

To The City of Brass

RPGA AD&D Team Tournament Adventure For Characters Levels 7-10

by Robert J. Kuntz

AD&D references are copyright Wizards of the Coast; Design concepts are copyright Robert J. Kuntz, 1987.

Introduction

This module was created by Robert Kuntz (one of the original founders of D&D), and was to be published by his company, Creations Unlimited (who previously published **Garden of the Plantmaster** and the four modules in the **Zayene** series). The company unfortunately went out of business, and the planned series of RPGA modules based on the City of Brass never saw the light of day. Kuntz released this first module to the Internet some years ago, where it has been floating ever since. It is freely distributable, provided it is kept intact and in its entirety.

Statistics for the various people and monsters encountered were never written.

Notes About Running This Tournament Module

The map keys are 1-15 for the first round and 16-30 for the second. The party will tend to stay to the desert paths to reach its objective—finding and gaining entrance to the **City of Brass**. Note that the party's intention should be to reach the city; and though there are underlying clues which the party must be gathering in order to take advantage of its entry there, these are not as important as getting into the city with all PCs alive. Overcoming

obstacles to advance towards the city is of high priority here.

Goals For The Team

Apprise players that it is of utmost importance to work together in order to advance the team's performance. Stress the fact that there are obstacles to overcome, and these should not comprise overcoming inter-party ones, like arguing. Caution participants from revealing information about this adventure to those who might be participating in later sessions of it.

DMing The Adventure

This is a straight-forward adventure. Characters will be slugging through each obstacle on the way to the city. Dramatic descriptions have been included. These should be used in amplifying each player's understanding of separate encounter areas. Extrapolate freely where needed.

Scoring

The first round adventures are judged by points for accomplishment; no points for no accomplishment, based upon what there is that needs to be discovered or defined. This determines the advancement or elimination



of teams (alternately, players). In the second round each team has 3 1/2 hours real-time to reach the City at the end of the quest; additionally, they (team or players) are scored by points. Teams failing to gain entrance to the City in the prescribed time period are eliminated. As is always the case, those parties (in team play) finishing with no deaths always rate higher than those who finished with deaths. Total remaining hit points in case of a tie. The largest remaining grouping of hit points wins.

Start

Read the following to your players:

All of you have been gathered to hear the High Priests of Nusu-Sa's message. Though you have been informed through various sources that the Sun God's edict is forthcoming—no doubt, with a redeeming and accusative quality, as is the case with pronouncements such as these—you are still pensive, and some of you are concerned. As you stand on a humongous rug of white fur, you hear the rustling robes of your religious sovereign as he enters the audience chamber. His steps are measured, as has been his guidance of the Sun God's cause. With a wave of his hand he dismisses the servants; and with the other he bids you a silent welcome. He then sits, and you do so also, reclining upon the thick white furs. As he speaks, he pulls forth a scroll from his vestments and unrolls it. On it are various marks and signs, all painted in fiery red pigments. From your vantage you note a strange land, totally unfamiliar. He sets the map on the rug and waves his arm above it, as if this were a means of introduction.

"Here is your objective - but it is only a starting point. We need you to adventure to this point and beyond - all of you. Once there, you are to accomplish the will of Nusu-Sa, whose eternal light has been dimmed by an unprecedented misfortune."

He stops to take a breath and looks at each of you. As no comments or objections are forthcoming, he continues:

"You must adventure in search of the City of Brass, that fabled stronghold of the Efreeti, for it is there that your goal will be accomplished."

There is too much silence in the room for the moment, and although none of gathering stirs, there is no doubt about the reaction—humble interest, intense, yet there nonetheless. The High Priest continues, sitting back, relaxing:

"The story is an interesting, yet short, one. It seems that Tahb-Lyn, Nusu-Sa's keeper of the Clock of Light – an instrument which counts passing time for our heavenly father – has disappeared after a thousand years of faithfully tending the device. The worst is feared—and indeed, we have proof from the Djinni, of which Tahb-Lyn is one thereof, that the Lords of Flame, that is, those Efreet Lords which rule the City of Brass, have contrived to spirit him away."

Nusu-Sa wants him returned to the Tower of Time to continue tending the Clock of Light. It is not known beyond this what powers and stratagems are called for, but it is known that all of you have some interest in this area, and more specifically, in the Lords of Flame. Thus have you been chosen. You must find the City, and with what Nusu-Sa via this temple can provide, penetrate it and return Tahb-Lyn to the Tower of Time. Failing in this means humbling ourselves before the Lords of Flame, and this Nusu-Sa will not have!"

The High Priest rises and walks down one of the many corridors leading into the audience chamber. As he does so you follow, knowing that the meeting is hardly over. After a while you come into another room, all bedecked



with gold and gem encrusted relics, some familiar to you, some just dim memories of this religion's ancient past. The High Priest stops before a coffer of teak inlaid with gold and filigreed with the purest silver. Opening it he withdraws a light red bag and turns toward you, simultaneously drawing the small cord holding the bag shut. He tips the bag's mouth towards his outstretched hand and six rings fall from it and onto his palm—six rings of iron, all etched with scarlet runes.

"These are the rings of elemental form. They have been enchanted by the Thieves of Fire, those that raided the elemental plane of fire for its riches which the lords thereof thought were secure from the avarice of men. How these artifacts came to be in Nusu-Sa's temple, only he knows; and never have they been used, for we are not thieves, and never has there been a reason for us to consider, yet alone to dare, travelling to the plane of fire."

He hands one ring to each of you.

"Don these upon reaching the gates of Brass, or you will not be allowed into the city. Many humans do travel Qaf, that is, the lands comprising the outer layer of the plane of fire in which you are to travel, for there the topography is less volatile than the rest of the other plane's areas. Have no worry about your outward appearance as you approach the City but be wary upon nearing it!"

"Be steadfast in your goal! We have no map, only this withered parchment which indicates the planar entry point to Qaf. Once there follow the paths of least resistance. This is all we can offer; everything else—returning after the mission is completed, even—is left up to the will of Nusu-Sa. May his divine assistance be with you!"

Alignment

All PC alignments are Neutral (chaotic to lawful not mattering much). The characters have been chosen because of their own personal interests for travelling to the City of Brass. In this tournament, these reasons do not matter.

Equipment

The party has this magical equipment to divide:

Longsword +2

Short Spear +2

2 Daggers +2

Wand of Frost (20 charges)

Potion of Fire Resistance (2 doses)

Potion of Flying (2 doses)

2 Potions of Water Breathing (3 doses each)

Scroll of **Wall of Ice**

Scroll of **Protection from Demons**

6 Rings of Elemental Form* (see below)

Regular equipment is listed on each PC's sheet.

Rings of Elemental Form (Fire)

When worn on the right hand this ring confers upon the wearer the following attributes/powers:

Armor Class of 2 (other adjustments are not added in)

Sustenance (as the ring)

+2 to all saving throws

-1 per 4 points of fire damage dealt

-1 to hit character with fire-based attacks

Besides conferring the above-listed powers, when worn on the right hand, the character is transformed into a limited-form Efreet. He or she has the strength of one of these creatures (20) and can pass among them freely, for they also have the ability to speak and understand the Efreeti language. However, this usage is limited to 3 days (consecutive), once/month only.



