



# City of Poison

a selection of dungeons for  
*The Nightmares Underneath*



Maycel



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*The Nightmares Underneath*

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# The Abandoned House

In the slums of Neth, they speak in hushed tones of a house with no one in it, and the abandoned market below it. Dangerous things lurk within, they say, but no one wants to find out for sure.

**There are two leads in to this incursion:** the painter's house and the abandoned market below it. As long as the PCs hear both rumours, they have two avenues of approach. If they only hear one rumour, they will have to find the other location by investigating.

## The Painter's House

Something strange is happening in and around the house of the painter **Bashir al-Barati**. He has not been seen for a while, and even though he lives (or perhaps lived) in a dilapidated part of the city, no one has started squatting there or tried to take possession of it.

Former servants of **Daveed Hedaeen** tell a story about Bashir removing the bodies of their master and his second wife, after Daveed murdered her and committed suicide. Like Bashir, their bodies have not been seen since. The noble **Ghazil Khan** has heard this rumour and is afraid to send his own servants into Bashir's house, but he is owed a painting he has already paid for, and he hates being cheated. If nightmare hunters would like to investigate instead, perhaps he can still get what is rightfully his.

If the PCs do not already know Bashir, he can be recognized by the birthmark on the left side of his neck.

## The Abandoned Market

Several poor people of Neth have, apparently, gone to the basement beneath Bashir's house and bought medicine from someone or something dwelling there. Some people have even paid with dead bodies, if the rumours can be believed. This basement is a semi-public space somewhere between a market and a warehouse, and has been used as both in the past. It is currently abandoned and the neighbours are afraid of it. Of course, no one admits to having met anyone there or even entering it recently themselves.

## The Bakery

If the incursion Bashir created is allowed to spread, the slums could become completely infested with invading nightmares. Monsters will stalk the streets at night, and people will go missing. Perhaps this has already happened, as Sakina's bakery has kept its doors shut these last few days, and neither she nor her husband have been seen.

The bakery is an optional expansion to the painter's house and the abandoned market that shows how existing nightmares create new nightmares.



## Origins

Bashir al-Barati was a successful painter in his younger days, propelled by modest ability and high society's passing interest in his particular style of chiaroscuro. But when his resources dwindled along with that interest, he was forced to relocate to a dilapidated neighbourhood that his beautiful and demanding wife Yasmina did not approve of. He tired of their strained relationship quickly, so he poisoned her by putting paint chemicals in her food over the course of weeks.

No one knew, or even suspected—until Bashir drunkenly confided in his acquaintance, Daveed Hedaueen, even drawing for him a crude diagram of the poisoning, complete with chemical formulas and supper recipes. Daveed used this piece of paper to blackmail Bashir into helping him poison his own wife, Mina. She came from a wealthier family than he did, but he gained control of her accounts upon her death.

Things worked out well for a while, until Daveed's new wife Zarina found the diagram that Bashir had drawn. She confronted Daveed, demanding an explanation. He lost his temper and threw acid in her face, killing her. As she died in his arms, he was consumed by regret and panic. He drank poison and joined her in death.

By sheer coincidence, Bashir arrived at Daveed's house soon after. The servants, having heard his name as part of their master's argument, fled from him. Bashir took the bodies of Daveed and Zarina back to his house and used them to perform a ritual that opened a portal to another plane of existence.

Bashir was never seen again, and his house has been vacant ever since. Perhaps it has been a while, perhaps not so long as that. The neighbourhood has become even more dilapidated now than it was then.

## The Nightmares

Bashir's ritual, which he performed in order to access more inspirational planes of existence and leave this blighted world behind, allowed both the nightmare realm as well as the battleflies to enter the city.

Because Bashir brought the bodies to his own house, that is where the nightmare incursion manifested. Daveed's house was sold by his brother Alonzo, and someone else lives there now.

In the house itself, the nightmares attached themselves to Zarina's ring, which is still on her finger. Now his paintings come to life and attack intruders. This lair even extends into another plane of existence, where Bashir met his ultimate fate.

Below the house, Bashir's crimes have created a poisonous creature, and attracted other monsters, who buy and sell horrible things. The basement is also much larger now, adding Bashir's memories to its layout.



# Bashir's House

The **front door** of Bashir's house is unlocked. The **windows** to his bedroom, just above the front door, are small and covered by ironwork lattices, as are the windows at the back of the house. All of these windows are sealed with unnatural blackness and cannot be entered. The **balcony** at the back of the house is large and open. Because the house is built on a hill, and the two-story tall basement area sits at street level, the balcony is closer to 30 feet above the ground, instead of the 10 or so feet that one would expect from seeing only the front of the house.

## Level 1 deathtrap dungeon.

**Crown:** The Painter's Models.

**Anchor:** Zarina's golden ring, set with an emerald, worth 700 cyphers.

**Encounter Die:** 1d6.

If there is an encounter, roll 1d6 to determine what it consists of.

Roll	Random Encounter	No.
1-2	Battleflies.	1d4
3	Caustic Ooze.	1
4	Corpse Eaters.	1d4
5	Giant Slugs.	1d6
6	Infected Battlefly.	1

## Neighbours

Various other people live in this slowly-decaying neighbourhood, some right next to Bashir, some across the street, some at the bottom of the hill. You can roll a d20 once or twice to create any one of those neighbours at random.

Roll	Occupation
1	Barber.
2	Cabinetmaker.
3	Calligrapher.
4-5	Carpet maker.
6	Chandler.
7	Cobbler.
8	Flower seller.
9	Food seller.
10	Mill owner.
11	Pawn broker.
12	Professor.
13-14	Rag picker.
15	Roofer.
16	Rope maker.
17	Silversmith.
18	Spice trader.
19	Tattooist.
20	Tinker.

Roll	Personality
1	Aesthete.
2	Angry.
3	Arrogant.
4-5	Drunk.
6	Greedy.
7	Honest.
8	Idolater.
9	Melancholy.
10	Paranoid.
11	Provincial.
12	Scared.
13	Spiteful.
14	Superstitious.
15	Thief.
16	Tribal origins.
17	Unhappy.
18	Unkempt.
19-20	Village-born.





## Lower Floor

Both the front door and the door to the basement are unlocked. The windows in the kitchen are normally covered in iron arabesque lattices that let plenty of light in, but now there is only darkness instead of the outside world.

### Hallway

A few mostly-finished **paintings** rest against the walls in the hallway. Some are of foreign subjects—northern landscapes, cathedrals, and sailing ships—while a few are portraits of Nethians, including one of **Ghazil Khan** riding a horse in the desert and another of a pale woman in a harem scene that shows the skyline of Neth through a large window.

None of these paintings are worth anything, as Bashir's valuable paintings have all been purchased already, and only Ghazil Khan desires his portrait.

Once someone has walked through the hallway, past the paintings, **4 of the painter's models** emerge to attack. If the intruders have split up, they attack only those further inside the house.

### Kitchen and Dining Area

Lots of dirty dishes and rotten food lie scattered about, creating several pungent aromas. Wooden double doors covered in arabesque lattices lead to the lounge. Parts of the wood in the ceiling and walls are both scorched and rotting. A **lightning orb** sits on the dining table, half gold, half faintly-glowing crystal. There is only one chair.

