



About the Adventure

The Third Hall of Uzrah is a *GURPS Arabian Nights* adventure, although it can be easily translated to other systems and settings (a *Dungeons & Dragons 5E* version set in the land of al-Qadim is also available on lshotadventures.com). The adventure is set in a distant canyon pass in the Zagros Mountains. The nearest major city is Mosul, a great and independent city that has changed hands many times over the years.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure.

Adventure Setup

Centuries ago, a legendary vizier, Uzrah the Hunchback, was famed for his Six Golden Conquests. In each adventure, Uzrah outsmarted a fantastic, magical foe, and left with his enemy's greatest treasure. Fearing theft, Uzrah hid each treasure in a secret hall. Eventually, Uzrah perished by the hands of an evil efreet, and the location of his halls was never revealed.

In the years since, two of Uzrah's halls were discovered and their treasures pillaged. Four of Uzrah's legendary halls still remain undiscovered.

However, after giving a few coins to a mysterious old beggar, the man surprised the PCs by handing them a torn page from a lost journal. The page seemingly points towards the legendary Third Hall of Uzrah, hidden somewhere three hundred miles away – across the barren desert of the Genies' Desolation, deep in the Zagros Mountains.

There are three clues on the torn page (see [Handout A](#)). The first clue has led the PCs into the Canyon of the Brass Feathers, a well-known, but dangerous location in the ashen and chalky mountains...

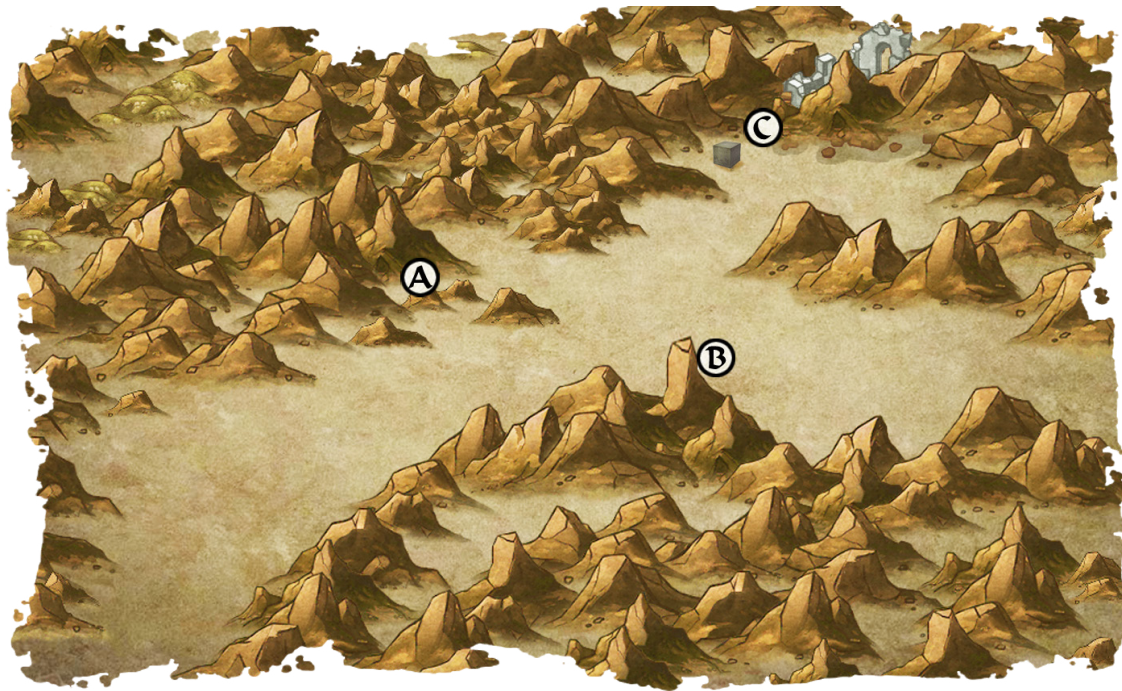
The Canyon of Brass Feathers

The adventure begins in the location first indicated on the torn page – the Canyon of Brass Feathers. The PCs have hired a guide, SURRAT AL-RISHA, to take them to this place. Along the way, the mirthful and talkative middle-aged man regales them with tales of the famed canyon.

A thousand years ago, this tucked away canyon was the setting of an epic battle between two powerful sorcerers. For three nights, the sky lit up with ash and fire as the two duelled each other. It is said that the two men annihilated each other with their magic, for on the morning of the fourth day, there was no sign of either of the men. However, in their place, the canyon held a thousand golden hawks, their feathers coated with the finest dust of brass. The Brass Falcons of this canyon are still in great demand by the rich caliphs in the land, and alas, the canyon can be treacherous, as poachers and thieves can be found camping amongst its caves and crevices! Be wary, my friends!

The PCs enter the sun-beaten canyon at dawn and from the southwest. Their page hints that they must seek the “Desert's Precious Reward” in order to find the location of the Third Hall.

There are three major locations in the canyon, featured below. The GM can also add additional encounters or wandering monsters to the canyon, with the most appropriate being bandits, giant scorpions, and jackals. An appendix at the end of the adventure has statistics for these encounters.



A – The Desert Centaurs

Two desert centaurs are camped here, ROSH and MUSAA. Smaller than normal centaurs, with antelope legs, the two are brothers. They have set up a colorful, open-air tent set up near the walls of the canyon. Two small, wicker wagons are near the tent, each with a large cage on top of it. One of the cages has three brass falcons inside.

