

# The Angel's Burial Ground



A Suburb of Infinigrad

By Michael Raston



## The Angel's Burial Ground, A Suburb in the City of Infinigrad.

The Angel's Burial Ground is a converted sanatorium, sprawling alongside one of the last remaining mountain ranges of Infinigrad. Towers of multi-coloured marble, smooth finished and organic. A multitude of arches, round doors and windows. Populated with angels, a raceoid fond of high places and clear air.

The suburb's famous whispering winds bring messages from the gods. Pray and ask for guidance in high places here and you may hear a reply. Eons ago, patients and doctors alike would plead with the winds for cures. Winds can be violent though. Many have been sent over the edge and into oblivion while in prayer. Those who suffered this fate asked questions that angered the gods.

When first visiting the streets of The Angel's Burial Ground one might think them choked with a multitude of winged statues. These are in fact the calcified and crystal coated corpses of long dead angels. When death comes for angels their bodies are submitted to secret rituals that preserves their perfect forms. Sometimes these are gilded, bejewelled and costumed but often they are left bare. Always they are used to decorate the streets and buildings of the suburb.



**A note on Infinigrad:**

Infinigrad roils over a corrupted and mutated plane of intersecting multiverses. It is a city limitless in size and inhabited with legions of different beings. It lacks anything resembling a central government or police force. Powerful groups within each suburb decide upon what is permissible and enforce their will through force of arms. The Angel's Burial Ground is one of the uncountable suburbs of Infinigrad.

**A note on Angels:**

Infinigrad angels are divorced from the religious and sacred aspect that many earth-based cultures imbue them with. The city's too long inhabitation has led to many diverging species of humanoids, known as raceoids. Angels are simply men with wings and features annoyingly good looking. Their contemptuous and beautiful sneers enrage most that look upon them.

**A note on Dust:**

Dust is a catchall term for narcotics in Infinigrad. Most commonly, "dust" refers to alchemical compounds crushed into a powder. Less commonly, it may refer to intoxicating organic materials such as herbs and mushrooms. Imbibing takes a multitude of forms, but is most often smoked. Effects are incredibly varied; from soothing calm, to the transportation to different planes of existence

**A note on HD:**

I tend to randomise the HDs I give to NPC beings in my game. As such the HD notation for these beings is in a dXHD@dX notation. This simply means rolling the first d to determine HD and roll the second type of die noted when determining the amount of hit points for said being. Each level of HD = +1 To Hit.

**Further:**

- When any attribute saves are needed for NPC beings in my game I will roll 3d6 to determine their attribute value at that point in time. Some beings I roll a simple 1d6 for if it seems appropriate for them to be especially weak in a certain attribute (or a higher amount of d6 if the opposite is true).
- Random NPC beings generally get given d4HD@d6 (random civilian angels for example).

Map, Writing, and Layout is by Michael Raston  
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**Using this PDF:** Underlined text in the Random Encounter Table is hyperlinked to the appropriate page. There is also several links to pages of my blog (treasure and augmentation generation), as these tools would be too large to fit in the PDF. Wherever you see the map icon or underlined "Random Encounter Table" text, click on them to return to the main map/random encounter page.





## Local Population

### Neutral inhabitants:

The vast majority of the suburb's population belong to the angelic raceoid.

**Common Angels:** Annoyingly good looking, with contemptuous features and wings that allow them to fly short distances. **AC 12, d4HD@d6, Dagger or Sword: d6. Wants:** To live their life in peace and practice their profession. Roll a d10: 1) Mind soother, 2) Calming Dust Cook, 3) Crystal Trader, 4) Scale Remover, 5) Dream recorder, 5) Dead Angel Cleaner, 6) Perfume mixer, 7) Public stairwell cleaner, 8) Cushion arranger, 9) Reliquary attendant, 10) Graveyard tender. Give them a [name](#), and a [random visual quirk](#).

The duty of keeping order in the suburb falls to a martial group known as:

**The Protectors of the Wind:** Large, round helmeted angels. Elaborate sculpting exaggerates the mouth and earpieces of their bulbous headgear. A very thin slit allows vision. Lightweight robes of chainmail covers their bodies. **AC 15, d8@d8, Spear: d10: Whispers on the Wind:** The Protectors of the Wind can communicate over long distances to one another due to their connection to the wind, assisted with their elaborate helmets. The wind also whispers to them things that no one else could know. **Wants:** Order maintained in the suburb, all those that disrupt this are evicted via one of the public stairways leading into the suburb. Those infected with spreading scales will be chained to the stairs of silk and left to die.

Additionally, there are two mutated groups of angels that dwell in the suburb:

**Halfhere Angels:** These angels know the mysteries of turning a corpse to stone or crystal. This practice appears to shift some of their very being out of the physical realm and into the formless realm of death. They tend to be incredibly aloof and are fond of covering themselves in veils of shimmering opaque silk. **AC 12, d6HD@d6, Scythe: d8. Search Soul:** Can communicate with the endless spirits that haunt every living being to deduce much of a person's history and personality. **Wants:** To preserve the corpse of every slain angel and protect the graveyards already created with their lives.

**Storm Angels:** Wild angels that roost in the purple mountains of the suburbs. Their burning blue eyes often surge and spark electricity, as does their blue tinged wings. They are just as likely to be naked, save for a covering of scars, as in ragged scraps of leather. **AC14, d8@d6, An axe in each hand: d8 x 2. Summon Storm:** Ability to summon a miniature yet buffeting and upsetting squall or cyclone around a target once a day. **Wants:** To clear out the scaled men and the filthy gangsters infesting the bowels of the mountain. Also, to be struck by lightning as much as possible.

