically he is possessed of supernatural strength, but a lumbering, clumsy gait (8 agility).

He cannot be harmed by non-magical sources with the exception of fire. He will regenerate a number of points of damage (or stun, or similar) each round equal to the number of intact canopic jars (he will have 4 to start). He will reform even from complete destruction of his body as long as he has even one canopic jar.





Items



“Truthfulness, Honesty, Veracity, and Candour”

These four named gems are giant palm sized sapphires of immense value. As a set they are considered a national treasure and are priceless (though 5000 golden coins could be brokered in the area). Individually they are still quite valuable, but nowhere near as much (1000 silver coins a piece). Wizards seem particularly interested in the gems for some reason.

A Silver Tipped Spear

The spear itself is styled as a standard infantry spear, but its tip has been crafted of pure silver and engraved with geometric line work. It could be sold for 50 silver coins immediately. Each week there is a 1/6 chance that a group of bedraggled adventurers in bloodstained clothes will offer 1d4 times that amount to have it immediately, before disappearing into the crowd.

A Blessed Buckler

This ornate brass buckler has been inscribed with religious parables. It has been permanently blessed by a priest with a faith of 5.

The Sword of the East

This is a steel scimitar with diamonds embedded into the hilt. Without knowing its power it is worth 300 pieces of silver. It grants a magical +2 bonus whenever the wielder is facing east (or mostly east). In a swirling melee without definitive battle lines (such as a fight in a room after the first round) consider the attack as facing eastwards whenever the attack roll is a multiple of 4 (4, 8, 12, 16, or 20).

The sword contains the spells “Power of the east” at power level 2 and “Demon’s Bargain” at power level 2.

30 Cursed Silver Pieces

Each silver piece is permanently cursed and having even one such coin on your person causes the holder to suffer the effects of the curse miracle. All 30 combined they are a cultural icon for experience purposes. Diabolical wizards and demon cults would be pay thousands of golden coins for the full set, though they may also just betray and murder you. No sane or legitimate merchant would take the coins if they knew their origin.

Iron Arrows of Slaying

Each iron arrow is lightly engraved with arcane symbols. They have a +4 bonus, but only until they fail to kill a target with a single shot. They each contain the spells “Magic Arrow”, “Whims of Fate”, and “Sight of Mercy”, each at power level 4.

Sultan's Crown

The Crown of the Sultan of the City of Tears is a national treasure for experience purposes and is worth 2500 silver coins. It is a simple gold band studded with black pearls. A large ruby is inset above the forehead, surrounded by silver feathers. The top is currently waterlogged black silk with a hidden steel frame. It can function as a leather cap in combat, but it does give the “ornamental” tag if worn.

Tablets of Ur-Sodun

A hardened tablet of clay, written in eons past with a simple bit of reed. It has fragments of a now broken outer clay envelope. Contains the spells: Children of Other Worlds, The Brazen Bull, and the Grand Idol of Baal.

Sultan's Chalice

This is a solid gold chalice encrusted with diamonds and rubies. It is worth 20,000 silver coins on the open market. It was a gift to the first sultan from the caliph (through an emissary) and is considered a treasure of local importance for experience purposes.

Cursed Hood

A black silk executioner's hood. The hood is blessed by dark powers and grants a +2 bonus (as protective head wear) though the wearer suffers a -2 penalty to resistance rolls against possession from demonic forces.



Unbreakable Sword

The sword is a single piece of silver metal (True Silver) that goes from a smooth rod to a long machete like blade. It has been fitted with a leather grip and pressure fitted stone quillons that were likewise added after construction. The weapon is a large, slashing, defensive weapon. Its material makes it count as a magical weapon and allows the razor sharp nature of true silver to be used against unarmoured opponents. It also appears to be jealously guarded by ancient prehuman spirits. Anyone who wields it in battle will suffer a curse as if from a faith of 10.

Meteoric Iron Axe

A battle axe created with a slab of rough meteoric iron and a bone haft, it has an almost prehistoric look to it. Its material allows it to count as a magical weapon, it is a medium, slashing, devastating, hand and a half weapon.

Golden Eagle

Mounted atop a brass pole is small golden eagle, the standard of the Imperial Legion stationed in the City of Tears. It counts as a national treasure and is worth 10,000 silver coins. Even now an old Imperial gold eagle is a sign of authority and power.

Helm Bearing the Mark of Mars

This helm has been touched by divine hands, and gives a magical bonus to its wearer equal to the number of parts in the warrior class the character has. The Imperial Commander was 2 parts warrior, and so the helm was +2. If the bearer tries to end or prevent a war through a method other than conquest or destruction, the helm will not grant a bonus to that individual, but it will to others who bear the helm.