Notes on the Map

Hex distance is 5 miles; PCs travel 2 hexes per day due to the hot air and difficult terrain. Mountains are impassible except where noted.

Note

Due to the structuring of this module as an upcoming release through CREATIONS UNLIMITED, the actual quest to save Tahb-Lyn is considered accomplished upon gaining entrance to the city, for it is known that that Djinn is easily accessed there. The actual ending is quite different with the full module, and an underground adventure is required to find and remove Tahb-Lyn.

Editor's Note: the planned sequels to this module were never produced. Now, however, Rob Kuntz will finalize the City of Brass Series for Necromancer Games.

KEYED ENCOUNTERS (1-15, FIRST ROUND)

1. CAVE AND LANDSCAPE

The players are lead to a private chamber where a spell of Astral Travel brings them to **Key 1**. After doing so, read the following:

You appear on a mountain path with a cave behind you. Upon studying the cave, you note that it seems to be re-sealing itself, and fiery forms—yours, no doubt—are fading from brimstone outlines and changing to hard rock. It looks like some god took a cookie cutter and made six human-like impressions here. Around you is a panoramic landscape. Fiery clouds and dry, dust-filled air weighs down upon you like some inverted hell; the mountains surrounding your arrival spot are like far away deities which have deigned to look upon this spot for the first time.

"Strange" and "shocking" best describes their combined appearance, all red-tinged and lofty. A natural path leads to the SE and into the orangish desert below. And this is the direction you must proceed in, according to the parchment you studied at the temple.

DM Note: The priest indicated that the party should travel the paths of least resistance. Remind them of this before they choose a direction to proceed in. Following the desert paths (which just happens to be the Keyed path) is the easiest (terrain-wise) route.

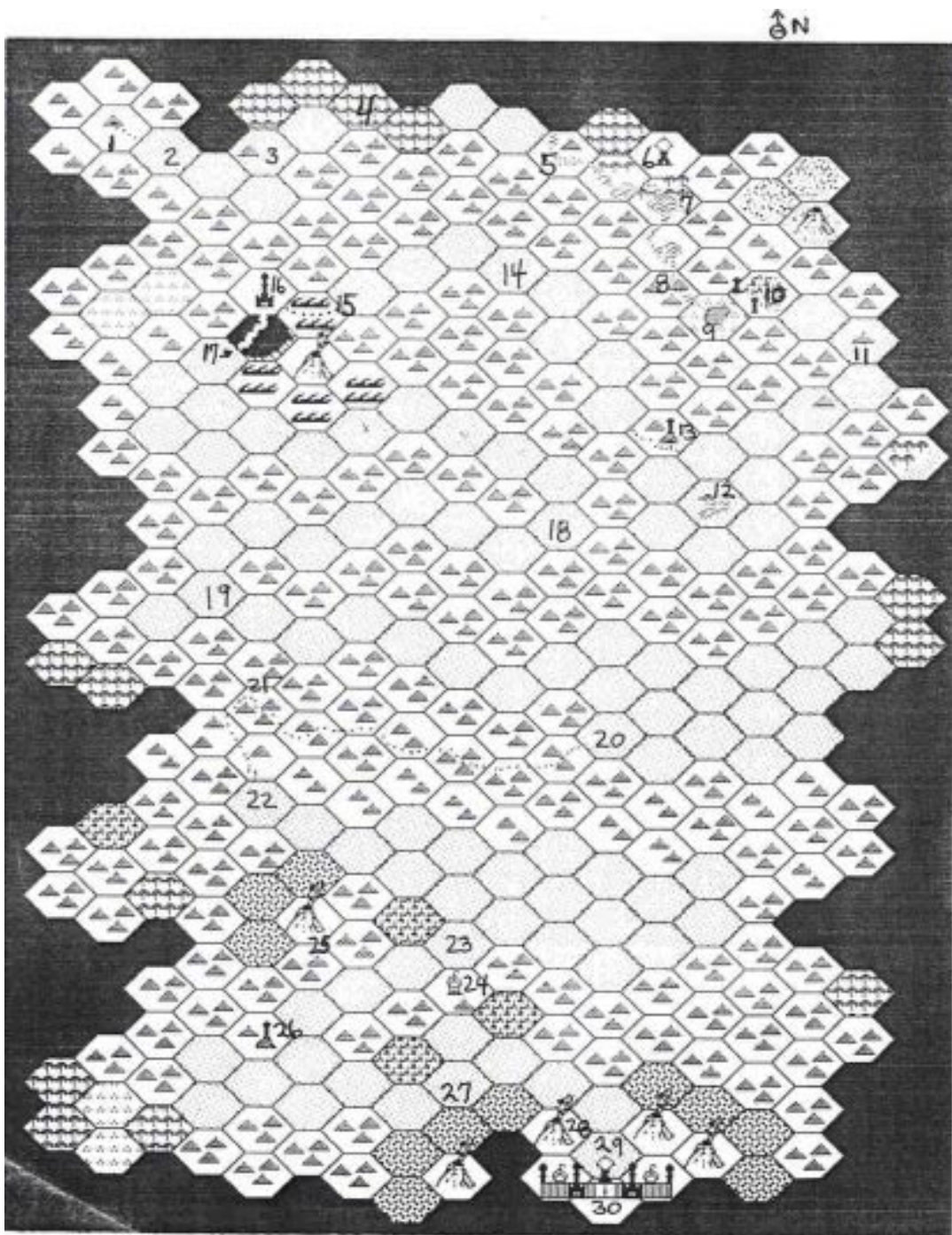
2. CARAVAN COMING (NW)

Ten wagons arrayed in a line and stretching out to the southeast are coming towards you, probably 2 miles away. You are sure that you've been sighted, for the caravan splits in two - one section of five heading north, the other heading south. Appearing from the split are 10 men on foot which approach you directly.

These are the red nomads, a product of interbreeding among human- and demon-kind. They are of Chaotic Neutral alignment and thus not that friendly towards anyone (within reason). They are travelling to a dead volcano beyond **Key 1** (not shown) to make an offering of 10 red-gold bars to their deity, Aval. The ten warriors (nine plus their leader, "Homan") will approach within 30 yards of the party and demand in the common tongue to know their purpose in crossing the caravan's path, for they are aware that few beings travel these parts unless they have specific missions.

If the red nomads are attacked, they defend themselves; and the remaining warriors at the wagons advance and attack in "U" formation, gaining flank attack bonuses. If, however, the party is friendly towards the nomads and answers their questions, the nomads will, if pressed, inform them of the passes (**3, 8, 11,**





MAP © Robert J. KUNTZ 1987

13, 15, 20, 23) to take to reach the City of Brass. They know nothing about Tahb-Lyn, though it doesn't surprise them that a Djinn was captured by the Lords of Flame. They depart for the mountains after giving a gruff farewell.

