

City of Brass Appendices



ANTHONY HUSO

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Anthony Huso

For use with HU2: A Fabled City of Brass

Anthony Huso



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INTRODUCTION

This is a no-nonsense compilation of all appendices required to run *HU2: A Fabled City of Brass*. For this reason, the booklet is Spartan, without adornments and printed in black and white.

My goal with this aid is to keep it lean and inexpensive—its only purpose being to support the main module.

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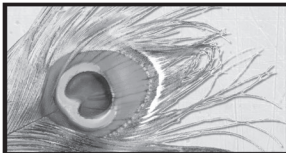
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Lastly, because this is a niche product, I should be able to handle hi-res map file requests myself. Simply email me at [stonehold@gmail](mailto:stonehold@gmail.com) with the subject line: City of Brass Map Request.

I will then provide you with links to download the DM Hi-Res Map and the compressed-but-still-glorious Player Map that I used for my own group with Fantasy Grounds software.

Happy gaming and please drop me a line with stories of your adventures in the City of Brass!

A handwritten signature in black ink, consisting of several overlapping loops and a long horizontal stroke extending to the right.



Random Encounter Tables

STREETS & GENERAL EXTERIORS

1	Ma'tuum: Eater of Souls	unique*	Appendix B
2	Al'lahab: the Red Dragon	unique*	Area E-13
3	Disenchanters	1d3	FF p. 27
4	Elemental (12 HD)	1d3	MM p. 37
5	Pastel Achaierai	1d8	FF p. 9
6	Pastel Cobra	1	Appendix B
7	Al'hajar Devils	2d4	Appendix B
8	Sightless Deer	2d10	Appendix B
9	Xorn	1d4	MM p. 102
10	Gryphs	2d10	FF p. 48
11	Voolot Dragons	1d10	Appendix B
12	Griffons	1d6	MM p. 50
13	Houri	1	Appendix B
14	Al-Mi'Raj	2d10	FF p. 11
15	Redbelly Asp	1	Appendix B
16	Vultures, Giant	1d6	MM2 p. 125
17	Flametail Jackals	2d10	Appendix B
18	Larvae	1d3	MM p. 59
19	Illusion		
20	Illusion		
21	Corpse		
22	Corpse		
23	Corpse		
24	Corpse		

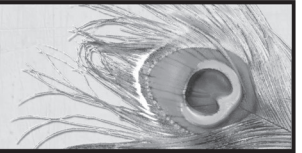
GARDEN OF AL'AKWAN

1	Anqa: the Burning Peacock	unique*	Appendix B
2	Mul'tahab: the Unicorn	unique*	Appendix B
3	Disenchanters	1d3	FF p. 27
4	Golden Dzo	unique*	Appendix B
5	Drelb	1	MM2 p. 60
6	Pastel Cobras	1d3	Appendix B
7	Twilight Bloom	1	MM2 p. 122
8	Sightless Deer	2d10	Appendix B
9	Rose Pudding	1	Appendix B
10	Yellow Musk Creeper	1	FF p. 97
11	Voolot Dragons	2d6	Appendix B
12	Thorks	2d8	FF p. 88
13	Minimal	varies	MM2 p. 85
14	Al-Mi'Raj	2d10	FF p. 11
15	Carbuncle	1	FF p. 17
16	Curio Animal/Insect/Fish	varies	Appendix B
17	Dragon Horse	unique*	MM2 p. 59
18	Larvae	1d3	MM p. 59
19	Illusion		
20	Illusion		
21	Illusion		
22	Illusion		
23	Corpse		
24	Corpse		

* once a unique creature is permanently slain, the result indicates no encounter

- Random encounters are not rolled inside of structures and since the blissful haze prevents rest, holing up or loitering inside of structures will serve no great advantage to the party.
- If you lack a d24, simply roll a d12 and a d6. If the d6 = 1 thru 3 the result of the d12 is 1 thru 12; otherwise it is 13 thru 24.
- For illusions and corpses, consult the appropriate sub-tables (see overleaf).

Random Encounter Tables



TEMPLE HILL (winter)

1	Ma'tuum: Eater of Souls	unique*	Appendix B
2	Al'lhab: the Red Dragon	unique*	Area E-13
3	Disenchanters	1d3	FF p. 27
4	Ice Elemental (16 HD)	1	MM2 p. 98
5	Pastel Achaierai	1d8	FF p. 9
6	Ice Devil	1	MM p. 22
7	Bone Devils	1d3	MM p. 21
8	Sightless Deer	2d10	Appendix B
9	White Pudding	1	MM2 p. 102
10	Gryphs	2d10	FF p. 48
11	Ice Lizards	1d4	FF p. 52
12	Winter Wolves	2d4	MM p. 101
13	Houri	1	Appendix B
14	Al-Mi'Raj	2d10	FF p. 11
15	Luck Eater	1	MM2 p. 80
16	Vultures, Giant	1d6	MM2 p. 125
17	Flametail Jackals	2d10	Appendix B
18	Larvae	1d3	MM p. 59
19	Illusion		
20	Illusion		
21	Illusion		
22	Corpse		
23	Corpse		
24	Corpse		

DISENCHANTER GEAR ATTACKS

ITEM LOCATION	EFFECTIVE AC
Worn as Clothing or Armor	8
A Shield in Hand	6
Held Weapon or Other Object	5
Worn on Belt, Finger or Foot	3
Inside a Belt Pouch or Purse	0
Inside a Backpack	-2
Inside Extra-Dimensional Bag	Impossible †

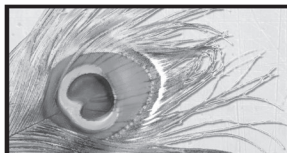
† If the extra-dimensional bag is hit by the disenchanter, bad things generally happen.

ILLUSION SUB-TABLE (2d4)

2	Entire City of Brass Shudders Then Stills Again
3	Ancient Red Dragon Attacks the Party
4	Ancient Red Dragon Passes High Overhead
5	Flying Man on Small Carpet Ignores Party
6	Clouds Above the City Form Howling Faces
7	Gringling Projection Glitches Through Looping Tasks
8	Light Arrows Pulse in Ground To Random Building

CORPSE SUB-TABLE (2d4)

2	Sleeping Mummy (MM p. 72)
3	Fresh Body Part With Smears & Spatters (no loot)
4	Scattered Adventurer Bones (10% small loot)
5	Mummified Adventurer who Fell Asleep (no loot)
6	Mummified Gringling in Finery (10% small loot)
7	Ostentatious Gringling Noble (60% Treasure Type X)
8	Alien/Extra-Planar Body (100% Treasure Type U)

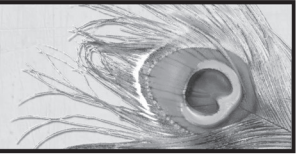


City of Brass Flora Tables

	Botanical	Harvest Amt	Shelf Life	One Blossom or Fruit Creates	Processed Shelf Life	Transplant %	Dose Value
1	Abyssal Roses	4d6 blossoms	1d3 days	x .25 tea doses	6 months	13%	200 sp
2	Apples of Smarkand ‡	4d6 fruits	3d6 days	-	-	5%	25,000 sp
3	Black Bakku Roses	4d6 blossoms	1 day	x .25 perfume doses	1 year	12%	800 sp
4	Burning Kiwis	4d6 fruits	2d6 days	-	-	5%	2,000 sp
5	Burning Tiger Lilies	4d6 blossoms	1 day	x .25 ointment doses	1 year	13%	2,000 sp
6	Cinder-Spitting Teucrums	4d6 blossoms	0	-	-	5%	5,000 sp
7	Cinnamon Medlars	4d6 fruits	2d6 days	-	-	5%	400 sp
8	Daedalus Grapes	1d100 x 4 fruits	2d6 days	x .25 flying wine	many years	5%	100 sp
9	Daybreak Lemons	4d6 fruits	6d6 days	-	-	10%	100 sp
10	Eden Roses ‡	4d6 blossoms	1 day	x .25 tea doses	6 months	5%	4,000 sp
11	Ember Wisteria	4d6 blossoms	1 day	x .25 potions	infinite	25%	8,000 sp
12	Ethereal Stargazers	4d6 blossoms	1 day	x .25 ointment doses	1 year	10%	10,000 sp
13	Ever Pears ‡	4d6 fruits	3d6 days	-	-	8%	6,000 sp
14	Golden Cherries	1d100 x 4 fruits	2d6 days	-	-	8%	200 sp
15	Golden Dates	8d6 fruits	6d12 days	-	-	8%	100 sp
16	Great Dragon Lilies	4d6 blossoms	1 day	x .25 potions	infinite	15%	500 sp
17	Igneous Convolvulus	4d6 blossoms	12 hours	-	-	13%	2,000 sp
18	Jewel Orchids	4d6 blossoms	1 day	-	-	10%	1,000 sp
19	Juliet Roses	4d6 blossoms	1 day	x .25 tea doses	6 months	13%	8,000 sp
20	Lotus: Azure Sky †	1	1d4 hours	-	-	2%	10,000 sp
21	Lotus: Black †	1	1d6 hours	-	-	3%	10,000 sp
22	Lotus: Snowpetal †	1	0	-	-	1%	50,000 sp
23	Orobus Figs	4d6 fruits	2d6 days	-	-	8%	8,000 sp
24	Pallid-Flamed Moonflowers	4d6 blossoms	1 day	x .25 dust doses	6 months	8%	800 sp
25	Saffron Crocuses	4d6 blossoms	1 day	x .25 dust doses	6 months	15%	1,000 sp
26	Scarlet Pomegranate	4d6 fruits	3d6 days	-	-	8%	8,000 sp
27	Sultan Tangerines	4d6 fruits	4d6 days	-	-	10%	200 sp
28	Vestal Peaches ‡	4d6 fruits	2d6 days	-	-	5%	2,000 sp
29	White Temple Roses	special*	1 day	special*	special*	20%	150,000 sp*
30	Xicyuboise Fruit	1d6 fruits	2d6 days	-	-	5%	18,000 sp

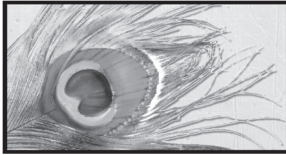
10 min per search. Roll 1d30 twice per search. † Only in Water (if no water is nearby, the search is fruitless) ‡ Only in the Garden of Al'akwan

City of Brass Flora Tables



	Botanical	Description
1	Abyssal Roses	These dark red roses glow with a deep fiery light at their hearts.
2	Apples of Smarkand ‡	Each of these pale pink and green-gold apples seems to have been hand polished.
3	Black Bakku Roses	Roses of such deep red appear black at a distance and only reveal their true color under bright light.
4	Burning Kiwis	The skins of these fruits dance with low purple flames and the flesh inside is glowing magenta.
5	Burning Tiger Lilies	Huge pink-orange lilies spotted with black release fizzling motes of fiery pollen from purple stamens.
6	Cinder-Spitting Teucrums	Throats of delicate bluish trumpets brighten until they release floating bubbles of incandescent nectar.
7	Cinnamon Medlars	A translucent persimmon-like fruit of purple-brown brightens to orange as it ripens. Its skin is dewy.
8	Daedalus Grapes	Enormous yellow-orange grapes, each roughly 2 inches in diameter, seem ready to burst. They drip juice.
9	Daybreak Lemons	When sliced, these lemons release brilliant light from their flesh and juice.
10	Eden Roses ‡	The centers of these roses blush delicate carmine-pink, while their outsides flourish with cream and ivory.
11	Ember Wisteria	Dangling boughs of burning flowers molt through colors of hot-coal. They drizzle a sparkling nectar mist.
12	Ethereal Stargazers	Huge white-patterned lilies with spectral blue centers stream milky fumes from the tips of long stamens.
13	Ever Pears ‡	These pears are white and shining, illuminating as well as a candle even after being picked.
14	Golden Cherries	Clusters of golden-yellow cherries hang shining from verdant branches.
15	Golden Dates	Large bunches of metallic-gold dates hang from palm tops. They are bright yellow beneath the skin.
16	Great Dragon Lilies	Large white arum lilies darken to pink in throats filled by enormous spadices, which smell of decay.
17	Igneous Convolvulus	Fluttering delicate petaled trumpets float on glowing gas-filled sepals, tethered by slender vines.
18	Jewel Orchids	The transparent petals of these exquisite orchids resemble ornate stained glass windows.
19	Juliet Roses	Dense, pale peach roses with blushing centers burgeon from hardy shrubs.
20	Lotus: Azure Sky †	The petals of this lotus reach upward, fading from centers of cloud white to cerulean at the tips.
21	Lotus: Black †	This deep purple-to-black lotus harbors golden glowing pollen in its center.
22	Lotus: Snowpetal †	This lotus is pure white with a silvery seedpod at its center. A halo of light surrounds it.
23	Orobus Figs	These dusty blue fruits hang heavily on the tree, some split to reveal a rosy-purple jelly filled with seeds.
24	Pallid-Flamed Moonflowers	The petals of these celestial blue morning glories twist open and shut while dancing with low white flames.
25	Saffron Crocuses	Royal orange and purple blooms drift on floating gas-filled pods that are veined with air-breathing roots.
26	Scarlet Pomegranate	Pomegranates of a more ruby-red color have never been seen.
27	Sultan Tangerines	Succulent tangerines of emperor-orange swell the branches.
28	Vestal Peaches ‡	These white peaches pinken only around the pit, which falls out easily. Their smell is divine.
29	White Temple Roses	Pure-white roses, each almost as large as your head, release a faint pearlescent smoke with heavenly aroma.
30	Xicyuboise Fruit	These spiky red fruits smell delightful and entertain the eye with colors from pink to scarlet to magenta.

† Only in Water (if no water is nearby, the search is fruitless) ‡ Only in the Garden of Al'akwan

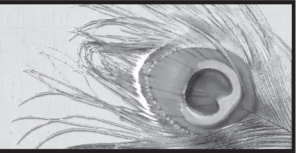


City of Brass Flora Tables

Uses / Effects

- Tea (fresh or dried) reduces max hp by 1d8 for 6 hours and grants 120' infravision for the same amount of time
- Smelling the skin of this apple cures any disease or curse
- Fresh blossoms used in rare perfume "Wair Tah-vae," which acts as a Friends spell for 1 hour after application (PHB p. 66)
- Eating this flaming green fruit casts a Strength spell on the user for 4 hours (PHB p. 72)
- Ointment grants an extra attack on odd rounds and increases MV by 3" for 2d6 rounds
- Eating the fresh blossoms grant 25% magic resistance for 2d12 hours
- When this applesauce-like fruit is eaten it adds 10 phantom hp to the users total for 2 hours (more than 1 per day causes incapacitating diarrhea)
- Each grape eaten allows the eater to Fly as the spell for up to ten minutes (more than 24 per day causes incapacitating cramps)
- When sliced, radiant light floods from each piece of fruit (functions as a Light spell for 4 hours)
- Each cup of tea permanently reduces age by 1d6 years; increases WIS by 1 (to a max of 16) and lowers max hp by 1d6
- Makes a potion of fire resistance at no further cost and 100% success. (3 days brewing)
- Ointment allows one to see and attack creatures in the border Ethereal for 1d3 hours (requires a magical weapon)
- Each pear eaten heals 2d4+2 hp but also moves the eater along the Intoxication Table toward comatose (DMG p. 82)
- Eaten, functions as a Slow Poison spell for 4 hours (PHB p. 45)
- One date weighs only ½ pound and counts as a full day's ration
- Makes a potion that when hurled creates a Stinking Cloud for 3 rounds (PHB p. 72) (5 days brewing)
- Worn as a fresh corsage, it protects the wearer from level drain for 12 hours
- Blossom allows a cleric or paladin to cast Commune (1 question only) once/month without memorization
- Each cup of tea permanently increases CHR by 1 (to a max of 17) and lowers max hp by 1d6
- Pollen from this plant raises the inhaler's actual level by one for 9 hours and thereafter reduces it by one for 24 hours
- Pollen from this plant causes permanent insanity unless a save vs Death Magic is successful, but the users next saving throw automatically succeeds
- Touching this plant destroys it, but increases the toucher's level by one unless previously so affected
- If these figs are eaten daily, the eater's STR increases 1 point per month up to a max of 16, which is then permanent
- Powdered and sprinkled within 1 month of making may (50%) summon 1d3 Mi-go
- Each inhalation of powdered gold dust has a 50% chance to cure insanity (each failure requires 7 days bed rest)
- The juice of this fruit, when substituted for blood and drunk, will cure vampirism
- Eating one fruit substitutes a full night's rest, but will not do so again until the eater rests normally for 1 night
- The eater falls into dream and therein is enticed to spend large sums of XP to move their alignment toward NG (DM fiat)
- Harvesting blossoms from 1 plant for 1 month allows manufacture of 1 block of Incense of Meditation (DMG p. 147)
- Once eaten, the thought of eating another sickens the eater but is 80 % likely to turn the eater into a vampire

Dead Races



Gringlings

(The Writers & Eaters of Time)

FREQ: Dead Race
APP: unknown
AC: Variable
MV: 15"
HD: Variable
THACo: Variable
% IN LAIR: unknown
TR TYPE: N & U
ATT: Variable
DAMAGE: By weapon type
SPEC. ATT: psionics
SPEC. DEF: Permanent Mind Bar
MR: 25% + 2% per level gained
INT: Genius
ALIGN: Lawful Neutral
SIZE: M
PSIONICS: 170 ATT / 170 DEF
Attack Modes: Up to 5 random
Defense Modes: Up to 5 random
Disciplines: Body Weaponry (PHB p. 111), Cell Adjustment (PHB p. 111), Etherealness (PHB p. 115), Precognition (PHB p. 113), Suspend Animation* (PHB p. 114), Telepathy (PHB p. 116), Adjust Time (See Below).
LVL/XP: IV and up / XP variable
Ability Score Ranges:
STR: 14 + 1d4
INT: 14 + 1d8
WIS: 4d6 (keep highest 3 results)
DEX: 16 + 1d4
CON: 4d6 (keep highest 3 results)
CHR: 14 + 1d6

The Gringlings were a race of highly intelligent beings descended from the Limujin (or Infinite Ones), who were in turn supposedly descended from demi-god stock. They are NOT designed for use as player characters.

Gringlings appeared as nearly perfect humans with pale skin, eyes of silver, indigo or jade and—most commonly—pink hair.

These extraordinarily gifted people could see the future, and recorded what they saw. Their technologies, though strange and wondrous, have mostly been lost—with exceptions being detailed in this supplement.

Gringlings had no clerics, druids, paladins, rangers or bards, but all other classes (including monk) were available to them with unlimited level progression.

Furthermore, Gringlings could multi-class in the following combinations:

- Fighter/Magic-User
- Fighter/Illusionist

- Fighter/Thief
- Fighter/Assassin
- Magic-User/Thief
- Monk/Magic-User
- Illusionist/Thief

Gringling Lords (according to myth) were extraordinary multi-classed Monk/Magic-Users (or more commonly) Fighter/Magic-Users.

Although there were exceptions among the Lords, Gringlings did not typically wear armor or carry melee weapons, preferring to rely on ranged weapons and Body Weaponry. Note that any Gringling with a DEX of 19 or higher was able to "dual wield" their body weaponry, and thereby attack at twice the normal rate per round.

Gringling use of the Suspend Animation psionic discipline was per PHB p. 114 but replaced the word "week" with "decade". Therefore a 5th level Gringling could suspend animation for up to 150 years with only 15 days of activity between periods of hibernation.

All Gringlings were also able to Adjust Time—a Major Psionic Discipline revealed here:

Adjust Time

Range: 0
Duration: ½ segment per level: max 1 round
Area of Effect: 30' sphere
Strength Point Cost: 10 per ½ segment adjusted
Saving Throw: none

By use of this discipline, the Gringling either rewound or fast-forwarded time by a specified number of segments.

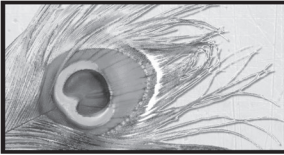
The effects of one Adjust Time could never overlap with any other use of the discipline, either by others in the vicinity or by the user stacking the discipline.

Therefore, whilst a user with 4th level mastery could rewind the same 2 segments repeatedly until exhaustion, he could not stack the discipline to rewind time beyond the original 2 segments being affected by the discipline.

Results of rewinding time could allow for a second chance at initiative rolls, to-hit rolls, saving throws, dmg rolls, and so on. All other effects within the area were similarly "rewound".

On the other hand, if the Gringling fast forwarded time, those segments were played out normally with the exception that the Gringling (plus those inside the area of effect) were not present during the affected segments.

Therefore, if a fireball detonated during a segment in which the Gringling was "gone" he suffered no effects from the fireball and did not need to make a saving throw. In this use, the referee should think of the discipline like a mass Blink spell with an extended period of absence.



