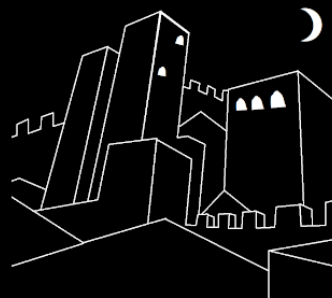


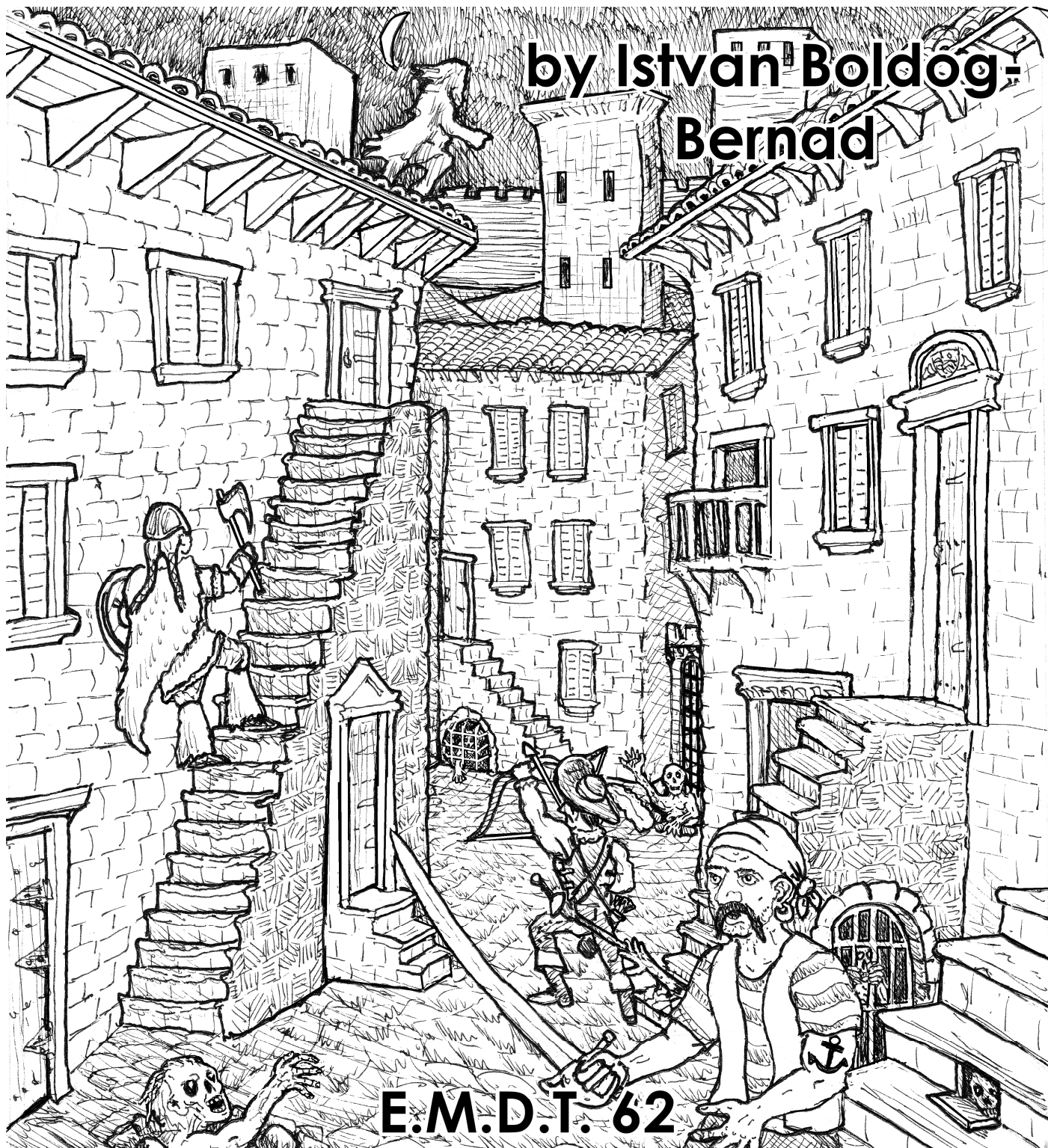
In the Shadow of the City-God

adventures for levels 3-4

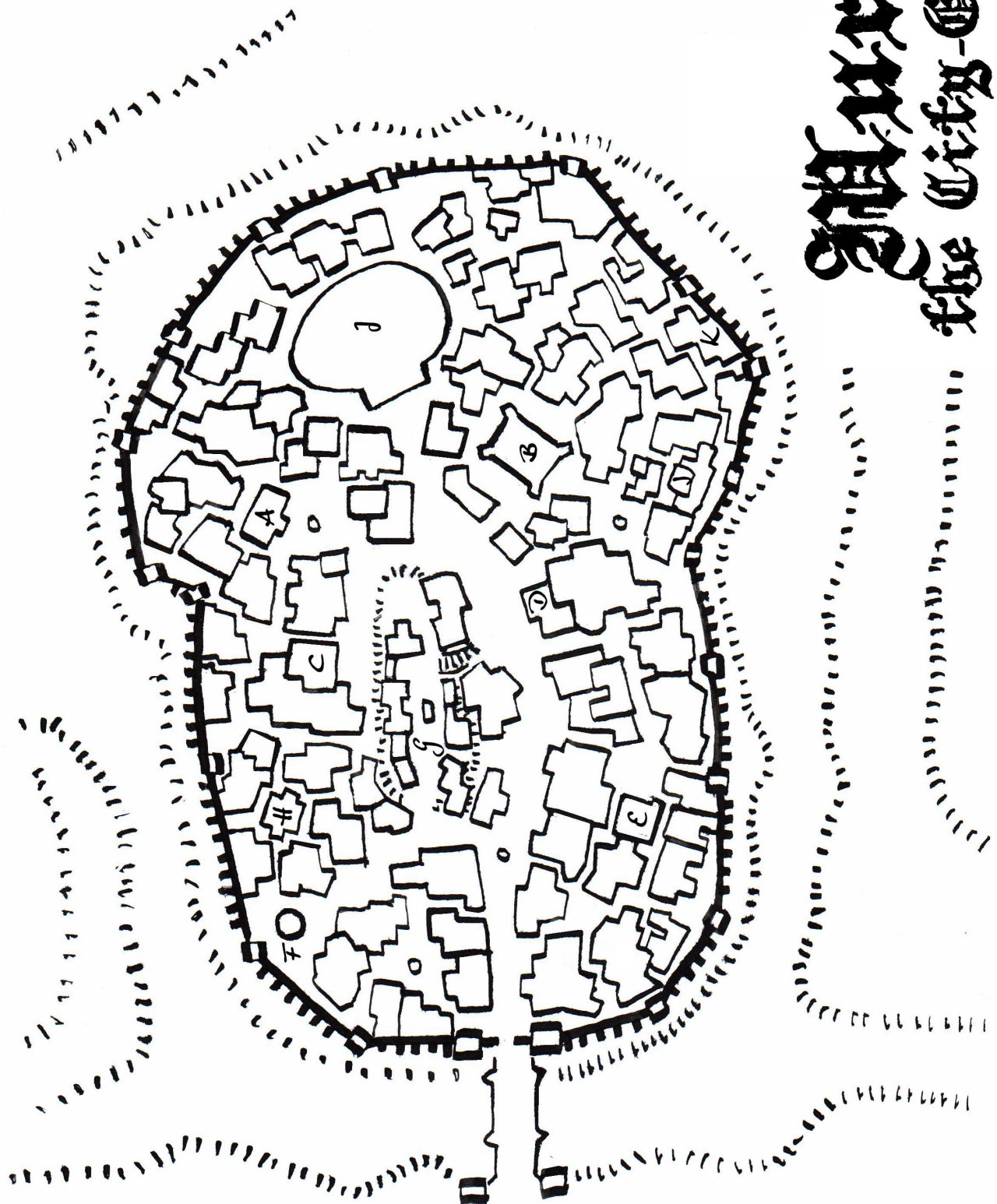


E. M. D. T.
First Hungarian
D20 Society

by Istvan Boldog-
Bernad



E.M.D.T. 62



- A. Falconi Residence
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adventures for levels 3-4



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Translated into the English by Gabor Lux

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BACKGROUND

The fortunes of Mur have been built on **tear salt**, and merchants from distant lands travel to the independent city-state for this healing elixir. There are two tear salt springs in town, now owned by two rival patrician families: they are the **Falconi** and the **Capullo**. The laws of Muri, the city's god, forbid open confrontations, since all must labour for the benefit of the City, considered the god's physical embodiment. Nevertheless, cloak-and-dagger intrigue always claims new victims, and discord between the two families has now escalated into almost open warfare after the elderly **Ercol Falconi**'s young wife has disappeared. The Falconi have openly accused the Capullo of kidnapping, while the cunning **Beppo Capullo** calls the affair a Falconi provocation. Neither family suspects that a third party, the mysterious society of the **Red Eye**, a group of fanatical rebels recruited from the city's poor and downtrodden, is planning to upend the status quo, and have instigated the kidnapping. Not even the Red Eye's conspirators would think that the vengeance of a mostly forgotten exile may soon bring even greater changes to the city: complete devastation!

BEGINNING THE ADVENTURE

By default, the PCs are tasked by **Remo the Red** (Fighter 6), the prince of the coastal merchant city **Battiri** (formerly known as Brandisium), to investigate what has happened to his sister **Verona**. If she is alive, they should save her; if she is dead, they should avenge her fate. Remo suspects the cunning old Ercol Falconi, whom he had considered shady from the beginning, of marrying Verona (a girl of no particular beauty and headstrong temperament) for her dowry, and doing away with her once he has achieved his goal. Verona was head-over-heels in love with the old man, and Remo could not prevent the engagement.

Alternatively, characters involved in a sandbox campaign might simply visit the city of Mur. They might be sent on a secret mission by a jealous neighbour (*for example, a potentate of **Bergona** [formerly Kynia], a city-state infamous for its assassins*) to foment instability and chaos. They might also be recruited by either of the two families, since both the Falconi and the Capullo could have use for outsider mercenaries; or by **Albio the Wizard (F)**, who wants to find out who has been responsible for burning down the city's library.

Whatever the beginning, **this is a timed adventure!** After their arrival, the characters have **1d4+1 days** to rescue Verona, who is kept by her captors in the sealed **Tower of the Lions (I)**, and sentenced to death by starvation. Unless the Gamemaster decides otherwise, another evil plan will also come to fruition in the next few days. **The Tattered Man**, a loathsome beggar, and secretly the disowned heir to the **Falconi** family, shall kidnap his youngest sister, **Ophelia** in **1d6+2 days**, carry her off to the Halls of Madness, and sacrifice her to the darkness that dwells beneath the city.



MUR

On the western edge of the Hills of Ligonía, and rising above the ancient military road, the Via Canibus, lies Mur, the millennia-old city. While ancient, Mur's population has never exceeded one or two thousand souls. Mur and its god, **Muri**, are one and the same. According to the thousand-year tradition, all citizens (as well as those who die among the walls) shall feed Muri in the end: they are immured within newly constructed buildings. The city's area is modest, but new building projects are always underway, and since houses are rarely torn down, the walls rise higher and higher. Accordingly, a confusing, multi-level network of dungeons and passages has taken shape under Mur's surface, a collection of old streets, buildings, and half-buried cellars.

Muri has **no clergy**, and the city's inhabitants always hold that every man must be his own priest. Muri does not help the individual, only the collective. No other god may have a house in Mur, since that would be blasphemy on Muri's body; however, different faiths are tolerated as long as they do not worship openly within the city. Murder, and even much lesser crimes (that is, crimes against one of Mur's *citizens*) are punished severely: **the sinners are immured alive**. Travellers have no legal status within the city, and the feuds of the patrician families tend to hit them the hardest, since they are disposable and without protection. Law and order are maintained by an independent **city guard** (*militias*), wearing grey uniforms and recruited from the commoners; as well as the **retainers** (*soldiers*) of the patrician families, called the "Blues" (Falconi) and the "Golds" (Capullo) after their colours. Foreigners are secretly spied on not only by the two great families, but also the Red Eye's agents.