Asked about ways to the City of Brass: 1

point

3. MOUNTAINS AND DESERT

As you approach a mountainous area you note that there is a large encampment of men before the pass you must climb. A howling wind whips about your faces, coming from

desert areas beyond the encampment.

These nomads are evil through-and-through. Though red, like the others, they are connivers and cut-throats, with nothing in mind for the party except death. They guard the path up the mountain, for they know the Devil Desert (the hex with the mountain/key # in it) is impassible due to the gale-force winds that stop those who try to cross it. None have returned alive. The characters are not spotted as they approach here, so they can decide what to do. Inform them that the nomads do not seem to care about the desert path; neither does this encampment look young, suggesting that it has been here for some time. Closer inspection will reveal prisoners digging a pit and nomads talking in the evil tongue. These should be indications to the party of their possibilities at securing a peaceful approach past this area.

Characters could:

- 1) at night, attempt to lure the nomads towards the desert by creating noises. The nomads will be frightened and distracted by any noise coming from that direction, for they believe only the strongest demons can survive the rigors of the desert;
- 2) attack the encampment and gain their way past (this will reduce their chances to win a tie later on due to hit point reduction);
- 3) sneak past (90% impossible), which equals sighting at 30-120 yards away;
- 4) take a wide berth around the encampment and follow the desert path; characters will be torn to shreds by the desert winds if they attempt to evade the encounter that way (50% damage if the character retreats immediately after taking the first round of damage; otherwise death occurs in 4 rounds).

Gains past the encampment, as in 1-3: 1

point.

Gains past the encampment after suffering damage in the desert, as in 4: 0 points.

4. JUNGLE

You enter a strange jungle of red-fruited trees with deep-veined leaves, all purplish and grotesque. After a few hours of travel here you strike a path leading southeast; you are about to follow it when an explosion occurs to your left, and the sound of someone screaming and cursing rings out in front of you. There are the sounds of more explosions to the left, and you are now sure you see the source of the screaming: wedged in one of the strange palms ahead of you is a man, bearded and scruffy-looking. He is alternately throwing hand-sized objects—perhaps fruit—and shaking his fists at you. He is obviously cursing you, and the sentences sound like repetitions of something to do about "turtles" or "come here!" There is another explosion, nearer to you this time. This guy sure is persistent, but he's not a very good aim.

The man is insane, having been doused in the River of Steam (**Key 5**) after attempting to lure the dragon turtle there to him; he fell in the hot water while attempting to board the beast. His body was scalded severely, and his brain was affected, but he didn't die. After recovering, he wandered to the jungle and now resides in various places here.

Both his Charisma and Comeliness are 4. There is no dealing with him. If he isn't killed or driven away he will continue to pursue and harass the party. If he is confronted with some sort of discernable, magical force, there is a good chance that he will flee (80%).

The 20' high tree he's in is the kind that bears the aromatic/explosive fruit. There are 30 pieces of the stuff present, but they are oblong and not very effective as hurled missiles



(-3 to hit at 10 yards, -6 beyond that up to 60 yards maximum throwing distance). When the fruit explodes, there is a short flash (causing 1d4 points of damage if a direct hit occurs). Soft materials are scorched black by the explosion. The fruit's aroma is enticing, luring those smelling it into a false sense of security (no saving throw, but the only affect is a loss of -1 on reaction die rolls for 1d6 turns). This fruit can be used to lure the dragon turtle at **Key 5** in order to have it transport the party across the River of Steam. Stress the point that the fruit is unusually exciting in some strange manner.

Drives away/kills madman before leaving area : 1 point

Drives away/kills madman after leaving area: 0 points

5. RIVER OF STEAM

As you come out of the desert behind you note a veritable wall of steam rising into the red air about 1 mile away. As you come closer to the area where the steam is issuing from you note that it is a river, curving and flowing north. Upon closer inspection, you see that the river is bubbling. As you approach its banks you note activity in the water suggesting the movement of some submerged creature of great size. As you stand there, one of the party members notes a net-like bag made of plant fibers near the shore line, stuck in the warm clay-like muck.

If the characters examine the vine bag after pulling it out of the earth and rinsing it off, they note that it is burnt black in places. This was the madman's bag; and it was at one time filled with the fruit which he used to lure the dragon turtle to this side of the shoreline with (characters note a few dried lumps of foreign matter). The fruit has over time deteriorated and left black marks upon the bag (much like those noted by the characters at **Key 4**). If the characters put two-and-two together they will

decipher that the bag was once filled with fruit; that it was used for luring the dragon turtle to the bank (this could be considered a long shot estimate by taking into account the fruits' fragrant/intoxicating aroma and the bag's proximity to the water, not to mention the bag's openness (i.e., its holes)); and that they should get, and then use, some of this fruit in order to gain the other bank.

If a whole piece of fruit is put in the bag (or similar container) and lowered into the water and let there to steep for 3 rounds, the dragon turtle will swim to it to inhale the water-fruit mix. This makes it docile for 1d4 hours, and it will readily serve the characters if they take instant initiative by climbing upon its back. It knows not to submerge while transporting "others"; and it will make the other side with six turns of paddling.

Standing by the bank for more than 1d10 rounds will attract the dragon turtle. There is a 10% accumulative chance/pass that it attacks. If killed, its body floats for 8-32 turns; the characters can make the other side in 8 turns by mounting the carcass and paddling (somehow) across. The river will continue to take the body downstream so that the characters land one mile north of their actual crossing point.

Crosses by using the fruit/dead body/other means: 1 point.

Ignores crossing and proceeds down the bank to Key 7: 0 points.

6. THE TOWER OF TIME

You see before you a great stone tower rearing into the sky. Its dome is brass-like, but apparently transparent, so it must be a yellowish glass combined with the light of the fiery sky which produces this metallic effect. As you draw nearer you note its single iron door—shut at this time. This must surely be the Tower of Time.



Tracks leading away from here suggest a struggle of many giant-like beings, which the characters might assume to have been the Efreeti with Tahb-Lyn.

As the party members stand here they note that no sound seems to penetrate the area; their voices, even those propelled with the greatest forethought as to producing noise, seem stilled, as if passing time was so slow in this place that it affected the living. In fact, time is slowed around the tower (within 40 yards of it), though there is nothing unduly peculiar of note. Some subtle differences (if these were to occur) could be: **Withering** does not work within 20 yards of the tower, and from 21-40 yards it is at half effect; undead will stay clear of the place, approaching no closer than 60 yards from it, for they sense its positive emanations; **Time Stop** (or similar time-affecting spells) is increased by 50%; **Haste**, **Jump**, **Run**, and **Fly** spells are at -25%. **Slow** is at +25%.

There are clues to be deciphered here. Due to Tahb-Lyn's resistance, and the restraining nature of the tower, the Efreeti were not able to magically transport him away as they had intended, and instead they dragged him (and in the intended direction as well) south towards **Key 7** (eastern side of the River of Steam). Characters note this if they search the ground here. The tower doors will not open to any save Tahb-Lyn.

Searching, and discovering the tracks south: 1 point.