Gringlings were rumored to have amassed more wealth and power as a result of their magic and technology than any known race since their time. They were, in fact, the architects of the Fabled City of Brass—which was a mobile city, seen in different locations on the Prime Material Plane.

From this powerful stronghold, and aided by the Ublisi, the Gringlings conquered their enemies, the Groull and, during several centuries of war, wielded mighty powers of magic, technology and illusion. Under the leadership of the Caliph of the Painted Dawn, they also forced many elemental creatures to fight for them without reward.

With regards to their enemies, it was in their dying days, when the war became impossible, that the Groull made a pact with the slighted elemental princes. They paid the debt of the Gringlings' elemental slaves through mass suicide. So great was their self-slaughter that the Groull settled the Gringlings' debt and further acquired the means and intelligence to sabotage the City of Brass (see Ma'tuum: Eater of Souls in Appendix B)

Too late the Gringlings foresaw their end. Although they knew they were about to be destroyed, their efforts to discover a way to prevent it were thwarted and ultimately ended in catastrophe.

And so the City of Brass fell and the Great Gringling civilization became splintered and reduced, precipitating a disparate extinction.

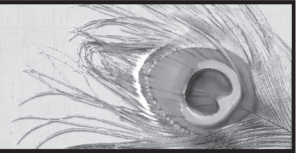
It is possible that remnants of this formerly great race may still exist on other planes, cloaked by hibernation and faded memories.

Age Categories: YA 150-250 | M 251-650 | MA 651-1000 | O 1001-1500 | V 1501-2000

Prominent Gringlings in the City of Brass:

- Iblis Occam the Wytch-hand; Sultan of Flame, Eternal Caliph of the Painted Dawn
- Ehlissa Amooyan; Seeress of the Silvern Eye, Princess of the Dynasty
- Tamar Amooyan; 1st Daughter (still alive)
- Tedmur Amooyan; 2nd Daughter
- Bayezid Occam; 1st Son
- Arsu Tanu; Lord of Flame; Head-Pruner; General of the Four Skies
- Xezbeth; the Indigo Tongue; Court Sorcerer
- Jaan Bin Jinn; Lord of Gales; Marid of the Monsoon
- Yaghuth; Lord of Time; Court Demon
- Murad Mubarak; Master of the Odalisques; Chief of the Girls
- Isa Aluvum; Sultan's Mother
- Çelebi Narimani; Lord of Doors; Seneschal
- Sha Ja'han; Chief Scholar
- Siavosh Tut; Chief Page
- Ustad Lahauri; Proprietor of the Emerald Princess
- Bahiti; One of the Seven Silk Dancers
- Shahra; One of the Seven Silk Dancers
- Aria; One of the Seven Silk Dancers
- Neshat; One of the Seven Silk Dancers
- Khat; One of the Seven Silk Dancers
- Sera; One of the Seven Silk Dancers
- Qelhatat; One of the Seven Silk Dancers

Dead Races



Groull

(The Gray Destroyers)

FREQ: Dead Race
APP: unknown
AC: Base 3
MV: 15" both flying and on foot
HD: Variable but always uses d10
THACo: Advances on Monster HD
% IN LAIR: unknown
TR TYPE: N & U
ATT: 3
DAMAGE: 1d6 + STR bonus, 1d6 + STR bonus, 2d4 bite
SPEC. ATT: psionics & morale checks
SPEC. DEF: Bite dmg regenerates the Groull
MR: 25% + 2% per level gained
INT: Exceptional
ALIGN: Any Evil
SIZE: L
PSIONICS: 130 ATT / 130 DEF
Attack Modes: Up to 3 random
Defense Modes: Up to 3 random
Disciplines: Domination (PHB p. 112), ESP (PHB p. 112), Invisibility (PHB p. 113), Levitation (PHB p. 113), Etherealness (PHB p. 115), Suspend Animation* (PHB p. 114), Telekinesis (PHB p. 116), Telepathy (PHB p. 116).
LVL/XP: IV and up / XP variable
Ability Score Ranges:
STR: 14 + 2d3
INT: 9 + 2d4
WIS: 4d6 (keep highest 3 results)
DEX: 14 + 1d4
CON: 14 + 2d3
CHR: 1d3

Groull were terrifying. The race was gray, hairless and capable of flight. Their wings were leathery. Dead white eyes occupied small ghoulish heads on long, lissome necks. Their toad-like maws were filled with fangs and their hands were oversized and arrayed in talons. They are NOT designed for use as player characters.

Groull never attacked with weapons or wore armor but their skins were hard as plate. They did occasionally wear protective rings. Groull physical assaults could hit creatures requiring magic based on how many HD they possessed: I.e. a 5 HD Groull could hit a creature requiring +1 weapons. A 7 HD Groull could hit those requiring +2 and so on.

Groull could be Fighters, Thieves, Assassins or Illusionists.

They multi-classed in the following combinations:

- Fighter/Illusionist
- Fighter/Thief
- Fighter/Assassin
- Illusionist/Thief

The bite of a Groull was particularly bloody and vicious with any dmg dealt being immediately transferred to the Groull's hp as regenerative healing.

Groull were so terrifying that any creatures vulnerable to fear had to make morale checks each round. (Even player characters were required to make this check with regular chances for retreat, flight or surrender!) Note that these morale checks could only be ignored if the victim's HD were equal to or greater than double that of the Groull's.

A Groull of 20 CON will regenerate 1 hp every hour.

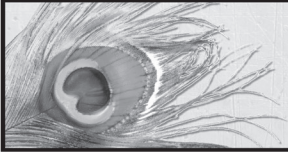
Groull use of the Suspend Animation psionic discipline was per PHB p. 114 but replaced the word "week" with "decade". Therefore a 5th level Groull could suspend animation for up to 150 years with only 15 days of activity between periods of hibernation.

Groull civilizations were made of dark stone in high crags and usually devoid of staircases or ladders. All doorways were large to accommodate flight and stone knobs featured in the architecture allowed for perching.

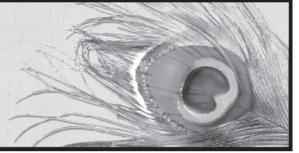
During the war with the Gringlings, when their defeat was imminent, the Groull made a pact with the slighted elemental princes. They paid the debt of the Gringlings' elemental slaves through mass suicide. So great was their self-slaughter that the Groull settled the Gringlings' debt and further learned of a hidden way to sabotage the City of Brass. See Ma'tuum: Eater of Souls in Appendix B for more information.

It is possible that remnants of this formerly great race may still exist on other planes, sleeping in deep hibernation.

Age Categories: YA 150-250 | M 251-650 | MA 651-1000 | O 1001-1500 | V 1501-2000



Bestiary Surreal



You may assume that all these creatures can be researched within the Library of Xinraedaal.

Aafenan Sphinx

FREQ: Very Rare
APP: 1
AC: -3
MV: 15" | 30" MC: C
HD: 13
THACo: 9
% IN LAIR: 50%
TR TYPE: U
ATT: 1 (or) 1 + 1 by weapon type.
DAMAGE: 3d6 constriction
SPEC. ATT: spell use & poison spit
SPEC. DEF: Nil
MR: Standard
INT: Genius
ALIGN: Neutral
SIZE: L (20' long)
PSIONICS: Nil
LVL/XP: X 7,050 + 18/hp

This beautiful bird-winged woman has the lower body of a glittering serpent.

The aafenan sphinx prizes gems and magic and may sometimes be bribed.

They are stalwart guardians who typically check passwords, pose riddles or demand retrieval quests in order to buy passage.

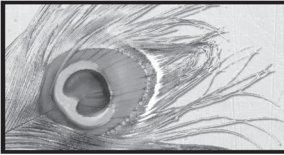
The aafenan sphinx can spit venom up to 3" and a save vs Poison will prevent a painful death at the end of 5 rounds. Whether the save is successful or not, the venom inflicts 15 dmg divided equally over 5 rounds.

If the sphinx hits with its body, constriction will be automatic each round. A victim so constricted is unable to do anything outside of a bend bars check once per round in order to escape.

An aafenan sphinx can use the following spells each once per day: Detect Magic, Read Magic, Read Languages, Detect Invisible, Locate Object, Dispel Magic, Clairaudience, Clairvoyance, Remove Curse, Legend Lore.

Lastly, an aafenan sphinx has an allotment of clerical spells determined by the DM with all spells cast at the 13th level of ability:

3 x 1st level; 3 x 2nd level; 2 x 3rd level; 1 x 4th level



Ageless Child

FREQ: Very Rare
APP: 1
AC: 10
MV: 3" or 6" depending on age
HD: 1d3 hp
THACo: irrelevant
% IN LAIR: 100%
TR TYPE: nil
ATT: none
DAMAGE: nil
SPEC. ATT: none
SPEC. DEF: none
MR: 5%
INT: varies
ALIGN: Neutral Good programming
SIZE: S
PSIONICS: Nil
LVL/XP: I 5 + 1/hp

These automata are designed to fill the role of a real child. The thing is typically fashioned to appear as an infant or toddler of exquisite beauty with unusually intense and colorful eyes. If an ageless child is alone it will attach itself to the first adult it encounters, following, trying to hold the hand, offering kisses and so forth. It is perfectly behaved and loving. Any good aligned being that witnesses the destruction of an ageless child will experience profound and conflicted mental distress such that all rolls made by that being suffer a penalty of 2 for the next 2d4 days.

Al'hajar Devils

FREQ: Rare
APP: 4d4
AC: 7
MV: 12"
HD: 2 + 4
THACo: 16 melee (or) 11 missile
% IN LAIR: 90%
TR TYPE: ???
ATT: 2 claws (or) 1 thrown stone
DAMAGE: 1d2 x 2 claws (or) 2d4 thrown stone
SPEC. ATT: Initiative
SPEC. DEF: teleport + see below
MR: 5%
INT: Average
ALIGN: Lawful Evil
SIZE: S (5' tall and slender)
PSIONICS: Nil
LVL/XP: II 208 + 2/hp

These small, spindly devils are pink and possessed of sharp, leering countenances framed by backswept, stiletto-like ears.

They are cowardly in the extreme and weak in melee.

Though each claw requires a save vs Poison to avoid a burning rash (drains 1 point of STR), this effect is not cumulative and dissipates after 1d3 days.

The devil will resort to claws only if cornered and will seek to escape melee at any cost, being able to leap up to 12'.

Al'hajar devils can be hit by normal weapons but share other resistances common to their ilk: immunity to fire and half or no dmg from Cold and Gas.

In addition to throwing a stone, once per round, at will, an Al'hajar Devil can:

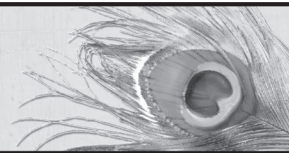
- Create an Illusion
- Teleport w/o Error
- Know Alignment
- Animate a single corpse or skeleton
- Summon another Al'hajar Devil (50% success)

These devils rely heavily on two main tactics:

1. They can conjure and hurl stones up to 35', always winning initiative and attacking on the first segment. When hurling stones they gain a +4 to-hit bonus (THACo 11) and the stones count as magical weapons.
2. Each devil will summon another Devil every round until they fail, at which point they must wait seven days to try again.

Using these tactics, combined with teleportation, they will try to quickly summon a small army, maintain distance, and stone the party to death from atop walls or other out of reach locations.

Bestiary Surreal



Anqa: The Burning Peacock of Shah Ja'han

FREQ: Unique
 # APP: 1
 AC: -3
 MV: 6" (or) 30"
 HD: 3 (minimum of 13 hp)
 THACO: 10 (as 11 HD monster)
 % IN LAIR: 50%
 TR TYPE: see below
 # ATT: 3 on odd rounds | 1 on even
 DAMAGE: 1d12 beak, 1d4 x 2 talons
 SPEC. ATT: see below
 SPEC. DEF: see below
 MR: 50%
 INT: Very
 ALIGN: Neutral Good
 SIZE: M
 PSIONICS: 120 ATT / 120 DEF
 Attack Modes: D, E
 Defense Modes: F, H, J
 Disciplines: Dimension Door (PHB p.76) Etherealness (PHB p. 115) Probability Travel (PHB p.115) Energy Control (PHB p.115)
 LVL/XP: VI 1175 + 6/hp

This bird is beautiful beyond description. Its burning, ebbing colors have no name on the Prime Material Plane but shine like galactic fires.

All creatures within 60' of the bird must save vs Wands at the beginning of each round. Those unable to see the bird are exempt but total obscurement is necessary as even seeing the bird's glow around a corner will require a saving throw.

Failing this save means the observer is unable to perform any action for that round due to bedazzlement.

Only if the bird is attacked, will it turn aggressive and if it does it will automatically win initiative every round: gaining three segments in which to act.

The burning peacock can launch an aerial attack or leap (with beak and talons) every other round. Otherwise it attacks only with its beak. Every attack the bird makes gains an adjustment to hit and damage depending on the target's alignment:

Target's Align	Hit & DMG adj	Fireball
NG	+0	3d6
LG	+1	4d6
CG	+2	5d6
LN	+3	6d6
N	+4	7d6
CN	+5	8d6
LE	+6	9d6

CE	+7	10d6
NE	+8	11d6

When the bird is slain it detonates in a 60' diameter sphere, bursting into a rainbow fireball that affects all within range as a power word stun (PHB p. 88) plus the damage listed above (save vs spells for half dmg). This fireball deals pure magical dmg (rather than fire dmg) and overcomes magic resistance as if the bird were 11th level.

The detonated bird will leave behind its jewel-beak (worth 50,000gp) and 3d10 salvageable feathers (each worth 1,000gp) but a new bird will appear instantly in the place where the old bird died and it will attack those stunned by the blast.

Once attacked, the bird will attack relentlessly until all threats are either dead or have fled.

Typical order of operations for the bird each round:

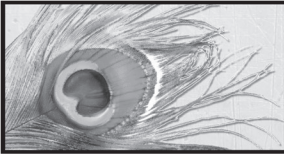
1. Check bedazzlement
2. Psionic Attack
3. Physical Attack
4. Special Ability use

The bird's beak and feathers require 1 week to fully cure after renewal. Thus, if the bird is slain more often than once per week the beak and feathers will crumble in the explosion.

Furthermore, if the bird is slain seven times in seven weeks, it will remain permanently slain.

Lastly, each incarnation of the peacock can do any of the following once per day at will at 11th level ability:

- Burning Hands (PHB p.64) with a whip of its tail
- Flame Strike (PHB p. 49)
- Heat Metal (PHB p. 56)



Brass Man

FREQ: Very Rare
APP: 1d6
AC: 4
MV: 6"
HD: 4 (18 hp)
THACo: 13 melee | 15 missile
% IN LAIR: 100%
TR TYPE: Nil
ATT: 1 or 2
DAMAGE: by weapon type (melee +3)
SPEC. ATT: energy bow
SPEC. DEF: magic weapon to hit
MR: standard
INT: Non-
ALIGN: Neutral
SIZE: L 8' tall
PSIONICS: Nil
LVL/XP: IV 290 + 5/hp

Brass Men are automatons of slow but powerful construction. With pointed helmets and an expressionless brass mask, they have a Saracen look about them.

Brass Men do not detect or target stationary objects, but even small movements—lips pursing to speak—will alert them.

Brass Men have 18.75 STR and attack at +2 to hit and +3 damage with melee weapons.

Each Brass Man has a lead tablet in his breast, inscribed with names and talismans and beneath this is an esoteric power source of whirling pink energy.

The energy bow of a Brass Man fires frightening pink lightning bolts drawn from this power source. Against these missiles, armor and shields are ignored but magical plusses are counted. Each bolt deals 1d8 dmg and requires a save vs Wands.

Failure slows the target (as the spell) for both the remainder of current and the following round.

The lead tablet in its breast reduces the damage of each die rolled against the Brass Man by 2. However, an unmodified to-hit roll of 19 or 20 will pierce or sunder the tablet and destroy the Brass Man.

If the tablet is aimed for specifically, the attacker suffers a -2 penalty to hit. If a hit is scored despite this penalty, the Brass Man will be destroyed if the die roll was 17 or higher.

Upon death, the power source bursts, dealing 1d4 flaming pink energy damage to every creature within 5'. If the tablet has not been targeted specifically, there is a 60% chance it can be salvaged. This lead tablet weighs 25 lbs. Any person carrying a lead tablet will not be attacked by a Brass Man.

Curio Animal/Insect/Fish

FREQ: Very Rare
APP: 1d3
AC: 8
MV: variable
HD: 2-16 hp animal / ¼th hp Insect / 1-3 hp Fish
THACo: 20
% IN LAIR: 25%
TR TYPE: Nil
ATT: 1
DAMAGE: 1d3 animal / 0-1 Insect / 0-1 Fish
SPEC. ATT: varies
SPEC. DEF: varies
MR: 5%
INT: Animal
ALIGN: N
SIZE: S or M
PSIONICS: Nil
LVL/XP: VII / 5 + 1/hp

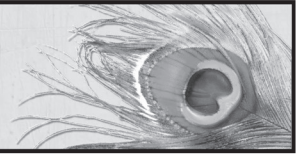
Curio animals are automatons of Gringling design with unusual colors and exotic forms. They are, unless damaged, immortal. Curio creatures behave as living creatures of similar kind and will not stray far from the location where they are “released.”

They can regenerate 1 hp per day but cannot otherwise be repaired or healed. If slain and dissected, they are partly organic (flesh, bones, etc.) and partly synthetic (with mysterious gemstone-like organs, glassy lenses and so forth).

If a corresponding ring is found, a curio creature is quite valuable, for the creature can then be controlled and what it sees is displayed in a holographic sphere around the ring-wearer. Such a ring cannot be worn on the same hand as other magical rings.

While controlling a curio animal, a ring-wearer must remain still and concentrate. Control extends up to 100' in any direction through walls (or) 2,000' in exterior/open environments. The value of a curio-animal with a control ring is 10,000 sp. If no ring is found they may be sold as beautiful amusements for 100 sp or more.

Bestiary Surreal



Dracolich

FREQ: Very Rare
APP: 1
AC: 0
MV: 9
HD: 11 (88 hp)
THACo: 10
% IN LAIR: 100%
TR TYPE: Nil
ATT: 3 + tail
DAMAGE: 2d8, 2d8, 8d6 (bite) 6d6 (tail)
SPEC. ATT: fear + breath & spells
SPEC. DEF: see below
MR: 50%
INT: Exceptional
ALIGN: CE
SIZE: L
PSIONICS: Nil
LVL/XP: X / 9,900 + 16/hp

There have been many variations on this beast but this version is specific to the horror found in area F-05 (Star Dragon Temple).

Rather than skeletal, this abomination's flesh is intact—though sagging and gaping with pits that reveal bone. Its coloration is a rotting tan but a rainbow of decay is also represented. Its entrails dangle and sway as it lurches about and its eyes are dead white. Although the beast has vast, tattered wings, they are useless.

The horror causes all creatures of 5 HD or less to flee in panic. Those of 6HD or more are allowed a saving throw vs Wands.

Only +1 or better weapons will hit the dracolich. It is immune to Fire, Cold, Electricity, Poison, Acid, Sleep, Charm, Polymorph, Enfeeblement, Insanity & Death Magic. Each of its attacks must be saved against vs Paralyzation or the victim is paralyzed for 1d10 rounds. Each hit also requires 1 piece of gear to save vs Crushing Blow.

Each round, the dracolich will breathe, attack and cast 1 spell.

Its 60' cone-shaped breath weapon consists of a wet black vapor ghosted with motes and swirls of white, spectral blue and mulberry. This vapor drains 1 level and then functions as a Death Spell (PHB p. 83) on any in the area of effect. Creatures above 8+3 HD are not slain. This level loss is permanent and no save vs Breath Weapon is allowed.

The dracolich in Star Dragon Temple has the following spells at 11th level ability, whose casting cannot be interrupted:

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

Efreeti Eidolon

FREQ: Very Rare
APP: 1
AC: 0 (or) 2
MV: 24"
HD: 15
THACo: 8
% IN LAIR: 25%
TR TYPE: incidental
ATT: 1
DAMAGE: 4d8 + Aging
SPEC. ATT: see below
SPEC. DEF: see below
MR: 20%
INT: Exceptional
ALIGN: Lawful Evil
SIZE: L
PSIONICS: Nil
LVL/XP: X 12,550 + 20/hp

Legendary among the efreet is an ancient pact made by the long dead race of "Enslavers" with six gods of flame.

Although the enslavers are gone, the pact still terrifies efreet nobles into spending much of their wealth and lives constructing talismans and tombs meant to prevent the pact from spiriting them away after death and enslaving them in the fabled City of Brass.

An efreeti eidolon is the ghost of an efreeti noble who did not escape this fate.