The two centaurs are hunting brass falcons, so they can sell the rare birds to wealthy merchants at a later time. The nomadic centaurs are wary of outsiders, and will quickly arm themselves with their lances and bows should the PCs approach. If the PCs threaten the centaurs, they will defend themselves until they can flee the canyon.

If the PCs are courteous and respectful, the centaurs will calm and converse with them, and reveal a few things, depending on how the conversation goes:

- They are hunting falcons, which are worth \$500 each when sold at a city marketplace. Keeping the birds alive is difficult (roll ANIMAL HANDLING (BIRDS)-2 each day), as they will only eat special mice that can be found in these mountains, and even then, not all survive the trip.
- There are bandits in the northern part of the canyons, but they are afraid of the centaurs and steer clear.
- If asked about landmarks or curious sites, they will say that there is a cave with a fortunate well in it (Area C on the map). But they warn the PCs that an *ammut*, a dangerous and cursed creature has taken up residence in the cave.

Desert Centaurs		
ST	14/22	HP: 22
DX	12	Will: 14
IQ	10	Per: 10
HT	13	FP: 13
Basic Speed: 6.25		SM: +1
Move: 12		
Dodge: 10		
Advantages: Claws (Hooves); Combat Reflexes; DR 1 (Tough Skin); Enhanced Move: Ground (x2 Move); Extra Legs (4 Legs).		
Typical Disadvantages: Impulsiveness; Phobia (Enclosed Spaces); Stubbornness.		
Typical Skills: Animal Handling-14; Area Knowledge (Canyon)-12; Bow-13; Carousing-13; Jumping-12; Naturalist-10; Spear-13; Survival (Desert)-14; Tracking-11.		
IN COMBAT...		
Javelin: 1d+3 imp; parry 11; reach 1		
Composite Bow: 2d imp; Acc 2; Range 210/280; RoF 1; Shots 1(2); Bulk -7		

- A desert giant lives in the mountains a few miles away. He is a hermit and is rarely seen. He is old, but has not yet begun to turn to stone from old age.
- There are more centaurs on the outskirts of the mountains. They warn the PCs to keep their distance from the nomads.

Hunting the Falcons

A MERCHANT or similar skill roll recalls that the rare brass-feathered falcons are worth \$500 alive, and \$100 dead (for their metallic feathers). However, capturing these birds is difficult, as they roost on steep cliffs. A NATURALIST roll finds a nesting area. Two CLIMBING-3 rolls allows a PC to climb to a nest and capture a bird! *Killing* a bird generally requires a missile weapon, spell, or other clever plan. Treat the swift birds as large falcons (p. B457), having ST 3, HT 10, Dodge 9, SM -4, and DR 1 (their feathers keep them well-protected).

B – The Sorcerer’s Cave

An sunscorched, once-ornate wooden door lays smashed on the ground outside a cave carved into the canyon. This cave was once a hideout of one of the unnamed wizards that once fought in this canyon.

As the PCs approach, they’ll hear shouts and screams for help from inside the cave. However, seconds later, the sounds stop. A HEARING roll will only detect fleshy chewing noises from within. A foul, decaying smell emanates from the dark cave.

The cave layout is simple. A long hall leads into a single, spacious open room. A natural stone fountain, decorated with large fish and dolphins, is the centerpiece of the room. The room’s furnishings are long gone, though some worn mosaics on the wall are still visible. They depict rare fruit trees.

The cave has become home of an ammut, an enormous creature that is rumored to devour the damned. The creature is a bizarre combination of crocodile, lioness, and hippopotamus, though it awkwardly walks upright. The ammut has gorged itself on greedy bandits that walk into its lair; several bodies of bandits are torn apart near the well. One is *especially* fresh.

An OCCULTISM roll identifies the ammut and reveals that it only gains sustenance from evil-doers, though it despises most life. It attacks criminal, scoundrel, and outlaw-types first.

If the PCs search bandit bodies, they find a small bag with \$150 worth of brass feathers, a shortbow, two curved short-swords, and a silver ring worth \$35. A SEARCH-2 roll finds a hidden button in one of the mosaic tiles. Inside is a small compartment containing an *Bottle of Voluminous Smoke* and a bright-blue *Cloak of Princes* (see appendix).

The burbling fountain still serves fresh, uncommonly clear water. The water is ice cold and delicious, and heals 1d-3 hp of injury to anyone who drinks from it.

The well is also the solution to the riddle on the torn page – “Desert’s Precious Reward.” At the bottom of the fountain is an metal plaque with additional hints (see Handout B) that ask the PCs to “**Sight the great cube and ring its great bell.**”

C – The Great Cube

An enormous, 40’ x 40’ smooth, rock-like cube is here on the canyon floor. It is utterly mysterious. A THAUMATOLOGY roll concludes that its origin looks magical, and that the cube is likely is made from a material that seems wholly unique, or from another plane of existence.

A successful CLIMBING-2 roll allows a PC to climb the cube. On the top of the cube are two metal railings, along with a faint inscription (see [Handout C](#)):

Only from heaven is knowledge gained.

Ammut

ST	19	HP: 19
DX	12	Will: 14
IQ	9	Per: 10
HT	13	FP: 13

Basic Speed: 6.25 SM: +2 (2 hexes)
Move: 5 Dodge: 9

Traits: Callous; Combat Reflexes; Constriction Attack (bite, swallowing the subject if killed); DR 3; Night Vision 5 (but suffers penalties from lighter conditions; High Pain Threshold; Intolerance (all living things); Mute; Obsession (devour the damned); Photophobia (Sunlight); Quadraped; Sharp Claws; Sharp Teeth.