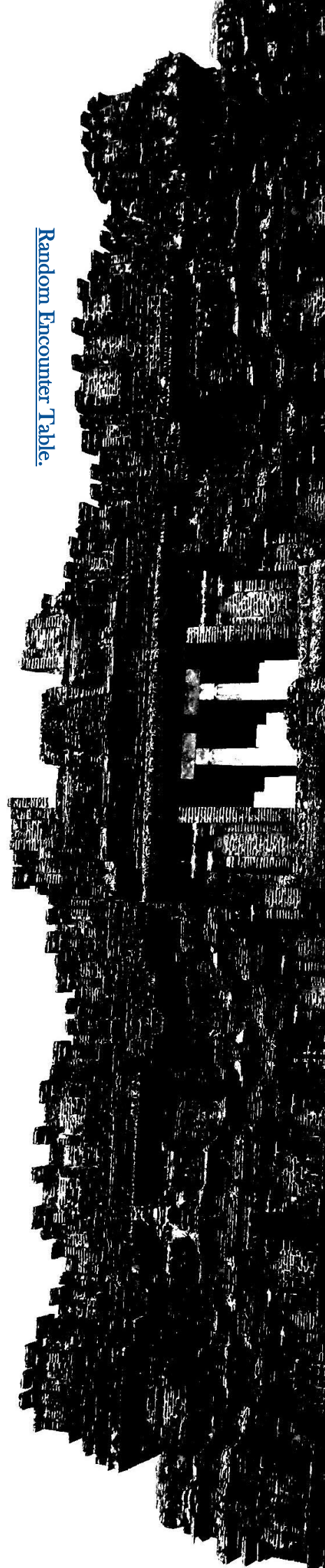
Random Encounter Table.

## Dangerous inhabitants:

**The Scaled Men:** Ancient humanoids, devolved from humans, covered in thick layers of black and grey scales. They have cruel hooked beaks and too long clawed fingers. They just barely croak and clack words from their beaks. **AC 14, d6HD@d6, Claws: d4 x 2. Spreading Scales:** On receiving a wound from a scaled man, test CON at Advantage. If failure black and grey scales will begin to spread from the wound, eventually covering the entire body. Other impacts of the curse are the growing of a beak, which will make it harder and harder to talk, and also granting the inability to die of old age. **Wants:** To discuss with other scaled men, in hisses and croaks, the pain they are inflicting on those not affected by the curse. **Rumours:** These beings are the survivors of a plague that wiped out the original inhabitants of the sanatorium. Their curse was the only cure for the plague that killed all others. Some scaled men have progressed over thousands of years to become half or whole fish. Others have grown enormous with their undying affliction. They lurk within the waters of the mountains.



[Random Encounter Table.](#)





## Two Angelic Gangs also prowl the suburb.

**The Diggers:** *Pale skin drained of colour, blue veins clearly visible, aristocratic clothes covered in a tessellating pattern (AC 11) and heavy iron shovels used as two handed clubs (d8).*

- A gang of gruff disaffected angel youth, who vandalize preserved angel corpses at every opportunity. Will jeer and insult Halphere angels whenever they sight one.
- Often fighting one another to prove who the toughest digger is.
- Offensively, they bury their dead in holes in the ground to let their forms simply decompose.
- Led by a 1000 year old scaled man, **The Swimmer** (AC 20, 10HD@d20, Strangle and suffocate: d10) who lounges in an enormous bathtub with wheels, handles and curtains. He has about 10 layers of thick scales making his skin almost impenetrable. These have started to form into fins, giving him the slight impression of a whale. He abhors any one seeing his form, so keeps his bathtub curtains drawn.
- The Swimmer knows most of the secrets of the suburb, being an ancient patient or doctor of the sanatorium. He doles these out to his followers, who are fond of the caches of exhilarating dust he helps them find.
- Currently the gang is attempting to relocate The Swimmer to a hidden cavern in the purple mountains that houses a most calming natural hot spring.

**The Keepers of Secrets:** *Stern blue metal facemasks, wings dyed an electric green, gold hued bronze chest plates and chainmail skirts (AC 15) and gleaming flamberge (d10).*

- Beneath their all-covering armour, members of The Keeper of Secrets are infected with spreading scales. They are utterly ashamed and have taken vows of silence to ensure this remains a secret.
- Their nameless leader has found a cache of healing dust that keeps the scales at bay. This is used sparingly to stop the scales from spreading across members wings, which will reveal their shame.
- Some members have had their wings removed, the scales spreading their before it could be treated. Members also saw off their beaks when they develop. This ensures they can continue wearing their facemasks. It also helps with the vow of silence.
- Recently, the nameless leader found documentation within the notes of an ancient doctor that a permanent cure for the scales exists. It is allegedly stowed away beneath the Healer's Statue in the Foul Scale Lake.

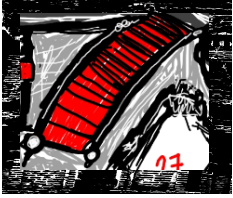


# Suburb Map





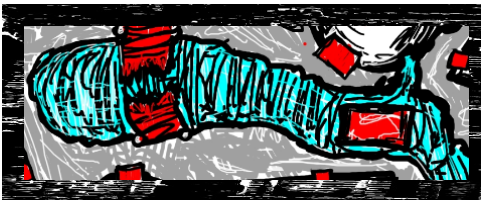
# Landmarks



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# Suburb Map





## Buildings

**The Streets of the Suburb:** Broad cobblestones of eon stained multi-coloured marble. Piled against every building are the corpses of untold angels, decorated and grand. These line the external walls of most buildings too.

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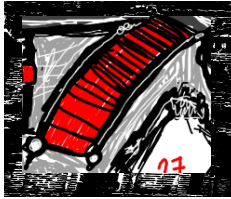


## Landmark Descriptions

### The Stairs of Silk:



Random Encounter Table.



Once white marble public staircase hundreds of stairs high and wide enough for six men. The huge bannisters are carved as flowing cloth and curtains. Great holes are bored into these bannisters where black iron chains are hung. Dead and dying beaked-men, infested with black and grey scales, wallow in these chains (AC 14, d6HD@d6, Claws: d4 x 2.). They plead to be released or claim they are doctors from clattering black beaks. They will lunge at any one who gets close enough and attempt to rend and devour their flesh.



### The Bridge of Healing:

This smashed and rotting bridge is contained within the cage of The Foul Scale Lake. It is engraved with the visage of uncountable happy, smiling and healthy faces. d20 Scaled Men (AC 14, d6HD@d6, Claws: d4 x 2) lurk on the bridge, glaring at passer-by's.