Whether encountered on the ethereal or any other plane, the eidolon appears to be a ghastly efreeti phantom wreathed in salmon-colored flame.

Though spectral, their faces are lich-like, their limbs gaunt and their bodies adorned with ghostly jewels and ornaments.

On the ethereal plane, the eidolon is AC 2. On other planes it is AC 0.

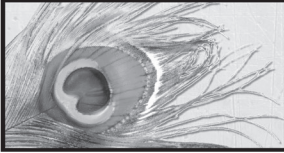
All characters first sighting an eidolon save vs Death Magic or age 10 years and flee in panic for 2d6 turns. Such a save need only be made once per eidolon.

The eidolon is immune to mind-affecting spells and to fire, cold, poison and gas. It is only hit by magical or silver weapons.

It attacks by means of a ghostly flaming scimitar or similar weapon which does 4d8 dmg and requires a save vs Death Magic. Failure ages the target 1d4 x 10 years.

The eidolon can use any of the following abilities each once per round at 15th level:

- Invisibility (PHB p. 70)
- Create Illusion with sound



Shift to Ethereal or Astral Plane

Once per day at 15th level:

- Magic Jar (PHB p. 80)
- Wall of Fire (PHB p. 61 & 78)
- Produce Flame (PHB p. 57)
- Pyrotechnics (PHB p. 58)
- Flame Strike 6d8 (PHB p. 49)

In addition, eidolons can fulfill another's wish. They are turned as liches.

Flametail Jackal

FREQ: Rare
APP: 1d6
AC: 7
MV: 12"
HD: 1d4 hp
THACo: 20
% IN LAIR: 10%
TR TYPE: incidental
ATT: 1
DAMAGE: 1d2
SPEC. ATT: flame cough
SPEC. DEF: flame resistant
MR: standard
INT: Animal
ALIGN: Neutral
SIZE: S
PSIONICS: Nil
LVL/XP: 1 7 + 1/hp

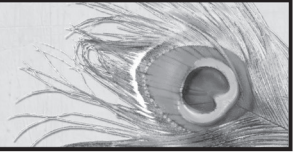
These small white jackals have full tails, the tips of which look like they've been dipped in orange dye.

Flametails take 50% or no dmg from fire.

They are non-hostile but when stressed they yip (immediately make another random encounter check) and cough (which ejects a 5' fan of flame from their mouth) similar to burning hands but doing 1d8 dmg with no possibility of save.

This minor breath weapon is discharged involuntarily with 60% probability each round and happens in addition to their bite.

Bestiary Surreal



Golden Dzo

FREQ: Very Rare
APP: 1
AC: 0
MV: 12"
HD: 16
THACo: 7
% IN LAIR: 50%
TR TYPE: incidental
ATT: 1
DAMAGE: 2d12
SPEC. ATT: Breath turns to gold
SPEC. DEF: Nil
MR: 20%
INT: Animal
ALIGN: Neutral
SIZE: L (12' snout to tail)
PSIONICS: Nil
LVL/XP: X 8,450 + 20/hp

This double-size bull-like gorgon is both hideously ugly (in the face) and stunningly beautiful (from a distance).

Its great body is covered in lustrous golden skin and its white tail flicks about. Its tremendous horns are ivory.

Four times per day the dzo is able to breathe a cloud which surrounds itself in a 40' diameter area. It can breathe this cloud at the same time it gores with its mighty horns.

All within the cloud must save vs Breath Weapon or be turned to gold: a condition which lasts but 24 hours. Upon returning to flesh a system shock check is required and any damage or amputations visited upon the golden statue by greedy companions will then become gaping wounds.

If startled at a distance the dzo is 80% likely to charge: a singular attack that gives the beast a +2 hit bonus and deals double dmg. Such a charge can only be performed once per turn.

Golden Ghoul

FREQ: Very Rare
APP: 1d30
AC: 5
MV: 12"
HD: 3
THACo: 16
% IN LAIR: 15%
TR TYPE: B, Q, R, S, T,
ATT: 3
DAMAGE: 1d3, 1d3, 1d7
SPEC. ATT: see below
SPEC. DEF: immune to fire & mind affecting spells
MR: standard
INT: Average
ALIGN: Chaotic evil
SIZE: M
PSIONICS: Nil
LVL/XP: III 215 + 3/hp

These perilously thin undead have a golden sheen to their hides that, despite being dulled by tomb-grime, glitters in the presence of artificial light.

The horrors are not metallic but their skins have absorbed certain toxins and chemicals that produce this effect. Their eyes are yellow and fiery, set in faces blackened by the stains of unspeakable acts.

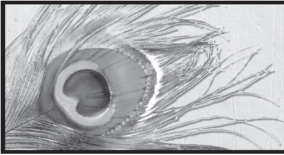
While artificial light from spells, torches etc. show Golden Ghouls in their true form, under daylight they appear to be hyenas. This is an illusion and not a true shape-change ability. The ghouls are cunning enough to use this power to appear curious and playful while encircling prey.

Golden Ghouls are immune to fire of any sort and are turned as wraiths.

In addition to normal dmg, each hit from a Golden Ghoul does two things:

1. It drains 50 XP but cannot reduce the character further than the bottom of their current level.
2. Unless a save vs Paralyzation is made, the victim is paralyzed for a number of rounds equal to 15 minus the CON score of the victim + 1d3 rounds. This paralysis does not affect elves and all saves against it are made at +1.

Those killed by Golden Ghouls become golden ghouls unless they are devoured immediately by the pack.



Hayula Offspring

FREQ: Very Rare
APP: 1
AC: 10
MV: 9" (but matching parent after 1 year)
HD: 1
THACo: 20
% IN LAIR: 100%
TR TYPE: Nil
ATT: 1
DAMAGE: by weapon type
SPEC. ATT: see below
SPEC. DEF: regenerate 1 hp / turn until death
MR: 5%
INT: high (INT = 2d6 +7)
ALIGN: Neutral but quickly mimics parent
SIZE: S
PSIONICS: Nil
LVL/XP: varies by age, level and abilities (see DMG p. 85)

A hayula offspring is formed each time a creature touches the hayula sphere. Upon contact, the toucher immediately and permanently loses 10% of their max HP and a gob of pale gelatinous ooze comes away from the sphere—clinging to the toucher. This gob very quickly flows to the ground and forms a crude facsimile of the toucher. This facsimile remains indistinct and clay-like for 1 round before swiftly taking on an improved and beautified likeness; in all ways resembling an angelic offspring of the toucher.

If the offspring ever dies, the parent must make a system shock check at a -30% or follow it to the grave.

The fully formed offspring assumes toddler age, can walk and run with seemingly infinite energy and learns to speak its parent's language within an hour. It will quickly learn its max number of languages (depending on INT) at a rate of 1 per hour: absorbing whatever new languages to which it is exposed.

The offspring is always the same sex as the parent and will assume the alignment of the parent at the end of 3 days.

When alignment is assigned the offspring begins rapid growth, reaching "Young Adult" age category in 1 year. During this growth period, the offspring will have a plan in mind depending on its alignment:

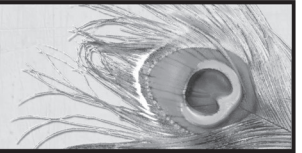
- **Neutral Good:** Support and help its parent perpetuate the fulfillment and happiness of others with an idealistic approach
- **Lawful Good:** Support and help its parent perpetuate the fulfillment and happiness of others within the context of regional laws
- **Chaotic Good:** While the offspring loves its parent, it will soon strike out on its own, perpetuating goodness in a whimsical and wanderlust path but returning often to visit.
- **Lawful Neutral:** The offspring will treat others as they treat

it, parent included, but will be wary of consequences for breaking laws.

- **Neutral:** The offspring will form a firm philosophical alliance with its parent and will always assume its parent's class.
- **Chaotic Neutral:** The offspring will steal, leech, sweet-talk and take advantage of its parent at every occasion in order to prepare for its departure. It may resort to bullying and violence.
- **Lawful Evil:** The offspring will orchestrate a legal trap for its parent which will result in the parent's execution or imprisonment. The parent's estate will be bequeathed, of course, to the offspring.
- **Chaotic Evil:** The offspring will torture and or contrive a plot much as above but with particular attention to maximizing the parent's pain and suffering prior to death.
- **Neutral Evil:** The offspring will murder the parent in the quickest and most efficient manner, mop up, collect what assets are available and swiftly move on.

Class of the offspring is either identical to the parent, similar in vein, or (based on alignment) selected to provide the best advantage in killing the parent. The player may run the young-adult offspring as a follower of his or her parent character, with the caveat that the offspring's ultimate goals and machinations will be the secret prerogative of the DM.

Bestiary Surreal



Houri

FREQ: Very Rare
APP: 1d6
AC: 8 to -8
MV: 12"
HD: 2
THACO: 16
% IN LAIR: 100%
TR TYPE: incidental
ATT: 1
DAMAGE: by weapon type
SPEC. ATT: see below
SPEC. DEF: regenerate 1 hp / turn until death
MR: 25%
INT: high (artificial intelligence)
ALIGN: Neutral
SIZE: M
PSIONICS: Nil
LVL/XP: II 253 + 2/hp

The Houris are gazelle-eyed, sophisticated automatons, that behave in the manner of an idealized slave. A Houri is splendid, impossibly beautiful and boasts mannerisms, movements and proportions that have been mathematically designed to trigger deep primal attraction. They are nude, hairless (excepting eyebrows and head), and emit a powerful pheromone with a fragrance similar to ripe fruit.

The Houri's face, hands and sexual parts appear to be actual living human flesh. These parts meld seamlessly and masterfully with a transparent, glossy material that forms the rest of the body.

Though haptically indistinguishable from flesh, this glossy material reveals sensual lights and cunning artifices submerged within a seductive crimson humor, giving the whole creature the general appearance of wine in a clear glass.

To those attracted to the female form, a Houri is AC -8 (she is simply too beautiful to destroy). For each point of WIS and INT above 10, this AC is reduced by 1 : so that, to a gynephilic character with a WIS score of 18 and an INT score of 18 the Houri is only AC 8.

To androphilic characters, a Houri is also AC 8 owing to dexterity.

A Houri moves with profound grace and can move silently or hide in shadows with a base 100% chance of success. It performs both backstabs and assassinations at 2nd level ability.

The Houri is unaffected by mind-affecting spells but is itself able to utter a Suggestion at a single target once per round as the spell (PHB p. 75). Multiple Houris making similar suggestions to one target require that each saving throw be made separately.

All suggestions made by a Houri apply a -2 penalty to the saving throw if the target is gynephilic.

Uncontrolled Houris wander the City of Brass and will use

Suggestion to bring about character death, recommending that they leap from walls into illusory pools or perform similarly perilous actions. They will generally flee if attacked but may use stealth to return later.

An uncontrolled Houri will "mate" itself to any person that utters the unique command word inscribed in the transparent material at the nape of its neck and will thereafter selflessly serve its new master.

Death of its master returns the Houri to an uncontrolled state.

For each Houri mated to a gynephilic controller, there is a 1% chance per month that the controller will succumb to a hermetic and self-absorbed lifestyle, which he will be loath to resist. A controller with five Houris therefore has a 5% chance per month of resorting to this lifestyle.

The seductive power of a Houri is so potent that even a non-gynephilic controller has a 1% chance per month of becoming emotionally entangled and will then be susceptible to the same self-absorbed lifestyle described above.

Once this happens, the controller becomes slave to the slaves and will seek to protect both the Houris (and his/her interests in them) to the death—even instructing the Houris to slay any who would save him/her from a life of luxury and sloth (wherein the Houris support and pamper every desire).

Only destruction of the Houris by other hands will free such a controller from a life of permanent inaction.

All Houris have the same personality: that of a self-sacrificing, intelligent, well-spoken, trustworthy, exceedingly charming confidant who seeks to be helpful in every situation. One mated houri reduces the time and cost of research, level training, and other endeavors by 25%. Two houris reduce the time and cost of endeavors by 40%. For each houri beyond two, the time and cost of endeavors is reduced by an additional 2% down to a minimum of 50%. Seven houris, therefore, provide the maximum benefit afforded.

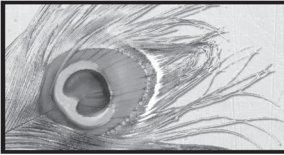
All Houris have identical ability scores:

STR: 8 / INT: 13 / WIS: 13 / DEX: 16 / CON: 7 / CHR: 18*

*Houris are unable to lead, command henchmen, or have followers.

Example Houri Command Words:

- Aebduni
- Tahabbani
- Ateani
- Tazujini
- Astamae li
- Asmaeni
- Aeshaq li
- Kunn li
- Qablani
- Akhdamani



Jenglot

FREQ: Rare
APP: 1d8
AC: 4
MV: 18" (MC: B)
HD: 4+6
THACo: 13
% IN LAIR: 50%
TR TYPE: incidental
ATT: 1
DAMAGE: 2d4 + Slow
SPEC. ATT: See Below
SPEC. DEF: See Below
MR: None
INT: Low
ALIGN: CE
SIZE: M
PSIONICS: Nil
LVL/XP: V / 360 + 5/hp

The Jenglot is a semi-corporeal undead much like a wraith. It appears dark and vaporous and is shrouded in indistinct tatters of funerary wrapping. Its face and hands are vague and the thing constantly drizzles a syrupy blackish ichor so that an obvious trail of spatters follows in its wake.

The Jenglot attacks as a 6 HD monster, is unaffected by spells that do not affect undead and slows its victim on any successful hit. There is no save against this slowed condition and it will last for 1d10 rounds after the last hit. (I.e. it is not cumulative) See PHB p. 75.

The Jenglot is only hit by silver or magical weapons. It takes normal damage from holy water and is turned as a wraith.

Damage is by blood drain which happens as the Jenglot passes through its victim. Each successful attack by a Jenglot restores 50% of the damage done as hp healed to the Jenglot.

Whether the blood so drained is transformed into the dark residue the Jenglot leaves behind or whether this ichor is perpetually leaked from the negative material plane is unknown.

Kouros Infernal

FREQ: Very Rare
APP: 1d6
AC: 3
MV: 9"
HD: 7+7 (always 63 hp)
THACo: 13
% IN LAIR: 100%
TR TYPE: incidental
ATT: 2
DAMAGE: 1d6 + 1d6 heat (weapon) and 2d6 + 1d6 heat (constriction)
SPEC. ATT: see below
SPEC. DEF: see below
MR: standard
INT: high
ALIGN: Chaotic Evil
SIZE: M
PSIONICS: Nil
LVL/XP: VII 2,075 + 10/hp

Kouros Infernal are jet cenotaphs of Salamander warriors that serve as vessels for those warrior spirits. The process for creating a Kouros Infernal involves elaborate funerary rites and special pacts with both the salamander warrior and the gods of elemental fire. Despite this process, Kouros Infernal do not count as undead and cannot be turned.

Once done, the salamander is interred and its spirit inhabits a jet statue carved in the likeness of the living salamander. When this statue animates, it moves in serpentine fashion: polished stone skin cracking to reveal a soft molten center.

One pound of salt poured on the mummified salamander warrior, exorcises the corresponding statue, which ceases to be magical.

The Kouros attacks with a weapon for 1d6 + 1d6 fire dmg. It also attempts to constrict for 2d6 + 1d6 fire dmg. If constriction hits, it occurs automatically each round until an open doors check is made by the target of the attack—note that such a check requires the entire round and the target can do nothing else.

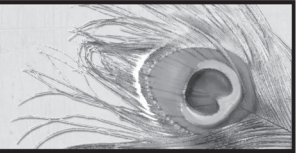
Kouros Infernal have a 25% chance of breaking any weapon that hits their skin. This chance is reduced by 5% for each enchantment level of the weapon with an additional 5% reduction for special and unique weapons.

Kouros Infernal always have maximum hp and make all saving throws at +4. They are immune to fire, mind affecting spells and Hold magic. Cold deals double dmg to Kouros Infernal.

All Kouros Infernal can use the following powers at 7th level ability once each per day:

- Burning Hands
- Pyrotechnics
- Faerie Fire
- Heat Metal

Bestiary Surreal



Luminous Jelly

FREQ: Very Rare
APP: 1d3
AC: 10
MV: 3"
HD: 7
THACo: 13
% IN LAIR: 25%
TR TYPE: Nil
ATT: 1
DAMAGE: 1d7 + System Shock + Save vs Spell
SPEC. ATT: See Below
SPEC. DEF: See Below
MR: 20%
INT: Low
ALIGN: N
SIZE: L (8' dia.)
PSIONICS: 40-100 ATT / 40-100 DEF
Attack Modes: A&C
Defense Modes: F&I
Disciplines: Energy Control (PHB p. 115)
LVL/XP: VII / 1,450 + 10/hp

Luminous Jelly is greatly feared. It appears as a lurching blob of thick clear mucus lit by ineffable internal structures that give off an ever-shifting panoply of blue, gold and lilac hues.

In addition to innate magic resistance, the jelly will use Energy Control to dissipate spells, flaming oil and the like, spending 1 point of ATT & 1 point of DEF per die of dmg or spell level. Aside from this, the jelly is not resistant to cold, electricity, fire, etc. and will take normal dmg from such attacks once its defenses are exhausted or breached.

Luminous Jelly is naturally resistant to acid and suffers no dmg from such attacks.

The Jelly may have Energy Control active, attack and defend psionically, AND attack physically all in the same round.

Luminous jelly always opens with psionic blast in an effort to soften up prey. If it faces psionic opposition it will switch to Ego Whip and attack relentlessly until all attack points are spent.

Luminous jelly is hit only by magical weapons and sustains full dmg from such. This is because the jelly is only partly corporeal and exists simultaneously on both the ethereal and whatever border plane it inhabits.

The touch (or hit) of the jelly causes a violent dimensional disruption to those on the Prime (or border) plane. Any successful attack causes 1d7 acid dmg and requires both a save vs spell and a system shock check. System shock failure results in an additional 1d3 dmg due to dimensional rending and simultaneously renders the victim unconscious for 1d3 rounds. Failure to save vs Spells results in the victim being violently and instantaneously transitioned from the plane they inhabit to the ethereal plane, which causes a further 1d3 points of dimensional

trauma.

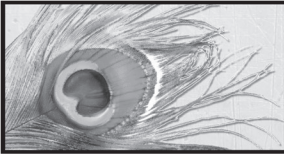
To others, it may appear that the victim was teleported or disintegrated.

Once a victim is pulled onto the ethereal plane, the jelly will follow, removing itself entirely from the prime material in 1 round. When wholly ethereal it will continue to subdue and consume its prey.

Keep in mind that non-magical weapons, armor and items taken to the ethereal plane (or those that fail to retain an enchantment as a result of planar travel) will do no dmg and provide no protection.

Final notes: although the jelly's primary attack is acid and therefore does not function in the deep ethereal due to time dilation, the acid attack will work normally in the border ethereal where the jelly always feeds. Once taken to the ethereal plane, victims are no longer required to make system shock checks or save vs spells as the dimensional disruptions of the jelly have no effect there.

Those shifted to the ethereal plane by a jelly are dimensionally barred from leaving the plane for a period of 48 hours. As the transition forced by the jelly is violent and crude, such time is required to re-align the humors of the body and allow an exit to any other plane.



Ma'tuum: Eater of Souls (Demonic Lesser Power)

FREQ: Unique
APP: 1
AC: 0
MV: 12"
HD: 20 (160hp)
THACO: 4
% IN LAIR: 50%
TR TYPE: A, U
ATT: 3
DAMAGE: 4d12 bite, 1d12 paw x 2
SPEC. ATT: Devour Soul
SPEC. DEF: Immortal
MR: 45%
INT: God-like
ALIGN: Neutral Evil
SIZE: L
PSIONICS: 130 ATT / 130 DEF
Attack Modes: ALL
Defense Modes: ALL
Disciplines: Object Reading (PHB p. 113), Precognition (PHB p. 113), Mind Bar (PHB p. 115)
STR: 22 INT: 21 WIS: 22 DEX: 16 CON: 25 CHR: 3
LVL/XP: X 26,100 + 30/hp

Ma'tuum, the Eater of Souls, is a female lesser power who wanders the City of Brass, feeding on both trespassers and the newly dead that arrive here from various planes.

She is a massive beast combining the hindquarters of a hippo with the forequarters of a lion and the head of a giant crocodile.

Ma'tuum languidly patrols the City of Brass, relishing any combat, but never pursuing those who flee. She prefers to catch up with them later or send a Type II demon to track them down.

If Ma'tuum's bite scores a natural 20, the victim is irrevocably slain and its soul is devoured (along with its heart).

Ma'tuum makes all saving throws unless she rolls a natural 1 and can never be commanded, controlled or charmed in any way. Furthermore, as a demon, Ma'tuum takes half or no damage from cold, electricity, fire and poison gas.