Book of Bone

The cover of this book is black leather, studded with human teeth. The inner pages are penned in the blood of crows on paper reclaimed from defiled holy texts. Contains the spells: Legion of the Dead, Carrion's Debt Foreclosed, Mother's Lament, Eternal Torment of the Wicked, Tail of the Dragon, Dust to Dust.

Ghost Wizard's Ring

A simple brass ring with an inset piece of amber containing a prehistoric spider. The ring is a talisman with two benefit levels. The soul of the Invisible Ghost Wizard is trapped inside by the spell "Eternal Torment of the Wicked"

Book of the Dead

One of the most valuable treasures rumoured to exist, the book of the dead is a pair of polished black tiles from some unearthly ceramic material, held together with silver rings. Inside are pages of beaten silver with hieroglyphics painted in a slightly glowing metallic substance. It contains the spell resurrection, exactly as per the priest miracle. Substitute occult for faith and piety for cost when casting. Note that the cost/piety for both the spell and the miracle for any followers of death gods are doubled after someone reads the spell (in essence, the spell is no longer just known by the god of the dead). This also means someone could counterspell a resurrection miracle. Needless to say, this will eventually cause issues where rival wizards, murderous zealots, and divine agents will hunt down those who read from the book. How easy or hard that is depends on the discretion of the readers. Note they must be able to read the hieroglyphics to count as reading the book.

Necromancy – Swamp Zombie

Template: NECROMANCY

Difficulty: 5 per power level

Cost: 4 per power level

Range: 1 meter (cumulative) per power level

This spell causes the caster to animate 1(cumulative) waterlogged corpse within range per power level as a mindless shambling undead. The body cannot have died prior to the last full moon. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster cannot control these undead. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Necromancy – Desert Vampire

Template: NECROMANCY

Difficulty: 5 per power level

Cost: 4 per power level

Range: 1 meter (cumulative) per power level

This spell causes the caster to animate a single corpse of an individual who died of thirst within one week per power level. They are always free willed, but may not harm the caster for a number of years equal to the spell's power level. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight. Desert Vampires innately know Invisibility of Reflections, Hypnotic Glamour, Blood Regeneration, and this spell.

Invisibility of Reflections

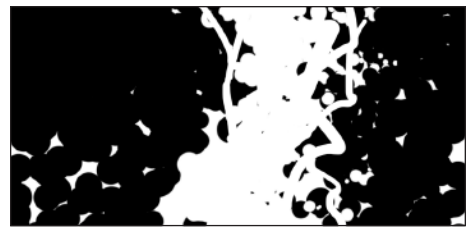
Template: INVISIBILITY

Difficulty: 1

Cost: 1 per power level

Range: touch

This spell turns the caster's reflection invisible for 1(cumulative) minute per power level. The difficulty per power level is three times greater for when the caster makes someone else go invisible.



Spells



Hypnotic Glamour

Template: GLAMOUR
Difficulty: 2 per power level
Cost: 1 per power level
Range: Self

This spell allows the caster to change their appearance and smell to their idealized self to a number of targets equal to the spell's power level. Anyone affected by this glamour suffers a -1 penalty to their defence rolls for every point of influence the caster scored through social conflict before attacking. This spell lasts for 10(doubling) minutes per power level.

Blood Regeneration

Template: REGENERATION
Difficulty: 2 per power level
Cost: 2 per power level
Range: Self

This spell allows the caster to make a bite attack and potentially heal their injuries. The caster heals a number of points of damage (not luck) equal to the power level of this spell times the number of points of damage (not expended luck) the bite attack dealt. The damage the bite dealt is normalized to the size of the caster, a hill giant biting a gnome will probably not heal at all.

Summon Sulak

Template: SUMMON
Difficulty: 1d8 per power level
Cost: 5 per power level
Range: 10 feet

The spell allows the caster to summon the demon Sulak to her location. Sulak will appear in a burst of sulphurous smoke within ?d1 rounds, but is not bound to obey the caster and usually wont. Each power level increases the die size for when Sulak arrives (from ?d1 rounds, or instant, to ?d2 rounds, ?d4 rounds, etc). This is to try an allow the caster to be somewhere else when Sulak appears.

Golden Plume

Template: GLOW
Difficulty: 2 per power level
Cost: 1
Range: Short Missile Range

This spell causes a target's feathers to be outlined with a faint glow, as a +0 light source (about 1 foot of illumination). This increases by +1 light per power level (max 10 light), spread among all feathers evenly. This spell has a duration of 1(cumulative) minute per power level.

