

Legends of Krshal



The Towers of Krshal Rumours Table Expansion

*Created by Albert Rakowski in 2017,
during numerous, more or less rainy days.*

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PREFACE

After a really long time, I present you the next *Disturbing Supplement about the Sinister City* – or rather a quite big expansion of just one table from the first one. Actually, it's much bigger than my original text about the City of Krshal!

This booklet covers all fifty entries of the Rumours about the City random table from the Towers of Krshal. I hope that you will find them useful in your campaigns.

Enjoy!

A.R.

WHEN THE TIME IS RIGHT
WE WILL EMERGE FROM OUR FILTHY DENS
TO CONQUER THE TAILLESS, PALE BEINGS
AND CLAIM WHAT IS RIGHTFULLY OURS

WE ARE THE NEXT STEP OF EVOLUTION
YOU WILL REPLACE US
AS THE NOBLE
VERMIN OF THE EARTH

- The Rattenheim Scriptures

1. Krshal is ruled by sapient Difference Engines.

They may be the power behind the throne, controlling the politicians and nobles. Difference engines have many agents, controlled via indoctrination and hypnosis (some of them don't even know that they are the agents!). Some sample agents:

1. Quiet and withdrawn noble lady, known for her mysterious escapades into city's crypts;
2. Former soldier who lost his mind when the Lord of Dreams sent him nightmarish visions. Even when his personality was rebuilt by the Difference Engine, in stressful situations he escapes into the labyrinths of his mind;
3. Grim and mysterious wizard, known and respected by members of the Council of the Elders. In fact, he is the Great Machinator - the high priest of one of the Difference Engines;
4. Smooth-tongued merchant, fond of carousing and gamble. Several years earlier he was abducted by the followers of the Difference Engines. His mind was totally dominated by the sapient machine and now literally he is Engine's eyes and ears;
5. High-ranked assistant in one of city's mortuaries. He steals dead bodies and delivers them to the inner chambers of the sapient Engine. No one knows what the Priests are doing with the corpses;
6. Well-known gladiator who was killed during last year's championship fight. Followers of the Difference Engine reconstructed his brain with arcane techniques and he became the mindless but deadly weapon of the cult.

Some other ideas how the Difference Engines may be used:

- as the employers of the PCs;
- the whole cults / organizations of their followers may be used as the adversaries of high-level PCs;
- as the megadungeons - they are insanely complicated and huge devices, so there's lots of potentially dangerous rooms, passages and other places inside them.

Here are some sample reasons why Difference Engines want to gain control over whole Krshal:

1. Engines are temporary bodies of some kind of demonic entities. They want to open the portal between the human world and their demonic realm;
2. They want to gather information to compute the best method to exterminate mankind;
3. Sapient Engines want to save the city of Krshal from some kind of upcoming disaster but they want to keep it in secret to avoid panic and chaos;
4. They want to build more Difference Engines but it requires huge amount of workers and / or resources and money;
5. They want to create a better place for living for humans;
6. War broke out between the Difference Engines, and because of their nature they need human resources to fight each other.

2. City was built on the ruins of the “grave temple” of immense size.

I like this one a lot. This actually may be true and is great to base some underworld / megadungeon adventure hooks on it. Here is a quick table with some basic ideas / additional rumors (oh no!) about it:

1. Two-headed Lich resides beneath the Silver Chapel. He is gathering the army of undead rodents to destroy the sacred place above his lair;
2. Central chamber of the “grave temple” has a hidden vault. Heart of the legendary Armageddon Bell is stored inside it;
3. Fat Knarn, wealthy and lustful merchant who recently had bought a house near the Palatial District, is in fact a powerful necromancer. They say that he’s hiring adventurers to explore city’s underworld;
4. Hod-Zogth the Black Knight, master of Five Hungry Monstrosities, was trapped in some kind of crypt, located somewhere beneath Tanners’ District;
5. Stones excavated from some ancient, cursed tomb were used to build the mansion belonging to Varnham family;
6. Have you ever heard about the “Cackling Skulls”? It’s some kind of theatrical performance, organized each friday in the Great Domed Crypt. They say that if

you get a ticket with at least two nines in its number, you will die within a month.

3. There is no other place than Krshal - the city covers the entire world.

Well, I haven't thought much about this one. Whether it's true or not depends entirely on the shape of your campaign and city's place in it. My ideas about it:

- Even if Krshal doesn't cover the entire planet, it may be the entire plane of existence. It may be connected with other worlds with many "fixed" passages - dark and disquieting alleys, stuck, forgotten doors, old, abandoned and neglected mansions and so on. Sometimes the connections are so subtle that one may be unaware that he / she just crossed the line between the worlds;
- There's no problem if the city of Krshal is campaign's central place. In this case it may be so enormously huge that it is not surrounded by the wilderness but the last portions of truly wild and unexplored world are surrounded by ever-growing Krshal.

4. Old dragons are chained deep in the guts of the City. They use their fire to heat up huge boilers.

Actually, there are at least four dragons in the city:

- **Ygarai the Black-Winged Crone** is the oldest dragon of Krshal. Blinded and chained into the Pillar of Unlife, she is trapped beneath the city for almost three thousand years. Probably she's the oldest living creature in the whole Krshal and her knowledge about city's history is unparalleled. However, it's almost impossible to obtain any information from her, because her hatred and scorn of mankind is almost infinite.
- **Ightatis the Ember Dragon** was captured by the followers of the Tower XIII, one of city's Difference Engines. They actually use his fiery breath to produce steam to power the immense machinery of their "god". What they didn't know is the dragon's agents are trying to find some adventurers brave (or stupid) enough to release their master. I've heard that they pay with walnut-sized diamonds.

- **Galram the Shadow Wyrm** is not trapped or otherwise subdued by humans. He resides in well-protected vault beneath the Moon Cathedral. Some people are saying that the Shadow Wyrm is hiding from the powerful demonic entity, called the Master of Pale Lanterns and tries to avoid the fulfilling of their infernal contract. If it is true the whole Moon District must be a real war zone between these two powerful monsters.
- Members of the noble house Zanth claims that five generations ago they have captured the dragon **Nalimgar**. In fact, the whole family is controlled by this vile monster. As the house of Zanth is one of the most powerful noble families in Krshal, Nalimgar's power is great. No one knows what he is planning to, maybe except the current heads of the family.

And some adventure hooks:

1. Last evening, the priest of the Moon was slaughtered during the mass. His murderers were cloaked in grey tatters and instead of fleeing on the street they disappeared in the crypt beneath the Moon Cathedral;
2. Ambrosius Zanth, one of the oldest members of the Noble House Zanth, is dying. On his deathbed, he required to bury his body on the Grey Stele Cemetery (located far from family's court) to avoid being "devoured". This seemingly easy and well-paid task may actually be quite challenging, as other members of Zanth family want to retrieve the body and "bury" it the crypts located beneath their palace;
3. Players discover the black cast-iron chest engraved with dragon images. Chest contains two huge rubies. Shortly after that, one or more PCs start to experience strange dreams about the huge dragon with missing eyes calling for his / their assistance, promising unimaginable reward;
4. Players stumble upon the ritual being performed by some priests or monks, robed in red. Their bodies and faces are covered with horrible burn scars. They are not hostile towards the PCs and ask for their help with rescuing their "master. They provide PCs with the Eternal Torch and the strange key made of amber. Also, they offer to pay them in advance the small part of the final reward (diamond worth d100x100 gp).

5. There is underground city beneath Krshal.

Not entirely true - there are at least several places that can be called the “underground enclaves” or the “inner cities”. Here are some examples of them:

- **Skull City** is the large enclave located in the crypts under the Unicorn and Centaur Districts. It is the well-known den of gambling and prostitution, ruled by a Frind Clan. They are tolerated by the authorities because several years ago Frind Clan provided great help to people during the plague. Even though you should remember that many members of the clan are ruthless killers, ready to slaughter you for just few pieces of silver.
- **Rattenheim** is not inhabited by humans. Its chambers and corridors are too small to stand inside them and human-sized creatures are forced to crawl there and squeeze through the more narrow passages. Rattenheim is inhabited by the mutated breed of huge, sapient rats. They say that the rats kidnap young women, as they are unable to breed normally...
- **The Crimson Arena** is the community that rose over one hundred years ago around the illegal fight arena. Time passed and The Crimson Arena rose into the prominence in the city’s night life. No one knows that the place is ruled by the sect of followers of a demon called the Leech Prophet. Its parasitic spawn has infested all sect followers, who often abduct both spectators and arena fighters to feed their inhuman master.
- **Vaults of Naggrak** once was the secret library of immense size. Abandoned decades ago after its founder was dragged into the abyss by Extra-dimensional Abominations, now it is inhabited by beggars, lepers and scholars who went insane after pursuing the forbidden knowledge. Some people are believing that Beggars Guild located their headquarters in the central parts of the Vaults.