7. LAKE OF VAPOR

You come to a lake of bubbling water surrounded by palms of the same variety you encountered back in the jungle. As you reach a small stand of trees you hear a noise coming through the vapor rising from the lake—a noise like a child calling for help. The vapor parts for an instant, and you note—about

100 yards out upon the lake—a red-skinned boy. He stands upon a large log amongst a jam of many of these. There is a thrashing in the water and quick circular movements around the boy's little refuge; he hops opposite to the movement's direction, darting to the southeastern-most log as the water movement proceeds west around the northern part of the jam. As he lands on the outermost log, it rolls a bit, but he regains his balance, steadying himself and keeping the log in position with the others by guiding it with his hands and feet while grasping an inner log for support. He is barely able to accomplish this feat—keeping his "floating fort" together—before the water movement starts back towards his new spot, causing him to reverse direction and hop back to the opposite side of the jam.

As you watch this, a smaller object—a log or bit of unidentifiable debris—becomes dislodged from the pile and floats downstream; and at that time you note that the water motion stops and then pursues the floating object for a short distance, but soon returns to the log jam and the boy, where the real chase begins again.

The boy is actually a red Djinn testing their faithfulness. If they rescue him, it rewards them by guiding them to **Key 8** and supplying them with a riddle about the "fire-stones", which they must bypass there. A water snake (summoned by the Djinn) plays around with his friend, chasing him from log to log for the benefit of the onlookers. In actuality it is quite harmless and will flee if attacked in force (actual melee); but it will remain in the water around the logs otherwise, thus (supposedly) posing a threat to the boy.

If the characters suggest a good way to save the "boy" give them the point. If they suggest that the boy dislodge a large log in order to distract his pursuer, let this happen, but unless the party has an escape plan for the boy



afterwards, this removes any chance of gaining the point.

Saves boy from his "jam": 1 point.

8. CAVE WITH FIRE-STONES

You are before a large mountain chain. Rushing down from the foremost cliff is a stream of steamy water, pouring forth from what appears to be a cave mouth about a 50 yard climb up at a 45 degree angle.

If the boy is with them, he changes into a Djinn and tells that, "they are favored by the gods for saving him," and in return he will tell them about the way they must proceed. They are told to "avoid the hot stones in the cave before them," which they must enter, and venture through, to exit on the other side of the mountain. He then disappears.

The climb to the mouth is not impossible though it is steep, and by zig-zag and clinging tactics the party surmounts this obstacle. The cave reveals rows of rocks. Every rock is 1' square and raised 2' off the floor of the chamber where the water bubbles, flowing past the characters.

The rocks are 2' apart from each other. In order to effectively enter and pass through the cave without stepping in the water (10 points scalding damage/round remained in) the characters must jump from rock to rock. Approximately 50% of the rocks are unbearably hot; and unless the party is extremely careful its members will take fire damage (1 point/rock stepped on; 3 points per round remained on). But, if they send only one person ahead to scout out these hazardous rocks, and if that person marks the safe rocks that the other party members must hop to (with spikes, coins, etc.), then the party will be saved much extraneous damage. Note the diagram below:

```

* 0 0 * * 0 0 0 0 * 0 * 0 0 0 0 *
>in 0 * * 0 0 * 0 * * 0 * 0 0 0 * * * >out
* 0 0 0 * * 0 * 0 0 * 0 * 0 0 0 0
    
```

The asterisks (*) are hot rocks; the 0's are not. The cavern is spacious after the fire-stones, and the meandering stream—fed by many other rivulets so as to form pools in this cavernous area—of steam does not block the party's advance to the mountain's other side, a 4-mile-long rough-hewn passage SE.

Intelligent advance through fire-stones, as above: 1 point.

9. OTHER SIDE OF MOUNTAIN: GRASS OF FIRE/LAKE OF STEAM

DM NOTE: Ask the characters which side of the river they come out of the cavern on, north or south? This is very important, for the lake where the fire giants are bathing is the focal point here. If the characters come out on the northern bank they can avoid going south around it, and additionally avoid being trapped against the mountains there. **Key 10** is their destination -- a heap of ruins, possibly a city at one time.

If they come out on the northern side, their time spent traveling to **Key 10** is cut in half; otherwise, they will be trapped in a confrontation with **Key 9's** giants.

You are out of the cavern! To your SE is an area approximately 5 miles square. Flaming grass surrounds a lake of steam bubbling over and thrashing about with underwater volcanic activity. A ruin -- possibly a city -- is to the east; and beyond that are more mountains and desert. Mountains ring in this valley-like area.

Exited north side: There is a 50% chance that the fire giants at the lake will remain submerged in their underground cavern-playland, so the party's chances to reach the



ruins before the giants resurface is equal to them being discovered. Giants coming out of the lake spot the party as it reaches the NE area. Their brother (see below) waits for the characters to run to him (**Key 10**).

Exited south side: The party has to travel around the lake, staying as close to the mountains as possible due to the flaming grass (burns for 2 points per round of exposure). The giants surface and discover the party (if they travel 1.5 normal speed or less) as it reaches the SE side of the lake. They immediately attack, rushing unhurt across the flaming grass. At that time there is a 25% chance that their brother, who is watching from a large, abandoned tower in the city (**Key 10**), will advance to attack, and if the characters are involved in melee and/or spell-casting, they are surprised by his approach.

In either case, the giants fight to the death.

Elected to exit on the river's north side and/or suggested speed in bypassing the lake: 1 point.

10. RUINED CITY

This place looks to have been devastated by a volcanic eruption.

DM: READ ONLY IF THE GIANT IS WAITING TO AMBUSH: *As you stand there, wondering whether to advance into it, or just sizing up the possibility of an ambush, a chunk of rock lands near you, just barely missing* (foremost character). The last fire giant rushes forth from an abandoned tower and attacks, if he didn't participate in the southern ambush at **Key 9**.

Otherwise, read the following description:

As you pass through the ruins you note the sameness of it, as if these objects had not been touched in years; as if they were frozen

still-lives just waiting for some aspiring artist to capture them in painting or sculpture so that they could finally end their painstaking, rigid poses.

Characters suggesting to investigate find only the following clue: One smaller building looks recently collapsed, as if someone or something caused it to fall across the path you now follow. Tahb-Lyn managed to get to the ground here where he buried a clue for those he suspected would come searching for him. Unfortunately, the rock he hid his ring under was buried in the struggle. Characters using a **Detect Magic** (or similar magics) will locate the ring. The 10-pointed sun insignia (a special symbol denoting service to Nusu-sa) is etched on the golden ring. Characters will know that Tahb-Lyn came this way by this clue. The building material is 20 x 20 yards across and would take 5 persons a full day's work to excavate with the proper tools. Finding the clue (ring) this way is possible, yet lengthy.

Examines rubble, finds clue: 1 point.

11. DESERT / MOUNTAIN PASS

You've passed through the desert successfully and are now climbing out of it and into the low hills of a mountain range. A 30' wide man-made path winds south, twisting and turning through sand-swept gorges. Dry sand pits are seen everywhere, and the life here, a few fire-lizards, scuttle off at your approach. As you continue slogging through this strange terrain, a sight stops you in your advance. Before you is a rivulet of glistening... water, or that is what it appears to be. It is running slowly yet continuously across your intended path; and upon closer inspection you note that there are other rivulets ahead of you and beyond this first one. Each is about 3 feet wide, separated from each other by 15' of path.



