

Hard Times in a
Kingdom of Glass



GAGMEN
Adventure Writing Podcast



G1502.1

Hard Times in A Kingdom of Glass

or

Dude, where's my city!?

GagMen Episode 32

February 2015

A Basic Fantasy Adventure

Written by the GagMen on the GagMen RPG Podcast

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Introduction

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) but could be used for most retro-clone versions of Dungeons & Dragons, or any version of Dungeons & Dragons with which you may be more familiar. The adventure is designed for beginning level characters, preferably between levels 1 - 3, and was written with lots of silly little things meant to keep your gaming experience fun.

Brattleburg is the central city of the GagMen's in house fantasy world, and serves as a starting place for most of our fantasy adventures. While definitely tailored to our needs, Brattleburg is adaptable with most fantasy settings. The main philosophy behind the World of Brattleburg is that not all members of the "monster" species are thoughtless killers to be used by the game master; rather, every race has a diversity of personalities and culture that makes them worthwhile. Parties exploring Brattleburg and the surrounding region may find themselves helping ogres, traveling with goblins, or rationalizing with a Minotaur.

The GagMen love to add comedic twists and plenty of fun to every adventure, we encourage you to be a creative and enthusiastic GM; create new content, throw in your own twist or flair, and polish up any parts of the game where you think we took a wrong step. As the GM, YOU are a co-writer, so make it your own!

Summary

Pack your bags; it's time for a road trip! The party will travel to the land of Ardula, a vast desert nation, a land of wonders unique among the world. Sultana Ru'yah, ruler of Ardula, wishes to begin negotiations between Brattleburg and Ardula to secure commerce. The players are hired to protect Ambassador Grimmfang; a Brattleburg hero that's being put out to pasture. Some say he was born on the battlefield by a warrior woman and so he feels at home on the battlefield and if he had his way he'd die there. With Griffons, an angry Djinni, and a city that never stays put, his latest adventure may actually be his last! Can the heroes save the princess, save the city, and earn the respects of a cranky old soilder? Find out in Hard Times in a City of Glass!





Setting/Theme

Ardula

A grand and a mystic land, Ardula is a vast desert that borders several other nations. Ardula is known for its cursed sands, which are in constant flux. An oasis found one day might be missing the next.

The unique conditions of the desert made it nearly impossible to settle, and trade routes were forced to go around the deadly sands. The curse extends to the creatures as well, which attack anyone one who crosses their path. Among the deadliest are the desert giants; the cruel, self-proclaimed rulers the desert.

Also of note are the thorn devils, lizards twice the size of a horse with spines covering their bodies. The Desert giants capture the Thorn Devils, break their spirit, shave down their spines where they would ride them, and use them as mounts.

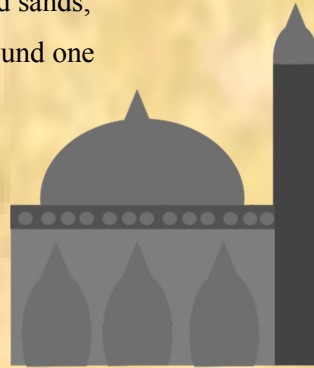
Sehir

Sehir was founded by the tribes that braved the cursed sands and struggled to tame the tainted desert. Ardula's cursed sands make an impossible site for a city, but with the right magic, many things are possible. Legend tells of a Sultan who sought to make a better life for the people of the desert. After a chance meeting, the sultan tricked a Djinni into sealing its power into an enchanted sapphire. This sapphire was placed as the needle in a compass, and this

compass allows Sehir to stay in one location or quickly move within the desert.

The first Sultan passed the compass down to his heirs; by holding the compass and concentrating on any uninhabited location by the light of the moon, the city will magically lift itself up and swiftly move to the desired location. This has earned Sehir the ire of the desert giants. While the desert was once a harsh and unforgiving prison for the tribes that struggled to live there, the moving city of Sehir has long since become the crown jewel of the region.

With a tremendous amount of natural material at its disposal, Sehir crafts and distributes some of the most sought after glass items in the world. From beautiful stained glass to sculptures and enchanted crystals, Sehir is able to safely transport its glassware to the cities the border the desert in the blink of an eye. The city's mobility also allows it to process trade between these other settlements, making the city and its sultana a powerful economic and political figure for the entire region.





The Winged Mountain

The Winged Mountain is the only feature of Ardula immune to the curse; it is a permanent fixture. Many believe that Yemini, Goddess of the Oasis, protects the mountain from the desert's curse. Seeing the futility of attacking Sehir, potential conquerors have given up trying to take it by force or died trying.