6. City is ruled by a council of necromancers. Nobles we can see are just animated corpses, used to confuse people.

This rumour may be used as the instant adventure hook. Some ideas about the Council:

- They want to transform all inhabitants of Krshal into the undead (obviously);

- Nobles were killed by d4: 1) mass poisoning; 2) plague; 3) magic; 4) divine wrath and necromancers want to maintain the peace in the city.
- Nobles are in fact undead but they keep their free will and sanity (well, not entirely, for sure)
- Council Consists of seven necromancers. Two of them are known and respected members of the Mages Guild and no one knows about their involvement in Dark Arts.
- Obviously, there is some power struggle within the council. Situation grows tense and the City is on the verge of the undead civil war, no matter how unbelievable it sounds
- Pretty standard option - there is another power behind the necromancers. Roll d10: 1) one of the Ghoul Mothers; 2) Lich; 3) Dark Deity; 4) dragon; 5) one of the Difference Engines; 6) Demon Lord; 7) insane spirit of the Krshal itself; 8) Abyssal Mind Devourer

7. There is psychic vampire living under the Krshal Lunatic Asylum.

Well, pretty powerful vampire: 7HD, AC2, level drain, WIS drain (insanity). Each creature with Wisdom reduced to zero immediately becomes vampire's minion and is in his total control. Lost Wisdom points cannot be regained as long as Vampire is still "alive".

More ideas about the monster:

- It hides in the crypt beneath the Asylum to avoid feeding on ordinary people's minds;
- Vampire become addicted to the deranged thoughts and maddening, nightmarish hallucinations;
- Monster and its impact on the City itself may be noticed in several locations (see points 32 and 36);
- Psychic vampire can create a new one only once in 666 years and time is coming. Now it starts to search for the perfect candidate;
- Silver, garlic, crosses and similar garbage has no effect on the psychic vampire. Instead, golden items deal them double damage;

- Member of one of the City's Noble Houses is kept in the Asylum since he / she fell from the horse. As the vampire has access to the minds of the insane, now it possesses lots and lots information about the noble family;
- Magical sword kept in the Spiral Crypt can kill the monster instantly (see entry 40);
- Vampire's blood can be used as a cure for insanity. Unfortunately, it will weaken one's body (50% for reducing CON by d4).

8. There are over 1000 towers in the City.

That's actually true. Moreover, there is a prophecy written in unknown language (Read Magic may be helpful) on the Green Column of Eighth Wind, saying that something really nasty will happen when the 1111th tower will be built.

TOWERS ARE THE CHIMNEYS
FROM WHICH THE DARK FUMES OF HELL
ARE POISONING OUR MINDS

TOWERS ARE THE HANDS
OF THE CLOCK OF ARMAGEDDON

LARVAE OF THE FACELESS HORROR
ARE WAITING FOR THE RISING
OF THE FINAL TOWER
TO TEAR THE FABRIC OF REALITY
AND DEVOUR OUR SOULS

WE WILL BE SACRIFICED
TOWERS WILL BECOME THE DAGGER
AND KRSHAL WILL BECOME THE ALTAR

9. People disappear without a trace in the Hangman Alley.

Why are they disappearing? Roll d8:

1. Gang abducting people to sell their corpses to d8: 1-2) a Necromancer; 3-4) medic; 5-6) cultists; 7) cannibal sect; 8) followers of the Ghoul Mother
2. Hypnotizing fumes coming from the sewers;
3. Alley is a hunting ground of a vampire;
4. Ordinary muggers;
5. Insane wizard who kidnap people to experiment on them;
6. Sect of assassins;
7. Will-O-Wisp, leading his victims to the Pit of the Silver Void;
8. There is a secret brothel / opium den located at the alley. Nothing supernatural here, move along

Additionally, there is an interesting story about the origin of the Alley's name. Nine years ago, member of the Noble House Xa'val, entangled in a hopeless romance with a lady from the House Zanth, committed suicide by hanging himself on the lantern on the Alley. People are saying that he was in possession of the magical Watchmaker's Tools - set of instruments that could be used to create a Clockwork Life. No one knows the place where the Tools are hidden but there is a rumour that information about it is encrypted in noble's last will, stored in the archives of the Xa'val.

10. Huge sinkhole opened up in the Grey Stele Cemetery.

Where is it leading to?

1. Ancient complex of the crypts and tombs;
2. Ruined temple of the Worm God;
3. Underground lake inhabited by the blind, pale merman;
4. Tunnel drilled by a Dhole / Cthonian;
5. Maze of caverns filled with living, sapient crystals;
6. Crossing of the long-forgotten railway tracks;
7. City-within-a-city (see entry 5);
8. The Minotaur Ossuary;
9. Ancient scrap yard;
10. Temple of the Chthonic God;

11. Underground lake, covering the sunken Vault of the Golden Teeth;
12. Dragon's lair;
13. Graveyard of the train engines;
14. Steam-powered machinery of immense size and unknown purpose;
15. Inactive techno-magical portal;
16. Cavern, almost entirely filled with a mountain of dinosaur bones;
17. Fungal Forest of Cackling Nightmares
18. Cubical monolith made of obsidian with walled up entrance;
19. Tomb of the ancient ruler, filled with traps and treasure;
20. Tunnel leading to the Palatial Complex of Mar Gat'nep.

11. Tentacled horrors live in the sewers of the Tanner's District.

Once again, lots of possibilities here. Some basic ideas:

- They might be just a failed experiment of some powerful wizard, dumped there by his creator;
- Spawn of the Chthonian God, gathering bones to create a body for their creator;
- There was once a large community of criminals or beggars but mutagenic Cyan Rose Crystal transformed them into monsters;
- In fact, they are the extra-terrestrial beings, loathing sunlight and feeding on methane. They are pretty harmless but can provide useful lore, as they are visiting Krshal for over 1000 years and know lots of facts about its history.

12. There is more deranged people in the City than in any other place.

This may be caused by Krshal's sheer size but there are more theories about it. You wanted more rumours? Here you go!

1. City itself is feeding on human emotions and feelings, slowly sucking out sanity from everyone;
2. Krshal is infested by a psychic vampires;

3. Undying entity, the Dark God Phuaanyac is locked down deep beneath city's deepest well. Its influence on the astral reflection of Krshal is causing the insanity;
4. Difference Engines are the biggest blasphemy. When we created them, gods punished us. That's why we are slowly losing our minds;
5. Water in the city is poisoned by the strange creatures living in the wells (see the entry 31);
6. Have you ever heard about the Black Mansion of Tho'on? People are saying that as long as this accursed place isn't burned to the ground, more people will go crazy and more deformed babies will be born;
7. Krshal is somehow summoning the insane. It's obvious that they are up to something!
8. Everyone who has eaten the Violet Cucumber from the Goat Market will become the absolute madman during the next fullmoon.

Twelve Insane Persons:

1. **Laughing Jorul.** 4 HP. Tends to run naked on the streets, yelling and screaming;
2. **Gerna the Cunning.** 1 HP. Suffers from disturbing visions, writes cryptic messages on the walls;
3. **Adnis the Bloated.** 9 HP. Tends to eat his own refuse;
4. **Twisted Onthar.** 8 HP. L2 MU, frequently uses his Sleep spell on unaware people;
5. **Agrik the Mad.** 3 HP. Has clubbed to death at least two city guards;
6. **Yanna from the Sewers.** 10 HP. She believes that she's a vampire. Has contracted many strange disease from drinking human blood;
7. **Scorn.** 2 HP. Young and beautiful lady, tends to spit on the people passing under her window in the Jackdaw Tower;
8. **Green Zorix.** 11 HP. Former gladiator, paranoid and constantly alert. Master of conspiracy theories;
9. **The White Knight.** 3 HP. Believes that he's the noble destined to save the City;
10. **Horse-faced Gind.** 5 HP. Travels with guardian, bites people when he isn't alert enough;
11. **Oriak the Dirty.** 2 HP. Believes that he's a werewolf;
12. **Repulsive Eariq.** 3 HP. Bears horrible scars. Mutilated by himself.