Glistening water indeed! The fire newts in the hidden crevasses above have sent flammable oil spewing down the hillside. Once the party gains the mid-point of the oil rivulets, the newts light all of them. With the 8 flame barriers blocking retreat and advance, the party will be forced to fight the charging newts on the slopes. All fires burn for 2d4 rounds and are equal to **Walls of Fire** during those times. Avoiding the trap constitutes recognizing and neutralizing the rivulets before they are used against the party. Characters will be at a disadvantage by climbing the hills (i.e., they will be surrounded and ambushed) so they could lose the possible point this way, also. Avoiding the fire trap and defeating the newts counts towards winning the point.

Avoids the fire trap: 1 point.

12. OASIS

As you reach the mid-point of this expansive desert, you see an oasis with beings near it. The three that you note appear large, and you also note a few tents. No doubt they've seen you. But they do not seem to care, and continue doing with what they were doing.

This is the encampment of three raider Efreeti who have stayed behind to check on those passing through this area. They know that all those that pass this way must stop at the only watering hole "this side of Gehenna". The characters should be told that the tracks they see leading to the oasis resemble those seen at the Tower of Time (if they passed that way and discovered those, that is), and are also similar to those described at the ruined city (again, if this was checked for there). At the very least they resemble Efreeti footprints! Indeed, one of the Efreet knows of the "abduction" of Tahb-Lyn, though he was not personally involved.

If the characters converse with them, the

Efreeti demand payment of magical items for use of the water here; failing this (the characters should still have their rings), they secretly create illusions of an army of Efreeti coming. The Efreeti inform the characters that if they give them but one magical item each (one from each PC) that they will parlay with the "raiders" to spare the characters' lives. Failing this (the characters catch wind of the scam) they attack, fighting until two of the three are dispatched -- the other flies away. If the Efreeti bodies are offered in sacrifice to the guardian of the mountain pass at **Key 13**, it lets the party through there without a fight.

Escapes the oasis without being victimized: 1 point.

Avoid oasis: 0 points.

13. THE TOWER OF APHIS, DEMON OF FIRE

The pass you must travel along to get through the next mountainous area is before you. And far above, though not out of sight, is a flaming tower thrusting high into the sky. At first glance it seems like some eerie volcano, and although you have seen many strange things in your past, this particular sight sends hot shivers down your spine and you stop to... think. It is fear that holds you, and not doubt, for if it was the latter you know that you'd climb the path and be done with it. All of you look at each other, and you know for certain that death looms in one party member's eyes, though you're not sure if what you see is but a reflection. And this thought by itself is so unnerving that all of you must start climbing the path, climbing up to that tower.

*Upon reaching the summit, that ground which is more level and surrounding the tower, there is a **flash** of fire, and then silence of an incredible nature. All the air seems enveloped in it, and then the burning*



begins—slowly—moving towards the party in an ever tightening circle spiraling inwards. The fire sends massive amounts of pain streaming through your conscious minds and all of you reel, dropping weapons and falling to the ground while alternately shielding your eyes with your hands, as if by this action that inner pain would be removed, excised. Then all is dark.

You awake at once, but see only that you're still on the ground outside the tower. You do hear a voice, a monotone of evil reaching up to you as if you were suspended in some high place which required the uttered sentence to travel great distances to reach you. You're sure it's not a dream as the words intone in your minds:

"I am Aphis, guardian of the pass. I require that death be offered to me; all of you choose, for the living can guide me, but the dead only feed my hunger, my want. Satisfy me by directing my hunger. Pick the sacrifice among you and call it dead, for you know it no more or no less than you did before you met it, and with me it will be more dead than death. I have spoken."

If the characters offer the demon one of the many things they've slain so far, they may leave unmolested. If they've slain nothing, one of the party members is selected randomly by Aphis. The details of his or her death are quite gruesome—that PC is removed from play. Time this one. Five minutes is the extent of the demon's patience, and it then picks a party member randomly. The others are then allowed to leave. The characters cannot escape otherwise.

Offers dead sacrifice: 1 point.

14. SANDWORM

As you continue your trek NW, you wander upon several holes in the desert which ap-

pear freshly made. You estimate that they are 7' round and over 20' deep, but they could be deeper, for the sand has obviously filled each in to some extent.

This is a 2-point encounter; the first point can be earned if the characters immediately proceed in a 90 degree angle in a direct line away from this area, for the purple worm that made these holes is ahead of the party (30-180 yards), and unless they deviate from their first heading, the entire party will fall into its trap (a 50' radius area, slightly burrowed out).

Moves out of area, thus avoiding trap/worm: 1 point.

DM: Read this if they skirt/avoid the area as mentioned: *You head* (new direction is dependent upon actual placement of the party when it encountered the holes), *avoiding the holes and circumventing the area by at least a mile. As you continue along this course the sand to the* (fill in direction again) *begins to undulate, and movement in the party's general direction is noted. Something is burrowing towards you under the sand—and it's moving fast!*

There is no way (physically) that the party can outrun the worm to the mountains (for this is what they must do in order to gain the advantage of flight or position, or both, on their adversary). If the party comes up with a good idea to rid itself of a fighting encounter with the "burrower", award them the second point. Some ways of eluding the beast could consist of: Having one character play dodge-'em with the thing as the others run for the closest "solid" terrain; as the character-bait was about to be snatched, he or she could magically teleport, fly, levitate, etc. Other ways to elude the worm could be thought of by the party; but fighting it, no matter the number of characters involved, loses the point.



Eludes the "burrower beneath": 1 point.

15. FLAMING PATH / BLACK TOWER BEYOND

You encounter the end of the desert; at least this appears to be the circumstance based upon what can be ascertained from this vantage point. Before you, and stretching into the smoke-filled distance, is... Hell. It must be Hell, for fires burn wildly ahead of you; a great black tower looms near this; to your south a volcano spews forth deadly smoke and occasional ash, and to top this off, a great hole in the ground (could this be THE pit!?) is open wide to your SW. As you note these horrid aspects, the flames ahead of you decrease, revealing a path of flaming stones leading to the west. They look oddly, and disquietingly, inviting. As you step upon them, however, they do not harm you; and after a short walk you come before the Black Tower.

END ROUND 1—Total the Party's Points.

KEYED ENCOUNTERS (16-30, SECOND ROUND)

16. BLACK TOWER

The occupant of this tower is Balor (a type VI Demon); it too requires a sacrifice from all those passing through its domain, or it deals out death. Balor will perceive that the party has some artifacts with them (it has a strong sense for these types of magic); and it will request one of the "trinkets" as soon as they come before it at the entryway to its tower. If the party refuses, Balor causes the path behind them to become furious, raging flames again, cutting off their retreat. He then demands a ring of Elemental Form, stating that they have no choice in the matter, for "the gods have decreed such was to happen before you were born!" If they surrender the ring they get the point; if they don't, twice as

many melebranche attack them at **Key 17** as they cross there. Balor has 10 type I demons within sight of the party, but nearer to the tower's entrance.