Mur's wealth is built on **tear salt**, a strong saline solution sold in small vials. Tear salt *heals 1d3+1 Hp if poured on a wound, and grants +4 on saves vs. poison*. One vial costs 15 gp in town (there are "unofficial" purveyors selling fakes and forgeries), and double or triple the price in other city-states. There are two springs in Mur, beneath the palaces of the two great families. Only the most learned sages – none living in Mur today – know the elixir's origins, and they do not speak of it: the two springs are fed by the tears of **Gigante**, a titan imprisoned and magically bound beneath the hill that forms the city's boundaries. None but the Tattered Man know that the bonds might be broken, dooming the city to destruction.



CITY RUMOURS

Asking around in Mur, the PCs may hear varieties of the following information, built on rumours and hearsay (1d8, every named NPC knows one of these).

1. Not everyone is satisfied with the city's reigning order, and they may be ready to fight for changes. (*True.*)
2. The Capullo have hired an assassin from Bergona to eliminate Ercol Falconi. (*False.*)
3. The library was burned by Ercol Falconi, since it has long been a thorn in his side due to the story with his disowned son. (*Partially true, since this is where the son had met his beloved Capullo girl, but he had no hand in the arson – this was the doing of The Tattered Man.*)
4. The spirit of **Otranto Montago**, head of the extinct Montago family, haunts the ruined palace after immuring himself and his family alive, and multiple explorers have been killed there. (*Partially true: the family members do haunt the residence, lurking within the walls of the upper quarters, but the murders were mostly the work of the Red Eye, who use the cellars as their hideout.*)
5. Muri has appointed a hidden prophet, who will come one day to rule the city. (*False.*)
6. The Falconi have grown much weaker in recent years than the Capullo, and are prepared to do anything to regain their wealth and power. (*True.*)
7. Albio the Wizard has been deeply shaken by the library's destruction, and has proclaimed a reward for apprehending the arsonist. (*True.*)
8. One of the lesser patrician families (1-3 Babulo, 4-5 Pizani) have fallen under the influence of a foreign vampire. (*Who knows? This could even be true.*)



FACTIONS

The Falconi: The city's oldest family, who have owned one of the tear salt springs for a thousand years. Their fortunes have declined substantially in the last century, and have taken a turn for the worse after Ercol Falconi disowned his son, **Adalgo**, for a love affair with a Capullo girl, who had later committed suicide. Adalgo disappeared (see **The Tattered Man!**), and Ercol Falconi was left without a male heir. He still has three daughters, one of whom he has married to **Girion of the Southern Climes**, a half-elven mercenary captain (who finds it hard to get accepted in the city), and two currently being wooed by the sons of two lesser patrician families (the **Rimini** and the **Babulo**).

Ercol Falconi: Fighter 6; AC 6 (chain shirt); Atk *Falconi sword* +2 1d10+2 or 2*dagger 1d4; ML 9; AL N, bottle of tear salt.
Hp 25

Girion of the Southern Climes: half-elven Fighter 4; AC 6 (chain shirt); Atk 2*composite longbow 1d6 or longsword 1d8; ML 7; AL CG.
Hp 22

The Capullo: Although they are now the richest and strongest family in Mur, they were not always so mighty. The Capullo had employed guile and flattery to marry into the Montago family, and eventually marginalise the real heirs, grabbing their ancient palace and tear salt spring. (*The Montago moved to a smaller residence by the city walls, where their last family head went insane, entombing himself and his family alive within the walls – see H.*)

The Capullo are now lead by the young and energetic **Beppo Capullo**, the father of three sons, and head of several other relatives (*a matter of envy among the almost extinct Falconi*). The Capullo can rely on the support of numerous patricians (e.g. the **Leppo**, the **Varbini** and the **Pizani**), and are trying to recruit the head of the **Babulo** to marry his son to one of their daughters.

Beppo Capullo: Fighter 3/Thief 2; AC 3 (chain shirt, *ring* +1, Dexterity); Atk longsword 1d8 or crossbow 1d8; Spec backstab *2; ML 7; AL LE; bottle of tear salt, poison ring.
Hp 17



The Red Eye: This group of fanatics is recruited from the city's plebeians, intending to overthrow the current order. Their three leaders are **Lorenz Longstride**, the burly stonemason; **Carthago**, the famous poet who has returned to his homeland after years of travel; and **Mother Liniana**, a beautiful courtesan and current head of the Thieves' Guild. The Red Eye's plan is to goad the patrician families into open confrontation, which was their reason to kidnap Verona, and to spread rumours implicating both families in the wrongdoing. For safety, Verona is not kept in their headquarters beneath the Montago residence, but the **Tower of Lions (I)**. They have not killed her in case she could become useful, but if they feel they have something to lose (which is the case once the PCs start their investigation), they will not risk visiting the secret prison, and **they will simply allow Verona to starve to death, which will happen within 1d4+1 days**. To be on the safe side, only the three leaders know of Verona's whereabouts.

The Red Eye's spies (usually Thieves' Guild operatives) are present throughout the city, and there are few things that escape their attention. If someone finds their trail, they will try to have these interlopers liquidated, strongarm them to leave town, or win them for their cause.

Lorenz Longstride: Fighter 5; AC 7 (studded leather); Atk warhammer 1d6+2; Str 17; ML 10; AL N; golden lion key, bottle of spirits, bent metal rod, hammer, 12*spikes.
Hp 30

Carthago: Magic-User 5; AC 10; Atk 2*dagger; ML 6; AL NE; golden lion key, book of poetry, 1d6*50 gp, *ring of stars* (3d10 charges, *hypnosis* on 1d6 subjects if held up in the air).
Spells: 4/2/1; 1: charm person, detect magic, light, magic missile, read magic, shield, sleep, unseen servant; 2: invisibility, stinking cloud, web; 3: lightning bolt.
Hp 15

Mother Liniana: Thief 6; AC 6 (leather, Dexterity); Atk shortsword 1d6 + poison (1 r, 35/0 Hp) or 2*thrown dagger 1d4 + poison; Spec backstab *3, PP 50%, OL 47%, FT 40%, MS 100%, HS 31%, HN 20%, CW 90%, RL 25%; Dexterity 16; 500 gp sapphire ring, 200 gp bracers.
Hp 28



The Tattered Man: The Tattered Man is a loathsome beggar, and most in the city try to pretend he does not even exist. However, he is none other but the half-mad **Adalgo Falconi**, preparing for his terrible vengeance. After obtaining an ancient scroll from the library (before burning the place), he has been preparing a ritual which will awaken Gigante from his eternal sleep. At the moment, he only requires a virgin sacrifice for the ritual, and has chosen his thirteen-years-old sister, **Ophelia**. **1d6+2 days after the beginning of the adventure**, he will kidnap her during the night, and carry her to the Halls of Madness beneath the Cliff of Judgement, to sacrifice her the following night. If he believes he has been found out, he will strike at the first possible moment to kidnap his sister, and sacrifice her the same night. If there is no way to accomplish this plan, he will seek a girl of lesser status, and perform the ritual one day later.

The Tattered Man: Fighter 2 / Thief 2 / Magic-User 2; AC 8 (*ring* +2); Atk 2*dagger 1d4 + poison (1d3 r, 25/0 Hp); Spec backstab *2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 11; AL CE.
Spells: 2; 1: charm person, detect magic, light, sleep, spider climb.
Hp 25

RANDOM ENCOUNTERS

By day, the city is relatively safe; there are large crowds due to the number of visitors. Thieves use this to their advantage.

1d12 Encounter

- 1 Beggar, 1d8
- 2 Capullo retainers*, 1d4*5
- 3 Falconi retainers*, 1d4*4
- 4 Merchant, 1d3
- 5 Militia*, 1d4*5
- 6 Patrician (escort*), 1 (1d6+4)
- 7 Pickpocket, 1d4
- 8 Religious procession, 3d10+1
- 9 Spy, 1d4
- 10 The Tattered Man
- 11 Troublemakers, 1d6+1
- 12 Roll twice and combine encounters



*Every fourth man is armed with a bow.

Beggars: HD 1; AC 10; Atk club 1d6; ML 5.

Hp	3	2	1	6	5	7	2	7	6	3	1	2
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Capullo / Falconi retainers: Fighter 2; AC 7 (studded leather); Atk shortsword 1d6 or halberd 1d10 or 2*shortbow 1d6; ML 7; AL N.

Hp	8	7	12	4	14	10
	7	10	2	8	7	10
	11	10	12	2	8	4
	5	14	12	13	16	11

Merchant: Fighter 2; AC 6 (chain shirt); Atk longsword 1d8; ML 6; AL N; 2d4*5 gp; 2:6 of jewelry.

Hp	13	10	10	2	3	10
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80% to have escort of 2d4 bodyguards.

Militia: Fighter 1; AC 7 (leather, shield); Atk spear 1d6 or 2*bow 1d6 or dagger 1d4; ML 7; AL N.

Hp	7	7	4	5	6	4	4	4	6	1	2
	6	7	7	8	5	7	8	5	2	6	8
	2	4	8	8	5	4	3	4	5	3	7

Patrician: Fighter 4; AC 5 (chain shirt, shield); Atk bastard sword 2d4; ML 8; 4:6 of 1d2 jewelry.

Hp	22	28	23	20	24	24
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They always have some minor treasure back home.

Pickpocket: Thief 2; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 6; AL N.

Hp	4	4	3	3	10	9
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They greatly prefer to target foreigners without legal protection.

Religious procession: A procession in honour of Muri. Usually, bodies are carried around the city before burial by immurement. 2:3 of captured "thieves" or "spies" destined for live immurement. 1:6 of 1d3 pickpockets working the crowd.

Spy: Thief 4; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; ML 8; AL N.

Hp	14	8	15	14	9	17
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The city is filled with spies watching strangers and the patrician families. Allegiance (1d6): 1–4 Red Eye, 5 – Falconi, 6 – Capullo.

The Tattered Man: Although he mostly sticks around the Cliff of Judgement (see *Factions*), he can be encountered elsewhere in the city, preparing for his evil plans. He pretends to be a harmless beggar, and only reveals his powers in a last case situation.

Troublemakers: HD 2; AC 7 (studded leather); Atk longsword 1d8; ML 8; AL CN.

Hp	11	11	15	10	6	7
	12	11	12	11	6	11

These patrician rakes enjoy provoking random targets, since they are safe from harm. They love to humiliate their opponents, especially before a crowd.

At night, everyone tries to stay indoors, as the city is prowled by malignant men and undead emerging from the walls and underground passages. The retainers of the patrician families retreat to defend their fortress complexes, and only emerge for a pressing reason. Only the militias walk along the main streets, and watch the parapets and belvederes.

1d8 Encounter

1	Bandit, 1d8*5
2	Ghoul, 2d8
3	Militia, 1d4*5
4	Shadow, 1d12
5	Skeleton, 3d10
6	The Tattered Man
7	Zombie, 3d8
8	Roll twice and combine encounters



Bandit: Fighter 1; AC 7 (leather, shield); Atk shortsword 1d6; ML 7; AL N.

Hp	2	4	8	4	3	4	4	5	7	6	6	3
	4	3	1	5	6	2	2	6	5	3	3	7
	4	3	6	6	4	4	7	8	2	4	7	7
	3	3	4	8	2	8	8	4	2	9	3	1

Ghoul: HD 2; AC 6; Atk 2*claws 1d3 + paralysis and bite 1d6 + paralysis; Spec immune to sleep and charm; ML 6; AL CE.

Hp	5	10	11	9	15	5
	10	11	11	12	14	9
	10	8	8	13	9	13

Shadows: HD 3+3; AC 7; Atk touch 1d4+1 + Str; Spec Strength drain, silver or +1 to hit; ML 7; AL CE.