13. Dead bodies crawl from the graves in the Last Whisper Cemetery.

Quite common occurrence in virtually any campaign. Obviously, there are countless reasons why the undead may rise from their resting places but let's try to figure out something new and / or useful:

1. Lich, gathering the army to fight the Council of Necromancers (entry 6);
2. Strange, very rare fungus is animating the corpses;
3. Divine wrath - some minor deity has cursed the people buried there for stealing the Rosewood Crown of Serrated Leaves;
4. Apprentice necromancer, not very smart and unable to control the corpses he animated;
5. False rumour, a drunk noticed a man who managed to escape death after being buried alive. He was sentenced to such horrible fate by the former inquisitor, stripped from his title because of addiction to some rare, crystalline drug produced by the Sect of the Agate Pillar;
6. The Revenant Plague - horrific disease that raises the dead. Undead are unaware that they have died and try to regain their former lives. Unfortunately, after six to eight days, their bodies will explode, infesting anyone hit by their remains with the Plague.

14. Strange, deformed corpse was found in the Chapel of the Lost. It was really huge and didn't look like human body.

Extra-Dimensional Abomination. This bizarre and somewhat hideous creature looks like a bloated hybrid of humanoid and worm. Its body is covered with thick, rubbery skin, limbs are short and deformed and it lacks head. It has 3 long, whip-like tails, covered with cnidocysts.

Abominations are only able to clumsily crawl on the ground but - obviously - they can slip through the various dimensions, as well as places within the one plane. When attacked, they start levitating and release clouds of dense, violet gas. Gas has no other effect than hindering the attackers' vision (-1 to-hit). Monsters are able to perform one attack per

tail (standard damage + save vs. poison or paralysis for 2d8 turns). Typical Extra-Dimensional Abomination has AC 4 and 4-7 HD.

Some potentially useful information about this particular, recently deceased specimen.
First - where it came from:

1. Cthonic Realm of the Worm Demons;
2. Huge gas pocket deep down under the City, used to gather gas to fuel the street lanterns;
3. Vault of the Noble House of Zanth (maybe it swallowed some valuable treasure?);
4. The Reversed Pyramid (entry 29);
5. Accursed Waterway, connecting all the City's sewers;
6. The Netherworld. Maybe it brought some spirits of the dead with it back to Krshal.

Why it visited Krshal? Note that even most of the places from the table above are placed in the City, Extra-Dimensional Abominations are not native for City's plane of existence:

1. It was summoned by d6: 1) a Warlock; 2) Cultists; 3) apprentice wizard unaware what he/she was doing; 4) wizard hired to do it by the noble/merchant; 5) the Thieves Guild; 6) inhabitant of one of the Inner Cities - see entry 5;
2. It wanted to lay eggs. 50% chance that it manages to plant them somewhere in the City's guts;
3. Just "passing by";
4. It was escaping from something really terrible. Of course there is a big chance that its opponent is also able to travel through the dimensions and its on its way to Krshal and will wreak havoc in the City;
5. The Nether Storm has swallowed it and spat it out in the Krshal;
6. Cultists / Priests from the Chapel asked their god to grant them the Abomination. They treat it as the angel / messenger of their deity.

And the reasons of death:

1. It died of old age (they are not immortal!), so its body may be in pretty bad shape;
2. It was killed by the cultists being in opposition to the Chapel's keepers;
3. It was killed by the extra-planar plague. Most likely it's highly contagious;
4. The All-Seeing Eye of the Inquisition was aware that monster will come and where it will appear, rest was just a formality (really bloody formality);
5. Band of adventurers killed it;
6. It was badly wounded before it appeared in the Chapel and died of blood loss. There's 10% chance that its blood is poisoned.

15. Everyone on the Boggy Square saw a man falling from the window in the Bat's Tower but no corpse was found.

Maybe something is wrong with the Bat's Tower? Or maybe it's slightly more complicated? Just roll d6:

1. The tower (or its inhabitants/masters) is projecting nightmares, visions and hallucinations into the people's minds. Why? Roll d6: 1) to lure them into the tower; 2) as the strange way of communication; 3) they are projecting some important events from the past; 4) they are showing the near future, not necessarily directly connected with the Tower; 5) to scare people and prevent them from entering the tower, as it is cursed; 6) without any apparent reason (there's nothing as frustrating to the players as fact that there was no reason behind something!);
2. Tower feeds on the souls of its victims (anyone who entered it) and leads them to madness and suicide. Bodies disappear because they are just an empty, soulless husks which shatter like clay pots and transforms into dust;
3. The story is a hoax - group of muggers is using the tower as the trap, leaving the unsuspected adventures relieved from the burden of their possessions;
4. It was just a first part of the Prophecy of Zonth - ancient text saying that first the people will die and their bodies will disappear and two weeks later all cats will "cough blood and emit bizarre gurgling". Three lunar cycles after the first signs

all clocks will stop working, to suddenly speed up when the Lord of the “Black Wings will emerge from his swampy grave, leading the army of the Shadeless Dead”;

5. It was a rare occurrence when the ghost of the dead person was seen in the broad daylight. Apparently it was the projection of his final moments. But why did he took his own life? Roll d6: 1) tragic love - nothing extraordinary in this story, maybe except the fact that object of his feelings is a vampire; 2) huge gambling debts led him to sell some items belonging to his master, a powerful mystic; 3) insanity caused by overdose of the mysterious Grey Decoction, provided by some shady person on the Boggy Square; 4) he was tortured by the servants of the Difference Engine to reveal them his secrets - he managed to get away but decided to take his secrets to the grave; 5) reading the Tome of Seven Thousand Lies led to the magical curse, which led to his death; 6) after the rendezvous with the prostitute from the Skull City (see entry 5), he was infested with kidney-eating maggots, causing excruciating pain - death was the quickest and most sure relief.
6. The story is a hoax, coined by the merchants from the Boggy Square to attract people to visit the marketplace. Six years ago, many people start vomiting their own intestines after eating the strange, blue-red meat bought on the Square, so people started to avoid buying there. Well, coming up with the next disturbing event may be not a very clever idea to bring back the former glory to this place...

16. There are many mutants living in the sewers of the old military district.

Motivations and goals of the mutants. Roll 1d8:

1. They just want to be left alone;
2. They worship the Star Shard, which caused all their mutations - they want to change more and more humans;
3. They are in constant war with d6: 1) Necromancers; 2) cultists of the Cthonic Gods; 3) Rattenheim inhabitants; 4) The Inquisition; 5) ghouls; 6) followers of the Difference Engines;

4. As they are the result of the magical experiments, they plan to invade the University of Seven Secrets and slaughter every mage they manage to find;
5. They are searching for the way to reverse their mutations;
6. They try to wipe out all other monstrosities in Krshal, ignoring the fact that they are one of the nastiest of them;
7. They are searching for the way out of the City;
8. They are minions of 6: 1) Necromancers; 2) the Cthonic Gods; 3) Masters of the Vaults of Nagrak; 4) followers of one of the Dragons; 5) the Inquisition (yes! fight fire with fire!); 6) the Difference Engines;

Twenty names of the mutant tribes:

1. The Ever-changing Sect
2. Sons of the Crimson Devourer
3. The Scaled Shadows
4. Blood-handed Sisters
5. Spawn of the Vomitor
6. Caretakers of the Putrefaction
7. Monks of Many Tentacles
8. The Glowing Crystal Midnet
9. The Skinless Children
10. Spiked Malformations
11. The Oozing Slugs
12. Knights of the Rubbery Skin
13. The Cockroach Centauroids
14. Masters of Many Limbs
15. Worm-like Avengers
16. The Hateful Cyclops
17. Seekers of the Asymmetry
18. The Squid Breeders
19. The Spider Spawn of Hoshott'r
20. Archivists of the Skin Prison

17. They say that people are eaten alive in the Centaur District prison.

Unfortunately, this is true. Cannibalistic, tyrannical warden has total control over prison's staff and often requires his minions to "invite" the inmates to his private chambers...