### The Foul Scale Lake:

An enormous dome of wrought iron caging covers this black, scum-coated lake. Branches of eon dead calcified trees poke out of the fetid water. Squirming through the lake, trapped in their iron cage is an entire town of Scaled Men (AC 14, d6HD@d6, Claws: d4 x 2). Though the cage is all-encompassing, there are clear bends and breaks in the metal. The water of the lake drains into **building 28**, through a thick metal mesh, and back down the gullet of the mountains, where the cage terminates against the purple stone.



### The Healer's Statue:

A three storey colossus, the cage of Foul Scale Lake wrapped around its ankles. The figure of a masked doctor, medical tools in one hand, screaming infant in the other. Base is crawling with d10 Scaled Men Men (AC 14, d6HD@d6, Claws: d4 x 2).





Random Encounter Table.



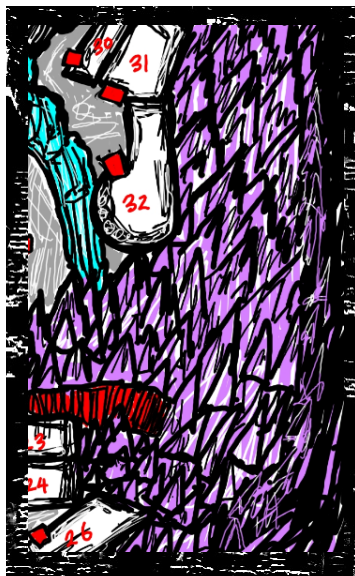
### The Stairs Down The Mountain:

A dark purple marble public staircase that winds deep down into the bowels of the purple mountains. It is hundreds of stairs high and wide enough for two men. The bannisters were once adorned with the engravings of fish and snakes, but this has been chipped away and destroyed over the eons. Dark rubble coats the stairs. **d6 storm angels** (AC14, d8@d6, **An axe in each hand:** d8 x 2) loiter on the stairs and generally don't let anyone into their mountain roost without a good reason.



### The Stairs of Light:

A dark purple, marble public staircase hundreds of stairs high and wide enough for four men. The railing is lined with tens of ornate lightning contraptions, sparking energy and lighting the way. Hung from these lanterns are a myriad of ancient necklaces, rotting and rusted. They appear to have once been magical but now drained of all power.



### The Purple Mountains / The Purple Crag of the Storm Angels / Storm's Roost:

A miniature mountain range of purple stone and thin, needle sharp towers. The entire range is peppered with holes, caverns and tunnels - some hinting at crude architecture from an age ago. The range is infested with **Storm Angels** (the mountain tops), **Scaled Men** (the wet central caverns) and **Filthy Gangsters** (The bowels of the mountain that turns into a running river feeding nearby, lower suburbs).

# Building Descriptions

1) **The Burial Tower Most Devine (6-storey graveyard):** *Gaudily decorated corpses of muscular and armed angels line arched-column entry. A scintillating dustfog billows out of the upper storey windows.*

- Lower storeys devoted to storage of angel heroes of the past, guarded by **Halfhere Angels**. These are the bodies of history's most important angels - treasures in corpse form.
- Upper storeys are ritual chambers for the preservation of angel corpses. **Euxalis the Treator**, a halfhere angel wearing a suit of armour like a flowing steel robe, oversees operations.
- Mystical chemicals are well stocked and protected throughout the building.

2) **The New Bathhouse (5-storey hotel):** *Blocky green marble building, decorated with faux-carved tree branches.*

- Converted medical supplies warehouse. Ancient bathtubs serve as beds, lining the cavernous rooms of the hotel.
- **Bardox**, an angel, runs the hotel. He devotes the top floor to stockpiling untreated dead angels. He sells these to Halfhere angels whenever he is low on gold.
- **Bardox** serves ancient dust serums scavenged from the building to help guests sleep (sometimes forever).
- An unexplored basement exists beneath the hotel, stocked with ancient medical technology. Members of **The Diggers** are here, willing to killrob anyone who interrupts their spelunking.

3) **The Tower of Wind (8-storey air utility):** *Wall-less tower devoted to the whispering winds of the suburb. Stairs, balconies and open chambers proliferate up this skeletal building.*

- Pilgrims from all over Infinigrad whisper and pray to the winds, silently begging for a reply. The higher up the tower one goes, the wealthier the pilgrim they encounter.
- Top floor is filled with wealthy merchants and princelings accompanied by their retinues.
- A contingent of **The Protectors of the Wind** ensures the sanctity of the tower is maintained.

4) **The Old Bathhouse (2-storey gang occupation):** *The walls of this decaying bathhouse are conspicuously bereft of angel corpses. Some are smashed to pieces nearby the entryway.*

- Clubhouse of **The Diggers**. Bottom floor is devoted to makeshift dirt graves of deceased angels. In the filth, gang members inject themselves with ancient, scavenged dust of unknown properties.
- **The Swimmer** wallows in bath chambers on the upper storey, regaling his gang members from behind thick curtains. He babbles stories of treasures hidden around the suburb. **The Swimmer** hoards a cache of powerful ancient empowering dust.



Random Encounter Table.



5) **The Tower of Miracles (7-storey surgery):** *Cloudy white marble tower, sealed tight with iron doors and barred windows.*

- Storehouse of ancient sanatorium medical knowledge.
- Ground floor is devoted to **Halfhere Angels** researching and practicing the knowledge recovered. **Duxitis the Doctor** and his team do a passable job of treating sick and injured visiting to the tower. Patients are interrogated through a slit in the iron front doors before they are admitted. No guarantee is given.
- Upper levels of the tower are replete with medical marvels from eons ago. Valuable books are locked behind cages, guarded by a contingent of **The Protectors of the Wind**.

6) **The Red Dusterium (4-storey library):** *Red marble building, decorated with smiling gargoyles.*

- Library, open to the public but patrolled by **The Protectors of the Wind**. Filled with books documenting every medicinal or recreational dust. Books written in an ancient language - most books have not been translated.
- Huge spectacled angel **Hippox** leads translation team. She currently requires samples to accelerate her work. She suspects these samples to be hidden in the basement of **Building 2**.