Hp	15	10	17	13	15	19
	17	7	17	22	19	14

Skeletons: HD 1; AC 7; Atk claws 1d6; Spec ½ from sharp/edged, immune to sleep, charm, hold, etc.; ML 8; AL N.

Hp	2	8	4	4	3	8
	1	8	7	3	3	4
	6	4	6	7	5	7
	1	2	1	5	6	3
	3	8	6	5	8	4

Zombies: HD 2; AC 8; Atk hit 1d8; Spec slow, immune to cold and mind-affecting; ML 9; AL N.

Hp	2	8	5	5	9	7
	12	9	4	12	12	16
	12	12	16	14	9	16
	9	5	9	10	3	5



WITHIN THE WALLS

A. Falconi Residence: Old-fashioned fortress house with three floors, narrow windows, and an interior court laden with merchandise. The blue family banner with the yellow falcon flies over a tall tower atop the gatehouse. The tear salt spring is located in the deepest cellars, in a room always guarded by **four experienced mercenaries**.

Mercenaries (4): Fighter 3; AC 4 (chain, shield); Atk longsword 1d8/crossbow 1d8; ML 10; AL N.
 Hp: 12 12 21 17

B. Castle Capullo: Marble palace with arcades, and a slender tower on every corner. The building's beauty stands out even from among the city's better-looking buildings. The perimeter is being patrolled constantly (1d4*5).

The stairway to the tear salt spring leads down from the barracks, so an intruder would have to get through almost fifty soldiers to reach the spring (there is also a secret set of spiral stairs from Beppo Capullo's suite). However, the chamber is not guarded by men, but an **animated statue** (see **Halls of the Dead, 17**).

There is also a secret passage, known only to the now extinct Montago, whose secret has now passed into the hands of **Kharad the Laconic**, a greedy half-orc adventurer. Kharad is looking around the taverns to place discrete inquiries, and recruit a group for his endeavour to reach the spring from the dungeons beneath the **Amphitheatre**.

Kharad the Laconic: half-orc Assassin 5; AC 5 (chain shirt, shield); Atk longsword 1d8 or 2*dagger 1d4 or crossbow 1d8; Spec surprise, backstab*2, assassination 0-1 70%, 2-3 65%, 4-5 55%, 6-7 45%, 8-9 30%, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 8; AL LE; lantern, silk rope, false keys.
 Hp 23

C. The Azure Table: Inn founded by the Riminis, and thus under the influence of the Capullo. It is noted particularly for its strong brandy fortified with tear salt (1 gp). This is an elegant locale where good manners are strongly expected. The innkeeper's son, **Gusto**, is a Capullo informer, blackmailed over his secret affair with a courtesan from the Prince's Betrothed, which would bring shame upon his family if it was made public. **1:6** of **Kharad the Laconic** looking for companions on each visit (see **B**).

Gusto: HD 1; AC 10; Atk 2*dagger 1d4; ML 6; N; ostentatious 150 gp locket.
Hp 4

D. The Prince's Betrothed: A less respectable place, but much more busy thanks to the gambling and courtesans it offers beyond the drinks. Its local reputation of a dive is well earned, but the Capullo, who founded it a hundred years ago, keep a reasonably clean house through the clients who run the place. **1:6** of **Kharad the Laconic** looking for companions on each visit (see **B**).

E. The Merry Mercer: The only property in city history not to be owned by a native citizen. It was established two decades ago by **Threepint Spiro**, a dwarven merchant with a good business sense. Spiro pays substantial money to the leading families to maintain his independence and security: accordingly, not even trained assassins will dare harm someone staying *inside* the inn. Prices are very high (3 gp/night/person), but there is no safer place for outsiders desiring a little discretion, and the security afforded by the inn's own guards. Since merchants tend to lodge here, there is **4:6** that all rooms are booked. **1:6** of **Kharad the Laconic** looking for companions on each visit (see **B**).

Spiro maintains a small security room with his clients' deposits and personal treasures: 400 gp, 30 pt, 5 gems (45 gp, 150 gp, 500 gp, 1000 gp, 2000 gp), a *potion of giant strength*, *dust of disappearance*, a stuffed manticore, and a *magical scroll* with a demon's name.

Threepint Spiro: dwarf Fighter 3; AC 8 (leather); Atk mace 1d6+2; Str 16; ML 9; AL N; gem-studded 150 gp bracelet, ornate key to quarters and security room.
Hp 16

Guards (6): Fighter 2; AC 6 (st. leather, shield); Atk shortsword 1d6; ML 9; AL N; fancy uniforms.
Hp 11 10 12 8 13 10

F. Albio's Tower: This slim, tall tower is the home of **Albio the Wizard**, a magic-user fond of flaunting his power and wealth. Visitors are only admitted to the lowest level, a comfortably furnished reception hall with a fireplace, plush settees, and silver braziers (6*100 gp). A painting, depicting a company of amazons in battle, hangs on the wall (600 gp) – *an original Micalvinlo*, as Albio will almost immediately remark.

There is only one way to the upper floors, guarded by a **black curtain** which will immediately attack trespassers. The first floor serves as living quarters, the second as a small library, the third as a collection of strange magical specimens (**puppytrices!**), the fourth as a combination of magical library, workroom, and observatory. This floor contains Albio's treasures in an enormous locked chest; however, unless opened with the magic word (*Poppycock!*), it discharges a *lightning bolt* (6d6 Hp, save vs. wand for ½). The treasure consists of 100 sp, 1350 gp, a 600 gp silver jug, a 500 gp chain with a jade amulet, a *mace of disruption*, a *sword +1* and a *plate mail +1* with the Montago family crest, and a *candle of invocation*.

Albio cares little about the family feuds in town, as he considers them beneath the great questions of the scientific arts. However, he is no altruist – he will ask for later favours in exchange for information or magical help (e.g. *identify*). Although he has little interest in them, he knows surprisingly much about the two great families, and the machinations of the Red Eye have not avoided his attention (he prefers to point companies in the right direction instead of direct help, however). He is obsessed with finding the person responsible for burning down the city library as a matter of personal honour. He has also learned through extranatural means that the basilisk living in the Valley of the Skull has laid eggs, and would like to obtain them for his collection. A fellow magic-user who solves one of these tasks may learn spells from Albio.

Albio the Wizard: Magic-User 6; AC 8 (Dexterity); Atk *the staff of Mellor* +1 1d6+1; ML 9; AL LN; *the staff of Mellor* +1 (*knockspell* 3/day), *the ring of blue* (touched subject must save vs. polymorphisation or collapse into a gelatinous blue mass; 13 charges).

Spells: 4/2/2; 1: charm person, detect magic, identify, light, magic missile, read magic, sleep, Tensor's floating disk; 2: forget, invisibility, knockspell, pyrotechnics, web; 3: hold person, suggestion, tongues.

Hp 16

Black curtain: HD 4; AC 6; Atk hit 1d4+1; Spec strangle 2d4 Hp/r once it hits; ML 12; N.

Hp 18

Puppytrices (2): HD 2; AC 8; Atk bite 1d6 + petrification (save vs. stone); ML 6; N.

Hp 9 14

G. Cliff of Judgement: This hill in the middle of the city is where judgements are announced from a great marble dais in the middle of a small plaza – the ancient core of Mur. The four sides of the dais are decorated with bas-reliefs depicting vistas of the city, including the cliff itself. Pushing the cliff on the northern side opens a **secret door**, revealing a set of descending spiral stairs (see **The Halls of Madness**). This location is where the Tattered Man is usually found.

H. The Haunted House: The Montago family's residence for decades, until the last of the line, **Otranto Montago** walled off himself and his family on the upper floor. The place is now a sorry sight, full of rubble and weeds, the walls defaced with ugly scrawls (a clever observer will notice the sign of the Red Eye among the obscene graffiti).

On the ground floor, a **cellar access** opens from the kitchen, behind a locked, ramshackle door (**Thieves' Den, 1**). The great hall's fireplace hides a **secret door** to a set of spiral stairs (**Thieves' Den, 13-14, 1:6** of encountering Red Eye members coming up). The stairway to the upper floor is evidently long out of use. Upstairs, careless movement has **2:6** of disturbing the house's inhabitants: **Otranto Montago** and his **ghoul** family members emerge from the walls.

Ghouls (4): HD 2; AC 6; Atk 2*claws 1d3 and bite 1d6; Spec paralysis; ML 7; AL CE.

Hp 12 9 4 9



I. Tower of the Lion: Near Mur's southern walls, there stands a tower among the houses without a door or windows. Located in the tiny Street of Unrequited Loves, the building is decorated in all cardinal directions with a lion's bas-relief. A **secret door** allows access, but only with the proper key. There are three keys, each held by one of the Red Eye leaders; none other than them know the way to get in, nor that Verona is hidden here.

The tower's interior levels are 20' high each. From the ground floor, spiral stairs lead upwards, and they had once gone downwards, but this descent has been walled off. An inscription is still there to see: "*The Halls of the Greater Mysteries*" (this section of the Undercity is left to the GM's imagination).

On the first and second floors dwells Carthago's favourite pet and best friend, **Snaga**, a very intelligent giant snake who can speak with an ingratiating hiss. The first floor has a few blood stains, bones, and snake droppings, but Snaga mostly spends time on the second floor. On the third floor, a locked cage contains the now emaciated and tattered **Verona**. (If she is alive, that is: for dramatic effect, the time of her discovery should be the occasion to roll whether the characters have arrived to save her in time!)

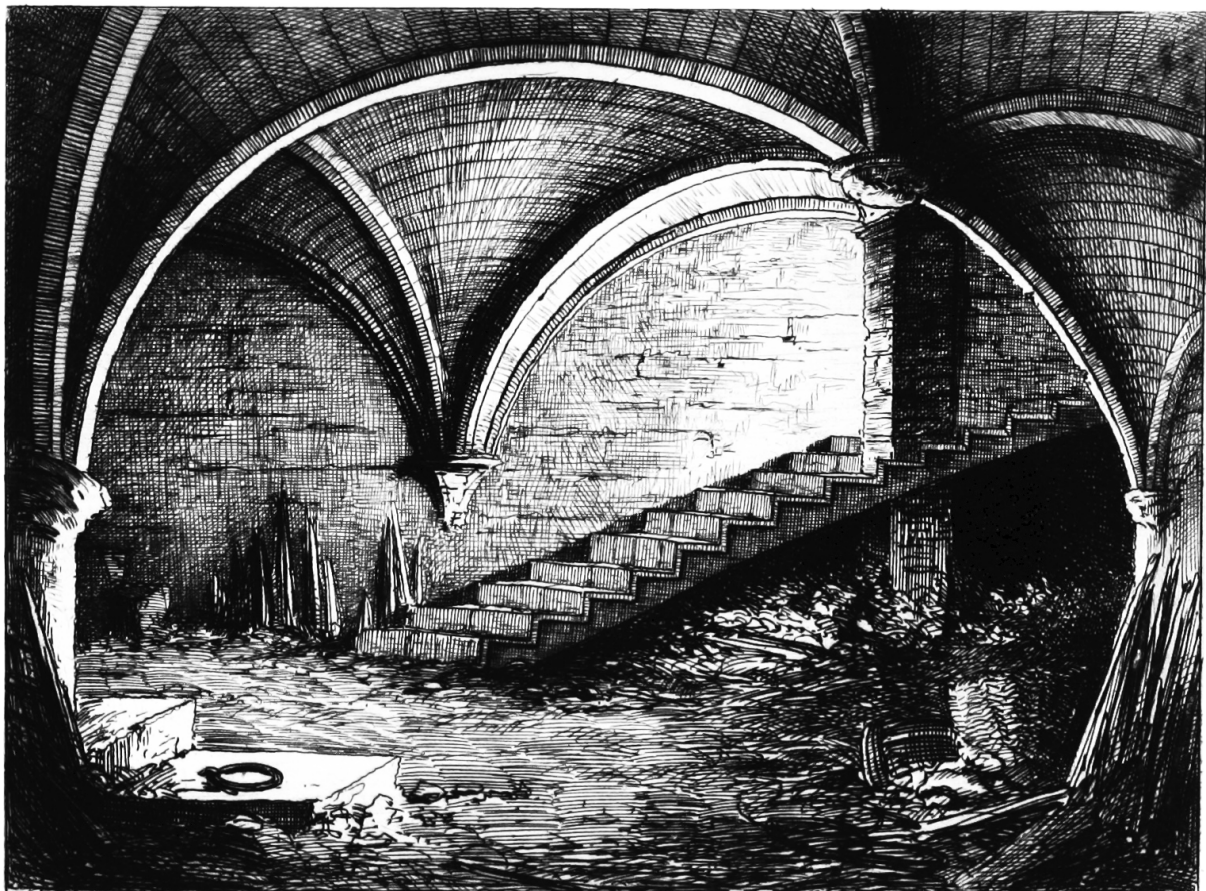
Snaga: HD 6+1; AC 6; Atk bite 1d4 and constrict 2d4; Spec constrict 2d4 Hp/r; ML 12; CE; it has swallowed a large silver key inscribed "SECRETO" (who knows what this signifies).