Skills: Brawling-14; Swimming-13; Wrestling-13.

IN COMBAT...

Crocodilian Bite. 2d cut, reach C.

Claws. 2d cut, reach C.

Anguished Roar. All creatures within earshot must make a HT roll or be Stunned and struck with an Affliction (Deaf). The Affliction lasts one minute per point by which the HT roll is failed.

Indeed, an invisible, silken rope dangles just over the center of the great cube. If a PC reaches up and feels around, they will be able to grasp it. Optionally, the GM may allow sincere prayer from a person of true faith, to cause the rope to become visible as well, or an especially tall PC to brush his head against it! As soon as the rope is held, it becomes visible, seemingly stretching far into the clouds. Tugging on the rope will produce a deafening, though perfectly pitched, ringing that echoes throughout the canyon.

The Giant of the Canyon

Minutes after the bell is rung, the PCs will hear thunderous footsteps coming their way. Around a bend in the canyon comes a massive desert giant. Dark-skinned and wearing colorful striped pants and a worn cape, the 19-foot giant approaches the cube with curiosity and caution.

When he sees the PCs, he will call out to them and demand their names. On the odd chance he can't see them because they are too well-hidden, he will circle the cube for several minutes, scout the area nearby, then return to his hidden mountain home.

Once he sees the PCs, he will loudly name himself as "KHUWAYLID THE MOUNTAIN OF MOUNTAINS, KEEPER OF THE ROCS OF ETERNITY" and then scan the skies for his great rocs.

If the PCs attempt conversation, the giant will be pleased to exchange pleasantries with other beings. He will bow graciously and tell them that he sworn to move the great cube to a new location, upon the ringing of the bell. However, he warns them that they must procure food for his rocs, already on the way, else they will eat the PCs before moving the cube.



KHUWAYLID, THE DESERT GIANT		
ST	45	HP: 45
DX	12	Will: 13
IQ	11	Per: 12
HT	14	FP: 14
Basic Speed: 6.5		SM: +4
Move: 12		Dodge: 9
Advantages: DR 2 (tough skin); Enhanced Move 1; Status 2.		
Disadvantages: Duty (Guardian of the Great Cube); Loner; Loves birds; Congenial.		
Skills: Animal Handling (Rocs)-15; Area Knowledge (Canyon)-12; Camouflage-13; Musical Instrument-11; Naturalist-9; Savoir-Faire-11; Survival (Desert)-12; Spear-14; Spear Throwing-14.		
IN COMBAT...		
Great Horn. The giant's horn summons an angry and protective Roc, which will arrive a few minutes.		
Heirloom Spear. 3d+3 imp; reach 1-5, parry 10.		
Spear Throw. 5d+4 imp; Acc 2; Range 45/68.		

If the PCs attack the giant, he will defend himself, first blowing his great horn which will accelerate the arrival of his rocs.

The PCs have a few options to feed the rocs. It's doubtful they are carrying enough food to feed the birds, although if they brought horses or camels, two of them will do. The carcass of the ammut will make a hardy (though disgusting) meal for Khulwaylid's rocs, as will the bodies of at least three bandits (or centaurs, if the PCs defeated them); Good PCs may find this option abhorrent. If the PCs somehow kill Khuwaylid, the rocs will come and devour his corpse before lifting the cube into the air.)

If the PCs have no substantial food for the great birds, Khuwaylid again warns them that they have but a half-hour to find food, lest the rocs come and devour them. A successful TRACKING or SURVIVAL (DESERT) roll will find evidence of nearby jackals, bandits, or giant scorpions (the rocs' favorite!) that can be used for bird food.

Regardless, within thirty minutes, as Khuwaylid foretold, two great red-brown rocs swoop from the sky at frightening

speed, their loud screeches echoing across the canyon walls and drowning out all other sounds. The birds greedily devour any food nearby, and then grab the great cube with their talons and lift it into air. The rocs flap their wings mightily, barely able to move the massive cube, but succeed in maneuvering it a few hundred yards away.

In the indentation in the ground, where the cube sat, are stone-carved stairs winding down deep into the earth!

The stairs descend into three stories under the canyon floor. The tunnel is wide enough for two men, and stretches northward for almost a mile. The cleanly-cut tunnel is dark, cool... a welcome respite from the hot desert sun.

The Hidden Castellum

The tunnel ends in an upwards staircase and then a great golden door, carved with prayers and images of suns and moons. While the door has an elaborate locking mechanism built into it (-5 to LOCKPICKING rolls!), it is currently unlocked and can be pushed open. The door exits from a small and square sandstone building into a hidden canyon located to the north of the Great Cube. This is the hidden castellum of Uzrah, a small estate the sorcerer used to study his ancient tomes and perform new enchantments. The castellum is also home to his legendary Third Hall.

The castellum is comprised of three large structures and the walled hall itself:

1 – The Gate of Lions. The monstrous double-doors to the Third Hall is made of the same unique material as the Great Cube. Cold and ceramic-like to the touch, the doors depict two pouncing lionesses attacking each other in portrait. The doors are magically locked and cannot be damaged or opened through any physical or magical attack. A PERCEPTION roll reveals that each lion has a hollow divot where its eye should be.

To unlock these doors, the PCs need to acquire two Scapolite Eye gems from the castellum. Only once both gemstones are placed in the lioness' eyes will the doors to the famous hall be unlocked.

Uzrah's Manse

This building served as Uzrah's living place and quarters when he stayed in the valley.