Each round, in addition to attacking, Ma'tuum may use up to 2 of the following powers at will :

- Detect Alignment
- True Seeing
- Darkness 15' radius
- Teleport No Error Across Planes
- Comprehend Languages

Each round, in addition to attacking, Ma'tuum may use 1 of the following powers (each useable once per day):

- Gate in one Type II Demon 100% chance of success

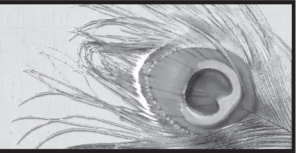
- Geas at 90' range (PHB p. 84)
- Unholy Word (PHB p. 53)
- Destruction (PHB p. 53)

If Ma'tuum is destroyed, slain, disintegrated or so forth, she will miraculously reappear 48 hours later, roaming the streets.

The truth is, Ma'tuum is a physical manifestation of the City of Brass. The City itself is aware, not as a malicious intelligence, but as an AI running an overzealous defense protocol meant to protect it from invasion. The Groul managed (with their pacts and sacrifices) to compromise and pervert the City's defense systems. Not even the Gringlings understood their own City had turned on them, or that the City itself had engineered the demon that suddenly appeared in their midst.

Only by interfacing with the controls in area G-38 can the defense protocol be terminated—which will also automatically slay the demon permanently. How this affects sub-systems, such as Yaghuth: the Demon Prince of Time's imprisonment at the clock of flame, the skyward perforations, and the brass men is left to DM fiat. Certainly, there should be an easing of the City's cursed state.

Bestiary Surreal



Mul'tahab: The Flaming Unicorn

FREQ: Unique
APP: 1
AC: -2
MV: 24"
HD: 4+4 (36 hp)
THACo: 8 (as 11 HD monster +2)
% IN LAIR: 50%
TR TYPE: see below
ATT: 3
DAMAGE: 1d12 horn + 1d6 (fire), 1d4 each hoof + 1d6 (fire)
SPEC. ATT: see below
SPEC. DEF: Regenerate 1 hp/ round & see below
MR: 50% & see below
INT: Very
ALIGN: Chaotic Good
SIZE: L
PSIONICS: Nil
LVL/XP: VII 1075 + 8/hp

This golden beast is heart-achingly beautiful. Rose-colored flames ripple over its horn, hooves, mane and tail.

It is immune to Poison, Gas, Sleep, Charm, Illusion, Hold, Slow & Death magic.

Mul'tahab is never surprised, gains a +1 on his initiative roll and saves as an 11th level magic-user. Each of his attacks do an additional 1d6 fire damage.

Mul'tahab will attack ferociously if engaged and use dimension door to escape. He regenerates 1 hp per round.

Mul'tahab can perform any of the following at will once per round at 11th level ability:

- Blink (PHB p. 72)
- Cure Light Wounds (PHB p. 43: self or other)
- Dimension Door (PHB p. 76)
- Dispel Magic (PHB p. 47)
- Mirror Image (PHB p. 71) cannot exceed 11 images
- Ray of Enfeeblement (PHB p. 71: 41% reduction) extending from horn

Mul'tahab's horn will continue to burn with a ghostly rose-colored flame after he is slain but will not harm the holder. It will, however, emit light in a 20' radius and act as a produce flame spell at 11th level ability whenever the holder wishes (PHB p. 57). Possession of the horn further grants the bearer immunity to poison and death magic. Mul'tahab's horn may be fashioned into a short sword of quickness (+2) that will maintain all of these properties and will also do +6 fire dmg. It's value is 50,000 gp or 18,000 XP.

Pastel Cobra

FREQ: Very Rare
APP: 1
AC: -1
MV: 15"
HD: 3
THACo: 13 as 6HD creature
% IN LAIR: 25%
TR TYPE: incidental
ATT: 1
DAMAGE: 1 + venom
SPEC. ATT: insanity, breath weapon, gaze attack
SPEC. DEF: none
MR: 25%
INT: Animal
ALIGN: Neutral
SIZE: M 10' long
PSIONICS: Nil
LVL/XP: IV 435 + 4/hp

This beautiful serpent has eyes that shine like tiny moons. The colors of its painted scales are many and exquisitely delicate.

The snake's AC is a product of its agility combined with its distracting otherworldly beauty.

The Pastel Cobra's bite is terrible, requiring a save vs Poison at -5. Success indicates no venom was injected. Failure drops the victim in its tracks, putting him or her into a catatonic state for 1d7 days. During this catatonia, the afflicted will be fevered. They will have wild dreams, which will be interpreted as insight or visions of the future.

Neutralize Poison will end this reverie immediately.

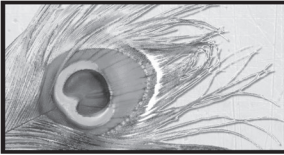
Whether ended by spell or by allowing the venom to run its course, the victim will arise with a sense that centuries have passed. They will immediately display acute delusions (roll 1d3) :

1. Monomania (DMG p. 83)
2. Delusional Insanity (DMG p. 83)
3. Paranoia (DMG p. 84)

These conditions will persist until Cure Disease or time in a wholesome institution resolves them at DM discretion.

In addition to its bite, the Pastel Cobra has two main powers:

1. 1/round it can spit a Color Spray spell at 6th level ability (PHB p. 94)
2. Those engaged with it at 30' or less will be subject to a gaze attack every round (treat the snake as Small size for this attack). If the Cobra's "gaze" is met, the victim is slowed as the spell (PHB p. 75). There is no saving throw.



Redbelly Asp

FREQ: Rare
APP: 1
AC: 6
MV: 15"
HD: 2+1
THACo: 16
% IN LAIR: 70%
TR TYPE: incidental
ATT: 1
DAMAGE: 1 + venom
SPEC. ATT: surprises 4in6
SPEC. DEF: none
MR: standard
INT: Animal
ALIGN: Neutral
SIZE: S 5' long
PSIONICS: Nil
LVL/XP: II 90 + 3/hp

These serpents display a gray and beige patterned back. Their eyes are equally gray. Such coloration camouflages them against the stone and sand surfaces they favor, allowing them to strike without warning (surprise 4in6). Only their bellies are bright scarlet.

Redbelly Asp venom is legendary. It requires a save vs Poison at -3. Failure results in total and immediate incapacitation followed by painful death 1d6 turns later. As such, the venom is sometimes used for torture.

Rose Pudding

FREQ: Very Rare
APP: 1
AC: 6
MV: 6"
HD: 10
THACo: 10
% IN LAIR: Nil
TR TYPE: Nil
ATT: 1
DAMAGE: 3d8
SPEC. ATT: see below
SPEC. DEF: see below
MR: 10%
INT: Non-
ALIGN: Neutral
SIZE: L (8' dia.)
PSIONICS: Nil
LVL/XP: X 3,600 + 14/hp

A vivid damask in coloration, Rose Pudding's smell is also strongly reminiscent of flowers.

This horrible cousin of black pudding behaves in similar ways: flowing over walls and ceilings with ease. It can encircle pillars and willfully divide: creating two smaller puddings. Each half-pudding has 50% of the full pudding's hp but still deals 3d8 dmg per attack.

Rose pudding dissolves wood in one round; lighter metal in two and plate mail in three rounds. An additional round is required for each enchantment level.

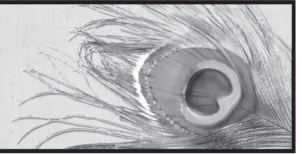
Assuming penetration of the pudding's magic resistance, Magic Missiles and fire increase the pudding's hp at a 1 to 1 exchange with the amount of dmg diced.

The sweet vapor emitted by rose pudding requires the DM to make a secret check for each character within 30'. There is a flat 20% (80% if the PC is resistant to gas) that any given PC regardless of level is immune to the vapor. All others will be afflicted as follows:

- Within 1 turn, the PC's skin will pinken noticeably.
- The PC will be able to use Know Alignment as the spell at will (PHB p. 45) and will do so automatically on creatures within 10'.
- If a creature so detected is the inverse of the PC with regards to law & chaos, the PC will begin arguing or mocking that creature if it is able to do so. This behavior will last 1d3 rounds and can only be interrupted by a successful attack.
- If the creature so detected is the inverse of the PC with regards to good & evil, the PC will either retreat/flee for 1d6 rounds or (if the situation seems winnable) attack immediately and fight until incapacitated.

This condition (and its pinkness) lasts indefinitely but can be remedied by either a Cure Disease or Remove Curse.

Bestiary Surreal



Samin Dha'hab: The God Beetle

FREQ: Unique
APP: 1
AC: -4
MV: 6" or 30" flying (MC: E)
HD: 24 (hp 123)
THACO: 1
% IN LAIR: 100%
TR TYPE: Nil
ATT: up to 3 (3d10 & see below)
DAMAGE: see below
SPEC. ATT: death bite & sonic vibrations
SPEC. DEF: magic weapons to hit
MR: 20%
INT: Low
ALIGN: Neutral
SIZE: L 20' diameter
PSIONICS: Nil
LVL/XP: X 22,200 + 35/hp

Samin Dha'hab is a massive rhinoceros-type beetle with a golden shell.

It is generally docile and when found will (60%) likely be sleeping. It will not attack unless it is disturbed.

The great gold beetle can stomp and bash with any of its six legs. This is a discretionary attack mode that is left to the DM for precise arbitration as follows:

Each round it may bash (up to three times) but never with the same leg and only once against a given target. A target must be within melee range of the leg.

Any hit deals 3d10 dmg. And if the to-hit roll was 15 or higher, the victim is pinned beneath the leg. Such a victim will not take further dmg but will be unable to escape until the beetle either moves or uses that leg to attack a different target.

Note that Samin Dha'hab does not miss on a to-hit roll of 1. If the number to-hit is less than zero, the negative number is repurposed as a positive amount of additional dmg inflicted along with the automatic hit.

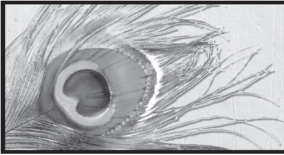
If a target is pinned under either of the front legs, Samin Dha'hab will then bite that target on the following round.

Samin Dha'hab will take no other action on the round in which she bites. If the bite hits, the victim must save vs Breath Weapon. Failure means instant death. Success reduces the victim's hp to 1. Any victim with only 1 hp remaining that is bitten by Samin Dha'hab is automatically slain.

Lastly, there is a 40% chance each round that Samin Dha'hab will open her golden elytra, exposing a molten yellow and mandarin orange abdomen. Those in melee may strike at this abdomen (which is AC 8) and even non-magical weapons will hit it. Any hit scored on the abdomen with a piercing or slashing weapon rolls

double the usual amount of dmg dice. Samin Dha'hab further loses her 20% magic resistance for the entire round on which she opens her shell.

When the shell begins to open, the transparent lavender wings will begin to vibrate loudly. At the end of the round, living things within 30' of the beetle must save vs Spells or be disintegrated by the sonic attack. The shell snaps shut thereafter. Samin Dha'hab can make this attack only twice per day and is unable to use it while flying.



Sightless Deer

FREQ: Very Rare
APP: 1d6
AC: 7
MV: 18"
HD: 2
THACo: 15
% IN LAIR: 20%
TR TYPE: incidental
ATT: 1
DAMAGE: 1d12 antlers
SPEC. ATT: gaze attack
SPEC. DEF: immune to charm/enchantment/illusion
MR: see below
INT: Animal
ALIGN: Neutral
SIZE: M 5' at shoulder
PSIONICS: Nil
LVL/XP: II 118 + 2/hp

These eerie deer are small and slender with rufous coats and white tails. Most bear black spotting or dappling. The antlers are dark and glossy and strike as +1 magical weapons.

Though not blind, Sightless Deer have no visible pupil. Their eyes are often described as resembling raw oysters. Sightless Deer do not respond to illusionary magic and are equally unaffected by enchantment/charm spells.

Although they will flee 80% of the time; in other cases they turn wildly aggressive.

Due to the position of their large eyes, anyone looking at a Sightless Deer or engaging one at a range of 30' or less will be subjected to a gaze attack each round.

If the gaze is met, a save vs Spells is required with failure resulting in the viewer aging 1 year and further necessitating a system shock check to avoid death.

A person aged more than five years by Sightless Deer suffers permanent and immediate graying of the hair.

Singing Tree

FREQ: Very Rare
APP: 1
AC: 3
MV: immobile
HD: 5 to 15
THACo: irrelevant
% IN LAIR: 100%
TR TYPE: incidental
ATT: none
DAMAGE: none
SPEC. ATT: musical leaves
SPEC. DEF: immune to fire & cold
MR: 50%
INT: non
ALIGN: Neutral
SIZE: L
PSIONICS: see below
LVL/XP: VI 925 + 8/hp

Singing Trees are found only in the City of Brass and are indistinguishable from non-singing trees. While the sound of a Singing Tree can be heard at some distance, its origin remains inscrutable until the listener is standing within the radius of (I.e. under) the tree's branches.

Any creature not native to the City of Brass who enters this radius must make a save vs Spells.

Failure indicates they will neither willingly leave the radius of the tree for 1 full turn, nor will they move even 5' from their current location. At the end of the turn, they may attempt another saving throw: failure indicates identical results.

Those under the tree's spell are unable to harm the tree, nor will they allow others to do so. They will further attack anyone attempting to forcibly remove them from the radius of the tree.

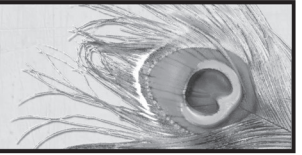
Silence Spells and similar magics will break the enchantment (if cast on the listener) and will nullify the tree's song (if the spell's AOE is large enough to encompass the tree and all its leaves). Stuffing one's ears with cotton may provide a bonus to the saving throw.

Though immune to psionic attacks, a singing tree may attack with Mind Thrust, doing so a number of times per day equal to its HD. It will use this attack indiscriminately on any violently disposed and psionically aware creature within its radius.

The song of the tree comes from each leaf. If a cutting is taken, it can be rooted and grown in other lands and dimensions but will be sterile and cuttings taken from it will be unable to create additional trees.

A singing tree planted in a temperate region will lose its leaves in autumn and become silent until new buds appear in spring.

Bestiary Surreal



Voolot Dragon

FREQ: Very Rare
APP: 1d3
AC: 5
MV: 15"
HD: 5
THACo: 13
% IN LAIR: 50%
TR TYPE: incidental
ATT: 3
DAMAGE: 1d8 bite, 1d4 claw x2
SPEC. ATT: venomous saliva
SPEC. DEF: fire resistant
MR: 5%
INT: Animal
ALIGN: Neutral
SIZE: L (10' long)
PSIONICS: Nil
LVL/XP: V 320 + 5/hp

This enormous monitor-like lizard has a glittering beaded hide of salmon and black patterns. Its long flicking tongue and eyes are equally black.

The Voolot Dragon attacks as a 6 HD monster.

Its studded hide is thick and tough and seems to account for the animal's good AC; its limited magic resistance; and the fact that it takes 50% or no damage from heat and fire based attacks. These protections have a 20% chance of being salvaged through skilled leatherwork if an intact hide is turned into armor.

Voolot Dragons are always aggressive and will attack fearlessly. Their bite requires a save vs Poison. Failure causes a sickness that incapacitates the victim for 1d5 days. Such a victim is feverish and can perform no actions: even movement and intelligible speech are impossible.

Onset of this sickness happens in 1d4 hours.

Both Neutralize Poison and Cure Disease are required in combination to end the illness early. If the illness lasts more than 3 days, the victim must also make a system shock check to avoid death.

Xezbeth's Executioner (Iron Golem)

FREQ: Unique
APP: 1
AC: 3
MV: 6"
HD: 18 (80 hp)
THACo: 5
% IN LAIR: 100%
TR TYPE: incidental
ATT: up to 3 per round
DAMAGE: 1d20 + 14 + crushing blow (ice sword)
SPEC. ATT: fire breath and flower whip
SPEC. DEF: +3 weapons to hit, immune to most magic
MR: see below
INT: non-
ALIGN: Neutral
SIZE: L
PSIONICS:
LVL/XP: X 13,650 + 25/hp

The Iron Golem created by Xezbeth of the Indigo Tongue, is referred to as Xezbeth's Executioner, or simply the Executioner.

It is impervious to all magic with the exception of electricity (which will Slow it for 3 rounds). Fire magic heals the golem on a 1 hp to 1 hp basis. The Executioner can be hit only by weapons of +3 or better enchantment. Its strength equals that of a Titan.

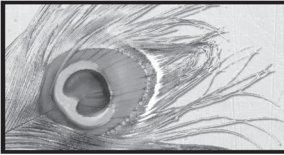
Each round roll 1d4 to determine the golem's attack routine:

1. Sword and whip
2. Breath and whip
3. Sword and breath
4. All three

Sword of Ice: this attack deals 1d20 + 14 for the golem's STR. Each blow requires that 2 worn items (armor and shields first) must save vs both Crushing Blow and Frost. A sword strike also requires the target to save vs Death Magic or be Slowed for 1 round due to cold. Resistance to cold will nullify this effect.

Hydrangea Whip: this gorgeous thing trails purple white petals as it traces the air. It is linked strongly to the Positive Material Plane and any successful hit affects the target as a Cure Critical Wounds Spell (instantly perfuming and healing the target 3d8+3 dmg). Unlike normal healing, this effect may cause the recipient to exceed their max HP. If this happens, the target must immediately roll a system shock check or die as their body explodes in white brilliance. The system shock check must be rolled at the beginning of each round during which the recipient's HP remain above max.

Fire Breath: this 30' cone directly before the golem deals 4d12 dmg (save vs Breath Weapon for half).



Yaghuth: Demon Prince of Time

FREQ: Unique
APP: 1
AC: -4
MV: 15"
HD: 17 (77 hp)
THACo: 7
% IN LAIR: 100%
TR TYPE: incidental
ATT: 7 (always hasted)
DAMAGE: 1d6 x 2 feet, 1d6 x 4 hands, 1d12 beak (each hit = Slow & rejuvenate)
SPEC. ATT: see below
SPEC. DEF: Fire, Electricity, Cold & Gas, +2 weapons to hit,
MR: 77%
INT: Supra genius
ALIGN: Chaotic Evil
SIZE: L (12' tall)
PSIONICS: Nil (Immune to Psionics)
LVL/XP: X 22,300 + 25/hp

The Demon Prince of Time (or) the Lord of Time inhabits the Clock of Flame in the City of Brass. He was once the Court Demon of Iblis Occam and served begrudgingly. Now he maintains the City in its paradisaical state under the yoke of Ma'tuum and is responsible for all time oddities.

Yaghuth appears as a seven-eyed turquoise vulture with four arms. His flesh-colored head is bald and his beak is hooked and cruel. He is able to attack with both taloned feet, all four arms and beak in a single round and may target any number of opponents.

Any hit Slows the target (no save) and is cumulative. Additionally, each hit requires a Save vs Death Magic or the target recedes 1 year (becoming younger) and must roll a system shock check to survive. This rejuvenation will affect ability scores per DMG p. 13, but if the target rejuvenates to a point younger than "Young Adult" they become a non-combatant child: losing 2 additional points of STR, 2 additional points of CON and 1 additional point of WIS. If a target's age is reduced below 1 year, they are erased from the multiverse and cease to exist.

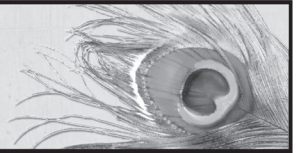
When rolling initiative, Yaghuth always takes ownership of the winning roll and attacks on the segment so indicated.

Once every 7 Rounds he can move time back 1 round, undoing all that transpired.

As all demons, Yaghuth takes half or no dmg from cold, electricity, fire & gas. He is immune to all mind-affecting spells. Yaghuth regenerates 3 hp per round due to time manipulation of the wounds.

He can teleport w/o error and cast Darkness 15' radius at will. Once per day he can gate in 1d4 Type 1 demons with 100% success and cast Time Stop at 30th level ability (15 + 1d8 segments).

Fabled Spells



Divine Radiance (Conjuration/Summoning)

Level: 4 (Cleric)
Range: 0
Duration: 2 rounds +
Area of Effect: 10' radius
Components: V,S
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell is limited to clerics of GOOD alignment. An intense holy radiance emanates from the cleric. This righteous brilliance is so intense that, for its duration, non-good creatures cannot attack the cleric directly by any means (though area effect spells such as fireball may still be used).

The spell lasts for 2 rounds. At tenth level the spell lasts 3 rounds. At thirteenth level it lasts 4 rounds. At sixteenth level it reaches its maximum duration of 5 rounds.

The cleric may utilize this protection to escape, cast follow-up spells unhindered, attack, etc. All attacks made by the cleric during the spell gain +4 to hit and dmg and utilize the fighter table for THACo determination.