Hp 29

J. Amphitheatre: This splendid, round building is the city's pride, the alpha and omega of educated entertainment (or what is considered to be as much). Theatrical plays are performed every third day. Since the auditorium is circular, the locals like to view a play from multiple perspectives. Any burgher worth his or her status must see the same drama from the four cardinal directions, but the real *connoisseurs* will see them again and again from many more angles. Lately, the most popular piece has been *Louise, or the Entranced Suitors*, but the slightly more abstract musical, *The Unearthment of the Inscrutable Depths*, also enjoys significant popularity despite nobody understanding it – of course, its peculiar genius and intellectual depth are universally greeted with uproarious applause.

In the theatre's **basement**, a prop storage is found at the end of a passage accessible from the stage exit, as well as the large common room. At the back of the storeroom, a locked door bears the inscription "*DANGER! DO NOT OPEN!*". Beyond lie the **Halls of the Dead**. The storeroom can also be accessed from outside the theatre, through a secret door found in an arched recess with the crumbling bas-relief of a hydra. Kharad the Laconic (see **B**) has a map to this entrance room.

K. Library: Only charred ruins have remained of Mur's small library. Sitting dejected among the ruins is **Jorge**, the old librarian. All has been lost, and nothing has remained of the library's once magnificent collection. As Jorge recalls, on the night when the books would burn, he saw a dark shape sneak out of the library, heading for the Cliff of Judgement. He wanted to catch him, and followed for a while, but by the time he could climb the stairs, the shape was gone. Turning back towards the library building, he saw the flames leap up among the walls.



THE DUNGEONS

Beneath Mur lie extensive dungeons, of which the following three only represent a small sampling. The **Thieves' Den**, the **Halls of the Dead**, and **The Halls of Madness** are described in this module. The Gamemaster might want to develop The Halls of the Greater Mysteries (I), and perhaps multiple smaller complexes fitting the ongoing campaign. Note that schematics depict room connections, not exact directions and distances.

THIEVES DEN

1. Stairway of the dead: Characters descending the stairs are suddenly grabbed by dead arms (surprise 4:6), reaching out from beneath the stair's stones and cracks in the ground.

Arms: HD 4; AC 10; Atk 4*claws 1d4; ML 9; AL CE.
Hp 23

2. Head-shaped well: A 10' diameter well in the middle of the chamber depicts the open mouth of a wrathful, bearded man looking upwards. The carving is a masterwork, and disturbingly lifelike. The water surface is 60' down; 40' down is a rusted, stuck iron door in the E wall.

3. Subterranean street: A long street, with doorways on both sides. Nobody has lived here in many years, but explorers may discover old pieces of clothing, garbage, and the occasional congealed bloodstain. One of the rooms has a leather bag in a corner with 2d4*10 pt, a discarded theatre mask, and a small bear statuette made of cast lead.

4. The sculptor: A stairway leads upwards between two columns decorated with the images of skulls. On the steps stand several masterfully executed statues depicting undead, which is not a sight for the weak of mind or stomach (save vs. paralysis or unable to pass). These masterworks were created by the undead sculptor **Tamo**, who believes that the highest degree of beauty and the sublime can only be found in decomposition, and pure art may only choose putrefaction as its true subject. There are several statues in his studio, concealing a carefully hidden chest (500 gp, *wand of fire* *22). The chest is armed with a poison gas trap which floods the entire room; fortunately, the toxins are weakened (save at +2, 5/15 Hp).

Tamo: HD 3+3; AC 5; Atk hit 1d10; Spec immune to cold, electricity and mind-affecting, ½ damage from fire and piercing/slashing weapons, turned as spectre; ML 10; AL LE.
Hp 18

5. Market plaza: A cracked marble podium stands in the middle of a tall, vaulted chamber, surrounded by the colonnades of old buildings. Most structures have collapsed long ago, and the majority of columns are cracked. A ghost surrounded by greenish light sits on the podium.

This is **Bartholomeo** the slave-trader – or rather, he used to be one before the city freed its slaves, and took away his beloved job. In his sorrow, he took his life by his own hands, and has not been able to get over the injustice ever since. Bartholomeo is harmless but never helpful, although he is always happy to share his woes and life story. If his audience is not sufficiently sympathetic, or they become aggressive, he becomes upset, declares an ominous curse on them (ineffective, but make them roll a save) before disappearing.

The large door leading to **6** is part of a striking building front with an intact colonnade and a tympanum, standing out among the ruins of this underground plaza.

6. Invisible water: The door leads to a ledge over a 20' deep basin, with a similar ledge and door across a good 50' distance. Down on the bottom, smaller gemstones can be seen glittering (3d4, 50 gp each). The basin is filled with invisible water, which have treacherous currents and vortices (careful observation will note the gemstones move slowly).

Getting across the water is challenging, and diving underground is harder still, requiring a considerable effort to avoid drowning.

7. The eater of the dead: A narrow, hard to traverse cavern passage leads to the lair of **Gulp, the eater of the dead**. Gulp used to be a man, but got used to eating corpses, resulting in terrible physical as well as spiritual deformities (pointed canines, stooped and hunchbacked body, split personality). He has been down here for a while, devouring the zombies from **11**, but preferring the taste of fresh corpse meat. He has a *ring of invisibility*, which he uses to stalk his victims (surprise 5:6) as well as for escape. He has concealed a small treasure stash: 40 electrum, 35 gp, and a battered 120 gp bracelet that's worth 2000 gp as a historical antiquity.

Gulp: HD 4; AC 5; Atk claws 2d6; Spec mind-affecting spells have 50% of affecting either side of split personality; ML 6; AL CE; *ring of invisibility*.
Hp 18

8. Chimney: The stairway ends on the side of a bottomless chasm, from which deep, regular thumping sounds may be heard. A narrow ledge allows the company to circumnavigate the chimney, but unless a secure route is established, there is **1:3** of someone falling.

9. Caverns: A system of relatively large caverns, which connect to each other. Scurrying, shuffling sounds echo among the limestone columns.

a. Three giant bats nest here. They will investigate a loud noise in other cave sections.

b. The stalactites here are the colour of red blood.

c. A giant stalactite with cracks along the surface. This hides a long-forgotten, lime-encrusted treasure chest secreted in its hollow interior: 650 electrum and a 300 gp electrum goblet.

d. Someone has vandalised the stalactites here, leaving none intact.

Bats, giant (3): HD 4; AC 5; Atk bite 1d8; Spec echolocation; ML 7; AL N.

Hp 11 23 16

10. Hall of columns: The capitals of the columns are decorated with bearded faces on all four sides. The faces are alive, and quite loquacious, fond of jeering at bare-faced men.

11. Zombies: This room is filled with stinking, decomposing, but moving bodies. It is separated from the room of the Cleaners with a portcullis; there is no opening mechanism on this side.

Zombies (24): HD 2; AC 8; Atk hit 1d8; Spec slow, immune to cold and mind-affecting; ML 9; AL N.

Hp	14	10	4	7	7	14
	6	8	7	14	7	8
	9	7	14	7	8	8
	9	8	10	11	12	8

12. The Cleaners: Three of the Red Eye's men – reprobate villains all – are sitting next to a small oven built into the wall. They are burning the belongings of the society's dead victims, before throwing the naked bodies among the zombies in room **11**. They have collected a small treasure cache in a hollow of the sagging brick walls: 100 sp, 20 electrum, 35 gp and a 40 gp belt buckle. From the room, spiral stairs behind a locked door (not depicted on the map) lead to a surface exit in a cobbler's storeroom.

Cleaners (3): Thief 2; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 6; AL LE; keys.

Hp 5 12 8

13. Red Eyes: The walls have been defaced with innumerable paintings of red eyes, most probably drawn in blood. There are so many in number, size and shape that onlookers become dizzy, and may faint from nausea (save vs. magic). Those who quickly close their eyes are unaffected; this is something the Cleaners and Red Eye leaders know, and deliberately exploit.

14. Trap: On the left side of the northern wall, rows of stone buttons are inscribed with numerals (1 to 9 and 0), while on the right, the following puzzle is visible. **Solution: 102.** [For every row, multiply the first two numbers and subtract the third; in the second and third rows, add the previous total to the result for the final value.]

3	5	1	=	14
5	8	2	=	52
6	9	4	=	?

If no buttons are pressed, or a wrong solution is used, the stairway trap remains active, and the stairs turn into a slide halfway down. Victims slide into a 20' pit, which will also draw the attention of the guards from room **15**.

15. Workers' guard: These burly craftsmen serve as guards for the Red Eye. They proudly proclaim the slogan, *"The worker's fist is a fist of steel, and it shall hit where the workers will."*

Workers' guards (4): Fighter 1; AC 7 (leather, shield); Atk spear 1d6 or 2*sling 1d4; ML 8; AL LE.
Hp 5 2 4 4

16. Great hall: The floor and the domed ceiling are decorated with an enormous red eye – these carvings significantly predate the current age. The Red Eye holds its gatherings down here; **1:6** of **2d4+1** thieves, **1d4*5** workers' guards, and **3d4*5** armed workers, along with **Balthasar** and all three **leaders**. Otherwise, only **1d4+1** thieves are present, with **1:6** of one of the leaders.

Armed workers (3d4*5): HD 1; AC 10; Atk baton 1d4; ML 6; AL LE.

Hp	1	7	8	3	5	8	4	8	5	8
	7	6	7	6	2	4	8	7	4	7
	8	8	4	3	8	4	2	5	2	7
	4	2	3	4	5	2	6	5	5	6
	6	6	4	5	1	1	3	4	5	5
	8	8	5	6	3	3	7	7	3	5

Workers' guards (1d4*5): Fighter 1; AC 7 (leather, shield); Atk spear 1d6; ML 8; AL LE.

Hp	2	8	8	5	1	8	3	4	3	4
	10	2	7	3	2	4	7	1	5	8

Thieves (2d4+1/1d4+1): Thief 2; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 6; AL LE.

Hp	11	7	6	7	4	7	7	6	9
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17. Mother Liniana's suite: The former courtesan spends her days in this splendidly furnished underground lair. The quarters are constantly guarded by the saracen eunuch, **Balthasar**. The suite has Mother Liniana's collected treasures: 600 electrum, 500 gp, five gemstones in an engraved lead box (2*10 gp, 50 gp, 200 gp, 2000 gp), a 300 gp mirror (large, fragile), a 450 gp necklace, and a 100 gp ring with the lost Verona's crest. A crossbow is fitted with 12 +1 bolts. A writing desk contains multiple documents shedding light on Red Eye operations, as well as Mother Liniana's golden lion key. A secret door leads to an underground escape route.

Balthasar: Fighter 4; AC 7 (studded leather); Atk scimitar 1d8+3; Str 18/17; ML 10; AL LN.
Hp 20

HALLS OF THE DEAD

1. Prop storage: The ensemble's props are being kept in this overcrowded storeroom. At the end of the room, a half-forgotten, heavy iron-bound door is hung with a padlock. The inscription "*DANGER! DO NOT OPEN!*" is plainly visible on the half-forgotten old entrance. There is 4:6 that the **propmaster**, a fellow in pink frilly silks, is present in the room. He is incapable of fight, but for a man, he can scream like a scared little girl.