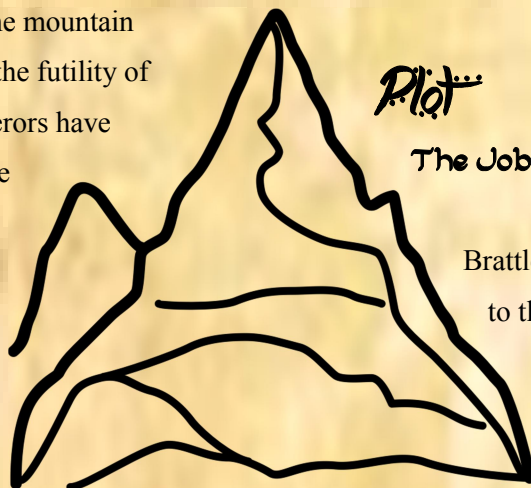
Other groups keep their distance, such as the Griffon riders of the Winged Mountain. A society of warriors that ride majestic Griffons, the riders protected Sehir in its early years, but the citizens of the city felt that the power of the compass made them obsolete. Once the Sapphire Compass came into use, the Griffon riders were quickly seen as relics of uncertain times and were disbanded.

Abandoned by those they once protected, the Riders retreated to the mountains and denied entrance to all. Some who venture too close to the Winged Mountain claim to have seen the Griffons in flight, but none dare to venture into the mountain itself. Despite the divide between Sehir and the riders, the people of the mountain seem to stay well informed of the happenings of the city.

Shira

Shira is a port town that ships the goods that Sehir exports. On the edge of the desert and the sea, Sehir will often move to Shira to deliver

goods and passengers to the port and the many traders that live there. As a hub of commerce and travel, Shira has many shifty venders and travelers, so be careful.



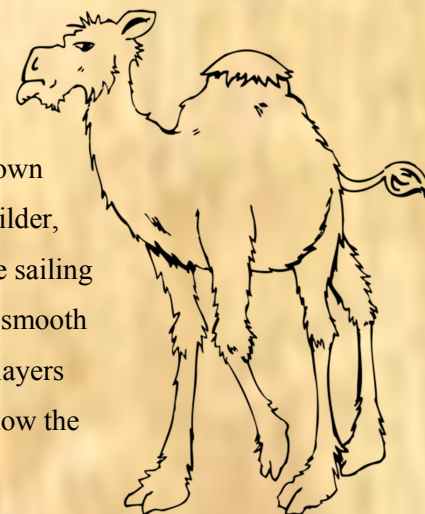
The Job

During a supply stop at Brattleburg, the players are called to the Ambassador's hall and are offered a job that they are promised will pay well. Ambassador

Grimmfang's many adventures are well known throughout Brattleburg, though his best years are now behind him. Reluctantly, he has agreed to hire a group to accompany and protect him as he travels to the city of Sehir, located deep in the cursed desert of Ardula in hopes of establishing trade and political relations between the two cities. Grimmfang will resent the party at first, and they will have to earn his respect.

Something Wilder

The players will travel to the port town of Shira aboard The Wilder, a large and comfortable sailing ship. This should be a smooth voyage, and give the players ample time to get to know the great Grimmfang.





During the voyage, the players will be invited to dine with Grimmfang, where they can ask him all about his exciting adventures. This is a great opportunity for Grimmfang to speak of his previous travels to Ardula and the legends surrounding the great city.

As the ship nears the port town of Shira, they will be attacked by a giant spider-crab. The spider-crab has a tough shell which won't be easily damaged. Oddly, it won't attack the crew or the players directly; instead it will target the ship's sails and the mast. It may also attempt to attack the helm and damage the wheel.

After a few rounds, mysterious Griffon riders will fly in and attack the monster's weak spot, the eyes, with trained precision and force the crab to retreat. To maintain the mystery, it would be best if the riders and the players are not harmed too badly, nor should any of the riders be captured. One of the riders hurl an ornate silver dagger into the forward mast with a note tied to it. The note is in old Ardulose, which only Grimmfang can read. While Grimmfang will refuse to share the contents, they will hear him mumble something about, "...beware who you trust."

Let's Make A Deal

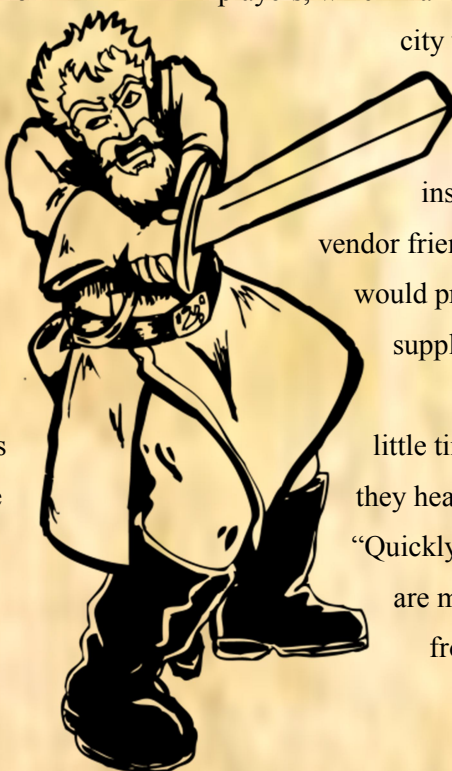
The players will arrive in Shira, a bustling settlement full of industry and sun. For a small city, Shira is bustling and crowded with

vendors of all types. A variety of exotic items can be purchased here, and the DM should mention assorted items or weapons to catch the eye of the players.