Pentagram of Summoning

Template: SPELL STORAGE
Difficulty: +1 per power level
Cost: +1 per power level
Range: Touch

This spell allows the caster to store any version of the summon spell into a pentagram drawn on a flat surface with dust. The stored summoning spell will be activated when a line on the pentagram is broken or when a trigger (see trigger spell) is activated. The spell will treat the activator as the 'caster'. The spell stored in the physical item will weaken by 1 power level per hour. This can be altered by spell components or by keeping the pentagram in an airtight room, free of disturbances.

Magic Arrow

Template: IMBUE ITEM
Difficulty: 5 (cumulative) per power level
Cost: 10 (cumulative) per power level
Range: Touch

This spell turns a single arrow into a magical item. The item gains a +1 magical bonus foreach power level of the spell beyond the first up to +5. For example, a power level 1 spell would grant a +0 bonus, while a power level 6 spell would grant a +5 bonus. This spell has a duration of 1(doubling) hour per power level.

Whims of Fate

Template: BIND ENCHANTMENT
Difficulty: 4 per power level
Cost: 2 (cumulative) per power level
Range: Short Missile Range

This spell allows a wizard to increase the length of a spell's duration indefinitely. This spell must be combined with a trigger spell; the trigger would specify a means to cancel the binding rather than activating it. This spell must have an equal or greater power level than the spell being bound.

"Sight of Mercy"

Template: TRIGGER
Difficulty: +3
Cost: +1
Range: Touch

This spell is used to set a condition for another spell to either activate or deactivate. The condition for this variant of the Trigger spell is that an attack roll has to be made with or from an item or person affected by the main spell. Sight of Mercy is cast alongside the main spell and adds its difficulty and cost to the main spell; If you wanted a spell to be able to 'toggle' on and off, it would require casting an additional trigger alongside Sight of Mercy with the main spell.

Power of the East

Template: IMBUE ITEM
Difficulty: 2(cumulative) per power level
Cost: 5(cumulative) per power level
Range: Touch

This spell turns a single personal sized weapon into a magical item. The item gains a +1 magical bonus for each power level of the spell beyond the first up to +5, but only when facing east. For example, a power level 1 spell would grant a +0 bonus, while a power level 6 spell would grant a +5 bonus. In a melee without fixed battle lines (so anything other than a hallway fight usually)

this only occurs on attack rolls that are a multiple of 4 (4,8,12,16, and 20) This spell has a duration of 1 (doubling) hour per power level.

Imprison Djinn

Template: IMPRISON
Difficulty: 5 per power level
Cost: 10
Range: Touch

This spell potentially locks a djinn (or ifrit, genie, or similar creature) into an object. The object itself is always considered a spell component and must match the element best associated with the djinn in question (a bottle for water, lamp for fire, box or satchel for air, and gem for earth). The djinn is trapped and powerless in the item until the spell expires or the object is broken or interfered with in some way (i.e., opening a box or uncorking a bottle, for some reason rubbing a lamp instead of lighting it). To be bound, the creature must be defeated within 1 (cumulative) round per power level.

Demon's Bargain

Template: BIND ENCHANTMENT
Difficulty: 1 per power level
Cost: 2 (cumulative) per power level
Range: Short Missile Range

This spell allows a wizard to increase the length of a spell's duration indefinitely. The wizard receives a permanent curse from a demonic being, as if from a faith equal to this spell's power level. This spell must have an equal or greater power level than the spell being bound. If the wizard ever loses this curse (such as from a bless) the bound enchantment will end immediately. If the bound enchantment is dispelled in some other manner, the curse does not end. Each new curse stacks, a wizard who has used this spell 5 times would be at -5 to all rolls.

Regenerate Member

Template: REGENERATION

Difficulty: 5 per power level

Cost: 5 per power level

Range: Touch

This spell allows the caster to regrow severed or damaged genitalia for one target. The caster and target both suffer 1d6 points of damage less the spell's power level that cannot be absorbed through luck (if the regeneration is to take place). If the caster is the target, the caster doubles the damage taken (1d6×2 – power level).

Djinni Form

Template: EMBIGGEN (DEBIGULATE)

Difficulty: 1 per power level

Cost: 1 per power level

Range: Short Missile Range

This spell causes the target to grow (or shrink) by one size modifier per power level. They enlarge or shrink by one modifier (or denominator) each round until they reach their destination size. So if shrinking to size 1/3, the caster would cast the spell at power level 3 and it would take three rounds to reach that size. This spell will last until the caster sleeps, dreams, or a full week passes.