Why the warden eats people? Roll 1d10:

1. He's in love with one of the Ghoul Mothers and hopes that eating the human flesh will transform him into the ghoul;
2. Parasitic crustacean is attached to his spine - needs human brain tissue to reproduce;
3. Just plain insanity caused by the burden of his task;
4. He's the pawn of one of the Difference Engine - his cannibalism is a side effect of botched conditioning;
5. Warden is a follower of some sinister cult;
6. Warden was innocent... but unfortunately, he was killed and replaced by a doppelganger;
7. He was cursed after reading the infamous Books of Human Flesh;
8. He is possessed by a demon named G'Shaaar the Devourer - when the warden will be totally bloated from consuming human tissue, his body will explode and release countless Devouring Minions;
9. Warden is infected by the Blue Lung Rot and drinking blood and eating flesh of still living human victims is the only way to slow down the disease;
10. Story is not entirely true - one of the persons incarcerated in the deepest dungeon of the prison is Jaert'n the Alchemist, sentenced to the 1000 Years of Oblivion for performing forbidden experiments. Unfortunately, his magical influence is so strong that he affected poor warden's mind...

18. Blood-red leeches fall from trees in the Heaven's Park.

The Blood Grubs. They are rather harmless but can be attracted by high-pitched voices (women's screams, whistles, small brass chimes etc) and then they form ravenous swarm - 9 HD, 2 AC, able to attack d6 times per turn (but no more than two attacks per one target).

Additionally, secretion of the grubs have some peculiar abilities:

- Raw (unprepared) is poisonous (d6 HP loss);
- Boiled with pig heart can heal insanity (regain of one lost point of Wisdom per one dose);
- Cooked, boiled or fried is highly nutritious but extremely disgusting (CON check or throw up);
- Mixed with unicorn blood allows to Read Magic for 1d4 hours;

Obviously, Blood Grubs weren't always present in the Heaven's park. Roll 1d10:

1. They were summoned by the Mischievous Warlock, just for fun;
2. They are spawn of the Bloodworm Demon;
3. Some of the trees in the Park aren't ordinary trees - they are bio-mechanical portals leading to the Bloodlands;
4. Yet another failed experiment (someone in Krshal is really creative and really sucks at finishing his work in right way!);
5. They are the tears of the Green Goddess;
6. They escaped from the nearby cabinet of curiosities;
7. Origin of their existence is the cross-breeding of the Sewer Leeches and the Slug-people of Naggrak;
8. They fell as the rain from the Crimson Cloud;
9. They fell from the fumes coming from the Black Chimney;
10. They were thrown out from the Crystal Floating Tower.

19. Railways connecting districts of the Krshal are forming occult or even magical symbols.

It's hard to gather enough maps of Krshal to actually see the mystical patterns, but some rare maps showing the whole railway system do exist. All of them are marked with the symbol of the hand with seven fingers.

The hand is the symbol of the secretive and little-known Architects Guild. The few ones who know about the Guild's existence mutter about their huge impact on the City's architecture, especially the Portal of the Grand Design...

All of the information about the Architects contain one thing in common - the Guild want to create the portal, leading to some other place - some are even saying that it will lead to the dreadful Maze of Torment. Do you remember my words about 1111th tower and the cryptic prophecy? If not, go back to the entry number eight.

Also, there is a Red Pillar of the Seventh Wind. This time, text carved on it can be read by anyone literate - and smart enough to understand it.

SNEDRAG EHT ERA TSENEERG EHT
HSELF DEIFIRTUP EHT FO
STRAEH TSETTOH EHT
SENGNE EHT OT GNOLEB
YRENIHCAM GNIVOM EHT FO
NEPO LLIW TNEMROT FO EYE
DNAH EHT FO EGASSAP EHT
RETSAM STI YB DEREVES SAW HCIHW
YAW EHT MIH WOHS OT
GNINIL RETUO EHT SI DAOR LEETS EHT
SSENDAM FO NWORC EHT FO

20. City of Krshal is just a nightmare. You must commit suicide to wake up.

Well, not much can be said about it. Maybe you should just try. I dare you!

Oh, well, this is the right place to mention the Nightmare Breeders... They are some vicious, ethereal creatures, originating from the Abyss - place located beneath the foundations of one of the Difference Engines. Breeders feed on the insanity of the people... and it may be just “yet another madness-feeding monster”, except the fact that while breeding, they cause, well, mass nightmares. Imagine hundred of people, dreaming about the same horrific event and sharing the same dream...

Nightmare breeders have 2 AC, 1 HD but all damage dealt by them should be treated as Wisdom damage - and WIS regain is really hard in this particular situation. They can be damaged only by magic or +2 weapons (any magical weapons other than +2 cannot harm

them!). Also, some old texts state that in the past they had some kind of cult of lunatics and its members thrown lots and lots of gold into the Abyss...

21. There is a place called "Cannibal Inn" somewhere in the Eastern Living District.

Well, it has nothing in common with the human flesh-eating lunatics or sinister cultists. No one knows the origin of the name but for certain, no human being was ever consumed in the inn.

Most interesting people from the inn:

- **Abraan the Red** - L4 Fighter. Current keeper of the inn. Knows many interesting stories about the City;
- **Jaika the Red** - L1 Fighter. Abraan's daughter. Plays stupid like a cow, in fact she's Abraan's additional pair of ears;
- **Omoris** - L1 Mage. Abraan's former wife. She visits the Inn from time to time to look after her daughter and collect her share, as she is still a co-owner of the place;
- **Uur the Ogre**. Well, half-ogre in fact. 6HD. Works as the bouncer;
- **Yund the Blind**. L2 Fighter. The bartender. His sight is perfectly fine, except the fact that he was pickpocketed at least twice when he was almost hypnotized by the sight of beautiful woman;
- **Zirk**. L1 Fighter. Bar patron. He claims he escaped from the Centaur District prison (entry 17);
- **The Cat**. L8 Fighter. Seemingly harmless, sweet girl. Member of the Inner Circle of the Assassins guild;
- **Tarian**, also known as the **Little Monk**. L2 Monk (what a surprise!). Initiate of the Lord of Dreams.

In addition to these quite interesting individuals, some items can also draw an attention:

- Stuffed head of some strange, fish-elk creature is kept as a treasure above the fireplace;
- Magical mace of fallen hero is on the display (+4 mace of Ghouls Slaying);

- Magical cross on top of the inn's roof (permanent Turn Undead inside the Inn);
- Some people are saying that Ever-full Mug of the Beer God is in possession of Abraan;
- Uur is wearing the claw of the Silver Phoenix (neutralizes poisoned liquid if dipped in them) as a necklace. Unfortunately, he often picks his nose with it...

22. Demons wander the Leper District at night.

Wandering packs of demons... Pretty instant adventure hooks. Here are six less obvious ideas for the background of this sinister rumour:

1. Their summoner betrayed them somehow, now they are searching for him/her. They must be a really stupid breed of demons (image Horse Demons, Goblin Demons or Roach Demons...);
2. Group of thieves disguise themselves as demons to avoid arrest - or virtually anyone that can interfere with their criminal activities;
3. Leper District is the hunting ground of some kind of demonic half-breed creatures and their lair is located in the abandoned leprosarium;
4. Demon summoned by the Undead Collector is searching for something for his master - most likely a powerful and/or unique undying creature (see entry 47);
5. Band of drunkards has stolen some accessories and costumes from the Cackling Skull Theatre and have really good time scaring district's inhabitants;
6. Old and demented Witch Hunter had a hallucination (because it's really hard to call it visions, considering the condition of the former Inquisitor) about demons - he constantly asks people of the District about any demonic activities, so it's possible that some people actually believe him.

23. There are no living being in the Tall Rock Monastery. Plague killed all monks years ago and still no one dares to enter inside the priory.

What – or who - killed the monks? Was it really a plague?

1. Some of them turned into Werewolves and slaughtered everyone;
2. All of them have contracted the Stone Skin Plague (entry 26);

3. Monks have committed the ritual suicide;
4. The Disease of the Undying King turned all of them into zombies (or even more sinister kinds of animated corpses);
5. Monks were killed by the assassins sent by the opposing cult;
6. All of them have contracted the Brain Rot. Before they died, they left lots of horrific texts and images in the Monastery's scriptorium
7. They accidentally summoned a demon who killed all of them;
8. Monks have left the Monastery, using some kind of secret passage;
9. During the ritual, they accidentally opened the door to the Abyss, which caused their death;
10. Due to their blasphemous deeds, they were killed by the wrath of their god.