At this point, Grimmfang should have already explained Sehir's mobile nature to the players, which makes it difficult to reach. If the city was not found outside of Shira when he arrived, Grimmfang was instructed to contact a certain vendor friendly to Brattleburg who would provide directions and supplies.

The party may spend a little time window shopping, when they hear a vender cry out, "Quickly! Come here, before you are murdered!" The cry comes from a short, stout vender that seems to be more mustache than man, who is very enthusiastically calling over the adventurers. "I know who you are," he whispers loudly across the noisy marketplace.

Presuming the party decides to see what the vender has to say, then they will approach the small ketchup and mustard colored vendor tent. "Ahh, greetings travelers," he will say as he makes a wide armed gesture (perhaps as a greeting or to show off his wares). "I am Nashir, your servant," as he bows in Grimmfang's direction, "and you are the illustrious Grimmfang. Your name is well





known in these lands. I have been expecting you.”

Nashir will wave his hands happily and shout loud enough for the other merchants to hear, “And anyone who is a friend of Grimmfang deserves one free chicken.” Nashir will reach under a table, after a loud clucking, he will pull out a chicken by its legs and shove it into the hands of the nearest party member.

If questioned about being murdered, Nashir will admit with a smile that he was just joking to get their attention. If any of the players question their need of a chicken, Nashir will refuse to take it back as charity, but he would be happy to play the shell game.

Nashir is a bottomless pit of information, and some of it is true. He will be constantly trying to sell the party an endless supply of wicker baskets of the ancient kingdom, water sticks that he is certain was owned by one or more gods. In the end he will resort to his famous shell game to get the party interested in dealing a little. He will present a silver gemmed dagger; similar to the one

discovered



earlier on the Wilder. He will be glad to answer questions about the dagger after the game.

Nashir places the dagger under one of three large pearl colored seashells, and then shuffles the shells around to see if they can find it again. The first time he will go slow and make sure that the daggers location is a little too obvious. Nashir will happily give up the dagger and strongly suggest giving him another chance.

However the next time through, Nashir has rigged the games so that he will hide the item in shell and their guesses will always be wrong. To test the character being duped, simply have the player roll a D20 versus the characters Wisdom score -4. For example a character has a Wisdom of 12 then they will need to roll an 8 or lower in order to detect the deception.

Try to make sure that every player gets a little something no matter how small; Nashir is a good sport after all. He offers to sell the characters some nice antiques (guaranteed to cure anything). He tells the players that this part of the world no one should be without a blood dagger, they will be your only defense against a Djinni. These are no ordinary daggers; the silver

has been infused with lamb’s blood. One successful attack with this weapon will turn any Djinn away.

Just as Nashir says this, a few passersby hear him and begin to laugh and deride. “You know Nashir gives that line to all the newcomers!”





Nashir replies “The riders carry the blood daggers for a reason.”

Here may be an opportunity to explain that the Griffon riders repelled a Djinni once and it was with the help of blood daggers. As the players look at the daggers, they are very similar to the dagger that one of the riders dropped.

If the players question where Nashir got the dagger, or if they try to leave, he will explain its true purpose: The gem in the dagger is connected to the compass that moves the city of Sehir. When the dagger is placed upon the ground, it will rotate until it points the way to the city’s current location. This is the directions he had promised to provide to Grimmfang. And so, if the players did not buy or win a dagger, Nashir will make sure that Grimmfang has one

before they depart.

Are you my overused pun?

As the players wrap up their dealings with Nashir, the party will hear screams and the cry “Mummies!”

From a distance, the players should be able to see two slow moving, giant mummies approaching from the edge of town. They shouldn’t be too difficult to defeat, and this is a great opportunity to show Grimmfang in action. Grimmfang should do well in the fight, but once you’re down to one mummy, perhaps have Grimmfang wince in pain from an old battle injury and need the help of the players to finish off the mummy.

The mummies are different than most





and will be sensitive to fire and the blood daggers. Grimmfang will be grateful for the save and say something like “I love a good fight...even if I almost lost.”

After the fight, Nashir will approach the players and tell them that he is surprised; it’s very rare to see giant mummies attack the town. If the players happened to use the blood daggers in the fight, Nashir will gloat a little and say “I told you the daggers worked!”

Nashir will also suggest that they rest in one of the inns because it’s not safe to travel or camp in the desert overnight. Players could try to ride out to Sehir and camp half way and experience the moving sands. If they were to sleep in the desert, you could randomly move them apart from each other, forcing them to find each other before resuming their journey.



Welcome to Sehir

Once the players arrive at the walled city of Sehir they will be greeted by Marid, the Grand Vizier of Sehir and servant of Sultana Ru’yah. Marid is the definition of handsome; he’s tall, dark, and well built. The players should also notice that he is accompanied by a cat. “Oh, this is my friend Bex, he has been my companion for many years, don’t worry, he is

very friendly.” Bex is large for a cat, different shades of gold stripes and gold colored eyes. Bex will attempt to sniff the players; if the players allow him, Bex will slide around their legs. If not then he will just return to Marid.