2. Scorched walls: This chamber must have been shaken by a powerful detonation. Loose bricks, an unstable-seeming ceiling, a torn backpack, and the half of a boot remain here.

3. Holes: The stones have been removed with pickaxes here in the walls and the floor alike, excavating hollow pits, as if something may have been removed from here.

4. The Master of the Dead: A cloaked figure is sitting on a tall throne constructed from bones. He is **Ario, Master of the Dead**, a half-insane cleric, whose every command is followed by the indifferent skeletons standing around the room. Ario will only allow someone go down the spiral stairs behind the throne if they bring him the Crown (9). He will gladly provide directions for finding the royal jewellery, but will provide no further assistance.

Ario, Master of the Dead: Cleric 4; AC 3 (plate mail); Atk footman's flail 1d6+1; ML 11; AL LE.
Spells: 3/2; 1: bless, command*2; 2: hold person, chant.
Hp 19

Skeletons (20): HD 1; AC 7; Atk shortsword 1d6; Spec ½ from sharp/edged, immune to sleep, charm, hold, etc.; ML 8; AL N.

Hp:	4	4	8	6	1	5	2	4	1	4	2	8
	6	8	1	6	5	3	8					

5. More holes: Identical to room 3.

6. Hidden treasure: This is a smooth, vertical shaft leading up to a forgotten little chamber. Terrible, rancid stench emanates from a large, slimy mound. The pile is harmless, and contains a skeletal arm grasping a leather bag with 70 gp and three gemstones (90 gp, 200 gp, 500 gp).

7. Trap: An archway over the turn in the stairway is marked with the inscription "*Abandon life all ye who enter here!*" Stepping through the archway triggers the trap: the wall pivots outwards, and a heavy stone boulder starts rolling downwards, until it falls into a pit at the bottom of the stairs, and the floor closes above it (5d6 Hp, quick action can avoid).

8. Royal tapestries: The walls are decorated from floor to ceiling with tapestries in golden thread. They depict arboreal hunting scenes, but with skeletons and other terrible undead beings instead of living creatures. There are four tapestries of 400 gp value each (to someone with very peculiar tastes), but each will need two men to transport it.



9. Hall of the King of the Dead: The **King of the Dead** surveys the **zombie dancers** with-
ing before him from his throne. **Skeletal bagpipe players** play their lively music, while **four
skeletal knights** stand guard before their sovereign. The King of the Dead still has his
parchment-like, dried skin on his face, with features rather similar to those of Ario, Master of
the Dead. The king wears a beautiful, gem-studded crown (350 gp). One of the zombie
dancers wears *the ring of silence* (cursed, wearer is completely muted).

The King of the Dead: Fighter 4; AC 2 (*chain* +2, shield); Atk *bastard sword* +2 2d4+2; Spec
hold person 1/day; ML 12; AL LE; Mur's book of laws, locked (no key).
Hp 26

Skeletal knights: HD 3; AC 4 (*chain*, shield); Atk longsword 1d8; Spec immune to cold and
mind-affecting; ML 12; AL LE.

Hp 7 23 18 16

Zombie dancers (12): HD 2; AC 8; Atk hit 1d8; Spec slow, immune to cold and mind-
affecting; ML 9; AL N.

Hp 6 7 9 10 6 5
10 11 9 14 5 11

Skeletal bagpipe players (4): HD 1; AC 7; Atk scimitar 1d8; ML 12; N.

Hp 2 6 4 2

10. Court jester: A zombie dressed in the ragged finery of a court jester paces up and down
here, bellowing in horrendous laughter. This is **Pantalone**, who is looking for the King of the
Dead to take revenge on him for never laughing at his jokes. Pantalone lives for jesting,
especially if it is the sadistic kind.

Pantalone: HD 2; AC 8; Atk hit 1d8; Spec moves very fast, and if he starts his comedies, all
onlookers, undead included, must save vs. paralysis or become incapacitated with laughter
for 1d6+1 rounds, turned as wight; ML 9; AL CE.

Hp 11

11. Abandoned chamber: Slippery downwards ramp; unless the company exercises
complete caution, they will tumble down for 1d6 Hp. There is nothing down there but bone
and debris.

12. Card game: Two jolly, foppishly dressed undead, **Sebano** and **Vito** play cards here for a
stake of 800 sp, 300 electrum, 125 gp and three gemstone eyes (50 gp, 100 gp, 150 gp).

Sebano and Vito: HD 4; AC 6; Atk 2*claws 1d4 + paralysis and bite 1d8 + paralysis; Spec
paralysis, immune to sleep and charm; ML 8; AL CE.

Hp 20 23

13. Bear cave: A pile of gnawed bones still clutches a manual titled *How to Train Your Bear* in
the middle of the cavern. The **bear** is still lurking in the back of the cave, and it is quite hungry.

Cave bear: HD 6+6; AC 6; Atk 2*paws 1d8 and bite 1d12; Spec hug 2d8 on 18+, fight for
+1d4 rounds at 0 to -8 Hp; ML 10; AL N.

Hp 44

14. Destroyed frescoes: Before the chamber is a 20' spiked pit. Beautiful frescoes along the
passage have been knocked off the walls; only a few figures and vine motifs remain.

15. Mystical inscription: The chamber's domed ceiling is glowing faintly with magical sigils:
a Magic-User can learn or memorise the *dispel magic* spell by studying it for three turns.

16. Secret door: This room has a statue depicting a woman holding a city in her hands. The
city is recognisably Mur in many aspects, but the details are quite different. A tall tower
among the tiny buildings can be rotated like a spindle, opening the secret door.



17. The spring of the Capullo: The secret door leads to a rather large vaulted chamber. On the other side, spiral stairs lead up to Castle Capullo. Tear salt drips steadily from a large rock in the room into a bronze bowl (2d4*5 doses). Along the walls, ornate shelves are stacked with empty bottles, as well as one with a row of bottled tear salt (3d6 bottles).

If someone enters, the **living statue** next to the spring stands before him and asks for the password ("*I have not come to steal*"). If it does not receive the correct answer, it attacks.

Living statue: HD 4; AC 2; Atk 2*hits 1d8; Spec immune to cold, fire, mind-affecting, +1 or better to hit; ML 12; AL N.

Hp 20

THE HALLS OF MADNESS

The Halls of Madness is not a standard dungeon section, as the rooms follow each other randomly after room 1.

- Rooms are connected by upwards and downwards **stairs**. Going down, determining the room the characters will arrive in will be rolled with 1d4, then 1d6, 1d8, 1d10 and finally 1d12. Progressing back up, the number of possibilities will decrease.
- It is possible to arrive in a room multiple times by the stairs, even from the same room.
- Certain rooms are also connected by twisting **passages**: these can be travelled in both directions, and always lead to the same room: 2 ↔ 3 ↔ 7 ↔ 10; 4 ↔ 6 ↔ 9; 5 ↔ 8 ↔ 11.
- Using the stairs from a higher numbered room, the closest die applies, even if the room was approached via a passage. For example, going upstairs from room 9 would require a 1d8 roll, and going downstairs would require 1d10.

1. The chamber of revenge: The walls are scrawled with several copies of the word "**REVENGE**" in different languages. One of these inscriptions is magical, and if someone activates it by reading it, he must save vs. magic, or he will be obsessed with nothing but revenge (even for the smallest slight). Until fulfilled, the character gains +1 on all rolls.

2. Pentagrams [Passage to 3]: Three blue pentagrams have been painted on the floor, with a tin bowl in the centre of each. A continuous inscription winds around the pentagrams: "*Bring me the amphora from below, with the source of life 'tis filled; Decanted in thirds, it shall be joined, and life itself it shall yield.*" The message refers to the water of the spring in room 10, which

must be brought here to fill the bowls. If this is accomplished, the waters rise to join into the form of a beautiful woman (3 HD). She is an enchanting and naïve creation, but she must feed every new moon, which she does by drawing the moisture from living beings (save vs. death or shrivel into a dried husk).

3. Voices [Passages to 2 and 7]: Voices can be heard when entering the room (1d4): 1 – woman's blood-curdling scream; 2 – faint sighs; 3 – incessant scratching; 4 – deranged giggles.

4. The chained man [Passage to 6]: A man in torn, singed clothes has been chained to the walls with magical manacles. He has been suffering here for untold times for horrendous crimes now long forgotten. His reaction is random (1d8): 1 – babbles unintelligibly; 2 – cries uncontrollably, blaming himself for his misfortune; 3-5 – relatively sane, can be talked with; 6 – curses everything and everyone; 7 – tortured laughter is so terrible that those who hear it will flee (save vs. magic avoids); 8 – draws elongated infinity symbols in the air with his fingers, and mutters magical words: *fireball!*

5. Chamber of keys [Passage to 8]: Innumerable keys hanging from pegs on the wall, and a small golden one rests on a central pedestal. The pedestal is wrapped in heavy iron chains, which animate to attack if the key is disturbed.

Living chains (4): HD 2; AC 5; Atk hit 1d4+1; Spec entangle on successful hit, squeeze 2d4 Hp/r; ML 12; AL CE.

Hp 14 17 16 14

6. Music room [Passage to 4 and 9]: Various musical instruments on a central podium. If someone enters, invisible hands raise them into the air, and start playing. The music is... (1d6): 1-3 – pleasant (+1d3 Hp); 4 – uneasy (-1 to rolls for 1d6 turns); 5 – cacophony (1d6 Hp damage); 6 – martial (save vs. spell or attack nearest person).

7. Umberto [Passage to 3 and 10]: A skeleton lying in the middle of the chamber grasps a book in a bony hand. This wondrous book can talk, and immediately speaks to the characters. He is **Umberto**, a very friendly, cheerful, and intelligent spellbook. Unfortunately, evil men have locked him, but there is a key somewhere in this dungeon which could unlock him, and if this happened, he could teach his rescuers the spells on his pages. In truth, the book is a prison, and Umberto is a **shadow demon** who has been trapped therein.

Umberto: HD 7; AC 10/5/0 (depending on illumination); Atk 2*claws 1d6; Spec *magic jar, darkness, fear* 1/day, immune to mind-affecting, cold, electricity, ½ from fire, +1 or better to hit; ML 10; AL CE.

Hp 38

8. The Door to the Desired Place [Passages to 5 and 11]: A large stone door in the eastern wall has been carved with a giant bearded face. It introduces itself as The Door to the Desired Place. Those who can solve its riddle can step through the door and arrive at a place of their desires (the door does not mention this is one way only). It is an ideal option to get to room 12.

<p>„Without a sound, he cries without a wing, he flies, without teeth, he bites, without a mouth, he whistles.” [wind]</p>	<p>„A chest without key, latch or lid, Yet there is golden treasure within it.” [egg]</p>
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9. Glass bell [Passage to 6]: A marble dais in the middle of the room holds an enormous glass bell, containing swirling, odd colours. Lifting or cracking the bell frees a **colour out of space**.

Colour out of space: HD 9; AC -8; Atk drain 2d4 Strength; Spec drain, +2 or better to hit, blink out for 2d4 rounds at random, slain victim turns into glass slag; ML 12; AL N.

Hp 44

10. Spring [Passage to 7]: Sweet-smelling water bubbles from a gap in the wall into a marble basin. Decorative clay amphoras lie next to the wall. The wall has a healing effect (+1d3+1 Hp), and it can be used to create life in room 2.

11. Mystical inscriptions [Passage to 8]: Strange glyphs have been engraved on the domed ceiling, forming Magic-User spells which can be read and copied (one each, **1d6**): 1-2 – 2nd level spell; 3-4 – 3rd level spell; 5 – 4th level spell; 6 – *explosive runes* (6d4+6 Hp).