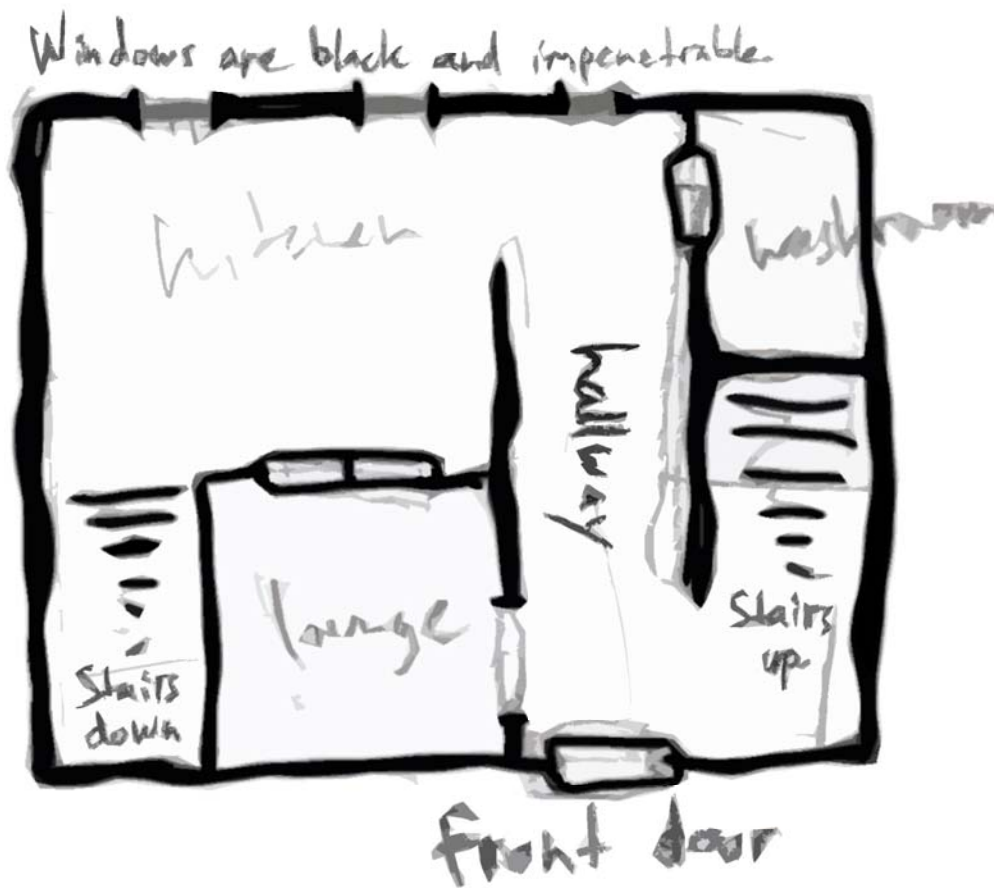
**If you touch the lightning orb**, it shocks you, causing 1d4 damage and setting your clothes on fire. Unless you can put the fire out (save against your Dexterity), you take an additional 1d4 fire damage each round. A smaller orb, made completely of gold with five tiny buttons on it sits underneath a pot. **If you examine it**, you must roll equal to or lower than your Willpower on a d20 in order to turn the lightning orb on and off, and cause it to shoot lightning at everyone within 10 feet. Scholars may decipher this device without rolling.

These devices are partly psychic, and battleflies may trigger the orb's area attack at will, as a simple combat action. The lightning orb has 2d6 charges left once its use is discovered. It cannot be recharged by human means, but the gold and crystal that it is made of can be sold for 1,000 cyphers, and the smaller orb is worth 500c.

### Lounge

Dusty couches and pillows, a broken water pipe, a dish of rotten dates, a lamp, and a wooden desk populate this room. On the desk are chipped crystal glasses and a bottle of evaporated brandy. Inside the desk are charcoal sketches and a **silver engagement ring** worth 50c. On the floor is a **nice rug** worth 10c. Wooden double doors covered in arabesque lattices lead to the kitchen.





## Stairs Down

An unlocked door at the bottom leads to the **basement**. Noise in the kitchen attracts 1d6 corpse-eaters from the basement.

## Stairs Up

On the landing, a few **paintings** sit unfinished against the wall. There are weird smudges of paint on both the stairs and the walls of the stairwell, made by the inhuman limbs of battleflies.

## Washroom

Tucked beneath the stairs, this room is a bit cramped, with a low ceiling on one side. The pipes and taps still work, but the pitcher below them is dusty. Behind a loose tile in the most cramped part of the room there is a niche carved out. Inside is a small **wooden box** containing six silver coins, each worth 10c.



## Upper Floor

During the day, light is plentiful on this floor because of the balcony. The **windows**, covered in iron lattices, are solid black until the nightmare incursion is removed. Thin, black **tendrils of smoke** waft through the air. **If you walk through the studio space**, there is a 1 in 3 chance you touch the smoke. It is acidic and reduces your Health by 1d4 points (save against Dexterity for half).

### Bedroom

A lavish bedroom set, full of expensive silk pillows and tapestries, has been completely ruined by the **headless and desiccated corpses** of Daveed Hedauen and his wife Zarina. The **gold and emerald ring** on her finger is worth 700 cyphers, and is the anchor. If it is thrown out the window, it arrives in another room instead of leaving the incursion.

Under the bed is 34c in **silver coins** and an iron **key** for the doors that lock (the front door, the basement door, and the attic door).



Windows are black and impenetrable.

## Closet (The Room that Leads to Another World)

On the floor there is a **summoning circle** drawn in blood, five unlit **wax candles**, a **book** with a black leather cover, and the **desiccated heads** of Daveed and Zarina. The **smoke** comes from the **candles**, and knocking them over makes it disappear.

Instead of walls at the end of the floor there is an **alien landscape** covered in grey stone, a black sky full of tiny red and silver stars, and a metal gazebo off in the distance.

The **book** is a journal of sorts, and includes detailed notes about Bashir's poisoning of his wife, how he helped poison Daveed's second wife, and how he used their bodies to strengthen his magic ritual. It also contains **three spells**: Arcane Portal, Featherlight, and Locate Object. These spell formulas are worth 900c in total. Bashir's casting of the first of these obviously did not go to plan.

### Arcane Portal

Level 5

**Duration:** 1d6 + caster level rounds.

**Range:** 5 feet per caster level.

**Effect:** Special.

**School:** Correspondences.

This spell opens a doorway between your location and a random point inside a location you specify that cannot be more specific than the size of a city. The portal allows creatures to move between the two places, or push objects through. Environmental features and inanimate objects do not pass through the arcane portal on their own. Inside a nightmare incursion, this spell cannot be controlled and always miscasts.

### Stairs Up

Behind a locked, nondescript door, very steep stairs lead up to the attic. The key to the door is in the bedroom.

### Studio

A barely-begun **painting** of a flock of harpies on an easel (smudgy, indistinct figures and a pencilled background). Unfinished **paintings** lie scattered about, some slashed with a knife. The set of **paints** is worth 20c. A black **smear of blood** marks the floor between the closet and the bedroom.

**If you walk across the floor in front of the balcony**, you have a 50/50 chance of falling through the floor into the kitchen below (1d8 damage). Finding this structural weakness allows you to tiptoe around it to look out the balcony, which reveals no secrets.