Once introductions are over, Marid will lead the players through the city to the palace. The players should notice hundreds of cat statues in and around the city and palace. At

the palace gate they will be greeted by the royal guard, including Captain of the Guard Hassam. Hassam is a bit larger than Marid, but much less inviting. He looks over the party almost as if he were sizing them up for a fight. He will politely greet the players, but he won’t look thrilled to have guests. He will tell the party that as long as they are in the palace, they will have to relinquish their weapons.

Hassam will calm the party by saying, “Don’t worry, they will be kept safe and returned when you leave.”

If there is any hesitation from the party, Marid will give his assurance that the weapons will be kept safe and will agree that the players may check on them at any time they wish. As a show of good faith, Marid will allow the players to hang on to the blood daggers that led them to





the city. They will then be shown to their private rooms, each equipped with assigned servants to attend to their every need and have soothing baths so they may refresh themselves after a long journey.

While the players are relaxing, they might almost notice that the cat statues are watching them. The statues might appear to slightly move poses and locations. If the players ask Marid about the statues he will say:

“They are very old and from a bygone era when we worshipped Hem-hor, the lion headed god. We used to believe that he protected us, but we forgot him when we had the Griffon riders, then we left them when we mastered the compass. Just silly religious nonsense, I’m sure the people will be getting around to worshipping something else soon.”

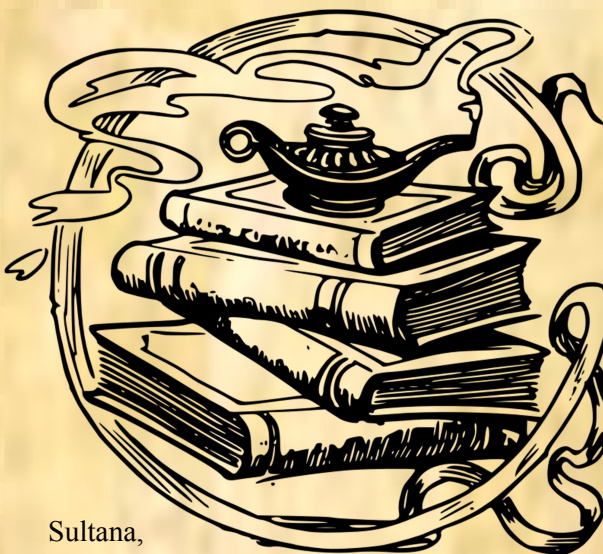
Marid will inform the players that once they have had a chance to rest and refresh themselves, he will present them to the Sultana Ru’yah. Until then, if there is anything they need “Your wish is my command.” When they do make requests make sure that Marid says “As you wish.” and make a grand gesticulation. After a few rounds of requests make sure they spend time bathing.

Ballroom Blitz

After bathing the player should each be given silken robes as gifts to wear at their first meeting with the Sultana. Marid will gather the

players and bring them to the throne room to meet Sultana Ru’yah and her slightly younger sister, Princess Jamilah.

Both Ru’yah and Jamilah are beautiful and elegant; the main difference is that Jamilah is three years younger. In describing the



Sultana, the players may notice her wearing a medallion around her neck resembling a compass.

Marid will instruct the players to bow in the presence of the Sultana and rise once she has given word. When Ru’yah bids them to rise, she will ask them to introduce themselves and describe their journey. If they mention the riders, the Sultana will show little surprise, while still appearing concerned for their safety and slightly annoyed.

“Were any of you harmed? The Griffon riders are outcasts, they cling to the old ways that have died out many years ago. The riders were once the backbone to the defenses of the city and surrounding area, but they were dismissed by the city generations ago.





The people of Sehir felt that the magic of the compass (she will gesture to her medallion) was enough to keep it safe, and the riders symbolized weakness. And so, they were asked to disband... Sadly, the Riders chose self-imposed exile instead. The riders now dwell in the Winged Mountain. And while always close, they have never threatened our city, though the same can't be said for our visitors. I sincerely apologize for their behavior.

The Sultana continues,

“Many years ago my ancestor, Sultan Sharif encountered a Djinni and was granted a wish. Instead of asking for riches or physical pleasures, he sought a way to protect his people and wished for the power of the Djinni itself and contained it in a large, blue sapphire and infused it within a silver compass. At the Sultan's command the power of the compass safely lifts the city and takes it to any location in the desert.”

If the players ask what happened to the Djinni, Ru'yah will admit that not much is known, though legend claims that he seeks to reclaim his lost power and get his revenge even to this day.

One Princess to go, please

With introductions and explanations out of the way, the Sultana will lead the group to the luxurious dining hall and invite them to sit on cushions on the floor with a table piled with exotic and tasty food. There are vegetables,



lamb, hummus, kabobs, desert bread pudding, sweet wines, goat cheese, figs, round flat pita breads and various dips.

The Sultana will explain that a meal is begun by breaking the bread, and will invite Grimmfang to help her break.

While everyone is eating, Princess Jamilah will ask the players to tell a story of one of their adventures. While they listen to the player, Bex will get very nervous and jump on Marid as if there was something wrong. Marid will appear very embarrassed and surprised at Bex's behavior, and excuse himself to put Bex away. Sultana Ru'yah will notice and mention that Bex goes everywhere with Marid; this is the first time she has ever seen the cat out of control. “Nevertheless continue with your tale” says the Sultana.