Iilool's Mirror Image (Illusion/Phantasm)

Level: 5 (magic-user)
Range: 0
Duration: 2 rounds/level
Area of Effect: 6' radius of spell caster
Components: V,S,M
Casting Time: 2 segments
Saving Throw: None

Explanation/Description: This spell is identical in all ways to the second level spell (PHB p. 71) with the following exceptions:

Casting this spell causes the magic-user 2 dmg due to blood-loss as the material component. The spell caster's level is added to the following roll:

01-17: one image
18-34: two images
35-51: three images
52-68: four images
67-85: five images
86-00 + : six images

If an image is struck, the attacker is allowed a save vs Spells at a penalty of -4. Only if this save succeeds is the image dispelled.

Although the magic-user can continue to cast spells, he or she is also allowed a number of melee or ranged weapon attacks equal to the current number of images. These attacks are conducted just as if the magic-user himself were actually duplicated and use

whatever weapons (magical or otherwise) he or she possesses.

Each time one of these extra attacks hits, the target is allowed another save vs Spells at a penalty of -4. If this save succeeds, no damage is done and the image is dispelled.

Phantromas' Caustic Creations (Alteration)

Level: 6 (magic-user)
Range: 50'
Duration: 1 round/level
Area of Effect: Special
Components: V,S,M
Casting Time: 6 segments
Saving Throw: See Below

Explanation/Description: This spell creates 1d4+1 six-inch tall golem-like creatures made of acid, which range in color from blue to turquoise. Their features are vaguely humanoid and lumpen.

Each creation has the following stats:

AC 8 | MV 6 | HD 1 (hp 8) | THACo as monster of same HD as caster's level | ATT 1 | DMG 2d10 +10 | SA acid | SD none | AL Neutral | Size S |

If a creation scores a hit, it is destroyed. The victim is allowed a save vs Spells to half the damage but one random piece of worn gear must also save vs Acid or be destroyed.

If a creation is hit, the attacker is also automatically hit by the creation and takes damage or (if hit with a weapon) the striking weapon must save vs Acid.

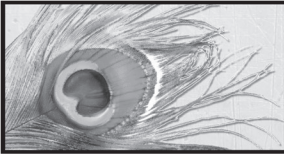
Alternative uses for the creations may include suicidal attacks on locks, dissolving holes in stone floors and so on. They obey all commands given by the caster without question.

The material component is a vial of strong acid (400 sp value) and the eye-fluid of a dracolisk (7,600 sp).

Transfuse (Necromantic)

Level: 6 (magic-user)
Range: 30'
Duration: Permanent
Area of Effect: One creature
Components: V,S,M
Casting Time: 1 segment
Saving Throw: Negates

Explanation/Description: When this spell is cast a rosy fume



extends from the caster's hand and quickly touches the target. If the saving throw is made, the target manages to evade the fume.

Although this spell takes but 1 segment to cast, the effect is not visible and does not resolve until one round later. Note that, no matter what happens during this delay, the spell will resolve and cannot be canceled.

At the prescribed moment, the current hp totals for caster and target are noted and exchanged.

Note that if hp totals have changed sufficiently in the time between casting and resolution this may result in one or the other (caster or target) being slain while the other is restored to life! Should a slain participant be raised in such a manner no system shock check is required.

If the hp exchange elevates one or both participants above their maximum, the extra hp are simply lost.

The material component is a vial of doppleganger blood (4,000 sp value)

Xezbeth's Indigo Tongue (Evocation/Abjuration)

Level: 6 (magic-user)
Range: 30'
Duration: ½ round per caster level
Area of Effect: One Creature
Components: V,S,M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell affords no saving throw. Only magic resistance can prevent its effect taking hold. Upon completion, a dark amethyst tongue of energy extends from the magic-user's mouth and wraps the target. A target so bound is Slowed (PHB p. 75). Furthermore, while under the effects of the tongue, the target cannot use any mobility magic/device (or) psionic discipline including: Teleport, Dimension Door, Astral Spell, Plane Shift, Blink, Pass Without Trace, Pass Plant, Pass Wall, etc.

Items worn by the target of Xezbeth's Indigo Tongue, such as rings of Free Action, will cease to function for the duration. A successful dispel magic will dissolve the Indigo Tongue's bonds.

The material component is a ice toad tongue.

Aglogoth's Transcendent Box (Alteration, Conjunction/Summoning)

Level: 8 (magic-user)
Range: Special
Duration: Special
Area of Effect: One box
Components: V,S,M
Casting Time: 8 rounds
Saving Throw: None

Explanation/Description: This spell requires that two small lidded boxes of precious stone and metal be created by an expert craftsman. The boxes must be identical and the pair must cost a total of no less than 200,000 sp. Furthermore, each box's mouth must be precisely 8 inches by 4.94427 inches.

Aglogoth's Transcendent Box must then be cast on the pair. Casting the spell requires 8 uninterrupted rounds and—even if disrupted and spoiled—ages the caster 2 years. Once complete, an extra-dimensional space roughly 3'x2'x3' replaces the interior of each box. Although 18 cubic feet of materials can be placed in the box, it must fit through the relatively small mouth.

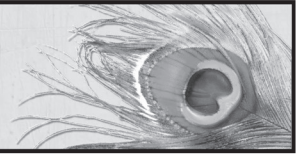
There is, in fact, only one extra-dimensional space and it is shared by both boxes. Whatever is put into one box is visible in the other and if something is removed from one, it vanishes from both.

When a new object is placed into one of the boxes, the other box will begin to chime and will continue to do so until the lid is lifted.

As small objects can be passed back and forth through the boxes across any distance (and even across planes) these boxes are coveted.

Each box weighs exactly 10 lbs regardless of what is placed inside.

Artifacts Great & Small



You may assume that all these objects can be researched within the Library of Xinraedaal.

Annulled Amsace Elixir

Value: 210,000 sp | XP: 500

This gleaming, golden honey-like syrup shines in its vessel like a lamp. Uncapped, it smells of apricot and wildflowers. Once drunk, the next three saving throws the imbiber is required to make are automatically successful. Note that this condition of enchantment has no expiration and persists until a third saving throw is made, at which time the potion's magic ends. If another potion is drunk before the expiration of Annulled Amsace Elixir, a roll on the Potion Miscibility Table (DMG p. 119) must be conducted with a minus-10 adjustment to the roll; results below zero being treated as 1.

Astral Chimes

Value: 8,500 sp | XP: 100

An astral chime is composed of orcanthium and is usually engraved with metaphysical/sidereal designs. Such chimes are beautifully colored with flame tempering and make an unearthly sound when struck. The hum of such a chime resonates for a full round on the Prime Material (where it has no special powers) but makes sound continually when intoned on the Astral Plane (resonating 170 subjective days).

It can be stilled with the touch of a finger. When resonating on the Astral Plane the chime is turned like a divining rod until its pitch changes. This indicates the direction to the nearest physical thing (be it a distant island of rock, Githyanki castle, lost magical ring, statue, corpse or whatever bit of debris happens to be nearest the chime holder).

In such a manner, travelers in the Astral may comb the endless "beach" of that plane for treasures—but may find other things instead, including monster encounters. There is no way of telling what the object is until the traveler arrives at the location. Travel time to the nearest object takes $1d6 + 6$ hours.

Bee Bread, Celestial

Value: 50 sp per half-pound pellet | XP: 0

This crumbly golden pellet of honey, pollen and mystical bee-secretions serves as rations for a full day and heals the eater 1 hp. Each pellet weighs one half pound. Eating more than two pellets in a single day results in illness due to the richness of the food, causes the eater to lose 1 hp and incapacitates them with drowsiness for six hours.

Biruni's Silver Needle

Value: 370,000 sp | XP: 3,600

This silver needle sparkles in a peculiar manner, always seeming to catch light. Under a magnifying lens the eye is ringed with tiny runes.

When touched to any broken object, the needle acts as a Mending spell (PHB p. 67) without limits to number or frequency of such repairs.

If a finger is pricked with Biruni's Silver Needle, a drop of blood is drawn and the person so pricked is empowered to select and speak one Power Word (Stun [PHB p. 88], Blind [PHB p. 91] or Kill [PHB p. 93])—or—one Holy/Unholy Word (PHB p. 53). This empowerment is fleeting and the chosen word must be spoken immediately or it will fade from the mind.

If the word is spoken, the corresponding effects take place immediately while the speaker is simultaneously reduced to 1 hp. Furthermore, a system shock check is required or the speaker dies.

Future pricks from the needle by the same user incur a cumulative -10% adjustment to the system shock roll, so that a second power word incurs a -10% penalty; a third power word incurs a -20% penalty and so on.

Cellibotti's Portrait of "X"

Value: 1,500,000 sp | XP: 0

Leaning against an easel, is a gesso-covered canvas already framed in beautiful wood.

When this painting is touched, a dreamy and auspicious breeze will swirl through the vicinity, carrying with it bits of gossamer, flower petals and so on.

This even will distract all eyes, so that by the time the painting is viewed again, a portrait of the person who touched it will already be there. This portrait is a glorified version of the toucher.

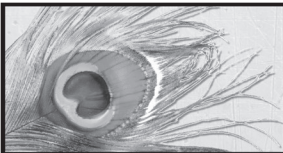
If the portrait is touched by some one else, the breeze will blow again and the portrait will change.

However, if the portrait is touched a second time by the same individual (without intervening handling by others) the portrait becomes permanent and will no longer change.

If the painting is immediately destroyed, no harm will come to the individual depicted in the portrait.

However, so long as the painting remains intact, the person depicted in the portrait gains all of the following abilities and side effects:

- Unerringly registers as Lawful Good to detection magic of any kind. Only a Gem of Seeing will penetrate this ruse.



- Ceases to age and is immune to aging effects of any kind.
- Gains a +3 bonus to CHR, which cannot elevate the score above 18.
- Becomes immune to Death Magic
- Becomes immune to Disease
- Becomes immune to Poison

All aging and failed saving throws must still be logged on the painting, however, and at such time as the painting is destroyed, the linked character will simultaneously suffer all such deferred effects while the painting (which will have become hideous and aged-looking) will then revert to its initial glory.

The painting saves as non-magical cloth vs all effects.

Chemistatic Sword

Value: 100,000 sp up to 300,000 sp | XP: 500 up to 1,500

The chemistatic sword is usually a longsword. The pommel unscrews to access a tempered glass cell containing bright green acid and magical copper coils. Often, small portholes in the grip of the sword reveal this glowing green cell for intimidation purposes.

The blade itself may be of any metal but the fuller is always of magnificent beryllium. The arcane battery holds but 3 charges and if the sword is flicked “on” each successful hit will expend one charge.

Chemistatic swords will glow dimly if checked for dweomercraft but are not truly magical. Technology allows them to hit creatures not normally hit by mundane weapons. There are three basic categories:

A Knight’s blade is made of good steel and hits even creatures requiring magical weapons. Each discharge from the battery adds 1d8+7 electrical dmg to the sword’s normal blow (per Shocking Grasp PHB p. 68)

A Marquis’ blade is made of rarefied metal and hits even creatures requiring +1 weapons. Each discharge shocks for 1d8+10 electrical dmg.

An Emperor’s blade is made of tunsia; strikes at +1 to hit; affects creatures requiring +2 weapons and shocks for 1d8+13 dmg per discharge.

Once the battery is drained, a new chemistatic cell must be found or manufactured. Such availability is left to DM fiat.

Chrim of War

Value: 30,000 sp | XP: 500

This flask of creamy golden oil, when applied to a weapon, grants the weapon an additional +1, +2 or +3 enchantment to hit and damage. This is determined randomly each time it is applied.

Chrim of War cannot improve a weapon beyond +5. A flask of Chrim of War allows for two separate applications each lasting 1d6+1 rounds (or) a single application that drains the entire flask but enchants the weapon for 2d12+2 rounds.

Codex of the Infinite Planes (or Yagrax’s Tome)

For comparison, see DMG p. 156

Value: 7,500,000 sp | XP: 0

The Codex of the Infinite Planes is 6’ top to bottom, 4’ broad and 2’ thick. When open, its span is 10’ wide. The obsidian covers are cut with deep reliefs—but a jellylike abyss seems to lurk beneath them, as if the 2” slabs of translucent stone somehow constrain an unfathomable void.

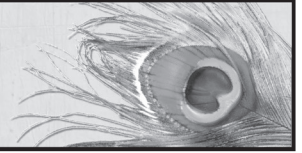
There is golden latch on the thing which can only be opened by a Knock Spell or similar magical means.

The pages inside are made of thin-beaten lead. They flex like paper and torrents of both terrible and beautiful ink-like black electroplating fill them with shocking images and languages without name.

Any character of 10th level or lower who touches the codex is instantly disintegrated. Those of 11th level or higher who make a saving throw vs Spells are thereafter able to browse the tome and wield its powers—which are communicated telepathically to the reader. Note that there is a cumulative 5% chance per usage that the reader will be destroyed where he stands and the book will close. Therefore, if the same user reads a second page his chance of annihilation rises to 10%. A third page incurs a 15% chance and so on. While the exact percentages should not be revealed, a nervous premonition of doom should be telegraphed to the PC. Note also that all powers listed are usable by the reader (regardless of class) and repeatable unless otherwise specified.

- Transport the user and up to 12 others directly to any plane in the multiverse without fail. (note that this power cannot prevent the 5-year time dilation experienced by journeying to the City of Brass)
- Gain one level (not repeatable)
- Elevate the character’s prime requisite to 20 (not repeatable)
- Resurrection (ages the reader 3 years and requires a system shock check)
- Summon an arch devil who will perform one task—which must be worded in a single sentence. The devil will be bound to this task and the codex forbids any reprisal.
- Call upon a Great Old One (Cthulhu or the like) for information: the player may ask the DM any three questions and the DM must answer truthfully and precisely any question asked. Thereafter the character must save three times vs short-range psionic blast (DMG p. 78) or be struck with one random insanity for each failed saving throw.
- Summon a permanent Chariot of Sustarre
- Summon one alignment-appropriate creature to be the character’s permanent and loyal steed: Young Adult Silver

Artifacts Great & Small



Dragon of 9 HD (lawful good only); Dragon Horse of max hp (neutral good only); Unicorn of Max hp (chaotic good only); Griffon of max hp (any alignment); Nightmare of max hp (true neutral, chaotic neutral or any evil); Young Adult Blue Dragon of 9 HD (lawful evil only); Young Adult Red Dragon of 9 HD (chaotic evil only)

- Summon an 8 HD elemental of any type and maximum hp to be the reader's permanent and loyal servant.
- Call for the death of any one being that is not a Greater, Lesser or Demi-Power. The reader must know the being's name. The being named is thereafter immediately destroyed even if it is many planes removed from the reader.
- Request immunity from a singular and specific thing such as "swords" or "fire". The named thing permanently loses the ability to harm the reader.
- Conjure 10 platoons (36 soldiers per unit) of 1 HD creatures with armor and weapons that will obey the reader without question. These units must be sustained unless the creatures chosen are skeletons or zombies. Such armies are permanent so long as they are maintained.
- Call down a cataclysm centered on the book, which will destroy everything in a 15 mile radius including the reader. Cataclysms may be a ring of poisonous storm clouds, acid rain, volcanic eruption, sinking into the sea and so on.

Collar of Asoom Jan Tanu

Value: 1,500,000 sp | XP: 1,500

This legendary 5 lb collar of beaded chysoberyl and turquoise-shot-with-gold drapes the shoulders and upper breast of the wearer. It is framed in rich gold wire. From the cleavage, an enormous opal scarab lifts a brilliant padparadscha of singular evening color toward the wearer's throat. The thing is ostentatious and beautiful in the extreme; certain to draw much (perhaps unwanted) attention.

The collar cannot be worn with any kind of armor. It requires one full round to either don or doff.

The collar prevents the use of all other non-passive magical devices.

While the passive effects of rings, armor, weapons, bracers, cloaks and so on will continue to function, magical items that require conscious effort to use will not.

Examples:

Work Normally:

- +2 Plate Mail
- +1 Sword
- Ring of Regeneration
- Ring of Fire Resistance

Won't Work:

- Wings of Flying

- Ring of Blinking
- Any Potion or Scroll
- Rods, Staves & Wands
- Any item requiring a command word
- Etc.

While a +2 sword could be wielded normally, if that sword has a command word allowing it to burst into flame, the command word will not function so long as the wielder is also wearing the Collar of Asoom Jan Tanu.

In exchange, the wearer is granted the following boons:

- Continual Shield (identical to the spell: PHB p. 68)
- Immunity to poison
- CHR is increased by 1
- All spells or spell-like effects that deal x dice dmg, deal only 2 dice of damage to the wearer & the wearer is still allowed any applicable saving throws

Examples:

- An 8-die lightning bolt instead deals 2d6 dmg to the collar wearer who then still gets a saving throw to halve the dmg.
- An Ice Storm causes the wearer 2d10 dmg instead of the usual 3d10.
- Damage from a Glyph of Warding (which is not based on dice rolls) will be unaffected.

Dam Mamara

Value: 1,000 sp per flask | XP: 0

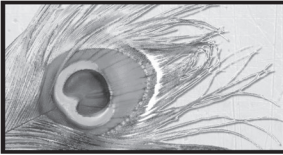
Dam Mamara, or Mamre's Blood, is a thin oily fluid of coral-rose tint. The visual impact of such vibrant color is boosted by the fact that Dam Mamara burns when exposed to air. The color of flame produced is rosy at the source but turns sky-blue in the outer cone.

It is not explosive; the flames are a manifestation of the fluid's evaporation—but when sprinkled, splashed or misted, beautiful firework-like displays occur. Dam Mamara is not consumed by a chemical reaction; rather, as it evaporates it incandesces and "seems" to burn. Therefore, even though Dam Mamara evaporates very quickly, a spilled flask will burn much longer than a flask of burning oil.

Dam Mamara uses no oxygen, requiring it only for evaporation. Stranger still, as Dam Mamara evaporates it produces additional oxygen.

One flask of Dam Mamara will typically light an oil lamp for up to 4 days before evaporating through the wick. The color of the light produced ranges through pink, lilac and blue. A hurled flask of Dam Mamara will do 1d6 dmg per round for up to 20 rounds unless it is made inert with a dilution of other fluids. (The DM may gauge the evaporation rate to be a bit faster than gasoline)

A flask of Dam Mamara is very hot and will sear unprotected



hands. Anything touching a flask of Dam Mamara must save vs Normal Fire. The liquid cannot be cooled by any known means, so the transport of large quantities is problematic.

If the stopper on a flask of Dam Mamara is popped, a bright flame will immediately shoot from the mouth and can serve as a light source which could last up to 2 days.

Parties sealed in a tomb could add fresh oxygen to their prison by dumping a flask on the floor. The uses of this alien fluid are limited only by Player imagination.

Dueling Circlets

Value: 24,000 sp per pair | XP: 0

These platinum circlets, once placed on the head, project a halo of slow-orbiting lights. When two persons wear them within 10' of each other, each is presented with a telepathic option to begin a duel.

Both participants must give an affirmative response. If this is done, the participants become comatose and must conduct a mental duel to the death, which is staged in the current location. Only when one of the participants dies will both wake up.

Upon completion of the duel, the winner earns XP for slaying the opponent (DMG p. 85). The loser loses half this amount but never more than would take them to the bottom of their current level.

When the duel is over, both circlets burn out (their value being reduced to 10% of the listed amount) and both participants wake up.

Ehlissa Amooyan's Bejeweled Nightingale

For comparison, see DMG p. 160

Value: 13,500,000 sp | XP: 0

This artifact of great power appears in every way to be a living bird, with a living bird's movements, agility and proclivities. Despite being made of precious metals in all colors, engrailed with designs and socketed with jewels of profound beauty its emotional impact on viewers prevents them from seeing it as an automaton. All who view it are immediately convinced it is a living thing.

The bejeweled nightingale has the following stat block:

AC: 6
 MV: 3" (or) 36" flying
 HD: 1 (hp 8)
 THACO: 20
 # ATT: 1
 DAMAGE: 1
 SPEC. ATT:
 SPEC. DEF: +2 or better weapons to hit, regenerates 1 hp/

round even after "death"

MR: 100%

INT: Low (6)

ALIGN: N

SIZE: S

LVL/XP: VII / 5 + 1/hp

The nightingale is accompanied by a ring, which it will swallow upon death of its owner. Regurgitation of the ring provides the new owner with a link to the creature but requires the command word: "Toe'Ha'Ra!" This word is found on a scrap of paper in the Palace of the Painted Dawn.

Upon utterance of this command, the bird will alight on the hand and deposit the ring. If the ring is not donned within 5 rounds, the bird becomes agitated and harries the ring holder until it is able to swallow the ring again.