## Beyond the Portal

The landscape is made almost entirely of **flaky grey rock**. The ground is littered with small, angular pebbles. The sky is black, but tiny red and silver stars shine brightly enough that torches are not necessary here.

Several scenes from Bashir's painting spring from the ground, far away, still looking like paintings (a cathedral's interior, a northern forest, a Hadrezzari village). **If you approach them**, they get farther away. The painter's models emerge from them to attack, but will not touch the gazebo.

The nightmare incursion does not extend past the jagged hills or the edge of the cliff. The **air up here** is too thin to breathe outside of the incursion (which paradoxically sustains human life). Venturing away from it, without descending to the bottom of the ravine, results in your Health being reduced by 1 every turn.

### Random Encounters Beyond

The encounter die is still 1d6, even beyond the portal on another world. **If an encounter happens**, roll 1d6 to determine what type of creature appears.

Roll	Random Encounter	No.
1-2	Battleflies.	1d8
3	Caustic Ooze.	1
4-5	Giant Slugs.	1d6
6	Silver Elves.	1d6







## Gazebo

Made of rusted metal, a thin conical roof covers a bizarre machine. The bottom is a series of tubes and cylinders made of gold. The top is a golden cage with Bashir's **still-living skin**—complete with birth mark, staring eyes, and lolling tongue—draped over it. Most of his other parts appear to be missing.

**If you remove parts of the machine**, they are worth 250 cyphers, but the portal back to Bashir's house, sustained by the nightmare realm, begins to fade, and 1d6 minutes later is gone. Those immune to the madness of nightmares may still return, but they always gain a nightmare curse when they do so. Others are stuck here.

## Ravine

The other side of the ravine is 20 feet lower. Large centipede-like creatures can be seen moving between caves about 100 feet or so down the sides of both cliffs. At the bottom of the ravine is a river made of shiny blackness that seems immobile.

## Slime Pits

Five holes in the ground, each full of slime and **1d6 giant slugs** that become aggressive when approached.

## The Attic

The back room of the attic is full of **paintings** that have all been ruined by rain leaking through the ceiling. They are completely worthless, but will produce the painter's models.

In the main room the remains of the maid's bed have been thrown contemptuously in the corner. The remains of **the maid**—head and torso, but not her eyes or tongue—are sitting inside what looks like a large glass vase wrapped in 100c worth of **copper wire**, half full of pink fluids. Strange plants grow from the stumps of her limbs and out of her eyes and mouth. There is a 50/50 chance of **1 battlefly** being here, working on this awful living sculpture (it is trying to study the plants that infect its kind on this plane and it is not succeeding). The maid will not live longer than a few days if there is no battlefly to tend her.



# The Abandoned Market

There are two doors in the street behind Bashir's house that lead to the basement that was once both a market and a warehouse. It is obvious that no one is maintaining this place, and the houses that surround it are dilapidated or outright slums.

If you look up at the houses built on top of this abandoned market, you can see something moving on Bashir's balcony, but not what it is. At night, there are lights in his neighbours' windows, but his house is always dark.

## Level 2 monster horde.

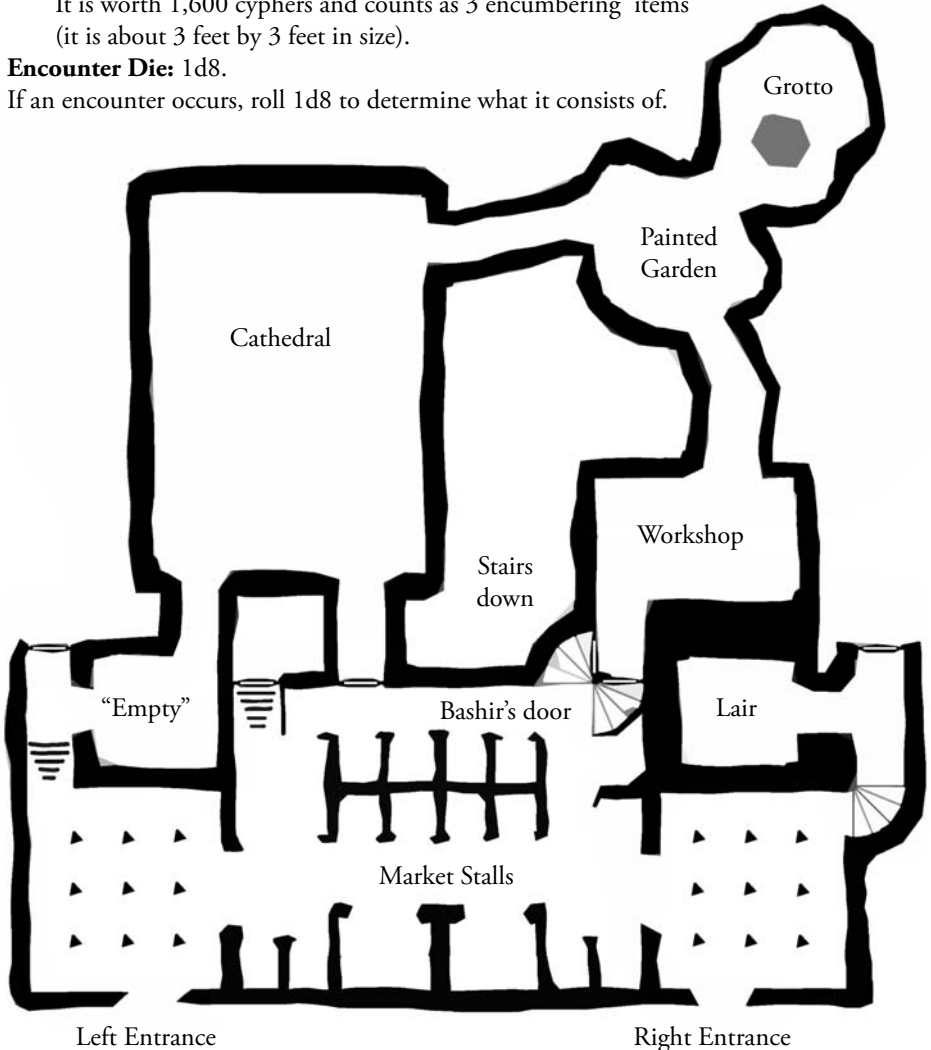
**Crown:** The Basilisk Man.

**Anchor:** An icon from Zhu-Fabaal, painted on wood by Porfyrius.

It is worth 1,600 cyphers and counts as 3 encumbering items (it is about 3 feet by 3 feet in size).

**Encounter Die:** 1d8.

If an encounter occurs, roll 1d8 to determine what it consists of.





The cathedral, the grotto of the icon, the painted garden, and the workshop are all part of the nightmare incursion, but not the real world. They disappear once the anchor is removed or destroyed, as do the passages that lead to them. The empty storage room, the lair of the corpse-eaters, the left and right side pillared entrance halls, the market, and the four doors that lead to the houses upstairs are all real and remain after the nightmares have gone.

Roll	Random Encounter	No.
1	Battleflies.	1d4
2-4	Corpse Eaters.	1d4
5	Harpies.	1d4
6	Infected battlefly.	1
7	Painter's models.	1d6
8	The soul gem merchant.	1

## The Cathedral

This room is the improperly-shaped inside of a foreign cathedral, full of stained glass windows that glow faintly red and blue. Intruders are attacked by **6 harpies** who descend from the ceiling (even corpse-eaters are attacked). They are nightmares but not the crown of this lair.