7) **The Tower of Coin (8-storey bank):** *Imposing and rotund black marble tower. Swelling and circular.*

- Angels with black capes and cage-like black-iron helmets (AC 14, d6HD@d8) guard the building with cruel looking spears (d10).
- Even more guards proliferate inside the building. The black columned entry chamber is the only space open to the public. Here angels behind black alters receive deposits for the vaults upstairs.
- **Cagx the Eyeless** runs the bank, and is always willing to exchange secrets for gold in his unlit office. Additionally, Cagx is always on the lookout for an investment opportunity.

8) **Herex's Marble Works (7-storey workshop).** Silver and gold veined white marble, reinforced with curved metal arches. Clouds of white dust billow from windows.

- **Herex the Planner**, a tame storm angel, oversees workers constructing plinths and decorations for angel corpses. They work with marble and rare stone from The Purple Mountains.
- **Herex** has been perfecting her statue carving skills, and has several perfectly formed angel statues that would pass as angel corpses hidden in tower. Creating and owning such things is punishable by death by the Halfhere angels.



Random Encounter Table.



Random Encounter Table.

9) **The Garden Tower (6-storey augmentation workshop):** *Black marble tower, covered in dead creeping, woody vines. Bunches of dead trunks and branches overflow from balconies and windows.*

- Augmentation workshop run by **Petron the Wood Witch**, half-her angel. She has complicated metal hands, with needle fingers, and cluster growths of green, pulsing sacks all over her body. She uses the long dead trees found in her building to power her augmentations in necromantic wood rituals of her own devising.
- Use the automated augmentation generator found at: <https://lizardmandiaries.blogspot.com/2018/10/automated-fantasypunk-augmentation.html> and assume all augmentations are made of the following base material: Vines, flowers, leaves and mushrooms - bubbling and bursting forth from soothed perfumed flesh. Will tend towards intoxication.
- A foul undead grove is ungrowing in the upper levels of the tower.

10) **The Crystal Fortress (4-storey small trade Goods):** *Out of place circular, semi-crumbling and squat limestone fortress. Calcified and re-enforced with milky and sandy crystal growths. The top of the tower sprouts an enormous, mushroom like, quartz crystal growth.*

- **Nixazia the Salted**, an angel covered in crystal growths of yellow and orange, sells her crystals at a fair price.
- Her staff of angel workers are beginning to crystallize too.
- Nixazia's basic green crystals dissolve in water and heal the drinker (d6 HP). Blue crystals have the opposite effect. Weirder crystals exist in her stock, but she only sells these to those she likes.
- A portal to the lower realms sworls within the mushroom head of the building. It spews out crystal clusters and is the source of mutation to the building and inhabitants.

11) **The Giant's Box (1-storey dungeon entrance):** *A squat, square building. Rude blocks of black stone, girded with rusted iron bars. Giants of decayed, hole-filled iron line the walls, guarding a rust encrusted door (closed tight with a skull sized lock). The giants are costumed in an ancient style of armour; furs and slabs of plating.*

- Within, a many levelled dungeon spirals downwards. It is inhabited by naked and pale, chained giants. These impossibly scarred creatures are seemingly immortal, impervious to damage and ageless. Eons of solitary confinement has made them imbecilic with rage.
- The giants guard a necrobiological laboratory that snakes out beneath the suburb of. Evidence of nefarious experimentation upon the Sanatorium's ancient residents is plentiful but the necrobiologists are long gone.
- Exhilarating and deadly mutagens abound, as does slithering horrors that have too long feasted on those foul reagents.



12) **Manse of The Half There One (2-storey temple):** *Endless opaque drapery hangs from long balconies. Open arches replace walls, more drapery billowing between them.*

- This temple to The Half There One opens up from enormous balconies to an impressive view of the city below.
- **There exists two versions of this building, a blessing brought on by the temple's patron deity. Roll a d6 on each visit: 1-2)** The two buildings, their contents and population are replicated identically, each building a mirror image of the other. **3-4)** One of the buildings is a mass of swirling fog, mirroring the other, but dissipating on approach. **5-6)** Each building is simply a swirling mass of fog, unable to be visited at this time.
- The **High Priestess Libana**, halfhere angel, is often seen floating through walls, her eyes constantly streaming ectoplasm.
- Worshipers wrap themselves in silk and gauze then sit for hours, often beginning to levitate or seep into the floor.
- While security is non-existent, the temple is not a target of thieves. Anything stolen from the temple has the annoying habit of fading out of existence after d6 days.

13) **The Church of Sparks (3-storey store of magical/useful miscellanies):** *White marble ex-church, ostentatious arches and spires. Once a home of a long forgotten deity. Surges of lightning sporadically run along the columns of the exterior.*

- Lightning powered contraptions (lights, item carriers, gauges, sensors and other novelties) for sale, constantly moving and sparking.
- **Constax the Wingless**, the storm angel, is inventor and salesperson. He ever sparks electricity to power his contraptions - much to the detriment of his health.
- Exploded and burnt out contraptions choke the floors.
- Constax's masterpiece, a summoner of lightning golems, is secured in the basement.

14) **Angel Tree Housing (10-storey residential):** *A treelike formation of angel corpses exquisitely lines the exterior of this green marble tower.*

- Inside, rows of apartments in disrepair are populated by angels who work in the surrounding suburb.
- An infestation of ghostly figures wafts through the walls from building 12. As does outbreaks of miniature ball lighting from building 13.
- A secretive handful of residents are members of the gang's **The Diggers** and **The Keepers of Secrets**.

15) **The Blue Tower (10-storey useful miscellanies store):** *Blue marble tower, chipped and crumbling, displays of ancient, rusting weapons bolted to the walls.*

- For sale here are healing dusts and powerful hypodermic doses with the ability to bring back the recently deceased. These have been scavenged from around the sanatorium.
- **Stutius the Scavenger**, a storm angel covered in black wrappings and padded slippers, keeps his store in disarray. Patrons are confronted with piles of old scavenged needles and medical implements.
- An infestation of **Scaled Men** haunt the upper levels - Stutius has trapped them with barricades of ruined marble and wood.