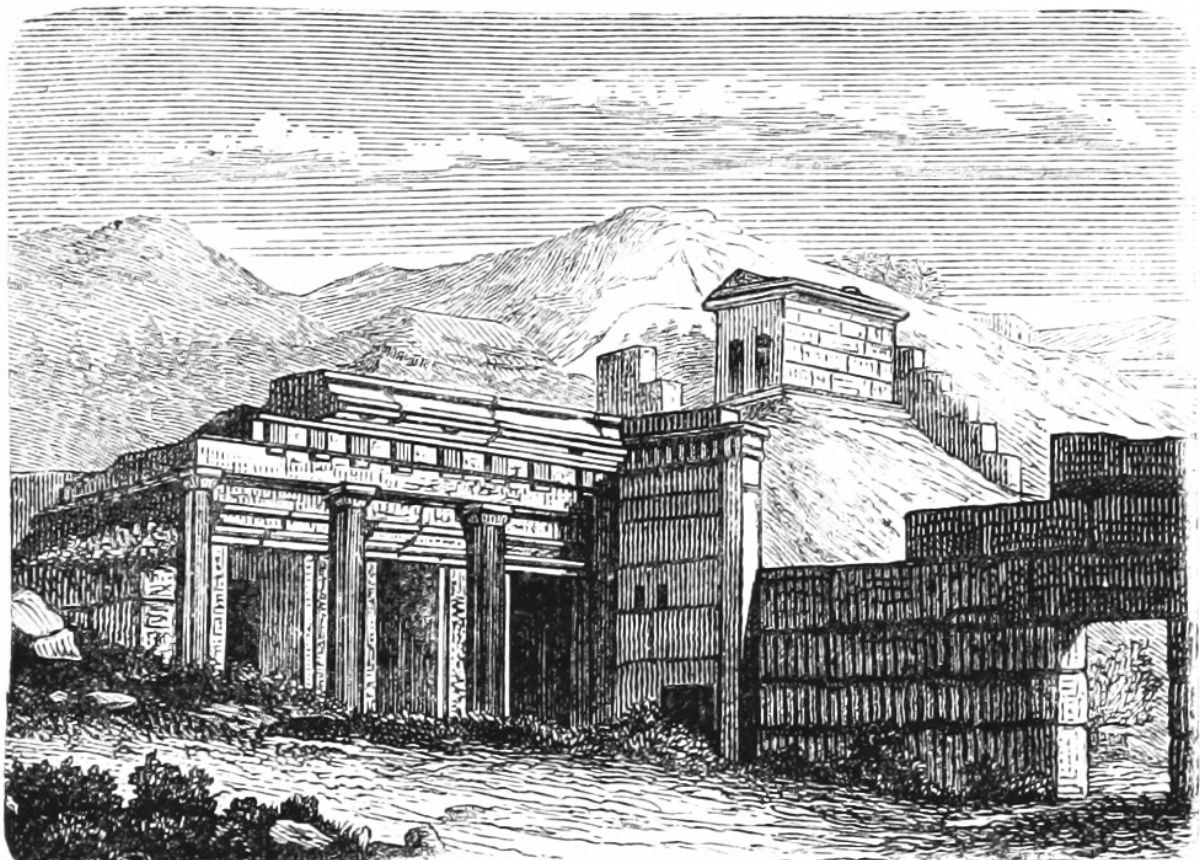
12. The Double Gate: Two enormous obsidian gates, narrowing towards the top, stand in a vast cavern. If the Tattered Man has kidnapped his youngest sister, he has brought her here for sacrifice. To this end, he will have prepared a pyre, heaped with 1000 gp worth of miscellaneous treasure and exotic spices. His insane plan is assisted by **6 accursed souls**; damned, plate-armoured warriors wrapped in coils of chains, with burned flesh and glowing eyes. If the ritual is successful, the gates crumble, Gigante is set free of his magical fetters, and arising from his dream that had lasted millennia, he will bring total destruction on the city which had been built on top of his mighty head.

The Tattered Man: Fighter 2 / Thief 2 / Magic-User 2; AC 8 (*ring* +2); Atk 2*dagger 1d4 + poison (1d3 r, 25/0 Hp); Spec backstab *2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 11; AL CE.

Spells: 2; 1: charm person, detect magic, light, sleep, spider climb.
Hp 25

Accursed souls (6): HD 3; AC 3; Atk longsword 1d8; Spec immune to mind-affecting and electricity, ½ from acid, fire and cold, MR 25%; ML 12; AL CE.

Hp 9 15 9 13 15 10



THE VALLEY OF THE SKULL

Among the mountains of Nodax (Kassadia, hex **1307**) lie the remains of **Circus Convallis**, a site commissioned by **Emperor Nerbanus**, known for his gigantic construction projects. Today, the place is simply referred to as **the Valley of the Skull**, so named for the enormous skull carved into the living rock which serves as its main entrance. Like many great works by Nerbanus, this one has also stayed half-finished. Some believe he had angered the gods, and they did not protect him from the poison administered by his counsellor and later emperor, Veneficus Viridis.

Today, the valley is inhabited by cavemen worshipping an old basilisk as their living god. The beasts of the valley have formed their own micro-cosm; as an ancient sage of Kassadia was wont to say, *"Life finds a way."*

Recently, the cavemen have started raiding outside the valley, as their new leader is not satisfied with the amenities it can provide. **Lucano the Wolf** was the member of an adventuring company from Mur, and while he had lost all companions in the Valley of the Skull, he succeeded in slaying the caveman leader. Upon assuming command of the tribe, Lucano declared himself King of the Valley with a little hyperbole. He has grown fond of his position, and would not think of leaving his beloved kingdom and plunder. However, the chieftain's disgraced son, **Rah-Ta-Thul**, is still lurking in the swamp, waiting for a chance of vengeance against the usurper.

BEGINNING THE ADVENTURE

The easiest way to the Valley of the Skull leads through Albio's quest: Mur's wizard would like to lie his hands on a basilisk egg. As a second possibility, the master of a nearby manor may employ the company to find the cause of the recent increase in raiding, committed by wild men who had previously been known only from the history books. A third reason may lie in revenge against Lucano the Wolf: back in Mur, the dastardly King of the Valley had seduced the daughter of a patrician, but skipped town before the swordpoint marriage. The vengeful but anonymous father is prepared to pay 500 gp for Lucano's head. Of course, the characters may simply happen upon the valley during the course of a wilderness adventure. There are **three ways leading into the Valley of the Skull**; the rest is surrounded by impassable cliffs.

A. Main entrance: The most obvious way inside, forming an enormous, yawning skull. The new master of the Valley of the Skull has set a permanent guard here to watch for intruders.

A1. Frescoes: The entire length of the hall is covered in frescoes of gladiator fights in their enormous variety: man vs. man, man vs. animal and animal vs. animal.

A2. Skull piles: In this spacious atrium, innumerable skulls have been piled up around a great central obelisk, and along the northern wall. Every specimen has been painted with the inscription, *"Ave Nerbane! Moraturi te salutant!"* In the middle of the northern wall, a section has been left empty for a marble sign inscribed *"CIRCUS CONVALLIS"*.

A3. Hall of celebrities: Famous gladiators, recognisable to educated minds to this day, have been immortalised here as painted marble statues the height of two men. **Northern row:** the Philosopher of Murder (respectable beard); Velocirotix the Beast (sharpened teeth); the Nameless Death (an everyman's face – this could be anyone); Arnold the Barbarian (it is HIM!). **Southern row:** Sententious the Mother-disappointer (with fitting face); Alastiel the Songbird (an elf); Biggus Dickus (the man himself); Dwarf Number Seven (certainly a dwarf).

A4. Guards' lair: Cramped room smelling of men, mostly used by the **guards** for sleeping (only **2:6** to be awake, and spend their time loudly squabbling over something). Although Lucano the Wolf has ordered them to watch the entrance at all times, they don't feel a real need to be vigilant. They have made up a system where three of them are always standing on the ledge outside (**A6**), providing the illusion of watchfulness to observers within the valley.

Cavemen (7): HD 2; AC 7 (hides); Atk club 1d6 or 2*stone knife 1d4; ML 7; AL N.

Hp 11 7 7 9 11 9 14

A5. Collapse: After a short while down the stairs, the passage ends in impassable rubble.

A6. Erotic bas-reliefs: Carvings of men and women in rather sensuous scenes, executed with great care. In the side-rooms, decorated in the same manner, are stone beds. There are no doors, nor had there ever been any. A low archway to the west leads to a passage under the letters "V.I.P." A patch of **gray ooze** lies in wait on the other side to fall on trespassers, surprise **5:6** unless checked for. The passage leads to **5**.

Gray ooze: HD 3+3; AC 8; Atk ooze 2d8; Spec corrosion; ML 12; AL N.

Hp 19

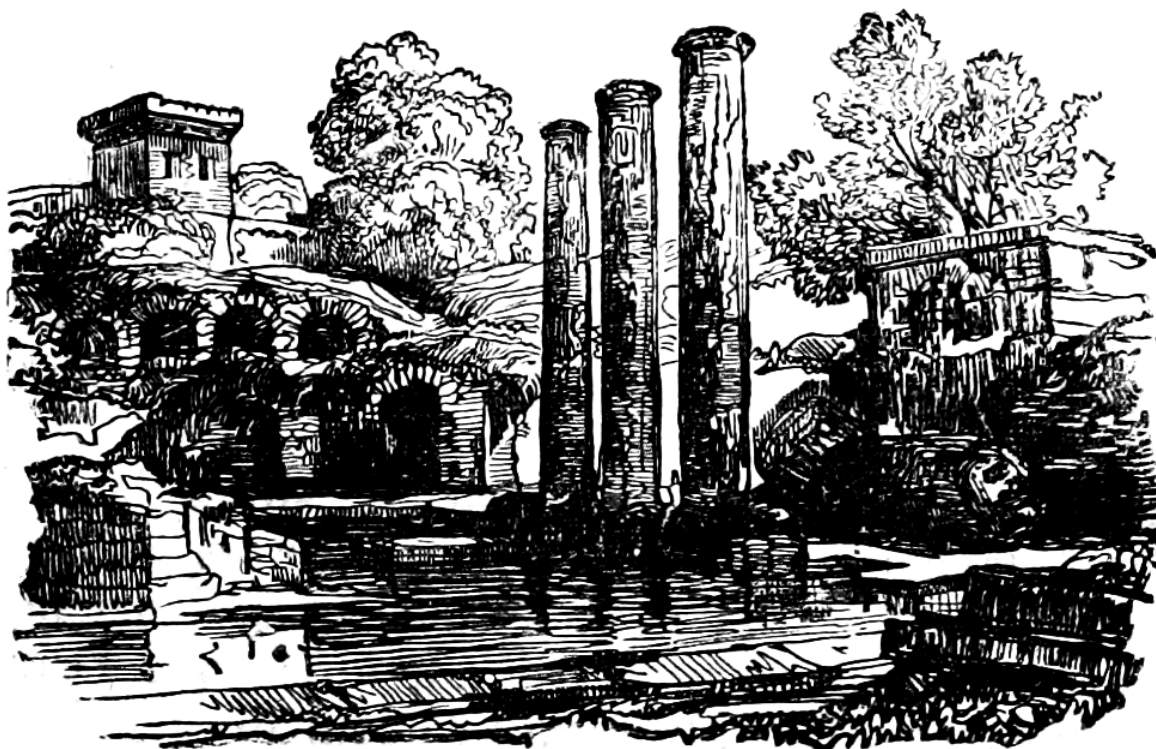
A7. Ledge: The protruding cliff is the beginnings of an unfinished grandstand. The **cavemen** guards navigate via a rope ladder. One of these guards has an alarm horn, to be used if enemies are spotted.

Cavemen (3): HD 2; AC 7 (hides); Atk club 1d6 or 2*stone knife 1d4; ML 7; AL N.

Hp 5 16 8

B. Mountain trail: This steep and narrow trail is overgrown with brushwood. A druid or ranger discovers it automatically, an elf or other outdoorsman with **3:6**, an all others only with **1:6**. It is better left hidden, as the route is a deadly hazard, with **2:6** to slip and fall unless proceeding slowly and with utmost care (fall 1d8*10' on a failure). The trail leads straight to **6**.