## The Empty Storage Room

This room is empty save for paint smears and a nightmare creature made of **filaments of hair**. A strange hallway leads to the cathedral.

### Filaments of Hair

**Level 2 evil nightmare.**

Armour 12, Hit Die 1d4, Morale 0, Numbers 1, Speed 1, Surprise 0.

Cha 0, Dex 12, Fer 8, Hth 0, Int 6, Wil 10.

**1 poisonous touch attack** per round.

- Double damage from cold, fire, and lightning.
- Immune to blunt weapons.

This creature appears as incredibly long filaments of hair, dark locks clumped together, coated in paint of various dark colours. This paint causes a burning pain once it is smeared across naked skin, dealing damage each subsequent round until it is wiped off, which takes a simple action. There is only one of these in the basement.

## The Grotto of the Icon

Displayed in the middle of this small cave is the anchor: a **religious icon** of an unknown saint. The signature of Porfyrius is visible in the corner, easily identified by anyone familiar with this genre. There is a **shallow pool of water** in front of it that scatters light creepily across the walls. Anyone touching the water loses 1d6 points of Willpower.

The **basilisk man** is always here, waiting to ambush intruders as soon as they try to leave or take the anchor.



## The Lair of the Corpse-Eaters

Covered in filth and dug-up soil, **8 corpse-eaters** dwell here, except on nights when they work up the courage to explore the slums outside. They have a hoard of **shiny trinkets** hidden beneath a stone block in the floor worth 250 cyphers but counts as 2 encumbering items, and a **gold pocket watch** worth 200c all by itself.

## Left Side Pillared Entrance Hall

There are old banners advertising a public market still hanging in tatters from the pillars. The floor is sticky and there are piles of trash in the corners. Stairs leads up to an **empty storage room** (beyond which is the cathedral) and a **locked door**, behind which is an ordinary residential house. The inhabitants are afraid of the market and will not open their door.

## The Market

The floor is large stone blocks and the arched ceilings are 15 feet high. Stucco walls create separate stalls in this large area. **Steps** lead up to Bashir's house and that of one of his neighbours. The **door to Bashir's** is unlocked, the other is not, and will not be opened by anyone on the other side. Beside Bashir's door there are **steps leading down** and another door that is identical to his, save for being a mirror image. Beside the door to his neighbour's house is a **door with foreign writing on it**, past which is the cathedral.

The **soul gem merchant** sits in one of the market stalls, waiting for humans she can bargain with. Behind her is a gateway back to faerie that others can see through but not use themselves. On the other side is a dense, thorny wood where only thin shafts of sunlight can ever reach the ground.

## Painted Garden

This cave has a garden inside it that looks like a life-sized version of one of Bashir's paintings. It is completely unearthly, as if painted by a giant with an enormous brush. If you touch it, the paint comes off on your fingers.

Lounging amidst the leaves are **3 painter's models**—1 man and 2 women—all of whom are naked. Their faces are smudges of paint and all three have blood running down their legs.

## Right Side Pillared Entrance Hall

There is dirt scattered across the floor. Up the stairs is the **lair of the corpse-eaters** and a door to the house of one of Bashir's neighbours. It is always locked and no one on the other side will open it. Anyone making noise in this room will attract the attention of the corpse-eaters.

## Workshop

An artist's workshop, with many benches and tables. Wood chips, paint splatters, and stone dust cover the floor. All the tools are rusted and warped. Wood chips, paint splatters, and stone dust cover the floor.

Against the wall covers a stone statue of a boy holding his arms over his face in a defensive position, as if being beaten. Another stone statue of a boy hides beneath one of the tables.

There is a hole in the wall opposite and a cavern beyond it. Beside this hole is a **stone statue of a woman**, eyes raised toward heaven and her hands behind her back. She stabs the first person who gets close to her, whispering "I don't love you anymore" as she does so.

### Stone Statue of a Woman

**Level 2 evil nightmare.**

Armour 16, Hit Die 1d6, Morale +3, Numbers 1, Speed 8, Surprise -1.

Cha 0, Dex 12, Fer 16, Hth 18, Int 8, Wil 16.

**1 knife attack** per round. **If her attack succeeds**, her damage reduces Health.

**If the attack fails**, her damage reduces Disposition.

- Double damage from blunt weapons made of metal.
- Half damage from cold, lightning, and slashing weapons.
- Immune to fire, piercing weapons, and poison.

She does not leave the workshop.





# The Corruption Spreads

Only the lowliest of nightmares can leave their realm and walk the earth unimpeded, but they can also use other creatures as vectors to help them multiply and spread. If Bashir's house is not taken care of quickly, it creates other nightmare incursions in the slums of Neth.

## Basement Visitors

Some people say **Old Baraz** went to the basement, right before his grand-daughter miraculously recovered from her illness. Others say a beggar named Darud went there just the other night, accompanied by **Sakina the baker**. Her bakery has been closed the last few days, so maybe that's true. They weren't friends, though, so why would they have gone together?

Sakina lives in a bakery in the slums at the bottom of the hill behind Bashir's house. It's a meagre living, but her husband **Fardan** is a skilled carpenter who works for wealthy clients sometimes. When he stole a **silver and sapphire necklace** from one of the city's wealthiest men, however, Sakina was furious. How could he do something so stupid? In the ensuing quarrel, she stabbed him with a kitchen knife. In a panic, she remembered the rumours about Old Baraz, and went to the basement. She made a deal with the **soul gem merchant**, and brought Darud the beggar to trade his soul for the power to bring her husband back to life.

But her disgust with the **corpse-eaters** was too much. Wracked by guilt and loathing, Sakina could not stand to see them devour Darud's body. The fight was short and painful. Mortally wounded, she stumbled home, followed all the way by the undead monsters. When they entered the bakery after her, they brought the nightmares with them.

### Level 1 deathtrap dungeon.

**Crown:** Harpies.

**Anchor:** A toy horse from the town of Golad, far to the east. It is barely worth 2 cyphers and counts as 1 encumbering item.

**Encounter Die:** 1d8.

If an encounter occurs, roll 1d8 to see what it consists of.

Roll	Random Encounter	No.
1-2	Battleflies.	1d4
3-4	Corpse Eaters.	1d6
5	Painter's models.	1d4
6-7	Over-ambitious thieves.	1d8
8	Infected battlefly.	1

Sakina and Fardan are refugees from the town of **Golad**, far to the east, which was sacked twice a decade ago, during a war. The town's symbol of civic pride is a horse, so fast it bursts into flames and is reborn, like a phoenix. It is not a pagan idol, the people insist, but a symbol of their successful horse trade (which no longer exists, sadly).

## Downstairs

Built between other two-storey houses, Sakina's bakery sports a large display window, where shelves of bread are normally displayed, that is still shuttered and locked, even though the day has already begun.

A faint **trail of bloodstains** on the street outside leads to the front door, which opens into a room with a counter and shelves full of jams, butter, cheeses, and day-old bread. There is no money here, but there are more bloodstains on the floor.