As the player continues, the stained glass windows of the hall crash open, revealing several large Griffon-like creatures, which fly in and fight with Hassan and the guards. The players can intervene, but the Griffons will





quickly target and grab princess Jamilah and retreat before the players can do any serious damage. Once Jamilah is captured the Griffons will roar, stop fighting and fly away. {DM Note: While not actual Griffons, use the Griffon stats in details}

Once the dust settles, Ru'yah will realize that Jamilah has been captured. Hassan offers to lead a group of guards to rescue her. Ru'yah agrees and turns to Grimmfang and the players to help Hassan in the rescue. She will offer a large reward for her sister's safe return.

Hassam will concede to the wishes of the Sultana and agrees the party can accompany him. Grimmfang confides that he is too old to go and the fight with the mummies has left him weak, but he encourages the players to go. Helping the Sultana will incur a lot of

favor. Just before they leave, Marid will enter the room and asks what happened. When told, he appears to be shocked by the incident.

To the Winged Mountain

Hassam will call the party to follow him to get their weapons and then to the stables. At the stables Hassam will explain that the palace camels the fastest in the kingdom, and they will need them since it's a half day's ride to the Winged Mountain. As they travel Hassam tells them that while the mountain can be dangerous, the griffons and their Riders are largely misunderstood by the city and its people.

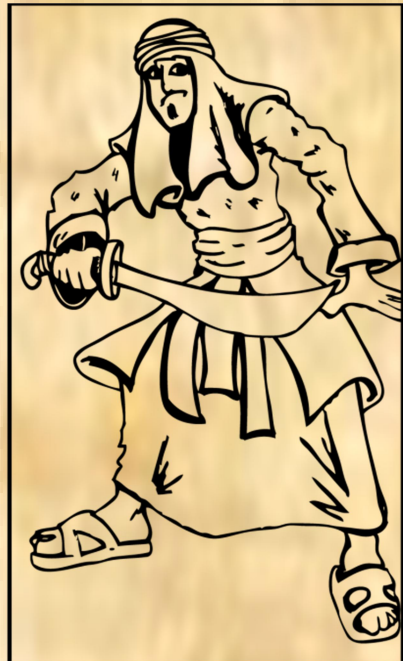
The riders control the mountain and chase away most threats, making the journey fairly safe. As the players approach the mountain, they will begin to see more cat statues in the sand. As they climb, there are some





plateaus and caves, but around halfway up the mountain will find a strange circle of Cat totems and statues blocking their path.

Hassam will dismount; warn the players



to be ready, and suddenly attack one of the larger statues. It will spring to life and try to dodge too late, being crushed by his blow. The other statues will spring to life as well and

attack the party.

If the players successfully defeat the cats, Hassam will explain the statues are agents of the Djinni, the same that granted the city its power. He will promise to explain all, and asks them to trust him before leading them into a nearby cave. The cave tunnel will eventually open up to a large cavern, revealing and the nest of the Griffons. There the players find a large number of Griffon riders with a tall, beautiful and ageless woman, who all welcome Hassam warmly. It should be apparent that Hassam not only knows the riders, but is considered one of them.

Go tell it on the Mountain

The tall, ageless woman will approach the players and introduce herself as Yemeni, Goddess of the Oasis. Yemeni will tell the party that a great evil is threatening Ardula.

Yemeni will explain that though the riders chose to leave the city years ago, they never abandoned their task of protecting it. Rather than defend the city itself, the riders searched out risk and threats to Sehir and eliminated them before they could pose any real danger.

While this has worked for years, the Goddess and the griffons long feared the return of the Djinni that had given Sehir its power. Months ago, Yemeni sensed that they day they always feared was at hand. She asked Hassam to infiltrate Sehir to better prepare the city for the Djinni's return.

Between them, they realized that the Djinni was actually Marid, and he had embedded himself into the city so well that there was no hope of revealing his real identity. Not only did his presence weaken the power of Yemeni herself, the Riders were so mistrusted in Sehir that no one would ever believe them.

When asked why they kidnapped the princess, Hassam will explain that the creatures that took the princess were not





griffons of the mountain; in fact he doesn't believe they were griffons at all.

He will then pull a bag from his belt and explain "I landed a blow on one of the creatures in the dining hall, and this is what I discovered on the floor once it flew away." Hassam will empty the bag, revealing rubble and sand the same hue of the cat statues that attacked them outside the cave.

"I believe they were more servants of the Djinni." Hassam will explain. "He sent them to kidnap the princess and frame the riders, who may be the last hope of saving the city! I brought you here because we need your help to Stop Marid. I knew an attack was imminent, but I had to risk leaving the city, his ears were everywhere. He has thousands of cat statues in the city and he hears all."

Conflict

We Didn't Start the Fire...