Stoneskin

Template: ARMOURING

Difficulty: 1(cumulative) per power level

Cost: 3 per power level

Range: Self

This spell grants the caster a DR against attacks equal to the spell's power level as the wizard's skin gains the durability of stone. This spell will last for 15 minutes per power level.

Petrifying Touch

Template: PETRIFY

Difficulty: 5 per power level

Cost: 20 per power level

Range: Short Missile Range

This spell allows the caster to turn a target to stone by making a touch attack. This spell deals the equivalent of a d20 potential damage. If this potential damage would kill the target, they are turned to stone. Partial damage that wouldn't kill the target without luck being spent can be ignored as described in "Immunity to Normal Weapons". This spell lasts 1 round per power level, and the caster may make touch attacks each round. It is possible for the caster to accidentally turn themselves to stone.

Dervish Flight

Template: FLIGHT

Difficulty: 3 per power level

Cost: 2 per power level

Range: Self

This spell allows the caster to fly for the spell's duration as a small dust devil surrounds the caster's lower body. The caster flies at a rate of 1 area per round per power level. This spell has a duration of 10 minutes per power level. The target can only be attacked in melee by non-fliers if interrupted when attacking someone in melee.

Gust of Wind

Template: BOLT

Difficulty: 1 per power level

Cost: 1 per power level

Range: Long Missile Range

The caster summons forth a gust of wind that seems to emanate from the casters core, focusing it towards a target, requiring an attack roll. On a hit it score one success per power level, turning them all into knock down.

Wall of Fire

Template: BARRIER
Difficulty: 2 per power level
Cost: 5 per power level
Range: Short Missile Range

This spell creates a barrier of fire in a straight line. This barrier has a length of up to 5(cumulative) feet per power level and a height of up to 5 feet per power level. The barrier will do 1d6 of damage per power level of the spell if someone attempts to cross the barrier and 1d6 of damage if they merely touch the barrier. The magical portion of the barrier has a duration of 5(cumulative) minutes per power level, after that point it becomes normal fire and will probably extinguish immediately if there is nothing for it to burn.

Ball of Flame

Template: BLAST
Difficulty: 3 per power level
Cost: 3 per power level
Range: Medium Missile Range

The caster will conjure an orb of liquid fire and then magically hurl it at a target location, which will splash burning liquid upon impact. Any caught in the splash zone will suffer a 1d6 of fire damage. The splash diameter is 10 feet per level of the spell. If you are using abstracted movement, this should hit 1 person per power level in a target area.

"Mistform"

Template: INCORPOREAL FORM
Difficulty: 3 per power level
Cost: 3 per power level
Range: Self

This spell allows the caster to assume an incorporeal form comprised of cool water mist. The wizard would have a movement rate of 1 area per round for every 3 power levels and may be able to move through walls, or slip through cracks depending on if they are watertight. The wizard is immune to mundane physical attacks though may be injured through methods appropriate to the form (such as strong winds or electricity). This spell has a duration of 1(cumulative) round per power level, though the wizard may choose to end it at any time.

"Unquenchable Thirst"

Template: CONE
Difficulty: 3 per power level
Cost: 3 per power level
Range: 5 feet per power level

The caster unleashes a rippling cone of supernaturally dry air that sucks all moisture back towards the caster. The cone will have a diameter at any point equal to the distance from the caster. So 5 feet out from the caster, the cone will have a diameter of 5 feet. The spell will deal 1d4 points of disease per power level of the spell, reducing by 1 die for every five feet from the caster, until it reaches 0 dice. If you are using abstracted movement, this should hit one person in your area for full disease and/or 1 person per power level for 1d4 of disease in a neighbouring area. These points of disease don't represent any particular virus, but rather health complications from dangerous levels of dehydration such as organ failure and muscle damage.

“Animal Name” Shapeshift

Template: POLYMORPH
Difficulty: variable per power level
Cost: 2 per point of difficulty
Range: Self

These are a series of six different spells that are functionally similar, each allows the caster to transform herself into an animal. Each version of this spell has a different difficulty and transforms the caster into something different. The caster maintains their mind when transformed. This spell will last for one day normally, unless altered by spell components or made permanent. The spell deals a d12 mutation points to the caster per power level. These represent the individual being converted (growing fur, a tail, wings, whatever).