## Kitchen

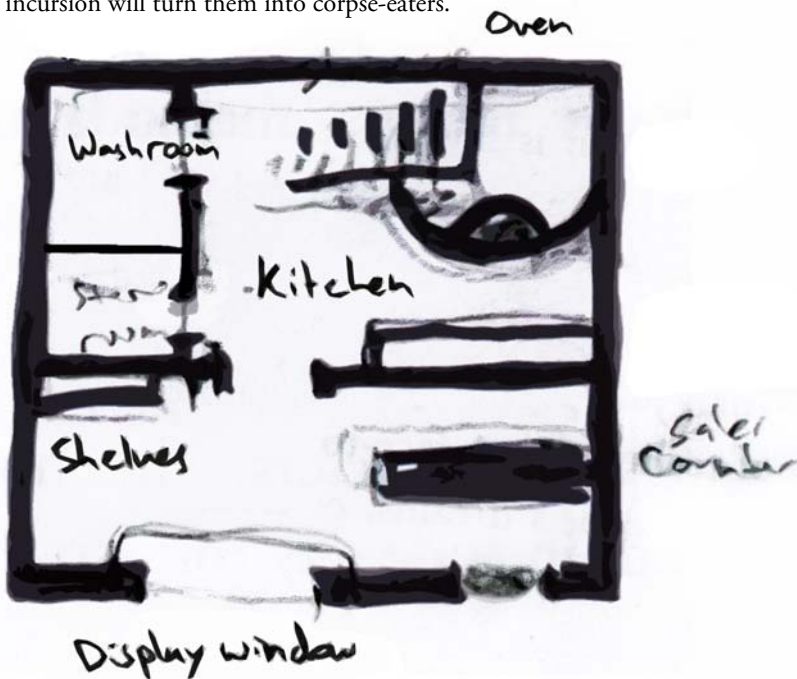
The large **brick oven** opposite the work bench has a flickering fire inside it, but there is no feeling of heat (until you get inside the oven). Anyone who looks inside sees **1 harpy**, who tries to pull them inside, where the flames inflict 1d6 damage every round. You must save against your Ferocity to break free of the harpy's grasp. This harpy, who is immune to fire, emerges if it cannot pull anyone in.

## Store Room

Just bags of flour, torn to shreds, and kitchen tools, scattered on the floor.

## Washroom

**4 corpse-eaters** are digging a hole in the ground, and only emerge if they hear a commotion. There are dead people beneath the ground, and if they can be exhumed, the incursion will turn them into corpse-eaters.





## Upstairs

The stairs over the oven lead to a small landing, two doors, and more stairs that (normally) lead up to the roof. The windows are blacked out, cannot be opened, and shed no light into the rooms. A dim flickering of torchlight can be seen up the stairs.

### Bedroom

A man with a black moustache (Sakina's husband Fardan) lies sprawled upon the bed, having been stabbed to death with a kitchen knife, which lies on the floor rug nearby.

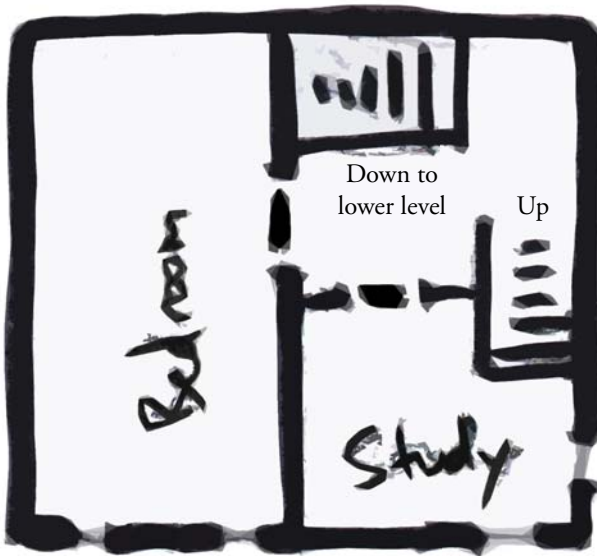
**1 harpy** sits on his chest, ready to attack intruders.

Bloodstains have ruined the bedding and rugs, which were not very rich to begin with. An area has been set aside for a **crib**, which looks new and completely unused.

### Study

An old, battered desk contains a few pages of poorly hand-written notes, evidence that someone was concerned about increasing their education.

On the shelves can be found 1 large book of law that is worth 40 cyphers, and 3 other books of legal scholarship that are worth 10c each (together, they count as 1 encumbering item). The other 30-something books are worth 40c in total. Behind some of those books is the **silver and sapphire necklace**, worth 600c, that Darud stole from a noble employer.



## Third Floor

Sakina's house does not have a third floor, but this nightmare incursion does. Instead of leading up to the roof, the stairs on the upper storey lead to the inside of a stone tower.

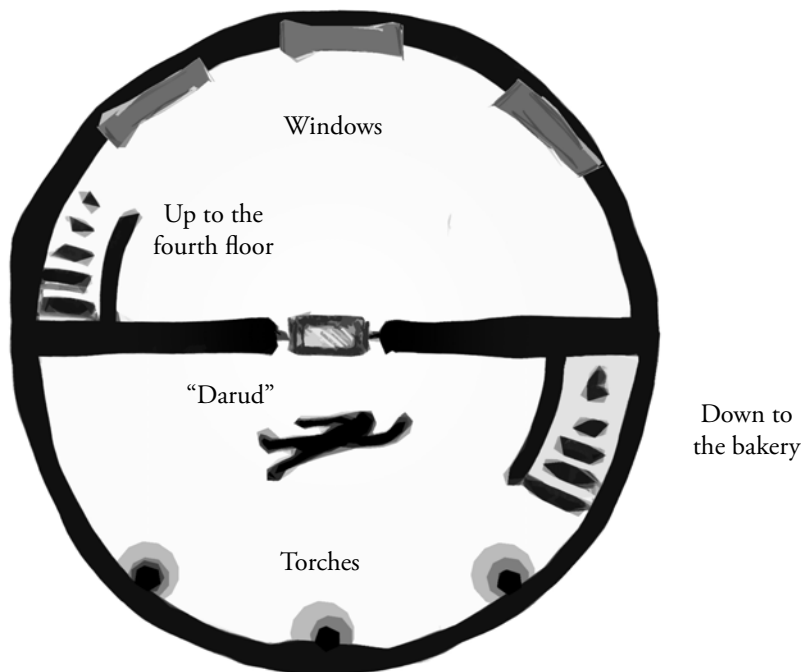
### First Room

Three torches on the curved wall light one half of a circular stone tower, giving off no heat and burning nothing that touches them. They cannot be removed from the walls.

The door is decorated with carvings of skeletons and flaming horses. On the floor in front of it is **1 caustic ooze** in the shape of Darud the beggar, sprawled out like a corpse, in the same pose as Fardan, but with no harpy on top of him, and no knife.

### Second Room

Instead of torches, this half of the tower has three windows, black as pitch and hard as stone, and **3 harpies** who attack anyone opening the door. Stairs lead up to the fourth floor.





## Fourth Floor

Above the third floor is another, nearly-identical level of the stone tower.