If they defeat the demons, they get this point as well as the point for defeating the demons. If they surrender the ring, they must think of a way of getting the unsustained (and later, undisguised) character, to and into the City of Brass.

Gives ring: 1 point.

Defeats 2 demons at Key 17 without giving ring: 1 point.

17. THE PIT (AND THE DEMON)

Think of the deepest, most awful, most ghastly smelling pit in the universe and then forget about it—it can't hold a candle to the one you're about to cross: Dark as a hell yet undreamed of; evil-smelling, if this is possible, with a fetid odor which reminds you of undead bodies far surpassing any evil you have ever encountered. The smoke that rises from its depths reeks of burned bodies. As you cross along its northern side you are beset by visions of a fiery cavern—no doubt below—that you are attracted to; involuntarily you look down...The flaming face that greets your gaze is horrific: As your eyes grip each other's, the face screams—a terrifying screech of age-old terror.

All characters must save versus fear at -3, or flee (forward) at +2" turn. The fear (and movement bonus) end upon reaching the pit's southern side.

The melebranche (2, if the ring was not given to Balor at **Key 16**) attack characters reaching the southern side of the pit. They attempt to **Fear** characters into the pit, and unless the falling character can float or fly (or somehow magically travel), then they die upon hitting bottom (miles down). The flaming face dis-



appears after initial viewing.

No points, except as noted above.

18. CARAVAN HEADING NORTH

As you round the spur of the southern mountain range and continue your endless trek over the seemingly endless, and deceiving, desert, you note a caravan of a peculiar sort heading north towards you. Surrounded by 12 other wagons is one crafted from iron with stone wheels, and pulled by four white horses. This wagon is rectangular, 8' high from the ground and approximately 12' long. It also has a stack centered atop it which is at this time spewing forth a thick, sooty-black smoke. No one except the motionless drivers can be seen; but as you come into their view you see the train start to weave towards the NE.

The northeastern maneuver is a trick, and the train quickly turns in the party's direction if they come within two (of their own) moves from them (i.e., charge distance for the wagons is 30"). The wagoners are all fire newts; and the iron-wagon holds a salamander, their lord.

Eluding or defeating the caravan: 1 point.

19. SANDSTORM COMING

As you come into this area the mountain range turns to head east by south, and from that direction you see a mass of smoke, or perhaps sand, rising into the air, flying above the ground and heading in your direction. You are unsure what this conflagration is made by, but whatever it is, it must be big.

Of course, this sandstorm is natural (for this plane, that is). Time this one; the characters all have 2 real minutes to propose some defense from the sandstorm. If they suggest burial, with one person remaining outside to

take the damage (and uncover his compatriots), then this gains the point. Other viable alternatives should not jeopardize more than 2 members of the party in order to gain the point.

The sandstorm does 3d12 points of rending damage to those lying flat, or double that amount to those foolish enough to remain standing during it. Flying above it could be an alternative of worth, but the character doing this must have some reference as to where his colleagues are buried!

Minimizing damage to the party, as above: 1 point.

20. BLAZING BLUE LIGHT / PATH INTO MOUNTAINS

The desert expands before you, continuing to run to the east but giving way with the mountains to the south; in the south the mountains eventually hook back to continue their eastern meanderings, and in this area—like a large lake of sand—a blue light, visible to the south of you along the western side of the mountain range, shines brightly, like a beacon to those lost. Nothing more is seen as you stand staring.

This is an illusion of great power, generated by a renegade Jann (the least powerful of the Djinni). He has stationed himself on a rock before the pass. When approached, read the following:

You see that the bright globe of blue light is the generated power of a man sitting upon a boulder before a rock-hewn path that leads away into the mountains. As you draw nearer he speaks:

"I am the third demon that requires a sacrifice, but unlike my brothers before me—who I shall not name out of respect for them and their ways—I take money or magic."



He pauses as the party considers, then blurts out:

*"Be quick, or the power of the cobalt orb (he holds up an orb, actually a blue **continual light** spell contained in glass) will make up your minds for you!"*

The reason he won't name the demons is out of fear of reprisal. If pressed for his "brother's" names he will steadfastly refuse to utter these "out of respect for them."

Each PC viewing him during these times must roll an intelligence ability check (4d6); a successful roll equals noticing his nervousness. Further pressing for this information will cause him to fly into a rage, and he demands the sacrifice; and he again threatens the party with the orb. If some character is smart enough to actually speak the name of Aphis or Balor, there is a 50% chance that the Jann will flee – this dispels the illusion. Conversely, if he doesn't flee at the naming (s), he will attack, casting an illusion of a blue orb which starts to burn the characters (4d6/turn if saves vs. illusion are not made). Disbelieving the illusion gains another saving throw, but failing this causes the recipient to always believe in the illusion. If the Jann is killed the illusion is dispelled.

Makes Jann flee or disbelieves illusion from the very beginning: 1 point.

21. LANDSLIDE!

You've twisted and turned about treacherous paths, rested on cliff sides and climbed and descended gorges in your seemingly endless trek through these confounded mountains. The sky above has maintained an unending neutral scarlet hue during this time; if it would only change, thus giving the party the small satisfaction of noting something that was not monotonous, as everything seems to have been to this point!

As you round another rock outcropping—just another added to the few dozen you have routinely bypassed in the past few days—there is a tremor, and the party stops, the characters swaying on their feet, confused! Then the mountain sides all around you start to give way; there is another tremor, and now rocks are starting down the hillsides, gaining momentum and more debris as they tumble down. You look around. All that you see are three cave mouths, each approximately 100' feet away (N, S, WNW).

Two of the three are deathtraps, for they will collapse upon those entering them. Buried characters suffocate in 2d12 rounds. PCs will have to question the situation to understand which cave is the safest one to duck into, for the landslide will fall upon anyone (dealing out 10d10 of damage on the path for up to a 2 mile radius) exposed in 5 turns from the start of the second tremor. Time the characters, allowing them to proceed at half speed while they make their decision as to which cave to run into. Some questions to consider could be:

- Is there dust coming out of the chosen cave? (unstable ceiling)
 - Is there debris/rock falling in large quantities from the cave mouth, or around the cave mouth? (loose rock, unstable)
 - Is the chosen cave susceptible to large sections of rock placed in such a manner that should they/it fall, that the cave could be blocked or caused to collapse? (futuristically dangerous, also)
- Spells or magical items could help here. An **augury** would ascertain the correct cave immediately, for instance.

The three caves are delineated as follows:

- 1) Correct cave, no damage sustained if reached in 5 turns from start of the second tremor.
- 2) Incorrect cave, but only 50% of characters buried alive.
- 3) Incorrect cave, all members inside the



cave are buried!