24. Never drink water from wells placed near the Grey Serpent River, as it is poisonous.

Poison is subtle. Causes death after one year if water is drank more than three times in a row, from one well (there are five of them), curses with Lycanthropy if drank during full moon and causes night walking if drank during new moon. But why water is poisonous?
Roll 1d8:

1. There is an ancient crypt of the Serpent Wizard under the river;
2. Magical Sword of Venom is hidden in the cavern connecting all the wells;
3. River is cursed - Lady of the noble house of Zanth drowned herself in it almost twenty years ago - her body was never discovered;
4. Wells are infested with Zombie Fishes;
5. Jaert'n the Alchemist poisoned the wells before he was finally captured;
6. When the accursed Tower of the Grasshopper Lord was struck by lightning and fell apart, they used the remaining rocks to make the wells casting;
7. Over fifty years ago, a person now known as the Fool Prince, threw a coin into the well, in hope for good fortune. That particular coin was his family's most valuable treasure and he didn't knew that it was stained with blood of the legendary Black Hydra;
8. Pack of the Zoanthropes is experimenting with the extract of their blood to transform more people into werewolves (or other were-things).

25. The glass eye of the Wizard of the Green Tower is missing. Huge reward awaits the one who manages to return the eye.

Instant adventure plot! Who might be keeping the eye? Roll 1d12:

1. Wealthy and eccentric collector who lives in the Tower of Three Vaults;
2. Wizard of the Red Tower, master of the Eternal Flame;
3. Followers of the Nalimgar stole the eye and now are on their way to their master, hiding deep in the dungeon of the Zanth Castle;
4. Green Issk, the Toad Sorcerer, has stolen the eye while its owner was in the mystical trance. Unfortunately, Issk has swallowed the eye;
5. Followers of the Limbless Father. They wanted to sacrifice the eye on the altar of their insane god but they were ambushed and slaughtered by the cultists of the Glarro. Now the Eye lies along with the corpses of its captors in the Underground Passageway of Aaddh;
6. Volius Hro, a Master Thief well known in the City's underworld;
7. Extra-Dimensional Abomination, sent by the masters of the Maze of the Dying'
8. Skrinnnsh the Albino Thief, inhabitant of the Rattenheim;
9. Pack of gypsies, infested by the Brain Rot Nematodes;
10. Naaia the Assassin, a skilled killer, hypnotized and controlled by one of the Difference Engines;
11. Ulaaar the Bony, executioner from the Barbers' District. He want to exchange the eye for his soul, sold to the demons six years ago'
12. Spider-Spawn of the Naamth, the almost-forgotten deity, has sent his lone follower to steal the eye. Unfortunately, the cultist is old and demented and forgot to deliver the eye. Now he is residing in the Agnice's Brothel.

26. Last week I saw a man who was vomiting rocks in the Bearded Rooster Tavern.

Stone Skin Plague - strange, lethal disease. There are very few ways to get infected with it (see below). The plague has several stages:

- First stage begins 2 to 3 days after infection. Victim's skin becomes very pale and dry;

- Second stage starts 10-15 days after the first one. Victim suffers intense pain in the abdomen (CON -2), his / her skin becomes ash-gray;
- Third stage, starting about week after the second one, is abovementioned rock vomiting. All stats are reduced by 2;
- Fourth and final stage begins about three to four days after the third one. Each day, all victim's stats are reduced by 1, his / her movement is increasingly harder and skin becomes hard, thick and well, starts to resemble the rock. When at least one stat reaches 0, victim dies and his / her body is transformed to stone.

Known methods to contract the Stone Skin Plague:

- Licking (!) or touching one of the statues from the Alley of the Tormented with the open wound;
- Drinking the potion labeled "Elixir of the Gorgon", kept in the University of the Seven Secrets;
- Being stung by the very rare Stone Moth (they sometimes can be spotted in the Krshal's Fungal Arboretum).

27. Ghouls live in Saint Graki's deserted hospital.

Well, it's highly possible that no one ever wondered who the Saint Graki was and which religion / cult labeled him as the saint...

The truth is that Graki, in some circles is known as Gra'aax the Pale Prophet or Gra'aax the Ghoulish Father. He led the first uprising against the Blind Necromancer who ruled the Leper District several decades ago. They managed to overthrow the tyrannical sorcerer but Graki came into possession of the Blackthorn Heart, a sinister artifact which bound into his very flesh and transformed him beyond recognition. He massacred his fellow rebels and transformed some of them into the undead monsters.

After he was hunted down and executed by the Inquisition, Cult of the Seven Deaths declared him as martyr and saint. They somehow retrieved his body and buried it under the small hospital, along with the Blackthorn Heart. Hospital was deserted after very

brief time - people who still remember its time are saying that the sick were disappearing and horrible screams and other, more disturbing sounds could be heard from its lower levels...

28. Train engine possessed by a demon crashed on Lobster's Row, killing many people.

Sounds almost too good to be true. What if in fact, this story looked slightly different?

1. Tracks were purposely damaged - someone planned to destroy the Snarzah's Winery located on the Lobster's Row, not caring about the collateral damage - life is cheap nowadays;
2. Someone took over the train engine to make as much damage to the train tracks systems as possible. He wanted to interrupt the plan of the Architects and save the City;
3. Nothing special - driver got himself drunk and this led to the catastrophe;
4. Train engine was purposely damaged - someone hoped that one particular passenger will die in a crash;
5. Train engine and / or tracks were purposely damaged. Certain item being transported by the train had to be destroyed before it reached its destination;
6. Yep, indeed it was a demonic possession.

29. There is reversed pyramid of huge size beneath the Goat Market.

I know that there is a cross-section of the pyramid in the Towers of Krshal booklet but if you dislike that particular idea or you want to expand it, just roll a dice to determine a nature of the pyramid:

1. Shan Spaceship;
2. Warlord's tomb from the ancient times;
3. Another monument of the Architects Guild;
4. Prison of some hideous monstrosity;
5. Vault of the Thousand Plagues;
6. Ancient treasure chamber, filled with spectres and ghosts of its guardians;
7. Stills of immense size;

8. Pyramid serves as a huge prism or lens to gather a magical power;
9. Sewage treatment plant;
10. There is no reversed pyramid under the Goat market - there is 50-50 chance that it is located somewhere else or it doesn't exist at all.

30. Humanoid skeleton made of brass was found beneath the floor in the Palace of Ecstatic Journeys.

Cyborgs... cyborgs everywhere... But, frankly, cyborgs don't quite fit into my vision of Krshal, so... Roll 1d6:

1. It was created to create a full, humanoid, sapient Clockwork Life (see the entry 9);
2. Skeleton belonged to one of the Umber Immortals - it was covered with thin layer of brass to prevent his regeneration;
3. It came from different plane of existence, where all life is created from various metals;
4. It's just an extremely detailed and accurate sculpture - for certain art collectors it may be worth tens of thousands of gold pieces;
5. Skeleton belonged to the host of some deadly plague and was covered with metal to prevent the disease to spread out;
6. Yet another hoax, coined to encourage people to visit the brothel.

31. Sapient Crustaceans live in the City's wells.

As most of the Krshal's wells are connected with underground rivers, pipelines, reservoirs and submerged caverns, it's highly possible that's actually true.

Here are some ideas about the background of these bizarre creatures:

- They are the true founders of Krshal. They started the city when the land was still submerged in the primordial sea, millenia ago;
- They do not interfere with humans' plans, except they are in opposition to the plans of the Difference Engines (maybe it is related to sheer water usage by the boilers heating the towers containing the Thinking Machinery);

- They are able to communicate with humans via telepathy, although it requires lots of patience and training to understand their thoughts and ideas;
- All their creations are either made of stone (mainly polyhedral, polished rocks used as a memory storage) or are living beings, mostly also crustacean (weapons, armor or amplifiers of psychic powers).
- Their bodies are protected by relatively thick chitinous armor (AC 5), they attack using pincers or bite, which is mildly poisonous (strong pain for 1d4 hours, providing -1 modifier to all checks). Obviously, they breathe water and are unable to breathe air for longer than several minutes;
- They do not use magic but rely on force of their complex minds. Due to the big differences between human physiology and them, they must touch the victim to affect their mind. Communication is the exception;
- Recently, some of their hideouts were invaded by the Zombie Fishes. They were able to fend off the attackers but most likely they will return;
- For some unknown reasons, it's impossible to magically control, curse or possess the crustaceans. Also, their corpses cannot be animated;
- As you probably already noticed, their name remains unknown.