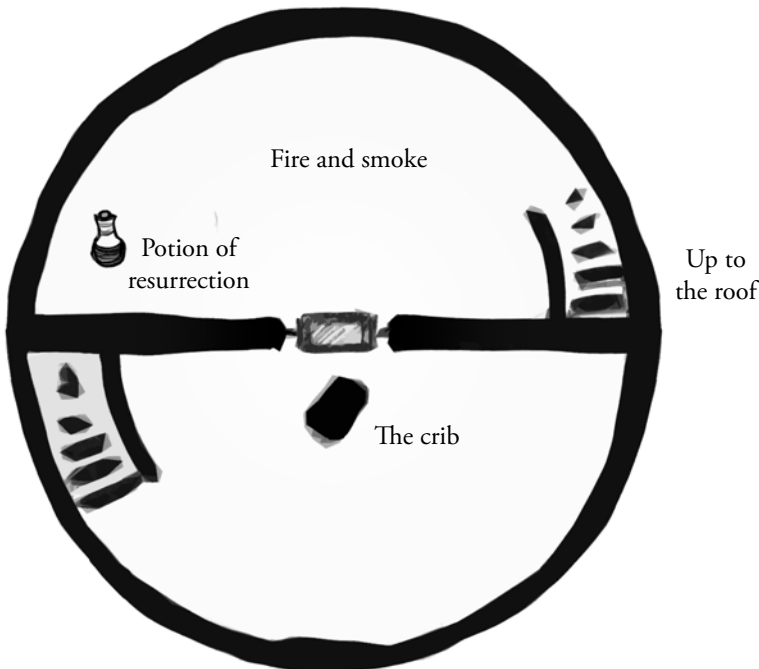
### First Room

This door is similar to the one on the floor below, but is decorated with carvings of a woman stabbing a man, then bargaining with a witch to trade a beggar for some kind of potion.

In front of this door sits a **covered crib**, facing away from the stairs. **If you look in the crib**, you see a darkness that stretches on forever and you lose 1d6 points of Intelligence (save against Willpower for half). **If you shield your eyes without making yourself almost completely blind**, you must save against your Dexterity to avoid seeing the darkness. **If you smash the crib or knock it over**, the darkness lies exposed and will be seen by anyone who looks into, or around, this room.

### Second Room

The second half of this floor is littered with burning beams of wood, as if they had collapsed from the ceiling, even though they have not. The air is thick with smoke, and anyone moving through this area suffers 1d6 damage per round unless they save against their Health or have fire-resistant clothing. In a circle of smoldering wood lies the **potion of resurrection** Sakina bought from the soul gem merchant, which casts the Raise the Dead spell upon the corpse it is poured over.





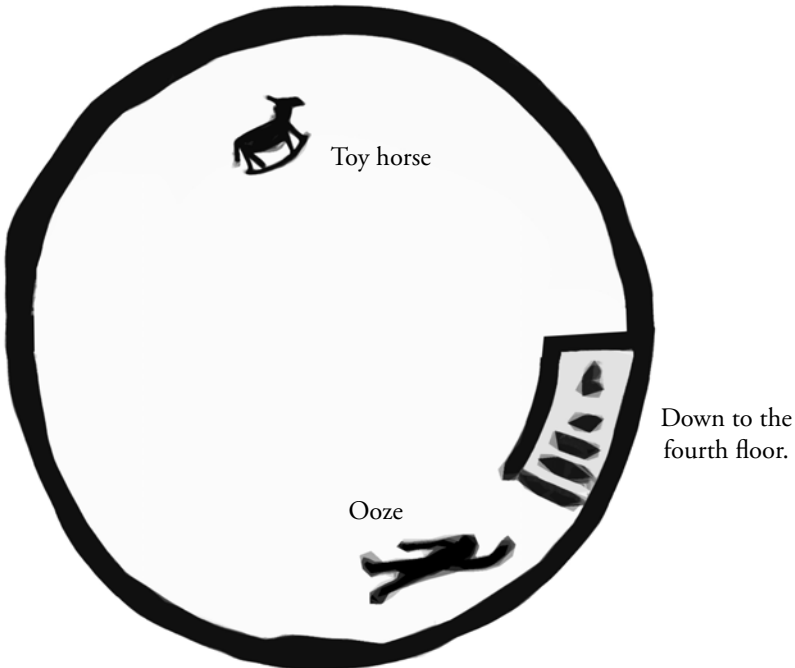
## The Roof

In the real world, the roof is merely some low walls built on top of Sakina's house. Inside this incursion, it is the roof of a stone tower in Golad. It is night, and the city is being sacked by invaders. Fires burn in every direction, and the sound of slaughter resounds through the air.

There is yet another **caustic ooze** in the form of Darud the beggar, stretched out in front of the stairs, making it awkward (but not impossible) to get by.

On the other side of the roof lies the anchor, a battered **toy rocking horse** in the Goladi style. It could be sold for 2 cyphers, at best. **If it is destroyed**, the horrific scene fades away and the intruders find themselves on Sakina's roof. **If it is thrown off the roof**, it lands on the roof again, as if thrown back from a random direction. Any person who falls off the roof (or jumps) lands in the street beside the bakery and suffers 2d6 damage that reduces their Health directly. At least they are outside the incursion!

In the air above soar **6 harpies** who take 1d4 rounds to arrive and attack intruders (roll separately for each). They attack anyone who handles the anchor first.







# Monsters

The three crowns of these dungeons are the basilisk man, the harpies, and the painter's models, but the last two can be found painter's models can also be encountered in the basement area. The other nightmares that exist in this dungeon include the harpies, the filaments of hair, and the stone statue of a woman, but these last two are only ever encountered once and do not leave the area they are found in.

The other monsters that have come to this incursion are the undead corpse-eaters, who have returned to "life" because of the incursion, and the various visitors from other worlds: the giant slugs, the silver elves, and the soul gem merchant.

## *The Basilisk Man*

He looks like a middle-aged man with a salt-and-pepper beard, wearing a plain brown robe and turban. If he is encountered in the abandoned market area, he appears carrying a small lamp, looking concerned. "What are you doing down here? Don't you know this place is dangerous?" **If you speak with him for a few moments**, you feel like you are hallucinating as his features become more and more reptilian, his words of concern fade away, and you lose 1d6 points of Ferocity.

Once he is revealed to be a poisonous lizard creature, the basilisk man must focus his poison on specific targets.

### **Level 2 evil nightmare.**

Armour 14, Hit Die 1d8, Morale +3, Numbers 1, Speed 8, Surprise -1.

Cha 10, Dex 14, Fer 12, Hth 0, Int 18, Wil 12.

**2 poison attacks** per round, but only against different targets and they must be the nearest foes within 10 feet.

- Half damage from cold and frost-based attacks.
- Immune to poison, life drain, and necromantic magic.
- Suffers damage from healing magic.

To poison his foes, the basilisk man rolls against the target's Willpower, and a hit causes them to lose 1d6 points of Ferocity. Losing all your Ferocity means dying of poison. Anyone not immune to the pervasive madness of nightmares (i.e. NPCs) loses an additional 1d6 points of Ferocity every day until they die. The soul gem merchant can offer a cure, but that deal is a life for a life.

## **The Portcullis Trap**

The basilisk man can cause a portcullis to descend from the ceiling anywhere outside the painted cave and the grotto of the icon (as long as it is still inside the incursion). He uses this portcullis to cut off escape through whichever path the PCs entered the painted cave from.



# Battleflies

On their home plane, battleflies are creatures of fire and water, of coral, and smoke, and buzzing, gossamer wings. When drawn into the mortal world, they resemble human-sized dragonflies, with one to four pincer arms and barbs on the end of their segmented tails. Their bodies are covered in crustacean-like plates, but they are light and flexible, offering much less defence than metal armour does. Battleflies often have orchids and vines growing on their bodies, as these plants have a tendency to parasitize them as long as they exist on the material plane.