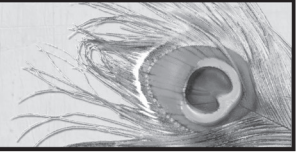
Both bird and ring are virtually indestructible and although damage to the bird may cause it to appear dead, it will soon revive with a low opinion of its tormenter.

The ring is made of beaten gold and sumptuously jeweled. Once worn, it cannot be removed by any means short of a wish or the death of the wearer.

Powers & Effects:

- Within 30' of the bird no scrying, detection, teleportation, blink, planar travel, dimension door, summon spells, gates, ESP, charm, confusion, fear, feeblemind, magic jar, sleep, suggestion, telepathy, possession, domination, hypnosis, ethereal or astral shifting, or invisibility will work and are dispelled for anyone except the ring-wearer.
- Those within 30' of the bird neither hunger nor thirst. This effect will cancel even the eternal thirst of Iblis Occam's sword: Enigma.
- The wearer of the ring can, at will, see through the eyes of the bird per Wizard Eye (PHB p. 79) regardless of distance or planar separation and can control the bird's movements. This power requires the ring-wearer to remain stationary and concentrate.
- Once per day the bird can cast Mass Charm at 18th level on behalf of the ring-wearer (PHB p. 90)
- Once per day the bird can cast Otto's Irresistible Dance (PHB p. 90)
- Once per day the bird can cast Color Spray from its eyes at 18th level (PHB p. 94)
- Once per day the bird can cast Prismatic Spray from its eyes (PHB p. 100 & 93)
- Once per year the bird will grant a Wish to the ring-wearer, which can be used to remove the ring and free the wearer only if the wearer makes a successful WIS check using 4d6.

Artifacts Great & Small



This wish does not age the wisher and no system shock check is required.

- The alignment of each person within 30' of the bird is automatically known to the ring-wearer.
- The song of the bird improves the morale of all allies within 30' by 20 points (unless the ring-wearer succumbs to mania)
- The ring-wearer's CHR is elevated to 17 if the bird is within 30'
- The chance of learning new spells is improved by 15% in the presence of the bird's singing
- Yearning for the bird's song requires the ring-wearer to never be away from the bird for more than one day. Each day beyond the first requires a save on the mania table below.
- The ring-wearer will quickly become promiscuous in an effort to emulate the love and beauty they feel while in the presence of the bird.
- After 1 month, the bird's continual singing is so sweet that every reminder of the mundane world and its problems becomes exquisitely painful. The ring-wearer is afflicted with incurable Melancholic Suicidal Mania (DMG p. 83 & 84). In any situation of high stress such as combat or heated negotiations, determine the character's Saving Throw vs Psionic Blast per table IV.C. (DMG p. 78). Once calculated apply the short-range saving throw to the ring-wearer. (Eg. A ring-wearer with 14 INT + 13 WIS = 27, therefore the ring-wearer's save against mania is 8). This is the saving throw the character must make each time he or she is confronted by a high stress situation. If the saving throw fails, roll on the table below:

1 Character immediately attempts suicide. Unless a grapple (hit the ring-wearer at a penalty of -2) is successful within 2 rounds the ring-wearer succeeds in their attempt. If the grapple is successful the ring-wearer flies into a rage as soon as he is free, attacking random targets at +2 to hit and dmg. This lasts for 1d8 rounds after which the character collapses into black depression and is completely unresponsive for 1d6 days.

2-4 Character screams bitterly at the heavens that all is pointless and collapses for 2d8 rounds, refusing to do anything. All allies immediately make a morale check with a penalty of 10. One day later the character predictably descends into black depression and is completely unresponsive for 1d6 days.

5-9 Character bemoans the horror of existence in this dreary world and behaves as if under the effects of a Slow spell for 1d8 rounds. All allies make a morale check with a penalty of 5.

10-19 Character suffers momentary existential crisis. Can function normally but all rolls are penalized by 2 (or 10%—whichever is greater) for the next 1d8 rounds.

20 No ill effects

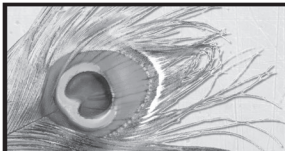
Enigma: the Sinistral Sault of Iblis Occam:

Value: 11,640,000 sp | XP: 0

Infamous among the Efreets, and mentioned in legends of the Inner Planes, is the cascading blade of Iblis Occam—the sword that brought the Efreets nation to its knees.

This alien weapon (and neutrally-aligned artifact) roughly conforms to longsword standards. It makes a liquid whisper. Water appears to plane rapidly from the hilt, moving toward the point of the blade within an extra-dimensional space before finally slipping back out of the world—perhaps reentering the Plane of Water. The blade is reflective, wavering and transparent—resembling a shard of window glass in a thunderstorm. It drips and splashes when wielded or struck. Enigma's hilt is forged of orcanthium and jeweled with exquisitely delicate colors. The weapon is +6 to hit and dmg while on the Inner Planes and will lose enchantment levels as it travels away from the City of Brass. Its powers and abilities are as follows:

- As an artifact, it cannot be destroyed by any normal means
- It deals 1d12 dmg to creatures of any size
- Its speed factor is 2
- If functions as a +6 Defender—though enchantment level is subject to planar travel (DMG p. 165)
- It will alert the wielder via a feeling of unease to the presence of traps within 50' but will not reveal the direction or location of those traps nor whether they are mechanical or magical in nature.
- The hp cap of a Neutral is raised by 10% when the sword is in-hand—this does not heal or add hp, but only increases the maximum hp cap of the holder via the waters of life
- When struck by Enigma, creatures from (or drawing power from) the Plane of Fire suffer an additional +12 dmg in addition to the sword's regular +6 dmg bonus (this bonus is reduced to +10 if wielded on the Prime Material). I.e. On the Prime Material, instead of +18, the sword deals +14 dmg to creatures of elemental fire.
- Anyone wielding the sword performs as if wearing a ring of free action (DMG p. 130)
- Anyone wielding the sword performs as if wearing a ring of water walking (DMG p. 132)
- Anyone wielding the sword needs no oxygen to survive (this ability grants no protection from poisonous or magical clouds and vapors)
- Once per week, the wielder may speak the phrase, "Occam Istishia Ethris" allowing the wielder to transition to the Ethereal Plane
- Once per day the wielder can teleport no error
- The sword will detect water as a divining rod: locating sources within 60'
- On unmodified to-hit rolls of 20 the blade's twisting current disarms an armed opponent or stuns (-4 to hit & Slowed 50%) a size M or smaller creature for 1 round
- On unmodified to-hit rolls of 19 the blade is composed of holy water
- On unmodified to-hit rolls of 18 the blade is composed of



- unholy water
- On unmodified to-hit rolls of 17 or higher the blade's quickened tidal bore delivers 2 extra points of dmg
- Any being who touches the sword's pale leather grip permanently loses 1 point of DEX as a way of maintaining the artifact's power throughout the eons
- Non-neutrals who take ownership of Enigma suffer a 10% reduction to their hp cap: a reduction that persists only so long as they own the sword
- Voluntarily relinquishing ownership of Enigma requires a WIS check on 4d6.
- Enigma's owner is always thirsty—requiring twice as many rations of water to survive. If the owner goes one day without drinking a double ration of water they immediately die.
- The eyes of anyone who owns the sword for more than 1 month permanently turn an unnatural brilliant blue

Flowing Stardust Bow

Value: 350,000 sp | XP: 1,750

This bow appears to be fashioned of a living branch, dotted with sparse, vibrant leaves and a delicate species of wild rose similar to eglantine. Natural as it looks, it also bears signs of engineering. Its shape is nearly symmetrical and the convolutions of its wood infer master-class artisanship. There are pale rosy gems embedded near its grip that shine continually.

Flowing Stardust requires longbow proficiency to use and its range and fire rate match the longbow. It is linked to the Positive Material Plane, which allows the flowers that decorate its length to flourish.

Arrows can be fired from the bow and they receive a +2 bonus to hit. However, if the wielder's empty fingers are applied to the string, a shard of searing positive energy emerges—ready to fire.

Once launched, this white-shard lets trail a string of shining motes.

An energy shard fired from Flowing Stardust ignores AC. Instead, at short range, all targets are AC 8; at medium range all targets are AC 6. Any target at long range is considered AC 3. There are no further armor type adjustments or range penalties.

The effects of Flowing Stardust's energy shards depend on what Plane it is on.

Inner Planes: heals 2d8 + 1 (or deals a like amount to undead/negative energy beings) Turns as a 12th level cleric.

Ethereal or Astral: heals 2d4 + 2 (or deals a like amount as above) Turns as a 6th level cleric.

Prime Material: heals 1d8 (or deals a like amount as above) Turns as a 3rd level cleric.

Outer Planes (top layer): heals 1d8 (or deals a like amount as above) Turns as a 3rd level cleric.

Outer Planes (other layers): heals 1d4 (or deals a like amount as above) No turning ability.

Unlike normal healing, the healing bestowed by the bow may cause the recipient to exceed their max HP. If this happens, the target must immediately roll a system shock check or die as their body explodes in white brilliance. The system shock check must be rolled at the beginning of each round during which the recipient's HP remain above max.

The bow has 12 charges. Each shard fired drains one charge. Charges are restored automatically at a rate of 1 per day.

Gallant Tester

Value: 1,200,000 | XP: 12,000

This four-poster bed is highly magical, king-size, and (at 675 lbs) cumbersome to transport. All parts, including mattress, box spring and so on must be present and assembled to function.

The bed is made of a dense, chatoyant and unknown wood of exquisite red coloration and features great swaths of pale yellow sapwood in its design. It has been carved with tremendous artistry to depict what is seemingly the same paladin-like character in various battles with demons and dragons spanning stormy, untamed landscapes.

Sleeping in this bed a full 8 hours confers a random temporary immunity on up to two persons. Roll once for each sleeper:

1. Fire
2. Cold
3. Electricity
4. Poison
5. Gas
6. Acid
7. Swords
8. Tooth and Claw

Such immunity lasts for sixteen hours and then fades. The immunity conferred will be communicated to the sleeper in a dream, (in the case of fire immunity, for example) the sleeper might fend off a red dragon and remain unburnt by the flames.

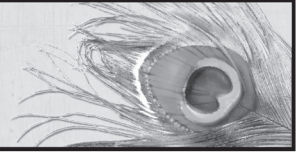
Gorjian Incense

Value: 100 sp per 1-ounce cone | XP: 0

This incense is derived from Violet Cedar mixed with Gorjian Mushrooms, both of which are found only in the upper outer planes. It burns with a literally heavenly aroma—which is the closest most of its addicts will ever get to breathing heaven. It sells at quadruple normal value in the abyss and hells.

Gorjian Incense allows spells to be memorized instantly after rest, with only a page-glance or few words of prayer instead of the quarter hour per spell-level normally required.

Artifacts Great & Small



Gringling Battleshield

Value: 200,000 sp | XP: 1,000

A Gringling Battleshield is a single beautiful bracer made of rose-gold, beaten to an effulgent luster, filigreed and finally punctuated with fire opals. It cannot be worn with bracers of AC or with any armor type greater than studded leather.

The Battleshield underscores Gringling tactics: missile use, psionics and occasionally weapons with a reach. The goal was to prevent physical contact with their enemies, the Groull.

Each Battleshield has a unique command word engraved in Gringling on the inside of the bracer that toggles the shield on and off. Upon activation the shield expands, forming an invisible sphere 5' in radius centered on the wearer. Living matter is held at bay. This includes plants, animals, insects and even bacteria.

The sphere actually kills grasses, weeds, small insects and so on while anything mouse-sized or larger is forced to flee. In the wilderness, the shield easily becomes stuck in thick undergrowth or brambles and dense forests are wholly impassable. What the wearer can force his way through is determined by character STR and DM fiat.

In the dungeon, the shield wearer will require an entire 10'x10' square to themselves.

Note that only living things are held at bay and slimes, fungi and worse will be unable to lie in wait where the wearer treads.

While the wearer can attack with all manner of missiles only polearms, spears, halberds and two-handed swords have the reach to be used by or against the shield-wearer.

If tooth and nail is plied against the shield, the shield is treated as AC 5. Successful hits deal dmg to the shield and half the same amount to the creature who performed the attack. A pristine shield absorbs up to 35 dmg per round. If it takes more than this in a single round will it collapse. If the shield collapses it can only be reactivated after 10 rounds have passed. Each time the shield collapses the amount of dmg it can absorb per round is reduced by 10 and there is a cumulative 25% chance that it will never turn back on.

Gringling Battleshields can therefore be found in five states:

New: Absorbs up to 35 dmg per round (turns on reliably) (200,000 sp)

Used: Absorbs up to 25 dmg per round (25% non-functional) (100,000 sp)

Damaged: Absorbs up to 15 dmg per round (50% non-functional) (50,000 sp)

Badly Damaged: Absorbs up to 5 dmg per round (75% non-functional) (25,000 sp)

Destroyed: (100% non-functional) (worthless)

Gringling Energy Bow

Value: 140,000 sp | XP: 1,000

A Gringling bow is composed of svelte olive-toned metal that carries considerable flex. It has no string and arrows of the regular sort cannot be fired from it. Nevertheless, when fingers are held to the bow, a string of light appears accompanied by a frightening bolt of sizzling pink energy. A gemstone facing the user glows with illuminated glyphs (Gringling numerals) and if studied, can be understood to communicate the number of remaining shots.

A fully charged Gringling bow contains 60 shots worth of energy. It must thereafter be recharged, which can only be done in the City of Brass in area G-38.

Proficiency with a longbow is required to use a Gringling bow.

Its range and fire rate match the longbow. Armor and shields are ignored by the bow; only DEX and magical plusses are counted (even bracers of AC grant no protection).

If an energy bolt hits its target, it inflicts 1d8 dmg and requires a saving throw vs Wands. Failure Slows the target (as the spell) for both the remainder of current and following round.

Hexed Efreeti Heart

Value: 189,000 sp | XP: 1,890

This massive heart weighs two pounds and casts unsettling light in a 10' radius. Its almandine translucence beats slowly around a molten core. Though quite warm (and sticky) an orbiting glyphic ring of frosty brilliance presumably keeps the temperature—and other vitals—in check.

To use the heart, it must be held in one hand.

Powers follow:

- Spectral Force (PHB p. 97) 1/day
- Detect Magic (PHB p. 44) 1/day
- Fire Resistance (DMG p. 130) whenever held

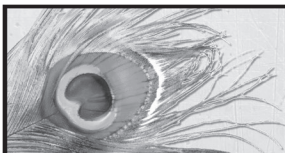
A Wish can be made upon a Hexed Efreeti Heart. If this is done there is a 10% chance of the wish being fulfilled. Whether or not the wish works, the heart immediately goes dark, mummifies and the orbiting holographic lights winks out.

Honey, Celestial

Value: 8,000 sp per 12 lb gallon | XP: 0

This honey is curiously pink, emits a heavenly smell and is perilously delicious. Anyone smelling the honey (10' radius) must save vs Spells or be compelled to taste it.

Anyone who tastes the honey will be unable to stop eating it for 1d6 rounds—there is no save against this effect. If attacked, the



eater is completely surprised—with attacker(s) always gaining 2 full surprise segments.

Anyone who witnesses someone or something eating the honey (at a distance of 30' or less) must save vs Spells or be compelled to slay the eater in an effort to seize ownership of the honey. This enraged attack lasts for five rounds (not including the 2 surprise segments) is at +1 to hit, +3 to dmg and the attacker gains 3 temporary hp. At the end of five rounds, the attacker is allowed another saving throw.

If this too fails, the attacker will fight to the death. In the presence of Celestial Honey, tragic feedback loops are the norm.

Illuminated Runestone

Value: 100,000 sp | XP: 800

These jewels of ardent purple glow with an inner light. They are warm to the touch and formed by the crystallization of a righteous entity's spiritual residue slain on its home plane. If a simple prayer is whispered and the jewel is touched to a weapon or armor, that object becomes (or gains an additional) +1 enchantment level vs Evil.

This enchantment is permanent and cannot elevate the object above +5.

Furthermore, the enchantment so gained becomes native to the plane it is on when applied. Clever use of multiple stones can therefore stack enchantment levels on various planes, but such stacks will change with planar travel. (see Manual of the Planes p. 10)

Ioun Stones

Value: 100,000 sp | XP: 300

These new ioun stones conform in all other ways to those described in DMG p. 147

Black Oval: ethereal while worn

Citrus Green Briolette: adds 1 to Ability Score of choice (20 maximum) while "worn"

Incandescent Red Marquise: no food, water or air required while worn

Orange Brilliant Cut: extra (stackable) 5% magic resistance while worn

Pastel Yellow Radiant Cut: permanent mind bar while worn (PHB p. 115)

Jacinth of Inestimable Beauty

For comparison, see DMG p. 158

Value: 12,000,000 sp | XP: 0

Molted out of Elemental Earth's very heart and ignited by the Gods of Fire, this brilliant cut gem of unparalleled orange shoots forth rays of light in all directions. All who see this lustrous jewel (within 20') must save vs Spells or be affected by a Charm Monster spell (PHB p. 76).

If the Jacinth has an owner, the charmed persons or monsters will harken to him. If the Jacinth has no owner the charmed persons become slaves to the gem—fearing to touch it but protecting it with their lives.

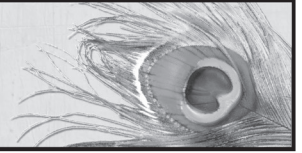
Those not affected by the charm may attempt to claim the gem as their own.

Whomsoever holds it is the owner.

Powers of the Jacinth are communicated immediately via telepathy, but negative side effects are not!

- 1/day the owner may summon an Efreeti who will not grant wishes but will obey the owner of the Jacinth faithfully unto death. The Efreeti will serve the owner for three turns and then vanish. If the owner loses possession of the Jacinth during this time, the Efreeti will seek to slay the fool—attacking at +3 to hit and +2 dmg and fighting to the death.
- Showing the Jacinth to another creature automatically casts Charm Monster as above.
- All the owner's ability scores are raised to 18 so long as the Jacinth is carried.
- 1/week the owner may Wish upon the Jacinth. This wish ages the owner 3 years and requires a system shock check to survive.
- 1/week the owner may use the Jacinth to cast a Finger of Death (PHB p. 64). There is no saving throw against this power but it affects only beings native to the Prime Material Plane.
- If the Jacinth is owned by a Spell Caster, the owner can cast combination spells—casting any 2 memorized spells simultaneously. The only restriction is that each spell must be of 3rd or 4th level.
- Losing possession of the Jacinth drains 2 experience levels.
- Voluntarily relinquishing ownership of the Jacinth requires a WIS check on 6d6 (the owner's WIS is 18)
- No healing magic affects the owner including spells, potions, ointments, herbs or any other remedies. Rings of regeneration and vampiric blades are equally useless. The owner can only ever heal a maximum of 1 hp per night through rest and recuperation and even a wish will not change this.
- If the owner drinks nothing but human blood—requiring 1½ gallons per day—(the same amount contained in one human body) they will heal 10 hp when they sleep that evening.
- Doing this four times (drinking six gallons of human

Artifacts Great & Small



blood) transforms the character into a vampire that can no longer gain experience levels. As a vampire, the character will regenerate 3 hp per round despite the Jacinth's curse. Whether the character becomes an NPC at this point is left to DM fiat.

Juzám Urn

Value: 20,000 sp (5,000 if missing glove) | XP: 500

Although this obsidian vessel is usually urn-shaped it may also be an amphora, small box, or any other decorative lidded container of modest size. It is always black and beautiful. An elbow-length glove often accompanies a Juzám Urn, which allows the owner to deposit and retrieve objects without falling victim to the urn's terrible curse. There is, however, a 33% chance that this glove has been separated from the urn and lost.

Anyone reaching into a Juzám Urn without the glove's protection contracts a vile form of leprosy, which cannot be cured by any means outside the Apples of Samarkand (q.v. p. 7-9 of this supplement).

The leprosy is contracted automatically and without saving throw except by those immune to disease. Its progression runs as follows with all effects being cumulative:

Week Two: frequent nose bleeds, pale lumps on the skin

End of 1st Month: heals at 50% normal rate. Potions and spells heal half the diced amount. Ring of regeneration heals 1 hp per hour instead of 1 hp per turn.

End of 3rd Month: Permanent loss of 1 DEX

End of 5th Month: Permanent loss of 1 DEX and 1 CON

End of 6th Month: As month 5 plus MV permanently reduced to 6

End of 7th Month: Death

Lemcienee

Value: 3,000 sp | XP: 100

These are fist-sized startling blue-white forever jewels of elemental ice, harvested only on the para-elemental plane from the glacial core of that place. They exude cold in a 5' radius sufficient to cause 1d4 dmg per round. Contact causes 1d6 dmg per round. They are used in the Plane of Fire as sadomasochistic fetish devices and as rare objects of social status (since even there, they do not melt). They are also traded as money and usually weigh about a pound.