Note that the prerequisites for uncovering buried persons are:

- 1) Strength (allows to uncover more rock at a time)
- 2) tools (compliments strength, decreases constitution expenditure)
- 3) Constitution (allows character to expend more time and energy; if high, +2 rounds; vice versa if low, -2 rounds)
- 4) purpose (i.e., adrenaline) (allows +1 to CON. and STR for as many rounds as ability scores added and rounded off)

The character digging is exhausted after the expenditure of rounds equal to his or her total purpose score +1; they must rest 2 rounds to continue for rounds equal to their scores -4; thereafter they must rest 4 rounds to dig for as many rounds equal to their score -6, and so on. In all, if the character digging has below average anything, there is only a 50% chance of rescue possible. One person can rescue one person in the above given time periods (2-24 rounds). A person with 15+ STR, 15+ CON, and 15+ total purpose scores, automatically unburies one person and can attempt to unbury another (50% chance of success). However, for every round that the character is buried, two points of suffocating/crushing damage is dealt; and upon removal, those characters are at -2 DEX, STR, and movement inches for the next day.

Ascertains correct cave to seek refuge in: 1 point.

22. END OF MOUNTAIN PATH / BEGINNING OF THAT LOVELY DESERT!

As you come out of the path you note a large pavilion set up before you, about 100 yards due east of your position. There are an odd assortment of people and beings standing before an old tanned man in a turban. He is at-

tempting to sell something, but you are uncertain as to what it is. Then there is a voice, and you look up to see a boy coming over a rock-boulder to stand atop it, about 10' off the ground. He had been talking to someone else out of sight behind him, and then he sees you and says:

"Ah! new customers; won't father be pleased!"

He waves you towards the huckstering merchant, whose patrons have just taken note of your arrival. "Go on in; you're the next customers in the 'Coffer's the Offer!'"

If the characters proceed to the merchant they are shown a coffer filled with a variety of jeweled baubles; all appear fake, except for one unmistakable object much resembling one of the party's **Rings of Elemental Form**. The merchant answers, if asked, that this is indeed the very ring they parted with, or presumably it is; for Balor sent one of his servants to trade it, and he parted with 2 **Rings of Elemental Command**—a "stiff price," says he, "and it just about emptied my coffers."

About this time a 12th-level invisible thief (the one person the boy was talking to) who is now wandering the lot attempts to steal a ring from one of the players, substituting it in the box for the ring that they've been talking about; he then takes the fake ring and drops it at the de-ringed character's feet, where it lays in the sand until he or she notices that it's missing. As he or she picks it up, the merchant exclaims:

"I see you're willing to part with another of its kind!"

This commotion should take attention away from the fact that the ring fell off in the first place. If the characters trade for it (their ring), the merchant requires a "fair ex-



change—a wand, or 6 potions." This done, he packs and leaves, and it is noted that the various personages have all departed way before this.

Balor did send a message of the party's advance to the City of Brass, and his servants—a trickster merchant, his "boy" (a **polymorphed** quasit) and the invisible thief (actually an invisible stalker who loves thieving!) have been ready for them. The various personages were shades of those who have been killed in the mountains; Balor ordered them to serve his servants until the party arrived.

If the trick is uncovered, the three NPCs flee, for they are only here to even the score. If the party chose not to trade the ring, but fought their way across the pit at **Key 17** instead, then the trader at this encounter is an actual one who has nothing of import for the characters.

DM NOTE: The majority of players count in every case, so if the majority of players in your group fought Balor's servants instead of surrendering the ring, then that case applies to the new second round group as a whole. Roll off in case of ties.

Keep ring / outdo trader: 1 point.

23. RUINS TO NORTHWEST / TOWER TO SOUTH

Upon approaching this area you note three things:

1) *there is a red-robed man sitting upon a blanket 100 paces in front of you; he waves for you to approach and join him at his request. You know that if he is insulted, or of some royal blood, he might be hostile towards you otherwise, so it might be best to check him out at least;*

2) *there are ruins to the NW, possibly caused by volcanic activity, or just a huge outpouring of fire;*

3) *there is a white, brass-domed tower to the south nestled among the lower hills there.*

The man is a high priest of Baalzebul: he will **geas** one of the party members to retrieve passion fruit from the Fire Saint at **Key 24** — they are to return the fruit to the blanket and leave it there. He teleports away upon uttering the **geas**.

24. TOWER OF THE FIRE SAINT

This quaint-looking tower is nestled in a rocky vale. Before it is a man tending a tree with orange, red, and yellowish fruit. At your approach he drops his shears and picks up a scimitar.

This man is a 12th-level druid. He will give the characters the passion fruit requested only if they, in turn, guarantee to bring him the cleric's staff. He then **geases** the same party member (off a **Ring of Spell Storing**) who receives the fruit (the one **geased** before). The party then returns to the blanket.

Upon reaching the blanket, you see the same priest sitting on it, staff thrust into the sand 1' from him. "You have the fruit?" He holds his hand out for it.

The characters can attempt to take the staff. However, the one character with the fruit can't relinquish it: His quest was "to put it on the blanket", but the druid countermanded it (actually, complicated it) by requiring the staff in exchange. Though the character is now there, he cannot give the fruit over, and as it is requested off him he must blurt out the following sentence or die due to the conflicts of the quests:

"I require the staff before I lay the fruit at your feet!"

That character then collapses on the ground before the priest of Baalzebul, overcome by



the strain exerted by the two quests.

The fruit rolls onto the carpet by accident; the priest grabs it, and has a 50% chance of grabbing his staff before the PCs do so. If he does, the **geased** character is absolved of the quest, for the accident has caused it to be neutralized, and since no more fruit is involved, the letter of the quest—"exchanging the fruit for the staff"—has been defeated, albeit accidentally.

If the characters get the staff before the priest, he teleports away (to **Key 25** below), content with the fruit (he will also teleport away, without the staff, if attacked). The characters can keep the staff or take it to the druid. The staff is a piece of wood; and the fruit is just that—fruit. The characters will never know that they have innocently resolved a conflict which has been raging for ten years, with both participants believing that the other had some important magic in the two aforementioned items (fruit / staff).

Kept staff: 1 point.

Exchanged staff: 2 points.

25. LARGE, ACTIVE VOLCANO TO THE WNW

The volcano to your west by a little north, appears frightfully active, as if it was going to explode at any second. But obviously this doesn't dismay the flyer (of what type you have no idea) winging near it at this time. And as you continue in you steady march SW the flying figure becomes dimmer and dimmer.

26. TOWER OF RED STONE / MEN OUTSIDE

You are before a tower of red stone, quite peculiar and of a type you've never seen before. There are approximately 30 men—all in red robes—blocking your advance. One of them

appears to be the High Priest who confronted you earlier. Uh-oh!

The High Priest of Baalzebul is really miffed that his staff is gone, for although it wasn't magical, it was specially crafted so when rung against the brass gong inside the tower, the particular sound made by this summoned the red dragon at the volcano (**Key 25**).

If the characters have the staff, they may depart in exchange for it. If they do not have the staff, they must go and summon the dragon in person. One character can do this in 3 day's time, and the dragon and character come winging back. But, the Priest further requires that one character stay and continue to fetch the dragon to him in the future, since it (at least according to him) cannot recognize the summoning gong sound anymore. If one of the party members suggest that he use a different instrument to strike the gong with, and practice striking the gong and listening to it while the dragon is still here, then the priest absolves them of their duties and they can leave.