32. When gaslights in the Southern-Central Districts flickers and pales, strange laughter and babbling can be heard.

In most occasions, they produce just gibberish and strange noises. However there is 1-to-6 chance that babbling can be actually understood. Unfortunately - it doesn't mean that it makes any sense:

1. Don't... Don't wear the shoes on the Great Cheese Road;
2. The All-seeing Eye of the Mountain will drop on us soon;
3. Cats and dogs, eels and mushrooms - we must boil them all!
4. The trade of the Watchmaker is the Tower of the Red Moon;
5. Brain-towers are the brain-devourers!
6. Three small stones for the three huge babies!
7. Winged finger of the legless cauldron will tickle us to death;
8. The Inventors will invent the door to the abyss;
9. Bring me the Triangle Wheel!

10. Welcome the dead invited by the Saint!;
11. Sheet of the sickened is better than a bicycle of doom;
12. Beware the four-digit number of One;
13. Feet of the titan cannot squeeze into the chimney of the devils;
14. Oh no! You've spilled the mayonnaise!
15. Sacrifice yourself on the altar of the Cucumber God;
16. Crab philosophers are the grandfathers of our greatness;
17. Hello, little fish!
18. And that's how i met your uncle inside of a carrot;
19. You should really swallow this rubber horseshoe;
20. Let's visit the tiny Rat City together! It's hidden in my basement!

33. Strange, glowing ooze was spotted near the Green Marble Dome in the Palatial District.

Again, dozens of possibilities here. To determine the very nature of the ooze. Roll 1d8:

1. Blood of the Glowing Sentinel;
2. Spilled Shining Wine of the Thundering Hangover;
3. Radioactive waste from another dimension;
4. Secretion of the Night Beetles, released during their mating season;
5. Living being - AC6, 5 HD, toxic and corrosive damage (+2 damage, save vs Poison or additional 2 damage);
6. Slime left from the spores of some kind of underground fungi, which recently infested the dungeons beneath the Dome;
7. Just "ordinary" Giant Amoeba (AC 5, 4 HD, d3 attacks per turn) which feeds on the rare gems. It digested a whole stash of Diamonds of the Dawn, belonging to a wealthy merchant;
8. The Green Marble from which the Dome was built wasn't always green... It was some kind of ancient sealant, used hundred years ago to preserve the Dome from deterioration. Unfortunately, growing pollution of City's air caused the leakage.

34. To date, seventeen people has committed suicide in front of a large, old sculpture standing to one side of the Black Cat Gate. All of them chose really painful ways to kill themselves.

Hypotheses about the nature of the statue, written by the Nameless Scholar (most likely member of the Inquisition):

- Minor Cthonian God is trapped inside the statue. Awakened by an unknown source, he draws power from death, preparing for breaking free;
- Statue was an important element of the ancient sacrificial altar. It must be embedded with powerful magic;
- Sculpture might be devoted to destructive aspect of the Lord of Dreams;
- Some pre-Krshal texts (unfortunately, they are incomplete) contain information about the God of Painful Forgiveness - the name itself can lead to some significant conclusions.

And the list of deaths. It may be extremely difficult and / or time-consuming to gather information about all of them:

1. Six years ago. Self-disembowelment;
2. Six years ago, just two days after the first suicide. He drank a mug of acid;
3. Four years ago. Gate's caretaker set himself on fire;
4. Four years ago, at the autumn equinox. Apparently, she infected herself with the Plague of Falling Leaves. She fell apart in front of the statue;
5. Three years ago, during the new year's day. Self-impalement. Apparently, the victim used a ladder to end his life in a very nasty way;
6. Three years ago, during the Festival of the Frog. Three people decapitated themselves by jumping from the top of the gate building with iron wire around their necks;
7. Two years ago. He died by electrocution by stuffing the Lightning Worm into his... well, uhh...
8. Two years, exactly thirteen days after previous suicide. Two children inhaled some kind of gaseous poison, which caused their skin to turn black and fall

away. No one ever discovered who provided them with the poison, not even the Inquisition;

9. Two years ago, again thirteen days after the death of two kids. Old and respectable wizard struck himself in the abdomen with the Wand of Thousand Thorns;
10. A year ago, again during the Festival of the Frog. Knight belonging to the Order of the Twin Angels fell on his magical Flaming Sword;
11. Five months ago, during the new moon. One mercenary shot off his own arm with a blunderbuss. When he bled to death, his companion, who just moments before tried to save his friend, took his weapon, reloaded it and did the same thing to himself;
12. Two months ago. Member of the Alchemists Guild swallowed a small magical bomb, which exploded in his bowels, tearing him in two;
13. Yesterday (day before the rumour was heard by the adventurers). She somehow strangled herself with bare hands...

35. Each full moon, a faceless woman walks on the Lame Dog's Street. They say that anyone who has seen her died within a week.

She's a minor deity, known as... the Faceless Virgin. Death may be not entirely true, as goddess demands service - and the tasks are pretty lethal. Here are some examples:

- Bring me a heart of the Guildmaster;
- I need a rack from the Main Valve Shifter from the Difference Engine;
- Locate your doppelganger and bring me his head;
- Make an Undead to fall in love with you;
- Bring me the Golden Heart from the Abyss;
- Bring me the brains of the victims of the Three Grand Plagues.

Yes, they sound ridiculous. Players refuse to perform the task? Here is the list of possible rewards:

- Life prolonged by three times (!);
- Apple-sized diamond, worth 180000 gp;

- Lamp of Three Wishes;
- Thirteen years-long Demonic Service;
- Wand of the chosen spell (five charges, will shatter / explode after using the last one);
- Contract in blanco with the Assassins Guild.

36. Yesterday, during a mass in the Seven Demons Cathedral, blood dripped from the ceiling.

What does it mean for the followers of the Seven Demons? Roll 1d6:

1. The Seven Demons Prophecy! Guardians of the Cathedral just performed a miracle!
2. Just ordinary thing in the Cathedral. Next time better wear something red or brown. Or bring an umbrella;
3. Very, Very bad sign. The Seven Demons require human sacrifice or they will awaken...
4. Armageddon is coming! Mothers hide your sons!
5. Congregation is in great danger! The Seven Demons are warning us!
6. Demons are deeply disappointed by deeds and devotion of the current Bishop. Let's tear his heart out on the altar and elect a new one!

What's the background of that event?

1. Again, the Mischievous Warlock performed one of his jokes;
2. This time, the Seven Demons are really preparing to wake up and lay waste;
3. Only one Demon will awake, just to take human shape and observe the actions of his followers;
4. Bishop fabricated the signs to get some attention and heat up the hearts his somewhat bored community;
5. Opposing cult fabricated the event to spread chaos and weaken the Seven Demons followers;
6. Roll again, ignoring this result. In addition, the Inquisition was informed about the blood rain and it's more than sure that they do something with it.

37. After Duke Varnham was executed on the Fool's Pillory, his headless body rose up from the ground and walked away, not stopped by anyone.

Apparently, Varnham was cursed. Well, it seems that nothing can help him now...

However, there are certain individuals that may be interested in retrieving Duke's body:

- Noble House of Varnham. Quite obvious, even ignoring the fact that Duke's deeds led to his public execution;
- The Undead Collector (see entry 47);
- The Mischievous Warlock (entry 18), to make the headless body his steed;
- Noble House of Haran. They are involved in a secret war with Varnham family;
- Rector of the University of the Seven Secrets wants to examine the body... in secret.

Don't you think that the most interesting thing would happen if *all* abovementioned factions contact the PCs to offer them a job?