2 – Entrance Hall. The painted wooden doors are worn and in disrepair. They are unlocked, and PCs can easily enter the entrance hall. Despite its age, the hall is still beautiful, with its floor mosaics still colorful and intact. The hall's ceiling is its most remarkable feature – the ceiling is enchanted with a

glass spell so that the sunlight shines brightly into the room. Cushioned couches and chairs are set around the room, as if still ready to host regal guests. Searching the room reveals nothing out of the ordinary.

3 – Dining Hall. An expensive, laurel table sits in the middle of this room, big enough to seat a dozen or so guests. The table is set with red clay plates and fine silverware (worth \$150 if taken). Two doors lead from the room. The one to the south is locked (roll LOCKPICKING to unlock it), while the one to the east is unlocked and leads towards the gardens.

4 – Uzrah's Lounge. The door to this room is locked (LOCKPICKING or FORCED ENTRY is needed). The PCs will be astounded to see that this room is filled with dozens of floating pillows, each large enough to comfortably sit one or two people. Uzrah used this room to entertain his guests after dinner. Each pillow is enchanted to be the most comfortable resting place someone could imagine; PCs who climb on to a pillow (with a DX-2 or ACROBATICS roll) will find themselves refreshed and pleased with themselves. It's possible to steal a smaller pillow, though it will be difficult to carry as it will resist being contained in a bag or pack (GMs should apply Unluckiness to those who carry a pillow with them).

In the corner of the room is a small cabinet, which features three faucet-like pipes emerging from it. Glassware is located underneath the cabinet. The first faucet, which depicts a fruit above it, pours forth delicious mango and fresh juice to those who place a glass underneath it. The second faucet, which depicts a raincloud, provides chilled water. The third faucet, which depicts a lion, pours forth Uzrah's own *Euphoric Brew*. Drinking it adds ST+1 and Charisma 1 for one hour. However, after the hour is up, the PCs must make a HT roll or become drowsy and fall asleep (the PC can be woken normally).

5 – Room of Wonderful Shoes. This room is inexplicably filled with dozens of shoes, each placed on their own shelf on the wall. The shoe variety is immense, in all styles, for men and women, elves and tritons, and even, what appears to be, shoes of a desert giant (Khuwaylid's shoes, no doubt!).

GM's Note: The backstory for this room is that Uzrah loved to collect shoes. He would trade a visit to his magical garden in exchange for his visitors' shoes (he gave them a fine pair of his own making in exchange).

Each pair of fine shoes is worth 2d x \$10. Among the shoes is a mismatched green and blue pair which function as *Boots of Clever Escapes*. Additionally, PCs can find *Shoes of the Burglar* among the shoe collection.

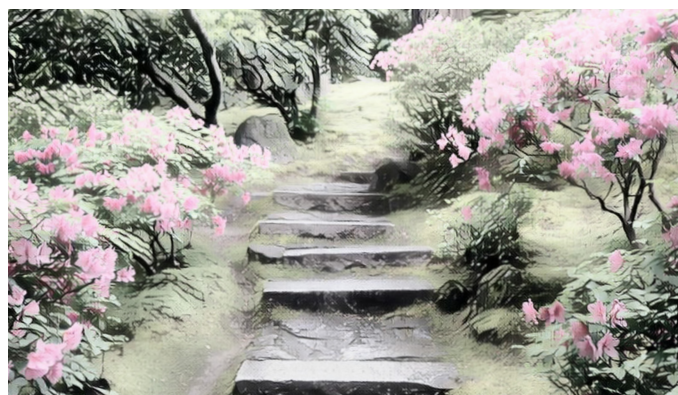
6 – Uzrah’s Magical Garden. The open-aired room is filled with hundreds of beautiful, lush plans, fruit trees, vines, and marble statues of famous heroes. Calming, stringed music plays gently through the garden.

A large, fountain is the centerpiece of the room, although it appears to have broken over the years, as no water emerges from its three great lion heads. A golden water jug sits on the walls of the fountain (valued at \$250, but see below for more on the jug’s unusual history); however, it appears to be glued tightly to the fountain, and no physical feat can release it. A hidden stone on the back of the fountain (SEARCH roll to find it) can be removed, revealing an intricate set of crystalline gears. One of the gears is cracked and broken, and needs to be replaced for the fountain to work again.

If the PCs look for the source of the music, they will find it emanating from a fine rug and set of pillows that sits atop a pedestal in the southern corner of the garden. On the rug is a statue of a beautiful, veiled woman, holding a stringed kamanjah instrument. The music will stop suddenly as the PCs approach.

If the PCs investigate further, they will hear a voice asking them why they have entered this place after so many years. The statue is but an illusion, cast to hide a tasked artist genie, HVOVI, a creature that Uzrah brought to his garden long ago, and enslaved to play her music forevermore.

Hvovi is emotionally wounded from being left here to play for centuries. She is terribly lonely, but also afraid of strangers that might mean her harm. She can be persuaded to talk to the PCs, though her knowledge of the castellum is limited. She’ll tell the PCs that she was captured by a clever merchant hundreds of years ago, when she was tricked to inhabit a golden water jug. When the merchant met his death years later, she went forgotten, until she was discovered by Uzrah. He released her in this garden, but forced her to stay and play for his guests forever.