Below are some sample difficulties:

Bull: 5 per power level
Hyena: 4 per power level
Wild Ass: 3 per power level
Magpie: 5 per power level
Desert Tortoise: 2 per power level
Lion: 6 per power level

Eye Lightning

Template: BOLT
Difficulty: 2 per power level
Cost: 2 per power level
Range: Long Missile Range

This spell allows the caster to emit a pair of lightning bolts from her eyes at a target. The bolt will arc out at the target, suffering a –1 attack penalty per power level. On a hit it will deal 1d8 of damage times the power level of the spell; the damage ignores metal or other forms of conductive armour.

Children of the Other Worlds

Template: Summon
Difficulty: 1d8 per power level
Cost: 5 per power level
Range: Unlimited

Complexity: 3

The spell allows the caster to summon a creature from the depths of a dead world surrounding a black star. The caster must know the name of one of these beings, and most copies of this spell have 1d4 different beings named. If the caster fails to cast the spell (but is not killed by being unable to pay the cost) the target will be stripped of held items and strewn somewhere within 10 miles of the caster. This spell will last for 10 days per power level, at which time the creature is sent back from beyond. If the caster is slain, the creature will not return to their home unless dispelled.

The Brazen Buff

Template: Channelling
Difficulty: 3 per power level
Cost: 1
Range: 10 meters per power level

Complexity: 3

This spell is used to recharge the mana stores of the caster. The spell draws in magical energy from the suffering of intelligent beings near the caster. This spell summons power from individuals suffering heat damage (but not being burned). This spell allows the caster to syphon up to 3(cumulative) points of mana per power level of the spell for every point of searing heat damage done to a sentient being this round. The sentient being must be close enough that the caster can hear their screams.

Grand Idol of Baal

Template: Imprison
Difficulty: 5 per power level
Cost: 10
Range: Touch
Complexity: 4

This spell potentially locks a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad) into a clay idol that represents the target. The object itself is always considered a spell component and not always a beneficial one. The being is trapped and powerless in the item until the spell expires or the object is broken. Anyone sleeping near the idol can hear it in their dreams. To be bound, the creature must be defeated within 1 (cumulative) round per power level.

Legion of the Dead

Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 5(cumulative) corpses within range per power level. The corpses must be the corporeal bodies of soldiers who fell on the field of battle. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than the character's level times the number of milestones they've passed, they become free willed. A caster can control 1(cumulative) undead creature per level per version of this spell memorized, but only after those raised slay either their killers or one of their killer's descendants. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Carrion's Debt Foreclosed

Template: Necromancy
Difficulty: 5 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 5(cumulative) corpses of carrion beasts (crows, vultures, and hyenas for example) per power level that are in range. A caster can control 1(cumulative) undead creature per level per version of this spell memorized. If the caster dies all of her undead are destroyed. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Mother's Lament

Template: Necromancy
Difficulty: 1 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate the spirit of a stillborn from their grave. Any who are raised may become free willed undead. Roll a d20, If the roll is less than the mother's level plus five, they become free willed. A caster can control 1(cumulative) ghost per level per version of this spell memorized. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Eternal Torment of the Wicked

Template: Necromancy
Difficulty: 1 per power level
Cost: 4 per power level
Range: 1 meter (cumulative) per power level
Complexity: 5

This spell causes the caster to animate 1 spirit within range. The spirit must be that of a dead wizard whose talisman is in the caster's possession. Any heroes or villains in this radius who are raised may become free willed undead. Roll a d20 per hero or villain. If the roll is less than double the character's level times the number of milestones they've passed, they become free willed. A caster can control any number of undead of from this version of the spell. If the caster dies all of her undead are destroyed, though free willed undead may be allowed a saving throw. Undead created in this manner suffer 1 (cumulative) damage per round from direct sunlight.

Tail of the Dragon

Template: Imprison
Difficulty: 5 per power level
Cost: 10
Range: Touch
Complexity: 4

This spell potentially locks a mystical or incorporeal creature (such as a ghost, demon, djinn or dryad) into the skull of a sentient being. The object itself is always considered a spell component and not always a beneficial one. Skulls still attached to a living being require a willing target (including a calm but unaware target). The being is trapped and powerless in the item until the spell expires or the skull is broken. The bound being can communicate with anyone who looks into the skull's eyes, or any living being still using the skull. To be bound, the creature must be defeated within 1 (cumulative) round per power level.

Dust to Dust

Template: Words of Power
Difficulty: 1 per power level
Cost: 1 per power level
Range: Audible
Complexity: 1

The wizard makes an appeal against a number of undead targets equal to the spell's power level with a +2 bonus per power level. The targets suffer 1d6 damage per success scored.