C. The villa of Emperor Nerbanus: The structure is an imposing site even in its unfinished, and now ruined state. It is now a nesting ground for the beautiful but vicious **red peacocks**. The birds guard the remaining treasures: 350 gp, a *short sword* +2 (looks like a painted replica attached to a statue), and a *number nine* (arrow +3 separates to strike as 9 missiles – roll to hit nine times).



Most of the cellar has collapsed, but a passage leading south remains passable. While it feels endless, it eventually emerges in the temple of Glador (10). However, woe to those who walk this path: the **shadows** of massacred slaves haunt the passage.

Red peacocks (4): HD 5; AC 6; Atk beak 1d3; Spec if it unfurls its feathers, all who behold it must save vs. death or have their eyes overflow with blood, causing blindness and weeping blood for 2d10 rounds, 1d4 Hp/r; ML 7; AL CE.

Hp 14 22 21 27

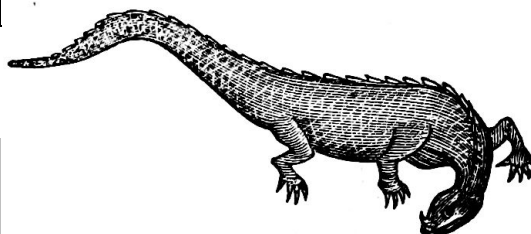
Shadows (5): HD 3+3; AC 7; Atk touch 1d4+1 + Str; Spec Strength drain, silver or +1 to hit; ML 7; AL CE.

Hp 14 18 19 9 13

RANDOM ENCOUNTERS

The valley is a rather deadly location, where several traps and monsters have remained from the original menagerie and stage props. Roll for random encounters (1:6) for every *second* numbered location or intersection visited, but also if the company makes much noise or does something that could attract attention. Reaction rolls apply, and some hazards can be avoided.

1d6	Encounter
1	Ape, carnivorous (1d6)
2	Axe beak (3d4)
3	Caveman hunter (2d6)
4	Lizard, giant (1d12)
5	Trap
6	Venus flytrap, giant (1d2)



Ape, carnivorous (1d6): HD 5; AC 6; Atk 2*claws 1d4 and bite 1d8; Spec rending on double claw hit 1d8; ML 10; AL N.

Hp 23 28 24 30 21 21

Axe beak (3d4): HD 3; AC 6; Atk kick 1d4 and beak 2d4; ML 6; AL N.

Hp 14 7 13 5 9 20
6 6 18 13 9 10

Caveman hunters (2d6): HD 2; AC 7 (hides); Atk club 1d6 or 2*stone knife 1d4; Spec surprise 2:6; ML 7; AL N.

Hp 11 4 10 7 10 11
5 13 8 8 3 3

Traps: One of the numerous deadly instruments left on "stage", emerging from concealed trapdoors, and activating on approach. **1d6:**

1-2 – javelin thrower (1d6 attacks at 5 HD, 1d6 Hp)

3 – 20' pit trap, **2:6** to serve as lair for 1d4 poisonous snakes – bite at 1 HD before fleeing

4 – net trap (so old they can be torn apart in a round, but a favourite hiding spot for monsters – roll for secondary encounter with 1d4)

5 – paralysing light burst (save vs paralysis or blind and paralysed 1d4 h)

6 – poison gas (0/12 Hp)

Lizard, giant (1d12): HD 3+1; AC 5; Atk +3 bite 1d8; ML 7; AL N.

Hp 15 8 11 18 11 6
17 12 11 4 7 10

Venus flytrap, giant (1d2): HD 6; AC 6; Atk bite 2d6; Spec on successful hit, save vs. poison or stupefied by narcotic scent while being devoured by plant, -2 vs. fire; ML 12; AL N.

Hp 31 24

KEY TO THE VALLEY

The entire valley is approximately 3 miles across. Most of its terrain is covered in lush woodlands. The air is humid, and the ground is soggy with groundwater.

1. Half-buried stone slab: A monumental stone slab, the height of three men and the width of five, now mossy and mostly covered by turf. Mystical script along the slab can be deciphered if the moss is scraped off: *explosive runes* (6d4+6 Hp). This is one of the leftover arena traps.

2. Human-faced trees: Twisted human visages are visible on the trees around a small clearing. The place has an unpleasant, disturbing aura. If someone would get the terrible idea to sleep here (and after a turn spent here, a save vs. spell must be made to avoid drowsiness), he will be haunted by terrible nightmares. Save vs. polymorph, or the victim will awaken the next morning as one of the trees with twisted faces...

3. Quicksand: Characters passing through this innocent-looking, sandy clearing have **2:6** to sink into quicksand. The character will sink in an instant, as clawed hands help drag him down – beyond the threat of suffocation (2d4 r), the claws deal 1d4+1 Hp per round as well. Once trapped, escaping the quicksand and hands requires an open doors roll.

4. The parrot: A **giant parrot** the size of a calf sits on a fallen tree, lunching on the fruits piled before it. It can speak, and it is highly intelligent, knowing a good deal about the valley. Of course, no advice is free! It desires rare seeds and fruits, and take care – it is clever enough to see through a trick.

Giant parrot: HD 3; AC 5; Atk beak 1d10; ML 5; AL NG.
Hp 15

5. V.I.P.: “*Viri Illustres et Potentes*”; that is, exclusive seats reserved for “Noble and Powerful Men”. The emperor had built this excellent, well-equipped overlook for his closest friends, and it remains open to this very day, even though its glories have faded somewhat.

The VIP is not simple to enter, except by the underground passage from **A6**, since its lowest floor towers a full 50’ above the treeline, and there is no way down to the valley floor. There are three floors linked by spiral stairs. The lower two are nondescript, while the highest, 100’ up, consists of exclusive lounges with serving staff. The place is stocked with 2400 gp worth of gem-inlaid silver, electrum and gold cups, chalices, plates and utensils. There are two grand imperial tapestries as well, sadly too worn to be of any value.

The head of staff, **Emeritus** is a very polite and deferential undead, receiving V.I.P. guests by appointment of the emperor himself. **Ghoul bacchanalians** dressed in revealing clothing bring food (inedible, and with a **1:6** probability, sickness-inducing), perform sensual dances, and render *other* services, even uninvited. Although not violent, they are insistent, as they have seen no visitors in several years. All this changes when the illustrious guests attempt to depart – no, it is not possible to leave here! Guests are restrained by force if needed be, since the true V.I.P. experience must be enjoyed in its fullest.

Emeritus: HD 4; AC 6; Atk 2*claws 1d4 + paralysis and bite 1d8 + paralysis; Spec paralysis; ML 10; AL CE.
Hp 16

Ghoul bacchanalians (9): HD 2; AC 6; Atk 2*claws 1d3 and bite 1d6; Spec paralysis; ML 7; AL CE.

Hp	10	8	3	6	10	13
	5	11	11			



6. Hut below grandstand: The trail leads to a tiny, ramshackle hut in the shadows of the massive, half-completed grandstand. This is the refuge of **Rha-Ta-Thul**, the defeated chieftain's surprisingly intelligent son. Rha-Ta-Thul wants to reclaim his just birthright, but does not wish to commit suicide, knowing he would be outmatched by the usurper. Rha-Ta-Thul has constructed a rope ladder to climb the 50' grandstand, from where he can spy on the valley.

As he is wary of assassination attempts (and not without reason), he has dug multiple carefully constructed pit traps on the trail (**5:6** to step on it unless proceeding cautiously) and scattered nearby in the forest (**3:6** to blunder into one). The 20' spiked pits cause 2d6 falling damage, and 1d6 spikes hit at 3 HD for 1d6 Hp each.

Rha-Ta Thul: Fighter 2; AC 6 (hides, Dex); Atk club 1d6 or 2*stone knife 1d4; ML 6; AL N.
Hp 16

7. The three sisters: It is not easy to cross this lake, populated by large **crocodiles**. A weathered canoe, capable of transporting six men, lies next to the trail, but careful scrutiny notes a structural weakness – carrying more than two, it will not reach the opposite shore.

The Three Sisters are ageless Siamese triplets possessing mystical powers, often sought by the cavemen for divinations. They were imprisoned on their island by Emperor Nerbanus for prophesying constructing arenas would be his downfall. The emperor could not tolerate this prediction, and had his previously pampered oracles punished by exile.

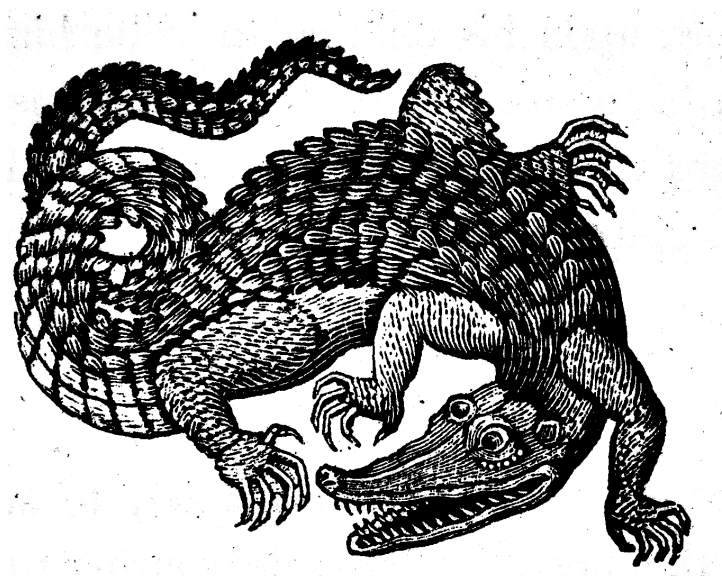
The isle is occupied by a round shrine raised from white stones, and in their shady interior lurk the **Three Sisters**. They do not like to let anyone nearby, being very careful and mistrustful. They love gemstones, and ask gems or jewelry for their predictions. They have collected a decent hoard in their quarters: 13 gemstones (3*10 gp, 6*50 gp, 4*100 gp) and 3 pieces of jewellery (2*200 gp lockets, 400 gp amulet).

Crocodiles (3): HD 3; AC 5; Atk bite 1d12; Spec surprise 3:6 in water; ML 9; AL N.
Hp 16 18 19

The Three Sisters: Magic-User 3; AC 10; Atk –; Spec can cast spells separately, but from a common reserve; ML 3; AL LE.

Spells: 6/3; 1: charm person, detect magic, magic missile, read magic, shield, sleep*2; 2: ESP*2, invisibility.

Hp 22



8. Cave dwelling: A wide ramp leads up to the entrance 30' above. It is completely regular, since this is no natural cave, but a combination of former storerooms, prisons, and kennels. Currently, it is inhabited by the **cavemen**. The tribe consists of **40 hunters** of fighting age, and three times as many women and children. **Lucano the Wolf** has established a nice little suite in a back chamber for himself and his harem, and also keeps the tribe's treasures at this location: 600 electrum, 350 gp, and a very valuable but very heavy 3000 gp jug made of splendid agate.

Lucano the Wolf: Fighter 5; AC 5 (chainmail, Dex); Atk halberd 1d10+1 or hand axe 1d6+1; Str 17, Int 12, Wis 6, Dex 10, Con 16, Cha 12; ML 10; AL LE.
Hp 37

Caveman hunters (40): HD 2; AC 7 (hides); Atk club 1d6 or 2*stone knife 1d4; Spec surprise 2:6; ML 7; AL N.

Hp	5	10	12	12	12	5
	12	8	10	5	4	9
	8	7	5	12	12	7
	4	3	13	8	8	6
	5	8	9	15	11	5
	9	8	6	16	11	9
	6	6	7	10		

9. Waterfall: The mass of falling water provides a splendid sight. A cave behind the waterfall contains a smattering of old bones, but is otherwise uninhabited.