Fountain Elementals (x3)

ST	13	HP:	14
DX	13	Will:	12
IQ	5	Per:	11
HT	13	FP:	13

Basic Speed: 6.5 SM: +0
Move: 6 Dodge: 9

Traits: Amphibious; Ambidextrous; Chameleon 1; Constriction Attack; Doesn't Breathe; Double-Jointed; Immunity to Metabolic Hazards; Injury Tolerance (Diffuse); Invertebrate; Night Vision 5; Mute; Pressure Support 3; Slippery 5; Striking ST+3; Vulnerability (Dehydration and cold attacks x2).

Skills: Brawling-14; Swimming-15.

IN COMBAT...

Water Strike. 1d+1 cr, parry 10, reach C

Slam. The elemental must all-out or move and attack to hit. Inflicts 1d crushing damage (or 1d+2 on an all-out attack). This slam can be dodged or blocked, but not parried. If hit, the opponent must make a DX roll or fall down.

Hvovi also tells the PC that while she can return to her water jug at any time, it is forbidden to be removed from the garden unless it is filled with magical water from the fountain.

“Alas,” the genie sighs, “the fountain broke a century ago.”

If the PCs show her the broken mechanisms of the fountain, she tells them that she only knows that Uzrah had a workshop somewhere in this building, and that maybe they can recover a new crystalline gear there.

If the fountain is restored, magical water is brought forth once again. However, the fountain is also home to three water elementals, which Uzrah used to perform water tricks for his guests. Angry at being imprisoned for so long in a broken fountain, they will attack anyone who comes near.

If Hvovi’s water jug is filled again with magical water, it will be able to be removed from the garden, allowing the genie to be free from this place. If the PCs made a good impression (Good reaction or better), she will agree to travel with them.

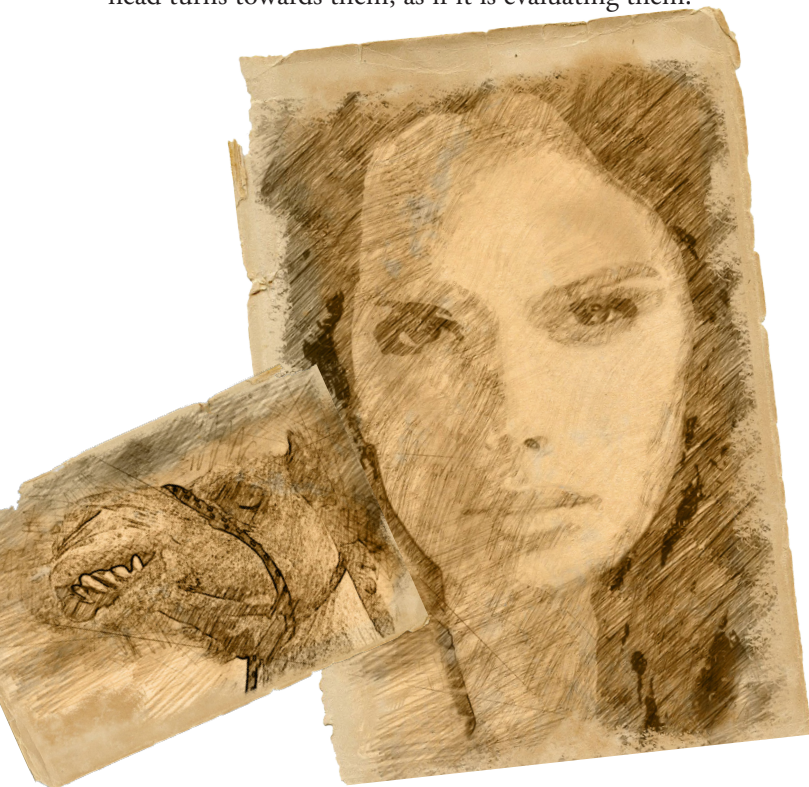
7 – Uzrah’s Quarters. This room is home to a oversized canopy bed, covered in gold and silver pillows. A fine wooden wardrobe is positioned against the wall.

The wardrobe is locked and trapped. A LOCKPICKING roll will open the cabinet’s doors, but detecting the magical gas trap on it requires a TRAPS roll or Detect Magic spell or ability. A Dispel Magic spell or TRAPS roll at -3 disarms the trap. If the trap is set off, a loud shriek and puff of green gas emerges from the wardrobe’s lock. Any PC within three feet of the cabinet must succeed a Quick Contest of Will versus the spell’s skill of 15, else their hands turn bright green (an effect Uzrah used to more easily find would-be burglars). Additionally, a cursed PC gains the Unluckiness disadvantage until the effect is dispelled!

Inside the wardrobe are several sets of silk dress robes, a *Wand of Fireflies*, and a *Bag of Golden Almonds*. Also inside the wardrobe is a beautiful yellow gemstone – one of the Scapolite Eyes needed to unlock the door to Uzrah’s Third Hall.

8 – Uzrah’s Workshop. Uzrah’s workshop is a wood-panelled room filled with tables, cabinets, and chests. Glass baubles, strange iron tools, and stone cubes are messily strewn about the room. A few books that show diagrams of bizarre contraptions, are open on the tables, along with scattered, half-finished journals.

In the corner of the room is a man-sized, copper automaton. It is dressed in crude chainmail and carries a heavy, curved sword. The PCs will notice, as they enter the room, the thing’s head turns towards them, as if it is evaluating them.