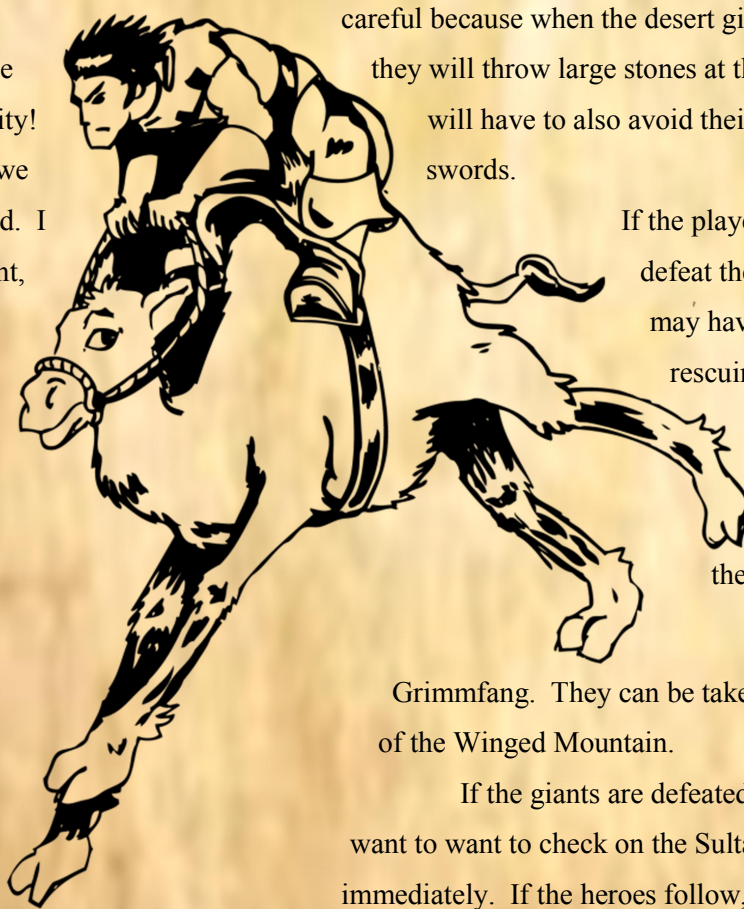
Just when all is understood, a rider flies in and reports of a large pillar of smoke rising in the sky and a red glow coming from the city. It looks like the Sehir is in flames. Hassam will be shocked "I knew he

had begun his endgame, but I did not know it would be so soon!"

Hassam will beg for the party's help, promising reward and payment. If they agree they will be loaded onto griffons with riders and immediately leave for the city.

On their arrival the party finds that there are several fires three desert giants crushing everything in their path. They can see that there are few, if any guards still fighting and they need the party's help now. The party has to be careful because when the desert giants see them they will throw large stones at them and they will have to also avoid their flaming swords.

If the players cannot defeat the giants, they may have to focus on rescuing as many people as possible, especially the Sultana and



Grimmfang. They can be taken to the safety of the Winged Mountain.

If the giants are defeated, Hassam will want to want to check on the Sultana immediately. If the heroes follow, they will find her in her throne room, and see the last of the guards and Grimmfang fighting Marid! He has a sword in one hand and Shooting flames out the other. Ru'yah will run to the players, yelling





that Marid took the talisman, just as the cat statues come to life and attack.

The Final Battle

Marid doesn't want to fight to the death and so when he loses the upper hand, Bex runs at the players and uses a touch spell of idiocy, giving Marid and Bex an opportunity to escape. Before he escapes he vows to get revenge on the players for their interference. Bex goes to Marid and transforms into a tiger and with a roar, both turn to sand and scatter to the wind.

If Marid should kill Grimmfang, he would escape in a similar fashion, and thus become an overarching villain to return in future adventures.

The Super Happy Fun Ending

Jamilah will be found, unharmed, locked in a room off of the throne room. Hassam will rush to the princess and proclaim his love, which developed while he protected her. She will return his feelings, and the two will excitedly begin planning their future.

With Marid and the Talisman gone, Sehir is now stationary, which could cripple trade and travel in the area. And with a danger from within the city itself causing its possible downfall, the citizens realize they were not as safe as they had thought. With the city's future looking lost, the griffon riders and Yemeni will approach the sultana and offer to provide protection once again. In addition, Yemeni will promise her blessing, and use her power to move the city along its route.

With Grimmfang and the party now heroes of the city, trade relations will happily be signed with Brattleburg, and the griffon riders will return home to the city of Sehir.





Characters

Sultana Ru'yah

(AC 15; hd 3; hp 12; #AT: 1; DMG silver dagger 1d4; Items: medallion compass)

A young woman, barely into her thirties, Ru'yah has taken the burden of leading her country to a new future. After her father passed away, Ru'yah was tasked with the responsibility of guiding Ardula with wisdom as the new Sultan. With the loss of her father, Ru'yah has turned to support from Marid, who has had many years advising the Sultan. She bears the compass amulet that is the symbol of the rulers of Ardula and magically controls the location of the city. Ru'yah is a kind leader seeking to strengthen Ardula and to benefit the lives of her people. She wants to promote a stronger trade relationship with Brattleburg and increase the prosperity of her people.