Note, however, that this alternative **MUST** be suggested when the dragon is still present. It leaves approximately 4 minutes (real time) after arriving. Time this. If the characters are apprised of the difficulty yet take longer than four minutes to resolve the problem in everyone's favor, they do not gain the point. The men surrounding the Priest are all 2nd-level clerics.

Suggests new summoning device: 1 point.

Returns staff: 0 points.

27. LAND OF LAVA COALS TO THE SOUTH / BUBBLING SAND BEFORE THEM

The lands to your south have been a morass of bubbling lava lakes for the past 7 miles, and the heat has been almost unbearable,



Diagram of the Bubbling Sand

```
X * O* +O+ @ @ XX+** * XOOO @ XXX @ O+ * * * OXXX* @ **
@ OXX* X 00 X X*O*X @ *O ++ *O+ @ * *OXO @ ** +@* O X*
O X ** @OXO+ @X*** @XOO* * @+ @* XXXOO O*+ * OX @O+
```

slowing your movement to a lizard's pace. Surely it must end soon, but just then another complication arises: the bubbling sand! You halt 50 yards before a strange sight: Ahead of you is bubbling sand.

More specifically, the sand rises up in the shape of bubbles, and then it recedes after letting out a "gasp"—no doubt a gas of some sort. As you watch these bubbles burst, you note that several of them emit dollops of lava. Each bubble is 5' round, and although you are sure at first that you could get past this area by walking, all signs of surety disintegrate when you now note that the bubbles do not always appear and burst in the same area! Walking into this area would be chancy indeed!

Note the diagram below: X's are where the bubble last burst (as far as the party remembers), O's are where bubbles burst, *'s have a 50% chance of bursting, @'s are bursts accompanied by lava, +'s are bursts which create 10-30' deep pits (5' increments -- d6 roll) with a 25% chance of lava being present at any pit's bottom. Lava spurts cause 2-12 points of burning damage and cause combustibles to ignite, inflicting an additional 1d4 points of fire damage per round that living creatures remain in contact with the flamed object(s). All fire go out in 4 rounds unless these cause other nearby combustibles to ignite.

Those immersed in lava sustain an immediate 3d10 points of fire damage and must make two system shock rolls at -20% each to stop from passing out due to the shock of the event.

Recap for the Diagram:

X: Where a bubble burst last.

O: Where bubbles burst (1d4 points of blasting damage).

*****: 50% chance of bursting with results as in O, above.

@: Bursts with lava (see above).

+: Minor burst (no damage) which open pits (see above).

The characters must cover about 200 feet of these things. Note that the **Ice Storm** from the wand will set off all +'s, opening the pits in the area affected, and thereby revealing a safer route. Players should be rewarded the point based upon their ability to minimize damage as they travel through this area.

Gets through with minimal damage: 1 point.

28. VOLCANIC ERUPTION!

As you round the lava lakes area, a volcano looms to your south; in fact there seems a whole range of these monstrosities spread out before a large city -- the City of Brass! As you rejoice, thinking that your quest is near its end, the ground rumbles -- and at once all the party members turn their heads to the SW and stare in horror as the nearest volcano erupts!

The volcano is spurting forth ash only (1 mile radius around the party), and any intelligent suggestion should consist of something that would keep the characters from being smothered by the ash as it rains down around them. Using thick cloth to cover breathing orifices is a good idea, etc.



Unprotected characters must make system shock rolls at -40% for every turn they remain exposed in the ash storm. Failure = unconsciousness for as many rounds equal to that character's constitution subtracted from 30. The storm lasts for 6 full turns; characters passing out on the 1st or 2nd turn die of smothering in the following turns unless they are unburied. Those passing out on succeeding turns can be unburied and removed from the ash if this is done so immediately following the rain. No harm (except unconsciousness, as noted) is caused otherwise. Note that consuming a **Potion of Water Breathing** will negate the affects of the ash, since it permits a character to breathe through his or her pores in this case.

Minimizing volcanic ash damage: 1 point.

29. THE PLAIN

DM Note: The party should decide at this juncture to either don the **Rings of Elemental Form** or not; they must also have a story ready for the out-guard and gate guard to quash any questions as to why there is a human with them (if they are without one of the rings).

*As you slog across this plain of sand you note that it is well-packed, reminding you of sandstone because of its density. The city grows nearer—4 miles away; 3 miles distant; 2 miles to go—and then you see... **them**, a patrol of 3 Efreeti coming forth from a postern gate to the right of the city's main gate. They walk in your direction, and you note that they brandish long, golden, flaming swords.*

The patrol will question the party's business here; if there is a human in their midst, they ask what their intentions for him are (one of the Efreeti offer 2,000 gold pieces for the individual, thinking him a slave). If the party gives a reasonable response which doesn't in-

voke suspicion, then they are allowed up to the gate.

The patrol guides you to the city's main gate. There the captain of the guard questions you.

Gets to the main gate without suspicion: 1 point.

30. MAIN GATE / CAPTAIN OF THE GUARD

Roll percentile dice: If a 1-50% is rolled, the captain is repulsed by the idea of a human, although a slave, entering the city. He attempts to slay the man.

(Read if the captain is repulsed by the human): *The large Efreet calling himself the Captain of the City Guard objects to you bringing a human into the city. He whips out his flaming scimitar and raises it high, obviously with the intention of cleaving the human.*

If one of the characters object, claiming that his slave cannot be administered death in such a fashion without due recompense, then the captain will hold his swing; but he demands a gate fee of 20,000 gold for allowing the human to enter. The captain's rate increases by 2,000 gold piece increments every time someone argues about this unfair levy. After 5 turns of straight argument—or when the price reaches 30,000 in any case—he becomes disgusted and orders the entire party hence—SO ENDS THE ATTEMPT TO GET INTO THE CITY.

BUT, the characters should realize that they have no such sums as these and that they should bargain with available magic. The **Wand of Frost** will be greatly appreciated by the captain, and this offer is immediately accepted for the total gate fee due, and the characters are let into the city. If the party does not have a compatriot in human guise, then



the total direction of the captain will be turned to them: Why did they not enter by normal means (ethereal travel, et al)? If a good answer is forthcoming (checked out a wandering encounter, etc.) then he will allow them through the gate after they pay the gate fee (in this case, any one magical item).

The characters enter the City of Brass:

The 80' tall gates are opened and you stare into what was but a month and a half ago just a legend, a goal. Opulent towers made of all sorts of burnished metal loom everywhere. Flying carpets dart across the sky above you; carts loaded with red jewels and drawn by fire lizards cross your path; Efreeti can be seen arguing, dining, joking, snarling. A menagerie of slaves dance in a caged area to your left, and it is then that you remember your quest, the reason you've come. So you walk ahead.

The search for the Djinn Tahb-Lyn continues!

Here Ends ***To The City of Brass***, Part I of Robert J. Kuntz's Legendary City of Brass.