Copper Automaton		
ST	15	HP: 15
DX	10	Will: 10
IQ	7	Per: 10
HT	14	FP: 14
Basic Speed: 6.0		SM: +0
Move: 5		Dodge: 9
Traits: Ambidexterity; Automaton; Doesn't Breathe; DR 6; Extra Attack; Immunity to Metabolic Hazards; High Pain Threshold; Injury Tolerance (Homogenous; No Blood, Unliving); Mute; Pressure Support 3; Reduced Move 1; Sealed; Unfazeable; Unhealing (Total); Vacuum Support.		
Skills: Brawling-14; Broadsword-12; Forced Entry-15		
IN COMBAT...		
Internal Heat. The automaton can expend 2 FP to make one fist glow with molten fire. Its punching attack does 3d burning damage on its next turn.		
Metal Fist. 1d+2 cr, parry 10, reach C		
Enchanted Longsword. 2d+4 cut, reach 1 or 2d+2 imp, reach 1, 2. Parry 9. Sword is shatterproof.		

The automaton will fully come to life if the contents of the room are disturbed in any way and attempt to slay the intruders.

If defeated, the curved sword of the automaton is revealed to be a *Longsword of Zayn al-Asnam*. Additionally, if the PCs go through its wreckage, they will find a crystal gear that can be used to repair the fountain the the gardens.

The journals of Uzrah are worth \$500 to collectors (which a MERCHANT roll at -2 or HISTORY roll at -2 identifies). Most interestingly, several of them refer to the sorcerer’s great love of his garden’s genie, Hvovi, and also his prized, immortal camel, FLATFOOT, which he loved to show off. The remaining contents of the room are curiosities, but worthless.

A secret door in the southern wall of the workshop can be discovered if the SEARCH roll succeeds. A TRAPS roll reveals how to open the door (a seemingly-jammed drawer in one of the tables has a knob that turns and clicks the door open).

9 – Uzrah’s Closet of Desires. This room filled with a dozen painted portraits of Hvovi, the genie from the garden. One of

painting show what appears to be Uzrah himself, bravely defending Hvovi from marauding centaurs; another shows him dramatically standing atop the Great Cube, Hvovi wrapped in his arms and looking utterly smitten. Another sketch shows Flatfoot, Uzrah's prized magical camel (see [Handouts E](#)).

A scroll rack is mounted in the rear of the secret room. Inside are three scrolls, including Air Jet, Shape Water, and Alarm.

Uzrah's Storehouse

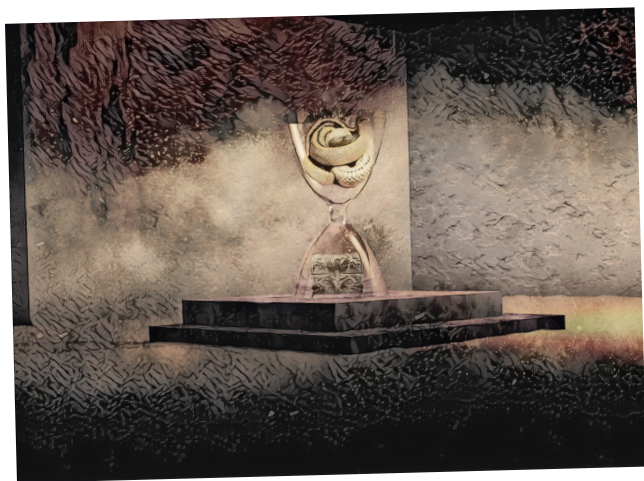
Uzrah's storehouse was designed to give his guests a peek of his treasures, and the cleverness with which he kept them guarded.

10 – The Serpented Hourglass. The ornate wooden doors to this large storage building are locked, and require a **LOCK-PICKING** or **FORCED ENTRY** attempt to enter. When the PCs enter, they behold a wonder of a sight. The entire floor of this large storage room is fine sand, swirling about and moving like a great ocean.

In the middle of the room is a pedestal upon which is a massive, 10' hourglass. No sand is visible in the hourglass. Instead, a mahogany and brass chest sits in the lower half of the hourglass. A sleeping, horned serpent rests in the upper part of the hourglass.

Crossing the room to the pedestal is a difficult feat. Each turn, PCs must make a **DX-3** roll or **SWIMMING-1** roll to avoid being pulled under by the sandy waves, taking 1d-3 crushing damage. A PC who critically fails is pulled entirely under the fine sand, taking another 1d crushing damage before emerging, coughing and sputtering.

The hourglass looks entirely sealed, although careful examination and a **SEARCH** roll reveals that the glass top of the hourglass can be lifted. Stealthy PCs may be able to cross the room, lift the top, and strike at the serpent inside before it awakens!



Hourglass Serpent

ST	20	HP: 20
DX	13	Will: 10
IQ	2	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 SM: +2

Move: 6

Dodge: 10

Traits: Combat Reflexes; DR 3; Immunity (Mind Control); Magic Resistance 3; Night Vision 5; Unfazeable; Wild Animal.

Skills: Brawling-14; Camouflage-15; Stealth-13.

IN COMBAT...

Bite: 2d-2 imp, plus follow-up 2d toxic (HT-4 to resist).

Breath of Sandstorms. The serpent can exhale a cloud of dust and sand in a 20-yard x 5-yard cone. Subjects can usually drop and dive for cover to avoid the attack (rolling Dodge +3, but falling prone). Anyone caught in the area in the area takes 1d+2 crushing, large-area injury. Additionally, anyone caught in the blast must make a HT roll or be Stunned as they cough and choke from the attack.

Servant Skeletons (x10)

ST	11	HP: 11
DX	11	Will: 8
IQ	8	Per: 10
HT	11	FP: 11

Basic Speed: 6.0 SM: +0

Move: 6

Dodge: 9

Traits: Claws, Blunt; DR 2; Doesn't Breath; Doesn't Sleep; Fragile (Brittle); High Pain Threshold; Injury Tolerance (No Brain, Blood, Eyes, Vitals, Unliving); Resistant (Metabolic Hazards); Vulnerability (Crushing x2).