Battleflies do not have dreams so they are immune to the nightmares. They do, however, have a thirst for magic, especially magic connected with dead people, and the nightmare incursions are definitely that. Even when they have not been summoned by earthly wizards, they will sometimes venture into this dangerous world to collect residues from nightmare incursions or sorcerous laboratories.

## Level 2 evil dwellers in the deep.

Armour 13, Hit Die 1d6, Morale +1, Numbers 1d8 (3d6), Speed 8, Surprise 0.

Flying movement is Speed 15.

Cha 0, Dex 12, Fer 12, Hth 10, Int 12, Wil 10.

**2 pincer attacks** per round or **1 tail attack** (1d10 damage).

- Double damage from cold and frost-based attacks.
- Immune to fire.

**If both pincer attacks are successful**, the battlefly can seize its foe and fly away with them, or drop them from a great height if they continue to fight.

**If you are struck by a battlefly's tail attack**, you must save against your Health or be incapacitated for 1d4 rounds by a painful burning sensation.

There is a 1 in 6 chance of 1d4 additional arcanists for every 5 battleflies.

If there are 6 or more battleflies in a group, there will also be a leader.

Unless otherwise noted, arcanists and leaders have the stats above.

## Arcanist

**Level 3**, casts a spell instead of attacking.

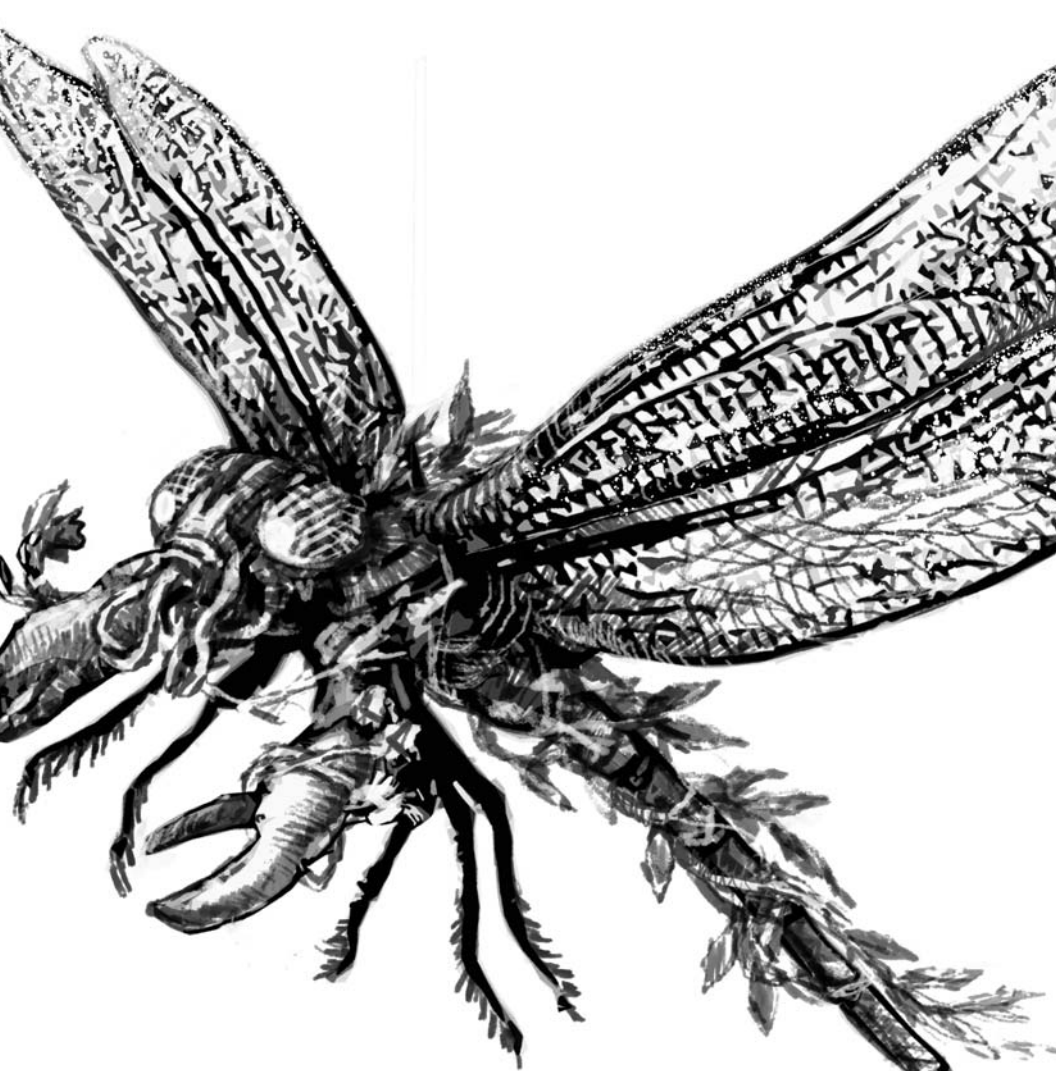
Each arcanist battlefly knows 7 spells and may cast each of them once per day. Roll for each spell randomly, duplicates indicate the arcanist battlefly can cast that spell twice instead of once.

## Leader

**Level 4**, Armour 15, Speed 9.

**2 pincer attacks** per round (1d8 damage), and **1 tail attack** (1d10 damage).

The leader also has 1 random spell it may cast instead of attacking. It can cast this spell as many times as it likes.



## Infected

**Level 1d6 chaotic dwellers in the deep.**

Armour 12, Hit Die 1d6, Morale -1, Numbers 1d6 (2d8), Speed 6, Surprise +1.

Flying movement is Speed 10.

Cha 0, Dex 8, Fer 12, Hth 6, Int 6, Wil 4.

**1 pincer attack** per round.

- Double damage from desiccation, fire, and herbicides.
- Half damage from cold and frost-based attacks, cutting and piercing weapons, and necromantic magic.
- Immune to enchantment spells and mind control.

Battleflies that spend too much time in the mortal world become infected by orchid-like parasites. If they do not return home in time, they lose their mind and exist solely to feed these parasites and help them spread. There is a 1 in 6 chance that any random encounter with battleflies will be with a group of infected battleflies.

Uninfected battleflies will attack those who are infected, and are able to deal double damage to them by using their own herbicides.



## Caustic Ooze

A corrosive collection of amorphous cells, gelatinously slurping along the ground. These oozes come from beyond the stars, but once inside a nightmare incursion, they are immediately shaped by its thoughts and the memories it has stolen.

### Level 1 evil dweller in the deep.

Armour 13, Hit Die 1d10, Morale +2, Numbers 1 (2d4), Surprise 0.

A caustic ooze has Speed 8 for reflexes, but oozes along the ground at Speed 2.

Cha 0, Dex 8, Fer 12, Hth 6, Int 8, Wil 8.

**1 touch attack** per round.

- Double damage from lightning.
- Immune to acid and fire.
- Half damage from mundane weapons.

A successful attack by a caustic ooze has a 1 in 3 chance of reducing the Armour value of the target's armour by 1.

## Corpse Eaters

The corpse-eaters were buried illegally, and the presence of a nightmare incursion in their neighbourhood has brought them back to life. When someone arrives in the basement, they come shambling out of the shadows, asking for meat. They prefer it fresh, but don't care what kind it is.