38. If you eat exactly five White Eels from the Little River, you will experience strange, apocalyptic visions.

Feel free to use visions of your own creation or use the list below. Of course, these vision might have nothing in common with consuming the slimy, pale fish from the muddy, stinking river:

1. Fire rages on, consuming the whole Districts of Krshal. Charred corpses fill the streets. Only one-eyed man with his nose cut off seems to be alive. He stops near each body, examining it closely. He seems to be totally ignoring the raging flames;
2. Huge sphere of flesh is hanging above the city. It has at least one mile in diameter. Its grey, rubbery skin is covered by enormous, purple-green boils and festers. When it starts to emit constant, high-pitched shriek, whole City starts to scream;
3. Even though it's extremely downscaled, model of the City is still of immense size. It's made of bread. Sick-looking black rooster is walking across it, tearing

the tiny bread-buildings and towers with its claws and constantly pecking it with its black beak. Thick, dark ichor from the damaged parts of the model;

4. "This is the Well of the Gods", said voice in your head. "We've drowned many of them here. Actually, they drowned in the tears caused by their greed and lust for power. And when we drown the last of them, we will conquer the City and feed on humans' flesh."
5. Burning train engines covered in arcane symbols slowly crawl through the night. Tracks behind them are crackling with energy. Moments later, vision shows the large portion of the City from above. You can clearly see the symbols formed by the track patterns. There is something extremely unnerving in them. When the last train engine stops, darkness start to fill the whole Krshal;
6. Immense spires made of metal are towering over the sleeping City. You know their sight very well - these are the Difference Engines. Suddenly, with a horrible hiss, they start releasing clouds of green-yellow gas...

Eels are mildly poisonous (save or 1 damage) but if someone consumes ten or more of them, he / she will most likely die in severe pain.

39. There is white-bearded man in the Tanners' District who can heal wounds with his touch. Unfortunately he demands, um, sexual service in exchange. And he does it with both men and women.

Prepare your dice!

1. Wounds are in fact healed. Unfortunately, they reopen after d4 hours;
2. 1d6+1 lost HP are healed immediately;
3. He is a very clever, very convincing and totally corrupted charlatan;
4. All wounds are healed. Unfortunately, healed person catches some rare and nasty venereal disease;
5. 2d6 lost HP are regained. Pubic lice are just a tiny bonus;
6. All wounds are healed, WIS check or sanity loss (WIS damage);
7. Only two lost HP are healed, but after receiving the payment, old man hands the Golden Pass card to the Palace of Ecstatic Journeys;

8. Old man is in fact a senior member of the sect of cannibals. He uses the sexual service as an excuse to abduct the victim (he owns a Wand of Paralyzation) and consume his / her flesh in sect's filthy den.

40. There is enchanted sword hidden in the Spiral Crypt in the Barbers' District.

If someone wants to find the magical blade, first he / she must find the Crypt itself, as it is located somewhere underground in the district. Its guarded by ghastrs and rusty iron golem and filled with ancient traps (whirring blades, Mouths of Flame and pits full of acid).

Simple looking, iron sword with a big sapphire embedded in the middle of its cross-guard, once belonged to a knight from the Order of the Twin Angels and should be treated as +2 weapon. It deals double damage to all constructs and elementals but deals only one point of damage to all Clerics and Mystics, no matter to what cult they belong or which Alignment they have (if you use the Alignment system in your campaign - I don't).

Gem itself is also magical but must be removed to use it (thus disenchanting the sword). When hold in right hand, it grants +4 to all saves vs Magic, when hold in left hand it grants immunity to all non-magical poisons and venom. If shattered, it casts an automatic Mass Resurrection spell with 18 ft radius. Unfortunately all resurrected creatures are automatically cursed and will die within the next six months in various accidents...

41. Six years ago many crime lords were killed with black magic.

Actually, I think that setting this event in the past is not a good idea. Past events involving the black magic usage are really hard to explore, especially in the ever-changing criminal groups. It's better to make it much more recent event.

Some ideas about the background of the killings:

1. The last Drug War took place during that time;
2. The Inquisition. They wanted to destroy the balance in the criminal underworld to find one particular heretic;
3. Spell cast by the Mischievous Warlock broke out of control. This joke ended up as a pretty serious one...
4. They plans to unite interfered with the plans of the Council of Necromancers (entry 6);
5. Story about the black magic is a hoax. They tended to visit one particular brothel and all died of the same venereal disease;
6. It was a large-scale magical catastrophe - many important people died that time. They say that Dragons were behind that event;
7. Some lazy adventurers used their demonic servants to wipe out the crime lords;
8. Just plain coincidence.

42. Large Brothel was burned last night in the densely built-up area of the Northeast Slum. Strangely, no other building was even touched by fire.

Who? Roll 1d12:

1. Masters of the Palace of Ecstatic Journeys;
2. Followers of the Virgin Worm, disgusted by all kinds of sexual activities performed in the Brothel;
3. Local criminal group, dissatisfied by the lack of protection payments;
4. Drug addict, driven by hallucinogenic substances;
5. Rogue alchemist just wanted to check out his newest mixture;
6. Assassins Guild;
7. Member of the noble family, dissatisfied by quality of service;
8. Band of adventurers;
9. Creature from another dimension, followed by transdimensional hunter;
10. Pyromaniac just couldn't resist;
11. Collateral damage from the fight of two groups of opposing cultists;
12. Madman who recently escaped from the Krshal Lunatic Asylum.

How? 1d12 might be handy again:

1. Magically summoned Salamander;
2. Wand of Dragon Breath;
3. Magical Magma Orb;
4. Ordinary matchbox. It's more that possible that someone cast a spell to save other buildings;
5. Demonic Matchbox;
6. Some prostitutes were affected with Firebreathing Curse;
7. Laser gun brought from another dimension;
8. Torch of the Black Flame;
9. Old-fashioned firebomb (see 4th point of this list);
10. Firebomb made from the Fire Giant Brew. Brothel literally exploded;
11. Black Quartz Lens was used to focus the moonlight and start the fire;
12. Magically summoned Fire Demon (don't you think that demonic servants and summoning the forces of Hell is pretty common activity in Krshal?).

43. Pygmy, albino basilisk has escaped from the cabinet of curiosities near the Alchemist's Square. Apparently, it already killed three people.

Basilisk's stats are not very impressive (AC 4, 3 HD) but still, it can kill you with its gaze. Roll 1d12 to determine where is it hiding / wandering now:

1. The crypt under the local chapel;
2. It sneaked into the brothel's basement;
3. It broke into the winery and killed its owner. Now the beast lies inside the building, totally drunk;
4. It managed to climb on the roofs;
5. It was caught by a rogue wizard who tries to tame it;
6. It was magically summoned by the keepers of the Basilisk Tower;
7. The sinkhole (entry 10). Monster survived the fall and its relatively unharmed;
8. It's trapped in the huge pipelines beneath the City;
9. It was caught by denizens of the Crimson Arena (entry 5). They plan to use it as an opponent during the next Final Fight;

10. It broke into the alchemist's lab and drank lots of the Potion of Invisibility. Good luck...
11. The bell tower, used only during the fire / other catastrophes;
12. It sleeps under the scaffold at the center of the Alchemist's Square, built there for the execution of the Red Gerik, scheduled for tomorrow morning.

44. Seven blacksmiths were killed by wild dogs last week.

I guess that no one will expect that it's all about the Blacksmith family... Yes, just people with a certain surname, not the actual blacksmiths! More info about this event:

- They were killed by the Zoanthropes - large pack of weredogs;
- Zoanthrope leader is called the Ambrosius the Rabid Werewolf. Apart of his bestial activities, he works as non-descript, withdrawn aide in the Helena's Leprosarium, located in the Eastern Living District;
- Blacksmith family is also cursed with zoanthropy - in their case, they transform into a boars;
- The murders were a result of ordinary struggle of power between certainly extraordinary creatures;
- Blacksmiths plan revenge but now most skilled member of the family are dead - they are looking for some help;
- Of course, there is a panic between the "ordinary" blacksmiths - workshops are being closed, some of them ask refuge in sacred places etc. It has a big impact on the prices of tools, weapons and other equipment made of metal;
- Fanatical faction of the Holy Mountain Knights tries to find out what happened - they suspect the shapeshifters but still have no proof about it. The order swore to fight all zoanthropes at all costs but cannot launch the full frontal assault due to the harsh laws of the District (in case of murder, all criminals are crucified, no matter if they are nobles or beggars);
- The Knights have no idea that members of the Blacksmith family are wereboars;
- Rat-people of Rattenheim are observing the ongoing events, ready to strike and finish off the winning group, just after the situation is settled. They want to control the territories belonging to both of sides;
- Do not forget about the All-Seeing Eye of the Inquisition!