Skills: Axe/Mace-11; Brawling-12.

IN COMBAT...

Claw: 1d-1 cr; parry 9; reach C

Makeshift Club: 1d+2 cr; parry 8; reach 1

When the serpent awakens, either due to the disturbance of the hourglass, or another loud noise, it will stare creepily at the PCs, but is otherwise unable to escape the hourglass.

Smashing the hourglass requires a single hit of 8 damage or more (which will immediately awaken the serpent!). Clever PCs may think of other ways to open the hourglass, such as quietly cutting through it, or melting part of it away so that one PC can get in and open the chest before the snake awakens. GMs should encourage PCs to use their wits here.

The chest is unlocked and contains a *Golden Cube of Force*.

The Servants' Quarters

This building is less grand and decorated versus the others in the castellum. The connected rooms in this structure were once the quarters of Uzrah's servants. However, after Uzrah died, the efreet who killed him was not done with his vengeance. He rewarded a powerful necromancer to turn all those loyal to Uzrah into the undead.

11 – The Common Room. As the PCs enter this room, they will smell something rank and decaying. The once fine furniture is toppled and broken, the rugs torn and sullied with dark, unknown stains.

12 – The Hanging Servants. This room is filled with nothing but the hanging bodies of ten skeletons (FRIGHT CHECK -2!) They are covered in tatters of fine, though simple clothing, and each hangs from the rafters of the room with rough, hemp rope. These were Uzrah's servants who attempted to end their own lives after they learned of his fall.

A PERCEPTION-3 roll causes a PC to glimpse a skeleton twitch unnaturally; perhaps a hand, or leg makes an odd movement just in the corner of his eye (FRIGHT CHECK!).


If the PCs damage or overly disturb the skeletons, they will come to life, cut themselves down (by detaching their heads!) and attack the living. Otherwise, the PCs can maneuver their way through the room to get to the eastern door.

13 – The Carrion Throne. This dim chamber is lit with strangely colored lights, which glitter and swirl around the room. As the PCs enter, a large spotlight magically appears from the ceiling and illuminates a massive, bloodstone throne. On the stone appears a giant, angry-looking efreet.

“Who dares enter the halls of Uzrah the Hunchback, the accursed and nugatory worm-dog, filthy would-be-conqueror, and thrall of insignificance?” his voice booms.

The efreet is a semi-sentient illusion (which warrants a FRIGHT CHECK), placed here by VARAZDAT THE GARNET, the evil efreet who slew Uzrah centuries ago. The impersonation is placed here to gloat and to describe, in exaggerated detail, how Uzrah dared to challenge Varazdat, was struck down before he could draw *Sandburn*, his legendary sword, begged for his life, and then was slain in a most hideous fashion. The illusionary efreet is unable to talk beyond this subject matter, and will begin to repeat himself if he runs out material to discuss.

If the illusion is disturbed in anyway, it will disappear, but reappear a few minutes later. Although the illusion is harmless, if the PCs throw strong insults towards Varazdat, the illusionary djinni will step off of his thrown and walk through the northern wall. He will re-enter the room a few minutes later and then angrily inform the PCs that Varazdat the Garnet has been directly informed of their insolence, and that they will soon hear from him in-person.

 It is entirely up to the GM whether or not the impersonating illusion actually communicated to the real Varazdat. In a continuing campaign, they may have just earned a powerful nemesis who will seek revenge at a later date!

14 – Nasnas' Lair. This room is strewn with rubble, the ceiling partially collapsed. It has become the lair of two nasnas, strange grayskinned humanoids with one arm, one leg, half a face, half a torso, and one wing! Once unaging servants of one of the sorcerers who fought in the Canyon of Brass Feathers, they fled here years ago and made their home in the ruins.

A VISION roll will spot that one of the nasnas wears a necklace with the second Scapolite Eye gem on it. Only capable of speaking via high-pitched hoots, the creatures viciously attack any PCs who enter their lair. Scattered in the messy room is a sack of brass feathers (worth \$150, a pile of cheap bandit scimitars, a *blessed dagger* with a silver-coated blade, inscribed with “Peeruz' Honor” on the blade).

15 – Uzrah's Barn. The wide, wooden door to this room is well-secured, and covered in scratches, from years of the nasnas attempting to break into the room. The PCs will find a symbol over the door which matches an entry from their torn page that they acquired at the beginning of the adventure, which reads:

Speak only to my two loves and gain entry.

To open the door, the PCs must call out the names of Uzrah's two loves, the genie Hvavi and his camel Flatfoot. Upon saying the names, the great wooden doors creak open.

The spacious barn smells of fresh straw. Magical sunlight streams through the roof, and illusionary windows give the impression that the barn is located in a lush field. A trough of fresh water is near the illusionary window, and seems to refill itself with new water every hour.

Happily sleeping in the middle of the hay is Flatfoot himself, Uzrah's immortal camel, fleet of foot, good-tempered, and wicked smart. A Very Good or better reaction (aided by ANIMAL HANDLING, ideally) will make fast friends with the beast.

The Third Hall of Uzrah

Once the PCs have located both Scapolite Eye gems, they can place them into the eye sockets of the lionesses on the door to the Third Hall. With a sound of a thousand trumpets, the doors magically open, and the hall lights up to welcome the entrants.