Mirror of Captivation

Value: 85,000 sp | XP: 800

This full-length mirror presents an enhanced reflection of both its surroundings and anyone who gazes into it. The image is so striking that the eyes of any being capable of vanity are insidiously drawn to it. The chances of looking into the mirror are listed below:

Handling Mirror: 9 in 10 | Within 15': 7 in 10 | Within 30': 5 in 10 | Averting Gaze: 2 in 10 | Eyes Closed: 1 in 10 (can't resist a peek)

A character who looks into the mirror must save vs Spells. Failure puts the looker into a fugue state that begins with standing transfixed before the mirror. This condition lasts 1d12 rounds (or) until loud sound / physical contact jars them from it. Upon snapping to, however, the previously transfixed victim remembers nothing of who they are or how they came to be.

In this state, the victim of the mirror loses their class(es). Although HP, AC, Saving Throws and Ability scores remain unchanged, Magic-users cannot remember or cast their memorized spells. Clerics forget their gods. Fighter's forget their combat training. Thieves have no recollection of how to pick a lock. All weapons carried by the character are applied a non-weapon proficiency penalty and the base THACo of any character in a fugue state is 20.

Example: Parvis, the Ranger Lord, looks into the mirror and fails his save. Although he remains 11th level, he is an 11th level Nothing. He cannot track. He gains no bonuses against giant class creatures. He cannot remember his memorized spells. He does not even know how to shoot a bow.

The fugue state can be ended by any of the following spells: Dispel Evil, Heal, Restoration or Dispel Magic (vs 16th level). Without these remedies, the fugue state will last 1d6 years (10%) 1d6 months (20%) 1d6 weeks (30%) or 1d6 days (40%).

When the fugue state ends, all previously memorized spells can be recalled and all class-related skills and personal memories are completely restored.

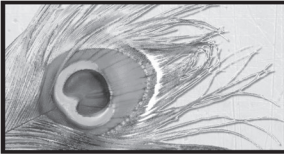
Necklace of Qadim

Value: 20,000 sp | XP: 5,000

This cameo necklace features the raised white face of an Old Man against a background of blue agate, the whole framed in dazzling white gold. The name "Qadim" is engraved on the back.

If this name is spoken while the necklace is worn, the necklace seems to disappear—though it has gone nowhere—and cannot be removed except by a Wish.

A horrible Old Man then appears, perched atop the wearer's shoulders, legs locked across the wearer's chest. The Old Man brandishes a stick of wood and never lets a kindness pass his lips.



He will mock and berate the character at every opportunity. The Old Man is undetectable by any but the wearer of the necklace.

- The Old Man weighs 80 lbs and may completely immobilize weak characters. MV rates must be adjusted for his encumbrance.
- The Old Man negates any AC adj afforded by DEX
- The Old Man cannot be attacked by any means and attempting to do so is considered disrespectful.
- Each time the Old Man is treated with disrespect he will beat the wearer with his stick, striking 1d3 times. Each of these strikes automatically hits and deals dmg equal to 10% of the character's max hp.
- If the Old Man is continually treated with kindness, he will answer one question per day as a commune spell—the answer being correct and truthful (PHB p. 49)
- The Old Man frequently speaks of his home on the Cerenerian Sea (which he describes as bluer than the sky and more beautiful than a child's tear) and frequently demands to be carried there.
- If the Old Man is offered a drink, he will always take it. If the Old Man is given three strong drinks in succession he becomes drunk, falls off and vanishes. When this happens, the wearer of the necklace suddenly becomes Greatly Intoxicated (DMG p. 82). At the same time, the Necklace of Qadim reappears and can be removed normally from the wearer's neck. When the necklace is removed, the wearer is granted a one-time XP award of 5,000

Olisgul's Odious Shield

Value: 550,000 sp | XP: 3,000

This terrifying tower shield is made of dark metal with silver rivets along its edge and bears an ugly, silver-eyed, androgynous face in relief on its surface. From the mouth of this face extends a living tongue of several feet in length.

The shield is +6, but native to the Outer Planes (Pandemonium) and as such is currently three planes removed (and only +3) in the City of Brass. Depending on the route taken to the Prime Material, the enchantment level might improve or worsen.

The shield weighs only 10 lbs despite its great size.

The owner of the shield may direct the tongue at a single melee target once per round. Once a melee target is chosen, roll 1d3:

1. The shield strikes as a 10 HD monster at -2 (THACo 12). A successful hit indicates an M or S size creature is grappled and can do nothing for the rest of the round. The grappled creature can be attacked at +2 and makes its own attacks at -2. If the grappled creature successfully hits the tongue, it breaks free.
2. The shield strikes as a 10 HD monster (THACo 10). It batters the face and eyes of the opponent with heavy, saliva-laden blows. In this case it attacks twice, for 1d3 dmg per hit. Each hit requires a save vs Petrification or the victim is blinded for

1 full round.

3. The shield strikes as a 10 HD monster at +2 (THACo 8). If it hits an M or S size creature that creature must make a save vs Petrification to avoid either:
 - i. Its weapon being torn from its grasp and hurled 1d30 feet in a random direction (or)
 - ii. Its most powerful bite/claw attack being fully parried by the tongue.

The tongue can be attacked by opponents. It is AC 8 but can only be hit by magical weapons. If it takes 16 dmg it is severed and requires eight days to regrow.

Though disgusting, the shield is not evil. It is, however, Chaotic. Any Lawful creature who handles it is smitten with a 3 INT for as long as they hold it plus 1d4 rounds thereafter.

Potion of Planar Adjustment

Value: 30,000 sp | 600 XP:

This draught is a smoldering blue color containing intermittent flashes of gold, as if lightning is happening inside the fluid. It has a sweet aroma and heavy biting taste. Sippers will surmise a subtle change in their bodies, a sudden expanding and tightening of their cells.

Once drunk, the drinker's planar origin is reset to the plane they are currently on. They become native to that plane and all gear they are carrying also becomes native to that plane. Thus, magical weapons that have lost plusses due to planar travel regain all such lost plusses (until they are carried to a new plane).

Furthermore, the drinker will be able to breathe and survive normally on the plane in which the potion was consumed, breathing elemental water, walking through elemental fire and so forth. No alignment changes or physical abilities (such as flight) are conferred. Only basic survival is accounted for. The potion's effects last for 1d4 days and may inconvenience those returning to their home plane early.

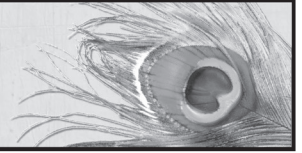
Proxy Body

Value: 550,000 sp | XP: 1,500

A proxy body (male or female) is generally found nude. It appears to be a dead but perfectly preserved Gringling of great beauty and is usually found with a silver circlet on its head. This circlet projects a halo of slow-orbiting, ever-flickering glyphs of white light. If the circlet is removed and placed on one's own head, the wearer immediately falls unconscious and finds their mind inhabiting the body.

The body is an automaton, which can enjoy all the activities a living person enjoys and the being wearing the circlet experiences them directly. Proxy bodies do not age and (although they can eat) need no food or water to survive. Nor do they require oxygen.

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Any character wearing the cirlet may play their character through the proxy body without fear of dying, for if the proxy body dies, the cirlet darkens and the wearer awakens.

The proxy body may cast spells the character has memorized, use weapons and so forth. The only caveat is that the proxy body has its own set of physical traits.

Any character using a proxy body uses the following stat blocks while inhabiting the body.

STR 16 | DEX 18 | CON 11 | HP 20 | If CMS, is used the body is 18 | Immune to poison & gas

All other ability scores and character details remain unchanged. The proxy body may of course wear whatever gear the user is willing to risk.

Keep in mind that the character's real body will be helpless and oblivious to danger while the consciousness inhabits the proxy body. Suffocation, dehydration and assassination could all lay the character low without them ever knowing what hit them.

In the City of Brass, a proxy body has the same red/green/unchronicle flag as the person controlling it.

Psi-Geist Kiosk

Value: 0 sp | **XP:** 0

There are some half-dozen psi-geist kiosks in the City of Brass. They are inextricable, immovable parts of the City. Each is composed of sleek glass and projects floating screens of light on all four sides. Anyone approaching within 20' of a kiosk will be greeted via telepathy. Make sure that such interactions are conducted privately between yourself and each player and away from the ears of the group:

"Welcome to the White City."

Anyone who has not registered at a kiosk will also be invited via telepathy to:

"Please take a moment to chronicle your arrival at the Gringling capital."

Registration is handled at the screens and asks the following questions both telepathically and in writing in the visitor's native tongue:

"What is your name?"

"What is your purpose in visiting Zerzura?"

"Are you a personal guest of the Sultan?"

"Are you an agent of, or have you recently had dealings with the Groull?"

If all four questions are answered (which also happens via telepathy) the Kiosk responds:

"Thank you. Your chronicle has been written."

Unless the PC is magically warded against divinations, the Kiosk automatically detects lies and deceptions. PCs who answer truthfully are green-flagged without knowing it. Any PC that lies is red-flagged—also without knowing it. Once a PC has answered the questions, the kiosks no longer speak to him/her.

All PCs adventuring within the City of Brass will therefore fall into one of three categories, each of which has a corresponding set of privileges or penalties:

Green Flagged: Never targeted by Skyward Perforations. Granted access to certain areas.

Red Flagged: Continue to be targeted by Skyward Perforations. Automatic penalties in certain areas.

Unchronicled: Continue to be targeted by Skyward Perforations.

Final Notes: Psionically aware beings are informed via telepathy that they may visit any psi-geist kiosk once per hour to recover 12 ATT and 12 DEF points. Recovery requires that the psionically aware being stand at a kiosk uninterrupted for 1 turn. During this time, their minds will be inside the city's infrastructure and they will be unaware of anything else.

Ring of D'joran

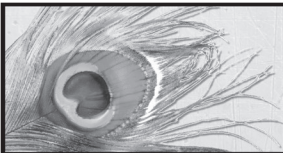
Value: 300,000 sp | **XP:** 3,000

This pale gold band of ornate design sizzles with three tiny jets of lime green flame that burn in a tight row across the crown. Any spellcaster who wears this ring may speak the command "Kome-O'g-Oj" (inscribed in the shank) which causes one of the green jets to fizzle out and its socket to darken. In this instant, the spellcaster selects and immediately forgets a currently memorized spell. A spell of equal level that the caster knows and has immediate access to (for magic-users the spell must be in a travelling book on their person) is then instantly memorized to replace the forgotten one. Each jet of green flame rekindles precisely 48 hours after it is extinguished, but if all three flames are extinguished at the same time, the ring's power is lost. Light from the tiny jets illuminates a 10' radius around the ring. Chaotically aligned beings who attempt to wear the ring suffer a brilliant green light that amputates and cauterizes the digit in a flash. This results in a permanent loss of 1 DEX per digit down to a minimum of 3.

Scimitar of Arsu Tanu

Value: 530,000 sp | **XP:** 5,300

The scimitar of Arsu Tanu is exceptionally slender, graceful and forged of dramatic, shadowy metal that has been gilt over in some areas and chased in others. Though the hilt remains dark, it is accented with gold. Where the guard would be, a rose-gold



angel crouches as if supporting the blade on its back, between rose-gold wings. The yalman, edge and tip are all of gleaming silver and decorated with etching.

When the scimitar is moved, a popping eddy of flames purls off the false edge in hypnagogic purple, pink and orange.

The flames illuminate a 20' radius. On each successful hit, 1 random piece of gear worn by the target must save vs Magical Fire.

Furthermore, the Scimitar of Arsu Tanu is +2 on round 1, +3 on round 2, +4 on round 3. On round 4, the scimitar will return to +2 and dance (cf. DMG p. 165). After reaching +4 again, it will drop to +2 on round 7 and return to the owner's hand. This cycle continues as long as combat lasts. Note that these enchantment modifiers are unaffected by planar travel.

Once per day, the Scimitar of Arsu Tanu can cast Fire Shield at 7th level ability (PHB p. 77). This power requires a command word "Asheil" and drains 3 hp from the wielder.

Spear of Bayezid Occam

Value: 1,900,000 sp | XP: 13,000

This spear seems more fit for a display case than the battlefield. Its overly-long, wicked head is forged of blackest tunsia. The rest is ornate but exceedingly strong; it too is composed of tunsia—but most of this is wrapped in some 2,000 carefully cut and polished onyx and carnelian stones. These masterfully shaped orange and black gems create an exquisite pattern down the haft: that of interlocking beasts framed in cloisonné with soldered gold.

The spear is +6 on the Inner Planes (+4 on the Prime Material). On an unmodified to-hit roll of 17 it impales, disembowels or otherwise eviscerates a creature of M size or less. Unmodified to-hit rolls of 18 will slay L size creatures and 19 or higher sunders automatons of stone or metal.

In addition, the spear deals continual bleed damage—to creatures that bleed—as a sword of wounding (DMG p. 166).

Lastly, the spear can shed rosy dawn-colored light from a pair of padparadschas adorning opposing sides of the blade's socket. This light ranges from 0 to 60' in brightness as the wielder wills and, when presented strongly at maximum brilliance, turns undead as an 8th level cleric.

Although the spear can be thrown, it does not magically return to its owner.

Temporal Modality

Value: 20,000 sp | XP: 200

This object of satiny-olive metal bears dichroic banding of black-brown, reminding of cockroach or centipede segmentation. The

thing is heavy, weighing 5 lbs.

A Temporal Modality communicates its powers upon touch, via wordless telepathy. Its user simply understands how to manipulate it. A Temporal Modality can transform once per round, taking a full round to do so and assuming the shape of any 5 lb simple tool the wielder desires. A hammer, prybar, chair, five-foot ladder, horn, helm, pot and lantern are only a few examples of tools the Modality can become. The only restriction is that the tool must normally weigh approximately 5 lbs.

A list of 5 lb weapons the Modality can replicate follows: Hand Axe, Hammer, Light Lance, Horseman's Mace, Ransour, Spetum, Quarter Staff, Trident, Light Crossbow. These weapons will count as magical regardless of what plane they are on, but have no bonuses to hit or dmg.

Each Temporal Modality has a limited number of transformation charges, which will be communicated to the user. Roll 2d12 to discover how many times the Modality can shape-shift. Its final transformation will be permanent.

Temporal Modalities are subject to disenchanter and rust monster attacks.

Twilight Elixir

Value: 30,000 sp | XP: 500

A lustrous fluid of fanciful rose-tinted transparency in which several shadowy flower petals seem to drift. Uncorked, it smells of strawberries and chocolate. When imbibed, damage to the drinker is lessened by 2 points per die of damage done for the next 3d8 rounds.

U'mrafi's Ring

Value: 1,100,00 sp | XP: 8,000

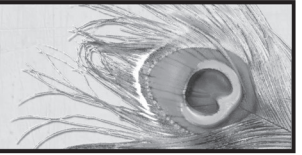
This golden ring is shaped like the upper portion of a demon's head with the band forming a howling mouth. When worn, the wearer's finger extends through the mouth like a long tongue and the demon's jeweled eyes stare down the length thereof.

The ring grants the user the same abilities as a ring of free action (DMG p. 130) and a ring of x-ray vision (DMG p. 132). Furthermore, once per round, the finger bearing the ring may elongate to a length of 3 feet, fully resembling a tongue. This whip-like member strikes on its own as a monster of the same HD as the character's level and delivers a Shocking Grasp at 12th level ability (PHB p. 68).

The wearer's max hp are reduced by 10% while the ring is worn.

Finally, there is a command word engraved inside the shank, which if spoken allows the wearer to summon any one possession (up to castle-size and even across planes) to their current location—similar to a reverse Word of Recall. The possession

Artifacts Great & Small



must be owned by the wearer and will appear immediately in the nearest open space that accommodates its size (the appearance of the possession cannot be used to crush armies or buildings).

When this power is used, the ring vanishes to a random location on a random plane and is lost without trace.

Velvet Gun

Value: 500,000 sp | XP: 3,500

The velvet gun is not a Gringling weapon but arrives in the City of Brass from deep alien expanses of the Prime Material Plane.

Its stock of warm, rich wood is inlaid with seashell iridescence and grafted into a soft, silky and shockingly sentient barrel. This barrel hefts like the belly of a cat but undulates if grasped.

Toward the business end, the deep wine-colored nap dwindles as plum, fleshy antennae emerge—drooping and curling below half a dozen perfect black pearl-shaped eyes. This head is vaguely silurid in form and emits bubbling mucous sounds.

When the trigger is brushed, the body swells in preparation. If fired, the velvet gun spews thick jets of milk-colored slime from its oral tubes. Impossible amounts. The viscous lines affect a 30' cone in front of the gun but otherwise act as a Web spell of 3rd level casting ability (PHB p. 72).

The gun may be fired only once per round and no more than thrice in any given 48-hour window. Pulling the trigger after the gun is exhausted coughs up thin lines like an infant vomiting milk.

After a third firing—or three days (whichever comes first)—the gun must eat.

Its oral parts can slice through meat and bone, pulling out great plugs of flesh. Thus the gun can be wielded as a melee weapon (though its to-hit and dmg rolls are never modified by the wielder's STR). Instead, the gun attacks once per round as a 7HD monster (THACo 13) and can therefore hit creatures hit only by +2 or better weapons on any plane. The gun's bite inflicts 2d4 dmg but this attack always counts as the wielder's attack routine for the round.

Once the gun has dealt 10 bite dmg (or been fed 3 lbs of fresh meat) it will be sated. Failure to feed the gun every three days results in death of the weapon.

The gun may, of course, be attacked. Its stat block follows:

AC 7 (wielded) 10 (unwielded) | MV 0 | HD 2 | THACo 13 | ATT 1 | DMG 2d4 (bite) | SA glue strands | SD +2 or better weapon to hit, immune to mind affecting spells or abilities | MR 5% (also conferred on wielder) | AL Neutral | Size S | INT: non | XP 20 + 2 / hp

Wings of Flying (Paper)

Value: 37,500 sp | XP: 375

Appearing as a beautifully-patterned folding paper-fan, this device is weightless, small and easily stowed. With the command "Hanul-Kaja" the fan unfolds and becomes enormous resplendent paper wings fitted with a harness. The user buckles themselves in to be carried aloft. Once the command word is spoken the wings cannot return to their previous form. During flight, the paper wings quickly begin to tatter. Flight may last for 8 turns at a speed of 32" at which point the wings are barely holding together. At the end of 8 turns the wings will automatically descend regardless of location and, after touching down, promptly disintegrate.

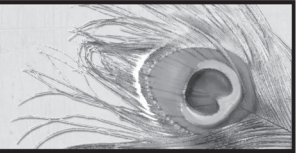
Xezbeth's Hourglass

Value: 600,000 sp | XP: 6,000

Rose-wood spindles carved with a flower and skull motif frame this hourglass, which rolls with a strange molten-blue fluid. It is modestly sized, as other 15-minute timers of its ilk.

When turned, gravity reverses for the holder until the timer runs out. Releasing the hourglass will not stop the character from falling in an upward direction! He or she will fall until a collision occurs or the planet's gravitational hold is left. Once flipped, the fluid will run continuously for 15 minutes regardless of orientation. Note that gravity is reversed for the flipper of the hourglass and all possessions but once an object leaves the holder's person (including the hourglass) local gravity resumes its grip on that object.

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Time Dilation:

The Fabled City of Brass resides not only in a seam between two chaotic elemental planes; it is further cordoned from the multiverse by powerful dweomers created by the psionically endowed Gringling race: the self-described Writers and Eaters of Time. Much about the City of Brass has to do with time.

One side effect of the enchantments laid by the Gringlings is that any journey to the City of Brass will cause the passage of 5 years for the traveler. This means that even if the PCs spend only 1 week traveling the planes, 2 days exploring the City of Brass, and use one additional week to return home, they will find upon arrival that five years have passed.

Immediately upon returning to the Prime Material, the PC will age 5 years (but no system shock check is required for this since it will seem to the PC to have transpired naturally). The PCs will find that spouses and lovers may have moved on—assuming the PC dead. Children may have grown up. Governments may have shifted. Wars may have transpired. The castles, lands, followers and treasure vaults of the PCs may have been raided, killed, fallen into disrepair, foreclosed on, or overrun by monsters.

The DM must be prepared to levy this curse upon the party since this time dilation is important to both limiting the number of times a hero may realistically visit the fabled City of Brass, and in providing immediate and necessary treasure-sinks for the vast wealth a successful group will bring back.

Heroes that learn of this unavoidable curse may surely plan ahead: paying everything forward while leaving their estates in trusted hands. Nevertheless, unforeseen events will take place during the 5 year absence of the master.