Random Encounter Table.



Random Encounter Table.

- 16) **Sebax's Cauldrons (2-storey trade goods store):** *Rotting and rusted glass and iron contraptions hang from the second storey of this purple stone building. The contraptions are linked by webbings of thick gold cabling.*
- Cauldrons, mortars and pestles, of all, colours, material and size are sold here. They are made from the stones extracted from the purple mountains.
  - **Sebax the Fat**, an enormous angel, barks orders to his slave like staff from a gilded throne in the centre of his showroom.
  - **Sebax** has similar chain gangs of slaves working in his workshops and his mines – they are all pining for a rebellion.
- 17) **The Tower of Ill Winds (6-storey magical utility):** *Obsidian tower with gutted of walls. Stairs, balconies and open chambers proliferate up its skeletal form. The tower's squirming, writhing curves have the appearance of worms and snakes. The tower appears abandoned.*
- Those that enter and mount the stairs are often pushed to their death by vengeful winds, those that survive tell of the gods whispering horrific things to them.
  - Dark arcane truths and secrets, slithered from the lips of the lowest depths, can be heard here.
- 18) **Mountain's Edge Smithy (3-storey workshop of physical labour):** *Squat, square building of light orange marble, replete with crumbling faux foliage carved into exterior. Scent of worked metal and grease wafts in air and clanging can be heard drifting from windows.*
- **Satrex the Club**, a storm angel, operates a metal smithing workshops whose main commission is crafting Wind Whisperer Helmets for The Protectors of the Wind in building 22.
  - Prototype magic weapons and armours are squirrelled away throughout the building. All products of Satrex's creative smithing.
- 19) **The Tower of Ore (8-storey utility resources):** *Piles of dusty, crushed marble and stone clog the entry to this craggy, stone tower.*
- Rusted frames of behemoth mining machines, piles of ore and digging equipment tumble around the huge chambers of the building.
  - Grand staircases lead down into ancient mines that spread beneath the suburb, eventually connecting with the purple mountains and the dungeon in building 11.
  - Wingless, albino angels haunt the mines. They are mindless from years of darkness.
  - **Viazor the Ancient**, angel, oversees security of this defunct building with a contingent of **The Protectors of the Wind**. This group has stockpiled a variety of scavenged treasures from the mines over the years, and stores them on the 8<sup>th</sup> storey.



20) **The Black Temple (5-storey gang occupation):** *Sharp and angular building of square columned black marble. Thick carpets of dark cloth are nailed to the exterior floor and walls. A miasma of silence spreads from dark windows and arches.*

- The wingless, armoured and infected angels of **The Keepers of Secrets** jealously guard the deathly calm of their building – attacking any who causes disorder nearby.
- Inside many dozens of the gang membership pore over documents (old notes, maps and books) in total silence.
- Somewhere inside, their leader holds ancient scraps with the scribbled location of the cure to the spreading scales infection.

21) **The Tower of Mass (10-storey augmentation store):** *Harsh, geometric tower of dark grey marble. Large stripes of tarnished bronze are bolted to corners and triangular arches. A man-high mound of discarded and largely useless medical equipment rots at the entrance.*

- **Georgius the Bulging**, a giant muscle-encased angel, applies experimental augmentations for a low price here. His wings are atrophied, tiny and useless, feathers falling off.
- Georgius's store is a tangle of recovered sanatorium equipment, jury rigged, cables and blood filled pipes running along the walls. These are tuned to make Georgios stronger and larger.
- **Georgius** has recovered/stolen, then hidden pieces of preserved corpse from some of the biggest/most musclebound angels to have lived. He incorporates matter from these corpse parts into his experiments.
- Use the automated augmentation generator found at: <https://lizardmandiaries.blogspot.com/2018/10/automated-fantasypunk-augmentation.html> and assume all augmentations are made of the following base material: Stringy, stretchy ectoplasm that phases, shimmers and pulses in and out of reality. Will tend towards the manipulation of form.
- A community of poverty stricken angels inhabits the upper storeys of the tower. **Georgius** views himself as the protective patriarch of the building.

22) **The Walls of Suffering (5-storey order keeper occupation):** *Tan marble walls infested with half embalmed angels, limbs, torsos or heads calcified to the exterior. They are all dead or dying, the untreated parts of their body rotting.*

- Headquarters of **The Protectors of the Wind**. A large contingent guards the front of the building and tends to those they are punishing on the walls.
- Their leader **Viaxtor**, broods inside, wearing his oversized, bird cage-like helmet. He is ever plotting the destruction of both the Halfhere angels and the Storm angels – who he deems as abominations. His troops around him are mostly resting in opulent chambers.
- The protectors have done well for themselves. Rich from extortion and pilfering. The top storey is filled with a coven of chained **Halfhere angels** performing the gruesome punishment rituals on those the protectors deem criminals.



Random Encounter Table.



Random Encounter Table.

23) **The Tower of the Storm (10-storey temple):** *Tower of rough, bare and craggy purple stone. A swirl of rocks floats like a cloud around the top floor. Surges of electricity sparks along the exterior walls.*

- Temple to **Skavala the agitated.**
- Very agitated storm angels lurk around the entrance, keening for a fight.
- Inside, dozens of storm angels are dancing widely or resting and panting. An aggressive orgy sprawls over the two top floors.
- **Megarox The Chained Priestess**, a storm angel whose body is composed half of lightning, is held on the fifth floor. A thick cloud spreads from her, drenching the whole floor in rain. Though chained, her consciousness often leaves her body - an angel of pure lightning - to fly wildly about the mountains.
- She inadvertently guards two skull sized gems, "The Eyes of The Mountains".