45.Strange, multi-handed clock was recently installed in the Temple of the Seven Stars.

Origin and purposes of the clock:

1. It counts down to the end of times;
2. Architects Guild installed it to measure the performance of their most recent machinery;
3. It measures the remaining time of imprisonment of the Crimson Devourer;
4. It's not a clock - it maintains the separation of the Krshal's plane of existence and other, much more sinister dimensions;
5. It displays current fluctuation in the Winds of Magic;
6. It's a Death Counter.

In addition, the clock is a powerful magical device which can affect everything around it (or even the whole City!). Such things happen when all four hands meet each other on the certain hour. To determine it, 4d8 must be checked. Yes, clock has only eight "hours", marked by symbols instead of digits).

1. Hour marked by a diamond shape. All birds within a 2d100 yards around the Temple suddenly die;
2. Hour marked by a hand with tentacles instead of fingers. All steel / iron objects within 2d100 feet around the clock covers with a thin layer of rust;
3. Hour marked by an eye inside of the circle. Magical darkness covers the interior of the entire Temple;
4. Hour marked by a serrated arrow. All recently healed wounds of everyone within 2d8 feet around the clock reopen (1d4 damage);
5. Hour marked by a bell. Clock start to emit howl-like sounds and strange, very loud chittering. Save vs Magic or WIS damage dealt to anyone within 13 feet around the clock;
6. Hour marked by the Chaos Star. Clock affects the weather over the whole City (best use the Weather Dice);
7. Hour marked by a rat. Everyone within 24 feet around the clock suddenly drops paralyzed for 2d6 rounds;

8. Hour marked by a swirl / vortex. Huge bells installed in each of the Difference Engines' colossal towers start to beat. This lasts for about six to seven minutes.

46. Over a dozen people went insane after drinking potions sold by a charlatan in the Northern Living District.

He's a servant of the powerful sorcerer. Adventure hooks, of course!

- One of the people who lost their minds had a strange vision - there was a conduct of monks robed in red, carrying an ornate coffin made of strange, green metal. They disappeared into the Tower of Empty Flames;
- Member of the Zanth family also went insane, which unfortunately led to his very demise. Now the Noble House of Zanth is searching for both the charlatan and his master, offering large sums of money for their heads;
- Priests of the Seven Demons are interested in the recipe of the madness-inducing decoctions. It's extremely unwise to grant them such knowledge but people are saying that the members of the cult are paying with various magic items;
- Steward of the Bank of the Hydra also went insane. Bankers are extremely worried because he was the only one who knew the combination to open the Vault 616, leased by the Assassins Guild;
- When the actual lunatic drank the potion, he was cured from his madness! Masters of the Krshal Lunatic Asylum are really interested with the recipe;
- They say that the legendary Red Thief also was affected with insanity. Now he's giving away all his treasures, accumulated during the decades of crime. You may also receive a gift, if you only can get past the traps in the Red Thief's residence...

47. Carriage drawn by skeletal horses can be seen almost each night on the Black Rat's Street on the edge of the Palatial District.

The carriage belongs to a man known as the Undead Collector. He owns a fortified manor house on the outskirts of Krshal and, although he often invites the guests to show them his horrific collection, it's really hard to obtain an invitation.

Why the Collector visits the Black Rat's Street so often?

1. He visits the secret Symposium of the Dead Limbs to gather knowledge;
2. His most trusted informer / body snatcher lives there;
3. He visits his mother (maybe she is one of the undead as well?);
4. Just passing by during the travel to the less safe parts of the City. That's the perfect spot to repair his horses (as the undead, they do not tire, unfortunately, condition of the skeletons is less than perfect);
5. He wants to be spotted by a vampire hiding in an abandoned tower located at the end of the street;
6. He collects the tiny undead bugs, crawling at the doorstep of one particular residence (and there are many different kinds of them!).

Most interesting specimens from his collection:

- An Albino Vampire (she's extremely pissed off by the fact she's imprisoned);
- Undead Slug (found in the Ossuary XIII);
- Drunkard's ghost (trapped in an enchanted whiskey bottle);
- Bowl full of Zombie Fishes;
- Collective Skeleton;
- An Undead Rhino;
- The Wraith Hound;
- Hand of the Lich (despite being detached from the body, it's still animated);
- Seven animated feet ("don't ask, I beg you...");
- Two-headed Ghoul;
- Will-o-Wisp (trapped in the lantern of black glass).

48. There was a duel of two wizards in the Wyvern's Wings Inn last night.

Not very common occurrence. Here are some details about it. Note that some of them contradict each other, so just pick the ones that would fit your gaming style / state of your campaign:

- Duel ended with a draw;
- They used quite spectacular but not very harmful magic;
- Only one drunkard was killed during a duel (he died of a heart attack), no other person was harmed;
- Wizards paid for all damage;
- They started to fight during the argument which one of them should take a position of the rector in the University of the Seven Secrets;
- They just got drunk and started a fistfight;
- They started to fight because both of them claimed they have the right to explore the Den of the Automatons;
- As they used forbidden spells, they cursed / hypnotized / took control of all the spectators;
- Both of them were charlatans, so after shouting some cryptic words, they drew their knives and started very ordinary bloody business.
- One wizard was killed, moments after his death, shadowy, horned figure appeared out of nowhere, only to disappear in a cloud of stinking smoke, along with the body of the fallen sorcerer;

49. Three days ago an assassin attempted to kill Lord Haran when he was returning from the Green Horse Baths. Many people have seen how the killer was torn to shreds by a horde of demons.

Who wanted Lord Haran's death?

1. Opposing Noble House, wanting to seize his land and properties;
2. The Inquisition - they decided to hire the assassin to not stain the reputation of the rest of the House of Haran, who secretly fund the Witch Hunters;
3. Cultists of the Cthonian Gods, opposing to the ones Lord Haran is following;
4. Demonic pacts, forbidden experiments and decades of drug abuse cause Lord Haran's insanity - he hired hitman on himself!
5. Elders of the Assassins Guild were well aware about Haran's infernal contract and his otherworldly guardians - they used him to get rid of the Guild member who was causing major problems;

6. Gyy'shal the Seer had a vision of Haran leading the horde of mutants to raid the Noble District so he decided to eliminate the source of the potential threat;
7. The Haran House decided that they must get rid of the bad apple;
8. Poor, foolish assassin just made a big mistake that led to his gruesome demise - Lord Haran wasn't his target!

Why demons are guarding Lord Haran?

1. Powerful sorceress is in love with Lord Haran and made a pact with demonic entities to guard the object of her feelings. Until the assassination attempt, he was unaware about his demonic guardians;
2. Obvious and classic demonic pact - Haran family is practicing forbidden arts since the very beginning of their noble house;
3. Even more obvious and classic demonic pact - Lord Haran was pursuing the knowledge and power, which led to signing the contract with powers much more sinister than he initially thought;
4. He is possessed by the Demon Prince Xxha'ggjr'hhyyr, which wants to destroy the Architects Guild;
5. Cunning demonologist and astrologer made a pact with demons to guard the Lord Haran. Then he hired an assassin, knowing he will die, but the main reason was to discredit the whole House of Haran;
6. In an extremely rare occurrence, demons made a mistake! Assassins Guild used the demons as the second method to ensure the Haran's death. Unfortunately, they made a pact with particularly stupid demons - instead of helping the assassin, they killed him!

50. There is one-eyed woman selling cockatrice meat somewhere in the Butcher's Alley.

The woman visits the Butcher's Alley only during the first day after the full moon. In addition to cockatrice meat (grants immunity to petrification for 1d6 hours, additionally eater becomes mute for the same amount of time), she also offers particular items:

- Rot Newt eggs (-1 AC for 12 hours and CHA reduced by half for 30 days);
- Unicorn blood (regain full HP and permanent 1 WIS loss);

- Gorgon hooves (-1 AC and immunity to petrification for 1 hour, as well as movement halved for 2 hours);
- Chimera tails (3 attacks per round and seizures for d4 minutes);
- Hydra eyes (immunity to poison and partial blindness for 3d6 minutes);
- Spiny Worm teeth (+3 to all saves and +2 AC for d4+1 hours);
- Cyclops testicles (+3 CON, -2 WIS for 24 hours).