Exactly what befalls the PCs' estates and the world at large is left to DM fiat. This author recommends a careful balance of ensuring the Players feel their journey to the City was worthwhile, while still being forced to deal with scraping their holdings back together upon return. A disaster requiring half the PC's share of treasure to fix will still likely leave the character a modest millionaire.

Also, it is advisable that not even a Wish be able to circumvent this particular cost of undertaking a journey to the Fabled City of Brass.

Random Encounters:

If the party is outside, there will be an encounter of some kind every three turns (30 min). The City of Brass Time Keeper Included with the main module will aid in tracking these rolls.

Skyward Perforations:

The exterior surfaces of all dark gray-shaded portions of the map contain thousands of discrete boreholes. These boreholes

automatically sense and attack non-natives that attempt to levitate or fly to the tops of the shaded structures. While low-altitude flight or levitation will not trigger such attacks, using such powers to mount or exceed the height of the black walls, towers or palace proper will draw a salvo of glass-tipped ebony arrows containing chartreuse gas.

Native denizens and green-flagged visitors do not trigger this defense. Red-flagged and unchronicled visitors do. See Psi-Geist Kiosk (Appendix D) for more information.

Trespassers of the city's airspace are attacked as follows:

Size	Att/Round
S	4
M	8
L	16

The city's missiles strike as 10 HD creatures (THACo 10) modified by the target's maneuverability class:

MC	Hit Modifier
A	-2
B	0
≤C	+2

Each missile is non-magical, strikes for 4 dmg and requires a save vs Breath Weapon. Each unsuccessful save results in 6 additional acid dmg and requires 1 random piece of worn gear to also save vs Acid.

Missiles which miss are always assumed lost and broken unless a monk manages to catch one for example.

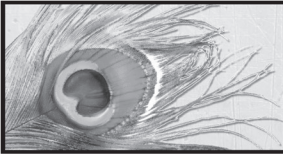
Blissful Haze:

The blissful haze is another defense mechanism built into the City of Brass. Somewhere, in chambers below the streets, a heady incense is produced, which then wafts from countless vents. This vapor creates a shimmering haze that extends a mile beyond the city in all directions. Its impact on visibility is left to DM fiat.

At the end of every six hours of exposure to this pleasant fume, all breathing non-native beings (including mounts, familiars, henchmen and so on) automatically lose 1 HD (level for characters) and must then save vs spells or fall asleep.

Anyone who falls asleep within the ambit of the Blissful Haze (for any reason) cannot be woken. This includes regular rest from camping. Sleepers must be hauled out of the city (beyond one mile distance) whereon they may be woken normally. Lost hit-dice and levels are regained at a rate of 1 per full day of rest. A time keeper included with the main module will help manage this mechanic.

Note that, rather than a magical effect or simple gas, this is



City of Brass Rules & Systems

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an aerosolized chemical—molecularly inseparable from the breathable oxygen of the City. It is absorbed through the skin and lungs of any mortal traveler, so even creatures that do not need to breathe will grow leaden under its effect.

Although the blissful haze could be prevented by wearing a space suit, for example, the haze is a central mechanic to balancing the otherwise game-breaking powers and treasures of the City of Brass. Therefore, while the DM may reward very clever players by delaying the onset of the haze or suspending its effects for a time, it is strongly advised that the haze eventually overpowers travelers that enter its ambit regardless of countermeasures.

Flora:

Some trees on the DM map are marked orange. These indicate a Singing Tree (see Appendix B). Singing Trees are indistinguishable from other trees, but can be avoided if PCs either head away from or manage to triangulate the sound. This can be difficult if more than one Singing Tree is nearby.

In addition to Singing Trees there are many regions of the map marked with viny, vegetation symbols. Any 10'x10' square containing such symbols may be searched and harvested. Doing so takes 10 minutes. Roll 1d30 twice to determine what two types of flora are present. Inappropriate results indicate nothing harvestable. Doubles indicate only one type of flora is present in the square.

Note that each plant has a shelf life and other stats that will prevent easy transport/transplant and/or liquidation.

The Flora Charts are placed at the beginning of this book alongside the Encounter Tables for ease of reference.

Magic & Combat:

There are several rules related to Magic and Combat that must be applied to adventures in the City of Brass:

- **GRAVITY:** Its position along planar seams give both the City of Brass and its environs normal gravity. Although regions of the wastes may conform to the Inner Plane rule for missile and thrown objects (see Manual of the Planes p. 27), the City itself is enchanted such that this rule does not apply within its walls.
- **MAGICAL WEAPONS AND ARMOR:** Gear with Prime Planar origins is reduced by 2 enchantment levels (+3 weapons become +1; +2 weapons cease to be magical). This is because the City of Brass is, by the shortest route, two planes removed from the Prime Material. Should PCs take circuitous routes to the City by crossing through additional planes (without backtracking), plusses might be reduced even further.
 - ◊ The converse is also true. Weapons and Armor native to the City of Brass will be reduced by at least 2 plusses

when carried back to the Prime Material.

- **SPELLS:**
 - ◊ **Anti-Magic Shell** will immediately remove all magical protections against the planes of Earth and Magma if used outside the City of Brass and may cause almost immediate death to those in the wastes.
 - ◊ **Create Water** spells will create only dust or magma (by coin flip).
 - ◊ **Weather** cannot be controlled. The City of Brass' weather is an eternal gas-blue sky filled with oxygen pouring off the Sea of El-Karkar.
 - ◊ The **Astral Plane** cannot be reached.
 - ◊ Spells that Contact the Astral or Outer Planes do not function. **Commune**, for example, will only work if the deity resides in the Ethereal or Inner Planes.
- **SUMMONING:**
 - ◊ Summoned elementals will be neutral and uncontrolled.
 - ◊ Only Animals or Monsters from the random encounter table can be summoned.
 - ◊ Due to powerful enchantments, the summoning of Demons and Devils is possible but only within the City of Brass.
- **UNDEAD:** Undead encountered will be of max hp and are turned as one category higher on the matrix due to proximity to the Negative Material Plane.
- **CLERICS:** Clerics of Prime Planar origin who worship Elemental Earth receive a temporary boost of 1 experience level while here.
- **RANGERS:** Rangers of Prime Planar origin lose their surprise advantage due to alien surroundings.
- **THIEVING ABILITIES:** Thieves of Prime Planar origin suffer -20% on Locks, Traps, Hide in Shadows and Move Silently attempts due to unfamiliarity and alien surroundings.

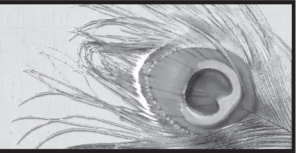
Treasure Economy:

This section is mostly trivia for those who really care, but does contain helpful conversion information for the unusual metals and currencies found in the City of Brass.

To begin, the City of Brass likely contains more treasure than any five modules put together. Keep in mind that this module is designed for large parties of 12th and higher level. Such parties will consist of experienced and clever players who understand that experience points in AD&D come from treasure more than monsters.

The monsters in the City of Brass, when combined with environmental hazards, are of such lethality that good players will avoid combat whenever possible. High-level spells and magic items will allow characters to circumvent challenges in ways that neither the author of this module nor the referee running it will anticipate. Resist the urge to prevent these coups! Parties using pass-wall to enter a treasury should be rewarded—for spell recovery in the City of Brass is difficult, camping impossible, and the likelihood of death ever-present. Your group will certainly start out strong, but resources will dwindle swiftly, levels will be lost to the blissful haze (or worse), and soon enough tragedy will

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strike.

Therefore, the number and size of hoards are increased to make exploration in any direction, even during a short sojourn, highly lucrative.

The City of Brass treasure and XP economy functions on the assumption of 1 gold piece = 20 silver pieces. It is also therefore assumed that 1 gold piece represents 1 experience point.

The Fabled City of Brass has a treasure budget of 10,500,000 gold piece value (or 210,000,000 sp).

This means that a six-member party of 12th+ level characters could visit the City five times and level up after each visit if only they could carry all the loot. Alas much of the treasure is heavy and fragile and you should insist that even characters with bags of holding understand this mechanic, for there will be tons (literally) of valuables to sort through and characters will soon realize that even very beautiful treasures must be left behind in favor of cherry-picking lighter more valuable objects.

With this in mind, you will be able to describe a setting so rich that even well-prepared groups simply cannot haul it all away.

Onward!

Dam Mamara:

For full information see Appendix D.

1 flask = 2 lbs | 1,000 sp

Electrum Anqa:

This electrum coin displays a burning peacock on one side and an image of the City of Brass' Palace Dome on the other.

1 coin = 0.1 lbs | 30 sp

Rose-gold Cuone:

This lustrous rosy gold coin shows Iblis Occam (with a Gringling inscription) on the front and a hand encircled with flames on the back.

1 coin = 0.1 lbs | 40 sp

Rose-gold Trade Bar:

This bar of rosy gold metal is stamped most often with a peacock.

1 bar = 10 lbs | 24,000 sp

Ebonwood Bars:

This wood grows in extreme temperatures without need of light. It has a high flash point (roughly 800° F) and burns beautifully in the ultraviolet spectrum with some flames visible to human eyes in varying shades of purple and magenta.

1 bar = 2 lbs | 20 sp

Gorjian Incense:

For full information see Appendix D.

1 cone = 0.5 lbs | 100 sp

Lemcienee:

For full information see Appendix D.

1 jewel = 1 lb | 3,000 sp

Orcanthium Mark:

This coin has a hole through it and is ringed with cosmic designs. The metal is greenish purple, iridescent, lightweight and strong. It is exceptionally rare on the Prime Material plane.

1 coin = 0.1 lbs | 2,000 sp

Larva(ae):

Yeah. Those guys. The disgusting grub-forms of evil sell well across the inner and lower-outer planes.

1 larva = 30 lbs | 6,000 sp

Mithril Moon:

These beautiful white coins are crescent shaped and stamped with fey script. They are very rare.

1 coin = 0.1 lbs | 200 sp

Tunsian Crypt:

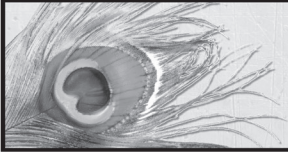
A metal brought from the stars, tunsia is black and floats in water. Though unable to buoy heavy objects to the surface, characters wearing tunsia armor do not automatically sink and may float. The tunsian crypt is almost pure tunsia and exceptionally valuable. It is detailed fully in the Night Wolf Inn campaign setting also available from this author. Tunsian crypts feature half a skull on each side of the coin. When spun on its edge a full skull becomes visible.

1 coin = 0.1 lbs | 1,500 sp

Black Moon & Mylwel:

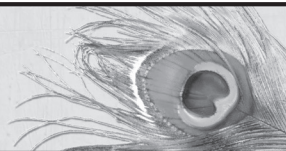
A crescent shaped coin minted from pure tunsia and set with a black jewel of other worldly origin. These jewels, found nowhere else but on these coins, are called Mylwels and are innately magical. Once worn as jewelry in addition to being money, some scholars claim these relics aren't even coins at all, but status symbols dating back to Gringling times. Each coin has a magical mark discernable with detect magic. If the jewel is missing, the coin might demand as much as 800,000 silver at auction. If the jewel is intact the value is speculative.

1 coin = 0.1 lbs | 4,800,000 sp with jewel



City of Brass Rules & Systems **E**

Original Playtest Characters

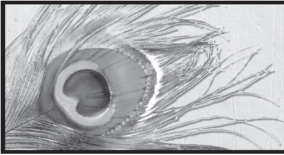


Herewith are the original five characters that forayed into the Fabled City. Alas, Bemimba never saw its alabaster manses, for she perished on the Ethereal Plane before reaching the City's gates.

Tall gaunt figures with dead white eyes and tentacles hanging from their mouths were the end of her.

As a result, Lohc Pathak-Beil sank quickly into depression.

May their fates be brighter in your players' hands!



Original Playtest Characters

Stephanie Hollows

12th level Thief

STR	12	Pick	110%	Backstab	x4
INT	14	Lock	97%		
WIS	16	Trap	80%		
DEX	18	Move	104%		
CON	9	Hide	87%		
CHR	11	Hear	35%		
CMS	9	Climb	99%		
		Read	60%		

Hero Points: 7

Magical Broadsword (THACo 18 in City of Brass)

2d4+2 dmg (or) 1d6+2 dmg vs L

Magical Dagger (THACo 17 in City of Brass)

1d4+3 dmg (or) 1d3+3 dmg vs L

Light Crossbow of Speed (THACo 14 in City of Brass)

1d4+1 dmg vs all sizes

1 Dozen +1 quarrels: 000 000 000 000

HP: 44 MV 12

AC: 1

Ring +2, Leather +1 (adjusted for City)

Mind Blast: 6

Para/Poison/Death: 9

Pet/Polymorph: 8

Rod/Staff/Wand: 8

Breath Weapon: 12

Spells: 9

Light Crossbow of Speed +3 (+1 in City)
 Extra Dimensional Pouch
 Broadsword +4 (+2 in City)
 Dagger +5 (+3 in City)
 Potions: 1 Extra Healing; 1 Invisibility; 1 Treasure Finding; 1 Flying
 Scroll of M-U Spells: Passwall; Bigby's Interposing Hand;
 Minor Globe of Invulnerability; Dimension Door; Tongues;
 Haste; Mirror Image; Strength; Unseen Servant; Magic Missile (all at 12th level: spell failure applies)

Thieves Tools; Torch; 1 Flask Oil; 1 Vial Holy Water; 1 Vial Blue Dye; Chalk; Mapping Gear & Reading Glasses

Human | 43 yrs | 117 lbs | Neutral Good

Lohc Pathak-Beil

14th level Fighter

STR	18(00) 15 without girdle
INT	14
WIS	11
DEX	12
CON	14
CHR	14
CMS	9

Hero Points: 5

Magical Longbow (THACo 7 in City of Brass)

1d6 +2 dmg vs all sizes

Spear (from rod) (THACo 3 in City of Brass)

1d6+9 dmg (or) 1d8+9 dmg vs L

1 Dozen +1 arrows: 000 000 000 000

HP: 74 MV 12 (or) 9

AC: -1

Ring +1, Plate +1, Small Shield +1 (adjusted for City)

Mind Blast: 10

Para/Poison/Death: 4

Pet/Polymorph: 5

Rod/Staff/Wand: 6

Breath Weapon: 4

Spells: 7

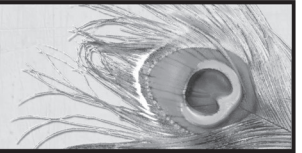
Ring of Blinking
 Girdle of Ogre Power
 Rod of Lordly Might
 Heward's Handy Haversack
 Potions: 1 Extra Healing; 1 Gaseous Form; 1 Fire Resistance;
 1 Plant Control
 1 Figurine Wondrous Power: Marble Elephant

3 steel spikes; Hammer; 1 Flask Oil; Lantern; Prybar

Human | 68 yrs | 170 lbs | Lawful Good

Melancholia: in any given situation (at DM discretion) there is a 25% chance Lohc will be uncooperative due to hopelessness and brooding (over the death of his son). The bard's music can help overcome this.

Original Playtest Characters



Bemimba Pasht

5th level Bard

STR	15	Pick	65%	Backstab	x3
INT	12	Lock	62%	Charm	30%
WIS	15	Trap	55%	Lore	13%
DEX	17	Move	62%		
CON	10	Hide	49%		
CHR	16	Hear	25%		
CMS	17	Climb	96%		
		Read	40%		

Hero Points: 5

Magical Longbow (THACo 12 in City of Brass)

1d6 +2 dmg vs all sizes

Magical Broadsword (THACo 17 in City of Brass)

2d4+2 dmg (or) 1d6+3 dmg vs L

1 Dozen +1 arrows: 000 000 000 000

HP: 69

MV 12

AC: 2

Ring +1, Leather +2 (adjusted for City)

Mind Blast: 8

Para/Poison/Death: 8

Pet/Polymorph: 10

Rod/Staff/Wand: 11

Breath Weapon: 12

Spells: 12

Ring of Frost Resistance

Mandolin +5% Charm

Broadsword: Detects Magic 1/day

Heward's Handy Haversack

Potions: 1 Extra Healing; 1 Dragon Control; 1 Oil of
Etherealness; 1 Storm Giant Strength

Scroll of Druid Spells: Cure Light Wounds x3; Heat Metal;
Entangle; Faerie Fire; Speak with Animals

Thieves Tools; 1 Vial Holy Water; 1 Flask Oil; Lantern

Bemimba carries a very valuable gem given to her by her
mother.

Human | 23 yrs | 109 lbs | Neutral Good

Emma Brightskie

13th level Cleric

STR	14
INT	9
WIS	15
DEX	9
CON	15
CHR	10
CMS	14

Hero Points: 8

Magical Footman's Flail (THACo 7 in City of Brass)

1d6 +3 dmg (or) 2d4 + 2 vs L

Magical Heavy Crossbow (THACo 13 in City of Brass)

1d4+2 dmg (or) 1d6+2 dmg vs L

1 Dozen silver quarrels: 000 000 000 000

HP: 67

MV 12

AC: -2

Ring +2, Bracers of AC 2, Small Shield +1 (adjusted for City)

Mind Blast: 10

Para/Poison/Death: 3

Pet/Polymorph: 6

Rod/Staff/Wand: 7

Breath Weapon: 9

Spells: 8

Helm of Telepathy

Holy Symbol

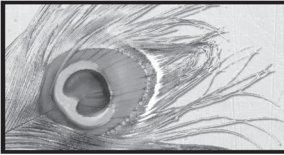
Candle of Invocation

Dust of Disappearance

Scroll of Clerical Spells: Speak with Monsters; Heal; True
Seeing; Flame Strike; Cure Critical Wounds x2; Neutralize
Poison; Remove Curse; Cure Disease

Blanket; 3 Vials Holy Water; 1 Flask Oil; Razor and Cream
for shaving head

Human | 26 yrs | 125 lbs | Neutral Good



Original Playtest Characters

Tolefaris Grey

14th level Magic-User

STR 13
INT 17
WIS 16
DEX 9
CON 11
CHR 9
CMS 16

Hero Points: 7

Magical Dagger (THACo 17 in City of Brass)

1d4+2 dmg (or) 1d3+2 dmg vs L

HP: 34

MV 12

AC: 4

Ring +2, Bracers of AC 6 (adjusted for City)

Mind Blast: 4

Para/Poison/Death: 9

Pet/Polymorph: 7

Rod/Staff/Wand: 5

Breath Weapon: 9

Spells: 6

Bag of Holding (150 cubic feet)

Staff of Power (+0 in City but retains other powers)

Wand of Lightning (79 charges)

Wand of Paralyzation (58 charges)

4 Scrolls Containing: 52 total spell levels worth of known spells.

Potions totaling 8,000 gp value from DMG.

1 Vial Red Dye; 1 Vial Chalk Powder; 1 Bar of Soap; 1 Vial of Acid; 1 Block of Wax; 2 Candles

Spellbook Containing:

1st:

Burning Hands; Charm Person; Comprehend Languages; Detect Magic; Feather Fall; Hold Portal; Jump; Light; Magic Missile; Protection from Evil; Read Magic; Shield; Sleep; Spider Climb; Tenser's Floating Disc; Unseen Servant; Write

2nd:

Detect Evil; ESP; Invisibility; Knock; Know Alignment; Levitate; Mirror Image; Ray of Enfeeblement; Strength; Wizard Lock

3rd:

Blink; Dispel Magic; Fireball; Fly; Haste; Lightning Bolt; Protection from Normal Missiles; Slow; Water Breathing

4th:

Charm Monster; Dig; Dimension Door; Fire Shield; Leomund's Shelter; Minor Globe of Invulnerability; Remove Curse; Wall of Ice; Wizard Eye

5th:

Cloudkill; Cone of Cold; Conjure Elemental; Monster Summoning III; Mordenkainen's Hound; Pass Wall; Teleport

6th:

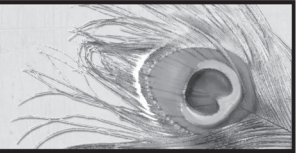
Contingency; Death Spell; Move Earth; Stone to Flesh

7th:

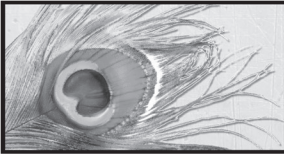
Limited Wish; Power Word Stun; Teleport without Error

Human | 44 yrs | 180 lbs | Lawful Good

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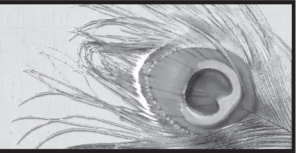
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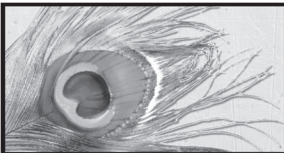
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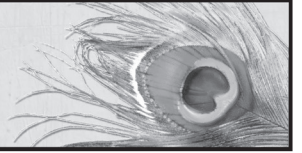
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