24) **Vetranois's Supplies (5-storey food store):** *Black and red marble building, craggy, smoky and imposing. A suspicious looking gaggle of rich angels titters nervously near the entrance. These shuffle off if approached.*

- **Vetranois The Corpulent**, sells produce from the mountains. Winged creatures, mushrooms and hard berries are displayed on half empty shelves.
- This is a front for Vetranois's more lucrative business of selling fresh angel flesh.
- This cannibalistic delicacy has alleged invigorating properties. Dead angels hang on hooks in ice filled upper rooms.
- A devoted following of feasters streams in daily from Building 25.

25) **The Road House Apartments (8-storey residential):** *Round, plump marble tower, decorated with gilded carriages from another era. These are strung along the walls with bronze cabling.*

- Lavishly decorated and roomy apartments are protected by a live-in contingent of **The Protectors of the Wind.**
- A high percentage of the all angel residents are portly to the extreme, accompanied by an unnatural porcelain white complexion. These angels are committed cannibals, supplied angel flesh from building 24. Other mutations stemming from this sin are; the overgrowth of wings, formation of oozing halos and feinting spells.

26) **The Wreck (10-Storey Doctor):** *A corpse of a building, half eroded back into the craggy mountains behind it. Walls, ceilings and floors are often missing from this architectural carcass.*

- A crazed human bodification wizard, **Agwa the Horned**, haunts the building. His tortured form, all twelve feet of twisted muscle, bone and horns, is his work. He experiments on himself, augmenting his magic with scavenged sanatorium medicinal magic items (many from building 11).
- Despite his appearance **Agwa** is a master healer of the humanoid form. He will often provide this service without charge, simply revelling in the joy of seeing a body set right.
- **Agwa** needs ever more medicinal materials and will happily co-experiment on those willing.



27) **The Octopus Pool (1-storey entertainment venue):** *Squat, low hall of blue marble. Curved to resemble the tentacles of an octopus, the head of which emerges atop the building. Wet foot prints come and go from the cavernous entrance.*

- Inside is a great green pool, lit and heated. Naked angels are receiving massages from some groaning contraptions made to resemble a levanthic octopus. Its skin is a slimy rubber.
- The change rooms are replete with the discarded belongings of the swimmers.

28) **Hotel Elysium (6-storey bar):** *Pale-green marble tower that has been set alight several times during its history. Many of the curving arches are chipped, broken, or crumbling in heaps. Drunken angels of all types sit at marble tables spread around the entry, jeering at scaled men behind the cage of The Foul Scale Lake.*

- A pink frothy beer is served here - made of mushrooms within the mountains. It is quite strong.
- The tavern features exquisite and ancient interior architecture, some of it quite ruined from many nights of bawdy partying.
- **Agnelia**, a red eyed angel, runs this establishment. She is quick to throw out any one who revels too hard. A retinue of red robed angels, armed with two-handed swords, see to her wishes.
- The upper storeys serve as accommodation for the more wealthy patrons - the buildings elder and opulent glory is preserved here.

29) **The Junk Hut (1-storey ornamentation store):** *Round hut of wood planks and marble chunks, leaning against building 28.*

- **Heraculos**, an angel covered in thick plates of metal (bizarre scavenged armour of his own design), sells trinkets and jewellery fossicked from around the sanatorium.
- Most stock is junk but there is a 10% chance of anything bought being a somewhat magic item. **Heraculos** is completely up front and honest about this fact - he offers no guarantees.

30) **Porb's Warehouse (2-storey general supplies store):** *Ramshackle wooden shack relying on the marble walls of building 31.*

- A filthy general store. Rats openly parade the shelves, often blatantly feasting on stock.
- **Porb the Dodge**, Human, sells everything you would find on a basic inventory list - except more expensive and broken.
- Porb's wife and kids live on the second floor. He loves them very much.



Random Encounter Table.



Random Encounter Table.

31) **The Blue Flowers Dustery (3-storey Dustery):** *Domed building of red marble, decorated with a twisting blue flowers. Inebriated angels stumble in and out of the generous archways – dodging things that are not there.*

- A variety of smoking dusts are available, derived from boiled down medicinal supplies. Large tables with inbuilt smokers seat 6.
- Miniscule doses are doled out by **Valens**, the storm angel. She doles them out with her long, delicate bird-claws hands. These are either her real hands, or gauntlets – she refuses to say.
- A trove of dust cooking equipment and supplies bubbles away upstairs.

32) **The Tower of Beds (9-storey mercenary house):** *Storey high, cats are carved into this rotund, sandy coloured marble tower.*

- Inside, a motley crew of storm angels are available for hire. They have no scruples.
- Bizarrely, a huge selections of beds are available for purchase – a thin veneer of a front for the mercenary operation.
- **Justinix the Mystical**, a green-skinned demonoid shaman, organises the roster and blesses any who will accept. His deity is **Eternity Claw the Grasper** and its blessing brings a subdued and long burning blood lust.
- A room filled with mummified black hands festers on one of the higher stories. Wearing one as an amulet ensures orgasmic pleasure accompanies each victory in battle.



## Random Encounters

For random encounters, roll a d6. On a 1, the party experiences an aggressive encounter.  
On a 2 or 3, the party experiences a neutral encounter.

d10	Neutral Encounters - Roll a d8 on the d12 reaction table.	Aggressive Encounters - Roll a d6 on d12 reaction table, skipping first 6 entries.
1.	<a href="#">Common Angel</a> with a <a href="#">rumour</a>	<a href="#">Scaled Men</a>
2.	<a href="#">Common Angel</a> with a <a href="#">rumour</a>	<a href="#">Scaled Men</a>
3.	<a href="#">Common Angel</a> with a <a href="#">rumour</a>	<a href="#">Scaled Men</a>
4.	<a href="#">Common Angel</a> with a <a href="#">quest</a>	<a href="#">Diggers</a>
5.	<a href="#">Protectors of the Wind</a> with a <a href="#">quest</a>	<a href="#">Diggers</a>
6.	<a href="#">Protectors of the Wind</a> with a <a href="#">bone to pick</a>	<a href="#">Keepers of Secrets</a>
7.	<a href="#">Storm Angels</a> with a <a href="#">quest</a>	<a href="#">Keepers of Secrets</a>
8.	<a href="#">Storm Angels</a> with a <a href="#">bone to pick</a>	<a href="#">Maddened Storm Angel</a>
9.	<a href="#">Halfhere Angels</a> with a <a href="#">quest</a>	<a href="#">Maddened Storm Angel</a>
10	<a href="#">Halfhere Angels</a> with a <a href="#">rumour</a>	<a href="#">Maddened Common Angel</a>