10. The Temple of Glador: This imposing building, built into the side of a mountain, had a dual function: it had served as the temple of Glador, god of aqueducts and construction (one of the major imperial cults), and also as the emperor's private grandstand. A long set of stairs leads up here from the valley, as the building is a full 50' above the treeline.

The place has been long inhabited by a **basilisk**, as attested by numerous petrified cavemen and other humanoids, forming a grotesque display clustered around the entrance. The tribe regularly performs sacrifices before the monster they consider a divine being. The beast's nest has 1d4+1 unhatched eggs. Salvageable treasures include 450 electrum, 4 gemstones (3*50 gp, 100 gp), a 160 gp electrum incense bowl, a 600 gp set of silver architectural tools, a *candle of invocation*, and a *medallion of ESP*.

From a hidden corner of the temple, a set of stairs leads down to a cold, damp corridor. This passage leads under the mountains and emerges under the villa of Nerbanus (C). Note the guardians prowling this underground route!

Basilisk: HD 6+1; AC 4; Atk bite 1d10; Spec petrification; ML 10; AL N.
Hp 24



Conventions

While much of old-school gaming originates from the same lineage, and its products remain largely cross-compatible, there is much devil in those details. Every table and every party has its own ideas and house rules, and it is a good idea to lay these assumptions out into the open. Therefore, the conventions governing this supplement are thus:

- Unless otherwise noted, the materials published here were designed for **Advanced** rules.
- A thousand gold pieces is **worth a small fortune**. Monetary treasure is relatively scarce.
- Conversely, **XP for treasure** is gained through squandering it in hedonistic excess (or any kind of lavish spending which has no discernible benefit), with a ***5 multiplier**. If you adjust the treasure values, adjust the multiplier as well.
- **Level demographics** form a very flat pyramid: low-level NPCs (1st to 4th level) are commonplace, while mid-level ones (5th to 8th level) tend to be outliers – present in most communities, but never numerous. Few NPCs reach more than 9th level, and over 12th is almost unheard of.
- Magic is limited to **5th level spells** or lower. Magic items are limited to **+3**.
- Fighters can do **carryover damage**: when fighting grouped opponents, the damage remaining after a killing blow is transferred to the next opponent.
- **Roll-under morale** is in effect (see **Morale & Men in Echoes #01**).
- The **gods are limited in their powers**, but actively involved in the fate of the world.

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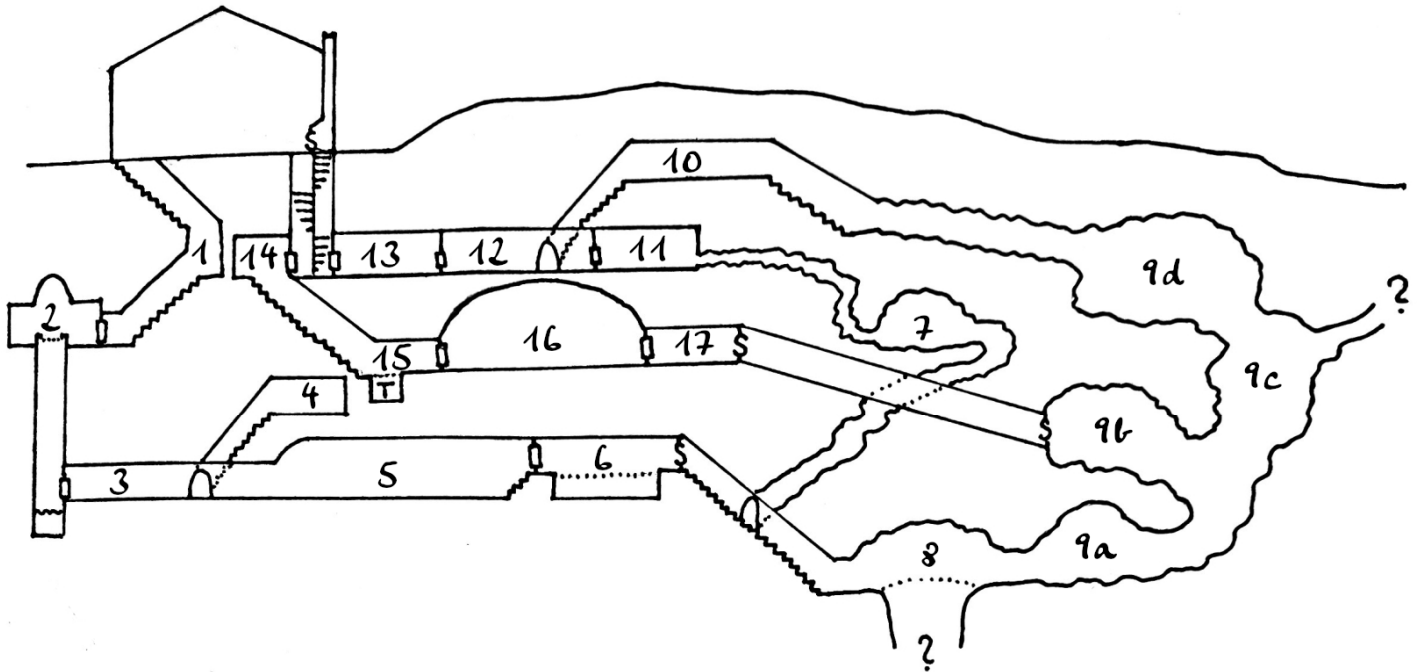
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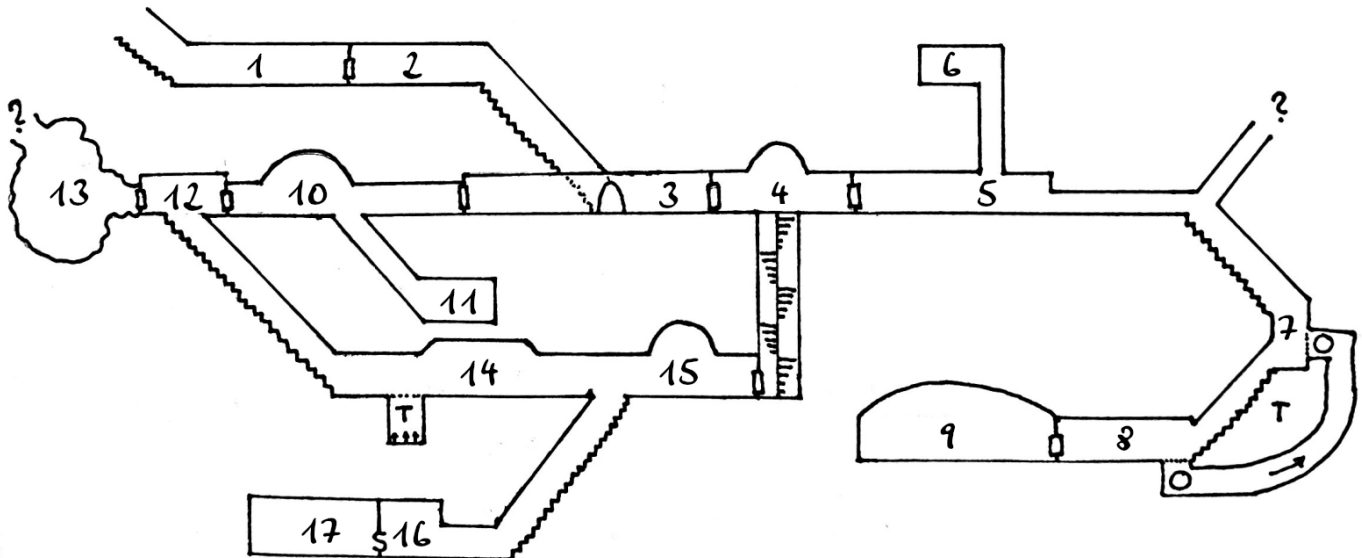
Thieves' Den

The Haunted House



Halls of the Dead

Amphitheatre



Prestigious Plunder

2003
EMDT 1 – The Garden of al-Astorion +
2008

EMDT 2 – SWORD & MAGIC
EMDT 3 – MONSTERS & TREASURES
EMDT 4 – GAMEMASTER'S GUIDELINES
EMDT 5 – The Temple of Pazuzu (+)
EMDT 6 – Black Blood +
EMDT 7 – Sacrificial Lamb #
EMDT 8 – Broken Wastes +
EMDT 9 – The Unholy Secrets of Protoros #
EMDT 10 – Strabonus +

2009
EMDT 11 – The Menestratos School #
EMDT 12 – Sea Lords +

2010
EMDT 13 – Molonei +
EMDT 14 – Isle of the Water Sprites +
EMDT 15 – City Encounters # +

2011
EMDT 16 – Towards Fomalhaut +
EMDT 17 – The Temple of Torments #
EMDT 18 – The Barbarian King +
EMDT 19 – The Main Cities of Fomalhaut I. (+)
EMDT 20 – Sea Demon +
EMDT 21 – City Encounters II: The Nocturnal Table +
EMDT 22 – In the Name of the Principle! +
EMDT 23 – Below the City +
EMDT 24 – Oolar's Time #

2012
EMDT 25 – The Blood Drinkers of Yukum #
EMDT 26 – Khosura: City State of the Four Myst. +

2013
EMDT 27 – Trials on Tridentfish Island +
EMDT 28 – Feathers of Fire #
EMDT 29 – The Ghost City of Arun-Kha #
EMDT 30 – The Tower of Manistrid #
EMDT 31 – Tempest Dreams #

EMDT 32 – The Burial Chamber of Carnaic Arnoc #
EMDT 33 – Ratcatcher #
EMDT 34 – HELVÉCZIA
EMDT 35 – GAMEMASTERS ALMANAC
EMDT 36 – Ammertal and the Oberammsbund
EMDT 37 – The Accursed Cellar
EMDT 38 – Slaughter in the Salt Pits +

2014
EMDT 39 – Curious Marriage #
EMDT 40 – Until Dawn
EMDT 41 – Ill-Gotten Merchandise

2015
EMDT 42 – The Cloister's Secret #
EMDT 43 – The Serpent Girl and Other Stories #
EMDT 44 – The Fools' Feast at Fürechen #
EMDT 45 – The True Weapon Cache etc. #

2018
EMDT 46 – Echoes #01: Beware the Beekeeper! +
EMDT 47 – The Barbarian King (REVISED) +
EMDT 48 – Echoes #02: Gont, Nest of Spies +
EMDT 49 – Echoes #03: Blood, Death, and Tourism +
EMDT 50 – Cloister of the Frog-God (HU) (+)

2019
EMDT 51 – The Enchantment of Vashundara (HU) #
EMDT 52 – Echoes #04: Revenge of the Frogs +
EMDT 53 – The Lost Valley of Kishar (HU) # +
EMDT 54 – Murderous Devices (HU) #
EMDT 55 – The Lost Valley of Kishar (EN) # +
EMDT 56 – Echoes #05: The Ench. of Vashundara +
EMDT 57 – The Nocturnal Table +
EMDT 58 – Echoes #06: The Gallery of R. Tombs +
EMDT 59 – In the Shadow of the City-God (HU) # +
EMDT 60 – Castle Xyntillan +

2020
EMDT 61 – Echoes #07: From Beneath the Glacier +
EMDT 62 – In the Shadow of the City-God (EN) # +
EMDT 63 – Trail of the Sea Demon +
EMDT 64 – The Forest of Gornate (HU)

Indicates title written by guest author
+ Indicates title available in English



In the Shadow of the City-God

Mur's fortunes have been built on tear salt, and merchants from distant lands travel to the city for this healing elixir. There are two tear salt springs in town, owned by two rival patrician families: the Falconi and the Capullo. Mur's laws forbid open conflict, and like most crimes against citizens, the punishment for breaking the peace is severe: live entombment within the living city's ever-growing walls! Nevertheless, cloak-and-dagger intrigue always claims new victims, and discord between the two families has now escalated into almost open warfare after the elderly Ercol Falconi's young wife has disappeared. Time is ticking away, and only a bold company of outsiders can resolve the feuds and discover the masterminds behind it all... under the watchful eyes of **the City-God!**