Princess Jamilah

(AC 13; hd 2; hp 9 #AT: 1; DMG silver dagger 1d4)

As an impulsive, young woman, Jamilah follows her heart. Hassam and Jamilah have been seeing one another behind closed doors and against her sister's wishes. Jamilah would prefer that the control of the city be handled by the Griffon Riders, the natives of the desert.





Captain of the Guard Hassam

(AC 16; hd 3; hp 22; #AT: 1; DMG Scimitar 1d8+2)

A man of few words, Hassam takes his position very seriously, and is often perceived as gruff or rude. Hassam was sent to Sehir as an agent of the Griffon Riders, to find the source of the great evil sensed by Yemeni. He was surprised to find that the sultan had little knowledge or concerns that the riders even existed. Living a double life has become complicated for Hassam and he often will ask abstract questions of people, trying to make sense of his diametric lifestyle.



Grand Vizier Marid

(AC 16, Mage 4, #AT 1, Damage Staff 1d6, Mv 30', Sv Magic-User 4, MI 12, HP 25)

Spells: 1st Level Spells - Sleep, Magic Missile; 2nd Level Spells - Web, Mirror Image

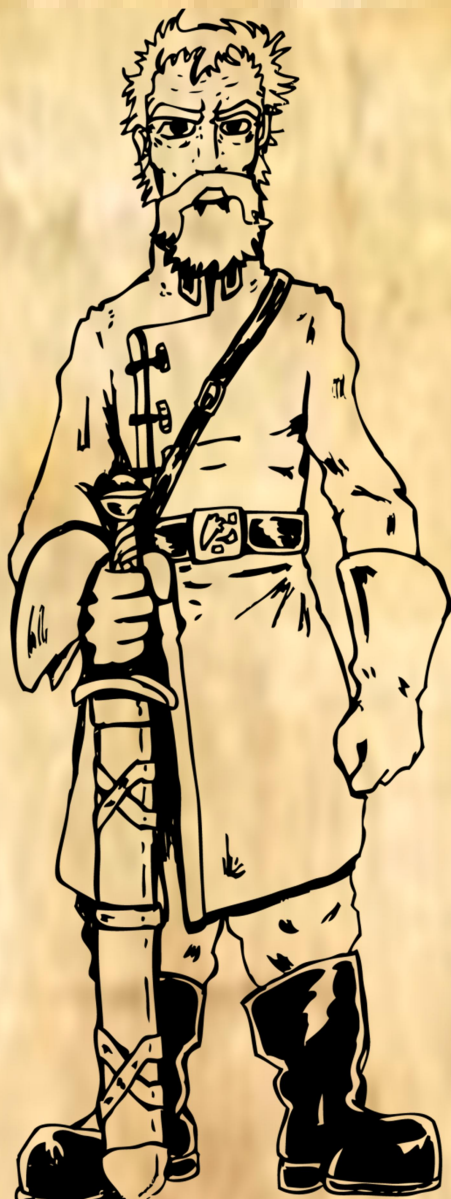
Magic Items: Ring of Protection + 1, Wand of Illusion (9 charges), Potion of Healing, Scroll (Fireball)

A once powerful Djinni who ruled over the kingdom of Ardula, Marid was tricked into forsaking his powers. Because of this, the Djinni cursed the land, that no structure would stay standing more than a day and the original inhabitants would rise to reclaim the land. Marid was that Djinni, but that was a long time ago, and he has waited and bided his time until he could reap his revenge upon the royal family that tricked him out of his powers. Marid has been alive for thousands of years but keeps up the appearance of a tall handsome man. He has reluctantly served the Sultan, helping him find and early demise only to see the amulet compass be passed off to Ru'yah. The amulet has the power to move the city and Marid is certain that it was crafted using his stolen powers. He patiently waits for the right moment, when the cities defenses are at their weakest, and then he will make his move to seek his revenge. Marid can command up to two Sandstone Cats per day to monitor people, and uses them constantly to keep tabs on what is happening around the city.





Major General Laidir “Grimmfang” Dyson
(AC 17; hd 6; hp 36; #AT: 1; DMG two-handed sword 1d12+3)



Born into one of the more privileged families of Brattleburg, Laidir had a very comfortable life, which is why it was so confusing to his parents that he joined one of the most prestigious Orc military academies at a young age. The orc trainer treated him unfairly, because he was the only human in the academy,

but he took it and earned the respect of his teachers as well as his fellow cadets. He has since served with Orcs, Humans, Dwarves, Elves, and has earned multiple commendations, medals, and citations from all of them.

As a lieutenant, he served in the War of the Teacups, where he single handedly brought down a dragon and saved an entire battalion of gnomes, earning him the name Grimmfang. He outlandish battles gained him notoriety but his ability to calculate probability made him an amazing leader, able to determine the outcome of almost any battle within one decimal place. Laidir even served briefly as the military governor of Donagel Bay, after the events of “The Secret of Donagel Bay”, until order was restored.

Over the years Laidir has created specialized war machines in the field and strategies that no other commander could ever pull off. He is one of the most celebrated and decorated heroes of his day, unfortunately his “day” has long since passed. As of late he has been resigned to diplomatic duties, as his legendary status and familiarity with different cultures has groomed the old warhorse into a diplomatic dream. He loves the thrill of battle and would rather go out in the blaze of glory, but his diplomatic duties has seized his time in battle but his skills as a tactician are always put to good use.