## Reaction Table

d12	Reaction:
1	Kind and Helpful - will assist
2	Friendly and affable - will somewhat assist
3	Polite and pleasant - leaning towards assisting depending on PC's actions
4	Brusque yet reasonable - reaction is dependant on PC's actions
5	Undecided but calm - reaction is dependant on PC's actions
6	Undecided but peeved - leaning towards attacking depending on PC's actions
7	Cool, aloof and disinterested - may attack
8	Rude and impatient - willing to attack
9	Mocking and deriding - willing to attack
10	Vicious and spitting - wanting to attack
11	Threatening and aggressive - wanting to attack
12	Bloodthirsty and attacking



## Rumour Table, d20

1. A cache of untreated dead angels are at The Bathhouse - the halfhære angels would be interested to know if this was true (building 2)
2. There's a trove of treasure beneath The Bathhouse (building 2)
3. A pilgrim on the top floor of The Tower of Wind (building 3) is travelling with a whole chest of gold and gems.
4. The cure for any disease or ailment can be found in The Tower of Miracles (building 5)
5. A myriad of magic items (not to mention untold gold) is to be found in The Tower of Coin (building 7).
6. Fake angel corpses can be purchased at Herex's Marble Works (building 8).
7. Trees that live forever, and whose fruit can extend humanoid life the same amount, can be found in The Garden Tower (building 9).
8. A portal to another world can be found in The Crystal Fortress (building 10).
9. People who break into The Giant's Box (building 11) come back changed, metamorphosed. One survivor of the building now haunts The Wreck (Building 26).
10. Wondrous gizmos can be purchased from The Church of Sparks (building 13).
11. Angel Tree Housing (building 14) is infested with gang members and ghosts.
12. Stutius the Scavenger is willing to part with a large amount of gold if someone can cleanse his home, The Blue Tower (building 15), of Scaled Men.
13. Sebax the Fat's staff of slaves are plotting to kill him. They know where he hides away his vast amounts of wealth.
14. The dark secrets of the multiverse can be heard at The Tower of Ill Winds (building 17).
15. Treasures can still be found in the abandoned mines beneath The Tower of Ore (building 19).
16. Wealthy cannibals live in The Road House Apartments (building 25), supplied flesh from Vetranois's Supplies (building 24).
17. You can purchase dirt-cheap magic jewellery at The Junk Hut (building 29).
18. If you need dirty deeds done dirt cheap, The Tower of Beds (building 32) is the place to go. It is also a nice place to sleep.
19. The Octopus Pool (building 27) is rife with thieving; patrons give good tips to those that guard their belongings.
20. If you want a big night out, drinks at the Hotel Elysium (building 28), followed by a smoke at The Blue Flowers Dustery (building 31), will always end in hi-jinx.



# Quest Generator

## Verb, d6:

1. Steal or kidnap.
2. Destroy or kill.
3. Study, sight and take notes on.
4. Replace with a copy.
5. Mutate or infect.
6. Combine with (roll on objective table twice).

## Objective, d12:

1. An important corpse from The Burial Tower Most Devine (building 1).
2. Documentation of a specific cure from The Tower of Miracles (building 5).
3. Cagx the Eyeless and his limitless secrets (building 7).
4. An augmentation on the body of Petron the Wood Witch (building 9).
5. A prize crystal belonging to Nixazia the Salted (building 10).
6. A vial of tears from the High Priestess Libana (building 12).
7. Constax's summoners of lightning golems (building 13).
8. A vile secret from The Tower of Ill Winds (building 17).
9. A suit of flying armour from the Mountain's Edge Smithy (building 18).
10. The location of the cure to spreading scales infection, held by the nameless leader of The Keeper of Secrets in The Black Temple (building 20).
11. The Eyes of The Mountains, guarded by Megarox the Chained Priestess in The Tower of Storm (building 23).
12. The claws of Valens, head chemist at The Blue Flower duster (building 31).

## Reward, d6:

1. d6 x 1000 gold
2. d12 x 1000 gold
3. Gems worth d20 x 1000 gold
4. Augmentation - automated generator found at: <https://lizardmandiaries.blogspot.com/2018/10/automated-fantasypunk-augmentation.html>
5. Magic item - generator found at: <https://lizardmandiaries.blogspot.com/2017/07/magic-item-generator.html>
6. Magic item - generator found at: <https://lizardmandiaries.blogspot.com/2017/07/magic-item-generator.html>

## Bone To Pick Table, d8

1. The party's water/liquid possibly carries infectious diseases and must be checked/disposed of.
2. The party must accompany the group encountered back to their headquarters for interrogation into recent unrest.
3. The party will be searched for any growing plant life, which will then be confiscated.
4. A newly discovered medicinal dust must be tested on the party. Out of suburb visitors are seen as better lab rats than resident angels.
5. Each party member must recount the actions they took over the last day, if response deemed untruthful the party faces arrest.
6. A tracking augmentation must be injected into a party member or they face arrest.
7. A high ranking member of the group encountered has recently been murdered, the party looks like perfect scapegoats.
8. Group encountered needs party to leave the suburb for the night, they offer no explanation as to why this is the case.