**If you bring them a fresh corpse**, they offer to pay you a vial of poison (extracted from the Basilisk Man), a battered trinket worth 1d6 × 5 cyphers, or a small pouch of gunpowder. **If you bring them nothing and appear vulnerable**, they attack. **If you have a living victim for them and want more than they have to offer**, they will call the soul gem merchant for you.

### Level 1 chaotic undead.

Armour 12, Hit Die 1d6, Morale -1, Numbers 2d4 (3d8), Speed 7, Surprise +1.

Cha 2, Dex 12, Fer 12, Hth 0, Int 14, Wil 10.

**1 claw attack** per round.

- Half damage from piercing weapons.
- Immune to gases and poisons.

You have a +1 bonus to surprise corpse eaters, but after you have fought corpse eaters in close combat, their stench is all over you, and you have -1 to surprise rolls.

## Giant Slugs

They resemble eyeless and limbless salamanders the size of children or large dogs. On either end of their bodies there is one orifice, containing a triple-jointed arm that ends in a barbed stinger. They live in pits, covered in slime.

### Level 1 neutral dwellers in the deep.

Armour 11, Hit Die 1d6, Morale -1, Numbers 1d8 (3d6), Speed 6, Surprise 0.  
Cha 0, Dex 12, Fer 8, Hth 12, Int 4, Wil 6.

#### 1 stinger attack per round.

- Double damage from lightning and magic.
- Half damage from blunt weapons.

Wounds that get slime in them become infected and must be treated at a hospital or they get worse (lose 1d4 Health each week).

## Harpies

Though their faces vaguely resemble that of Bashir's dead wife, they are covered in spines and their bodies are those of fantastic birds, the likes of which are only ever seen in paintings. Some even have snakes instead of hair.

### Level 1 chaotic nightmares.

Armour 14, Hit Die 1d8, Morale +1, Numbers 1d4, Speed 10, Surprise 0.  
Cha 0, Dex 12, Fer 14, Hth 0, Int 6, Wil 6.

#### 1 talon attack per round.

- Double damage from fire.
- Immune to gas and poisons.

**If you grab a harpy**, you must save against your Dexterity to avoid its spines, which inflict 1d4 damage.



## The Painter's Models

The subjects of Bashir's paintings step off their canvases and threaten violence. The men usually have sabres or duelling rapiers, and deal +1 damage, but have Speed 3 because once they come to life, they all have their trousers around their ankles. The women have gaping, bloody holes in their stomachs once they emerge from their paintings. There is an equal chance of a painter's model being male or female.

### Level 1 evil nightmares.

Armour 13, Hit Die 1d6, Morale +1, Numbers 1d6 (2d6), Speed 3 or 7 (m/f), Surprise 0. Cha 0, Dex 10, Fer 12, Hth 0, Int 10, Wil 10.

**1 weird attack** per round (men deal +1 damage).

- Double damage from acid, edged weapons, and fire.
- Half damage from blunt weapons, piercing weapons, cold and frost-based attacks.

Dead models may wield weapons or not, but whatever reaches out to touch their foes smears reality like paint, causing lacerations and broken bones. **If they score a second hit on the same target**, they pour themselves like liquid paint into their victim's mouth, causing them to also lose 1d6 points of Intelligence, in addition to damage. This destroys the painter's model.





## Silver Elves

They are humanoid creatures with sparkling grey skin, almond-shaped eyes, and hair made of metal. These “elves” are just as alien as everything else on their world, but their humanoid shape is deceptively familiar.

They want silver and are willing to trade for it. They can fly passengers down to the bottom of the ravine (although there is little for them to find down there), and may have ingenious devices not found in the Kingdoms of Dreams. They do not use fire, but instead have glowing bugs and crystals, and treat their food with chemical processes.

### Level 2 neutral dwellers in the deep.

Armour 13, Hit Die 1d6, Morale 0, Numbers 1d6 (3d6), Speed 7, Surprise 0. Cha 10, Dex 12, Fer 12, Hth 10, Int 12, Wil 12 (or roll 3d6).

**1 weapon attack** per round (glowing knife or mystical boomerang).

- Double damage from lightning.
- Half damage from silver weapons.

Every silver elf knows 2 spells. Roll 1d8 twice to determine what those spells are.

Roll	Spell
1	Charm Animals
2	Detect Magic
3	Eldritch Darts
4	Featherlight
5	Know Alignment
6	Message
7	Purify Food and Drink
8	Tongues

## Pterodactyls

### Level 1 neutral dwellers in the deep.

Armour 11, Hit Die 1d8, Morale 0, Numbers 1d4 (2d8), Speed 8, Surprise +1. Cha 6, Dex 14, Fer 12, Hth 12, Int 10, Wil 6.

**1 beak or claw attack** per round.

- Double damage from lightning.
- Half damage from slashing weapons.

The silver elves ride flying lizards with great flapping wings. These creatures have magical pearls inside their brains that allow them to fly. Their specialized limbs only help to guide them in the right direction. They cannot be tamed or domesticated by human beings.

## Tongues

Level 2

**Duration:** 1 hour per caster level.

**Range:** Touch.

**Effect:** 1 person.

**School:** Mind.

For the duration of this spell, the target may converse in unfamiliar or even unknown languages. This does not grant any ability to communicate with creatures that do not use language, or the ability to read writings in a foreign language.



## Soul Gem Merchant

An impossibly old woman in a panoply of finery, puffy sleeves, and voluminous petticoats, the soul gem merchant's eyes are made of emerald and her teeth are made of serpentine. Her hair is made of iron and she trades in mortal souls. Though odd cruel, and inhuman, she is pleasant to deal with, if her time is not wasted.

Like so many other strange creature, she travels via holes punched through the walls of the world, just like this one that the nightmares made. The doors she uses are useless to anyone except other faeries. No one will follow her when she leaves this plane.

### Level 3 evil faerie.

Armour 14, Hit Die 1d6, Morale -1, Numbers 1, Speed 9.

Cha 12, Dex 12, Fer 8, Hth 10, Int 16, Wil 12.

**1 weapon attack** or **1 spell** per round.

She has 1 random Enchantment spell and 2 random Illusion spells memorized each time she is encountered.

- Double damage from fire.
- Half damage from cold, frost-based attacks, and gases of all types.
- Immune to poisons.
- Suffers 1d6 damage if touched by holy symbols or holy water.

The soul gem merchant can extract the soul of a living, bound person and trap it in a gem. This takes 1 turn and the corpse that results is left for the corpse eaters. She is not interested in animals.

**For each human soul she is offered**, the soul gem merchant will pay with one of the following:

- 1d6 × 50 cyphers for each human soul, payed in square, foreign coins made of silver, large uncut amethysts of poor quality, or tiny polished rubies. None of these come from the nightmare incursion, so they do not count for experience.
- The antidote to one disease, illness, or poison (up to 1d6 doses, if necessary).

**If the PCs trade a soul to her**, she tells them which direction the anchor lies in. She has no stake in whether or not the nightmares invade here, and if the humans are aware enough to send people in to fight it, she thinks that's about time to leave anyway.

**If the PCs offer to take the soul merchant to Bashir**, in the other world, she is definitely interested and asks them to lead her there. Once there, she puts Bashir's soul into a gem and informs the PCs that the portal is fading and they should use it quickly. She has no interest in the gold parts of the machine.





The End.