Nashir

(AC 13; hd 1; hp 7; #AT: 1; DMG silver dagger 1d4)

A jolly little vendor at the trading town of Shira, along the coast of Ardula, Nashir is always glad to share information, and gladly tries to encourage travelers to purchase one of his “useful” items. He commonly embellishes what his wares can do, and how useful they will be for whatever weary travelers may need. Nashir will often make a game out of his dealings, commonly using three large seashells, and placing an item underneath it. He will shuffle the shells about quickly and offer travelers a “free” guess. Typically, he will give away an item on the first guess, lulling the guessers into a false sense of security and then upping the stakes. Nashir has learned over the years that angry customers do not make return customers and will not taunt characters into losing anything of serious value. However, he is always out to make a living, and knows that a profit is still sweet even if it takes the bitterness of a little trickery.

Bex

(AC 17; hd 4; hp 21; #AT: 3 (claw 1d6/claw 1d6/bite 2d6); special attack Idiocy)

Bex is a physical manifestation of the last of Marid’s powers, in the form of a plump, striped, furry cat. Bex acts quite lazy most of the time, but can spring into action at any moment. Any time a character is successfully hit by Bex, they must save vs. Spell or suffer a one hour -1d4 to their intelligence and wisdom statistics. If a spellcaster's intelligence or wisdom (depending on the caster type), falls below six they will no longer be able to cast spells for the remainder of combat. If a character's wisdom goes below three they will pass out from mental exhaustion.





Yemeni, Goddess of the Oasis

Yemeni has long watched over Ardula. Fond of the griffons and their riders, Yemeni has chosen to take a matriarchal role at the Griffon Nest on the winged Mountain, and watches over her chosen totem and their riders. She has long watched Sehir from afar, though legends suggest she may have sent the first Sultan to his fateful meeting with Marid.

While her intentions were unclear, her influence over the area has always been beneficial to the city, whether they knew it or not. Not only did she help preserve the peoples of the desert in the early years, she also taught them many skills and trades which continue to this day, such as the city's legendary glass work.

While her influence is active and important, many believe her to be fantasy, or if she does exist, separate from this world in a heavenly realm. Most citizens would be surprised to know a God was so close, and so concerned about their welfare.

Griffon Rider

(AC 16; hd 4; hp 24-32; #AT: 1; DMG Short Spear 1d8+1)





Details

Andula Bestiary



Sandstone Cats

Armor Class:	16	No. Appearing:	2d6
Hit Dice:	1**	Save As:	Fighter: 2
No. of Attacks:	2 claws/1 bite	Morale:	9
Damage:	1d4/1d4/1d6	Treasure Type:	None
Movement:	50'	XP:	75

These stone-like cat golems are the native cats of the desert, that are excellent at staying perfectly still and spying on people. They can remain still for days, even when being handled as small statues. Their stony skin acts as a fantastic camouflage and as a layer of protection. Physical attacks only do half damage to the cats, because of their natural stone covered skin.

Mummy, Giant

Armor Class:	16	No. Appearing:	1
Hit Dice:	8	Save As:	Fighter: 8
No. of Attacks:	1 strike + disease	Morale:	12
Damage:	2d8 + disease	Treasure Type:	D
Movement:	30'	XP:	950

These creatures are the remains of the ancient desert giants that have been disturbed and returned from their slumber. They stand eleven feet tall and are covered in tattered bandages. They do count as undead creatures and are immune to sleep, charm, and hold magic. Also they can only be injured by spells, fire, acid, and magical weapons. The attacks the mummy makes carry a disease of tomb rot that a character must save vs. spell. If a character contracts tomb rot, all wounds they suffered are unable to heal by normal or magical means, unless a cure disease spell is cast on the character.





Giant Spider-Crab

Armor Class: 16

Hit Dice: 4

No. of Attacks: 2 pincers

Damage: 2d8/2d8

Movement: 20' (Swim 20')

No. Appearing: 1d3

Save As: Fighter: 6

Morale: 8

Treasure Type: None

XP: 175

This dark brown colored crustacean is over ten feet in diameter, with large lumbering, spiky covered legs. They are only found in saltwater areas or on beaches, though they will not stay out of water long. Their eyes are on extended stalks that make any sneak attack impossible.



Hard Times in a Kingdom of Glass

Pack your bags; it's time for a road trip! The party will travel to the land of Ardula, a vast desert nation, a land of wonders unique among the world. Sultana Ru'yah, ruler of Ardula, wishes to begin negotiations between Brattleburg and Ardula to secure commerce. The players are hired to protect Ambassador Grimmfang; a Brattleburg hero that's being put out to pasture. Some say he was born on the battlefield by a warrior woman and so he feels at home on the battlefield and if he had his way he'd die there. With Griffons, an angry Djinni, and a city that never stays put, his latest adventure may actually be his last! Can the heroes save the princess, save the city, and earn the respects of a cranky old soilder? Find out in Hard Times in a City of Glass!