## Male Names, d20

1. Magnatox
2. Probunius
3. Leocrax
4. Kurkanian
5. Ceropol
6. Ianox
7. Dionus
8. Acranox
9. Fuastix
10. Planiod
11. Bardinox
12. Florentus
13. Petromax
14. Fulgantium
15. Oorcrax
16. Bardapol
17. Trascus
18. Hipponox
19. Palladius
20. Phocrax

## Female Names, d20

1. Adulina
2. Sophex
3. Anthamanex
4. Bardena
5. Iulenia
6. Zimisia
7. Agnex
8. Venerada
9. Pompedia
10. Stratocia
11. Passara
12. Sygadora
13. Serenex
14. Gylcadora
15. Rustinex
16. Ducadora
17. Botaniex
18. Propada
19. Sidonex
20. Vitulada



## Angel Visual Quirks, d6, d10:

### 1:

1. Jewellery of metal thorns, often drawing glowing blood.
2. Pauldrons of sweet smelling flowers and vines.
3. A winged cat that follows them everywhere.
4. Sweat dripping up along their brow forming a faint halo of liquid above their head.
5. Enormous flower amulet around neck.
6. Wings decorated with vines and flowers.
7. Bereft of hair, bulbous and elongated pulsating pate and a pink halo.
8. A shrouding mist descend across face from a foggy halo.
9. Prismatic, rainbow eyes.
10. Green, foliage like hair, budding with flowers.

### 2:

1. Red wings, sometimes dripping blood.
2. Translucent skin.
3. Wings terminate in hooked claws.
4. Chained lantern dangles from hand.
5. Stumbles as if ground uneven, when not flying.
6. Hair and feathers spiked with grease and wax.
7. Chained to another angel.
8. A proliferation of decorative armbands.
9. Shirtless, decorated with gaudy necklaces.
10. Enormous wings, double the size of most angels.

### 3:

1. Beard of feathers .
2. A covering of feathers, bordering on birdlike.
3. Has miniscule wings, but can float at will.
4. A halo of pure white milk. Drips often.
5. A flock of doves accompanies them everywhere.
6. Rays of light from an unseen sun illuminates them.
7. Holds a shield of gold.
8. A large albino snake as living jewellery.
9. Hair of pink and purple, dripping light like ooze.
10. A chunk of enruned marble hangs around neck.

#### 4:

1. Glowing tears stream from eyes, floating as they drip off face.
2. Too large and too perfect teeth. A picturesque maw.
3. A full halo, like a moon, floats above head.
4. Wings glow goldenly.
5. Long elfin ears.
6. A too large nose that has been broken several times.
7. Symmetrical vitiligo, patches in lurid pale green or blue rather than white.
8. Petrified wings, cannot fly. Also very old.
9. Large fangs protrude from mouth
10. Wings are dark and leathery, no white feathers to be seen.

#### 5:

1. A third eye, glowing white, rests in forehead.
2. Sits atop a throne, driven forward by a mechanical, crablike creature.
3. Finger nails grown into long, sharpened claws.
4. Several growths of carapace, white golden, emerge from bare skin.
5. A hood, robe, gloves and boots of living, writhing plants.
6. Head is the body of a jellyfish - communicates through telepathy.
7. Hair of golden medusa-like tendrils.
8. Multi coloured wing feathers, like a bird of paradise.
9. Long hair glows like liquid sunlight.
10. Shadows are dispersed away from body.

#### 6:

1. Pale skin is iridescent.
2. Has an extra pair of arms.
3. Has a halo shaped like a glowing crown.
4. Feet are replaced with bird claws
5. A chest belt of tools.
6. Helmet forged from the skull of some giant insect.
7. Wings are tied down with old rope.
8. Has a weight tied to their ankle with a chained manacle.
9. Orange glowing eyes without pupils.
10. A cloth crown of soft silk.





# Building Interior Mapper

d8, d12	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								



# Building Interior Stocker

d4, d12	1	2	3	4
1	Empty, place of rest.	Empty, place of recreation.	Empty, place of physical work.	Empty, place of physical storage.
2	Empty, place of sleep.	Empty, place of ornamentation.	Empty, place of ritual and worship.	Empty, place of waste disposal
3	Empty, place of eating.	Empty, place of lavatory.	Empty, place of mental work and research.	Empty, place of mental storage
4	Empty, place of bathing.	Empty, place of mechanics and machinery.	Empty, place of growing.	Empty, place of secrets.
5	Resident, sleeping or resting.	Resident, conducting relaxation or recreation.	Resident, physically toiling.	Resident, hidden and watching.
6	Resident, eating or drinking.	Resident, indisposed through sickness or misadventure.	Resident, conducting ritual or worship.	Resident, mentally toiling.
7	Resident, ignoring treasure.	Resident, indulging in treasure.	Resident, transporting or protecting treasure.	Resident, searching for known of treasure.
8	Treasure, subsumed in location.	Treasure, out of place and unusual.	Treasure, focus of work or worship.	Treasure, hidden.
9	Trap, natural hazard inherent in environment.	Trap, set by nearby residents, evidence of their work.	Trap, obvious and menacing.	Trap, hidden and deadly.
10	Resident, trapped in natural hazard of environment	Resident, using traps to their advantage against interlopers.	Resident, vaguely aware of trap, but not knowledgeable of specifics.	Resident, unaware of trap they may be about to trigger.
11	Device specific and inherent to environment, expected but intriguing.	Device external and unusual to environment, out of place sourced from elsewhere.	Device used in regular work of environment, mundane but effective.	Device with obscure, secret use that belies a shadow use of environment.
12	Resident, using device to conduct relatively mundane activity.	Resident, puzzling over the way in which a device is used.	Resident, using device effectively to halt interlopers.	Resident, using device for a dark, devious and deviant purpose.



# NPC Relationship Table:

Find out what each NPC thinks of each other NPC using this table. Stick to the results you get and hilarity, hijinks and intrigue will no doubt ensue.

D12	Adjective:	Relation:
1.	Secretly and silently	Loves and adores
2.	Calmly and quietly	Submits to and obeys
3.	Serenely and acceptingly	Respects and admires
4.	Strongly and aggressively	Lusts for and desires
5.	Underhandedly and covertly	Ignores and is oblivious of
6.	Unsurely and confusingly	Laughs at and derides
7.	Coldly and matter of factly	Tolerates and endures
8.	Meekly and weakly	Distrusts and suspects
9.	Brashly and rudely	Fears and terrorised by
10.	Openly and confidently	Hates and reviles
11.	Toxically and infectiously	Loathes and disgusted by
12.	Loudly and rambunctiously	Enraged and angered by