16 – The Third Hall. The great hall is but a single room, brilliantly decorated with mosaics that show Uzrah's first and second conquests. The grandiose southwestern wall is covered in a sweeping battle scene. A HISTORY roll reveals that the artwork shows Uzrah fighting off the Horde of a Thousand Bandits, a legendary battle that happened centuries ago, and saved one of the great cities of Zakhara.

The northwestern wall shows Uzrah leading an battalion of sword-wielding copper automatons. A HISTORY roll reveals that the artwork depicts Uzrah's great siege on the City of Spined Skulls, a necropolis that appeared in the desert and threatened disease and death on the neighboring tribes.

Down a great columned hall sits a bronze and glass throne, set into the wall, and surrounded by a fresco that shows Uzrah climbing a ladder into the clouds... but to the PC's astonishment, they also see a withered corpse sitting upon the throne, a silver crown upon his head, and a sword through his chest. A bloody banner is draped over the throne, unreadable without unfurling it.

Upon examination, the banner reads (see [Handout D](#)):

Here fell the Great Dog Uzrah.

Indeed, it is Uzrah's slain corpse, left here by the efreit Varazdat the Garnet as a warning to would-be conquerers. However, even Uzrah did not escape the last curse of his killer. If the PCs speak the words on the banner, or touch his corpse or the crown upon his head, his dead eyes turn into burning coal, and he will stir and mindlessly attack the intruders.

Flatfoot, the Immortal Camel

ST	22	HP:	22
DX	10	Will:	11
IQ	4	Per:	13
HT	12	FP:	12

Basic Speed: 5.5 SM: +1 (3 hexes)
Move: 14 Dodge: 8

Traits: Bad Temper (9 or less); Danger Sense; Domestic Animal; Enhanced Move 1; Hooves; Peripheral Vision; Quadruped; Reduced Consumption 3 (Water Only); Sense of Duty (his owner and his companions); Stubbornness; Unaging; Weak Bite.

Skills: Running-12; Survival (Desert)-12

Nasnas (x2)

ST	15	HP:	15
DX	12	Will:	12
IQ	8	Per:	8
HT	12	FP:	12

Basic Speed: 6.0 SM: -1
Move: 6 Dodge: 9

Traits: Callous; DR 2 (tough skin); High Pain Threshold; Magic Resistance 2; Mute; Night Vision 5.

Skills: Broadsword-14; Stealth-12.

IN COMBAT...

Chilling Hoot. A nasna's hoots and screams cause a chilling fear in all opponents. Treat this as Terror. Victims hearing the Nasna must make a Fright Check-1. A success makes the subject immune for one hour.

Rusty Scimitar. 2d+2 cut, parry 10, reach 0,1. A cruel GM may require wounded PCs to make a HT roll after the battle; a failure may indicate the PC has contracted some kind of bothersome infection.


If the PCs have not already defeated the skeletal servants from the servants' quarters, they will free themselves and race to Uzrah's aid, arriving in 2d turns. (If the PCs did defeat them, and the GM wants to add a challenge in the final encounter, he can rule that additional, buried servants came to life).

If defeated, Uzrah will fall to his knees. With a hoarse "Allah... bless... you..." he will turn to ash and blow away, leaving only his crown and the sword that slew him behind ("Sandburn" the efreeti-crafted *Flamespitter Scimitar*).

Uzrah's Crown is one of the hunchback's great artifacts, and the true treasure of the Third Hall. When worn it bestows immunity to diseases, gives the wearer the gift of eloquence, and protects the wearer from certain harms.

Concluding the Adventure

With Uzrah the Fallen defeated, the PCs are free to claim the hidden castellum as their own!

 If the PCs think to study the fresco behind the wall of the throne, they will see a familiar mountain in the image, Mount Basorah, upon which looks to be a small shrine. A PC making a HISTORY or AREA KNOWLEDGE roll will realize that they have found a clue that might lead to Uzrah's Fifth Hall!

For completing the adventure, the PCs receive 1-3 character points for success and good roleplaying. Additionally:

- Finding the Third Hall and defeating poor Uzrah (and living to tell the tale) is a feat worth a point or two in a positive Reputation (especially so if the PCs brought back any of Uzrah's historical artifacts).
- Freeing Hvovi from the garden is worth an additional character point (and perhaps a Contact or Ally, depending on her reaction to her saviors).

About 1ShotAdventures

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Uzrah (The Fallen)

ST	14	HP:	15
DX	14	Will:	14
IQ	12	Per:	12
HT	12	FP:	12

Basic Speed: 6.5 SM: +0
Move: 6 Dodge: 9

Traits: Automaton (Undead); Claws (Blunt); Combat Reflexes; DR 3; Doesn't Breath; Doesn't Sleep; Extra Attack 1; High Pain Threshold; Injury Tolerance (No Blood, Eyes, Vitals, Unliving); Resistant (Metabolic Hazards); Sadism.

Skills: Broadsword-15; Innate Attack-15; Intimidation-15.

ACTIONS

Sandburn, Death Scimitar. 2d+2 cut (+2 burn), parry 10, reach 1. When a foe is wounded by the sword, he must make a HT-1 roll or be struck with an Affliction (Total Paralysis). The paralysis lasts for 1 minute per point the roll was failed by.

Repulsive Stare. Uzra's baleful stare affects any subjects of his choosing, within sight, and within 10 yards. A subject must succeed a Will roll or suffer 6d×5 crushing (knockback-only, p.B378) damage. Like normal knockback damage, a subject is pushed back one yard per ST-2 damage rolled.

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Change Log

- v1.0 - Original release.
- v1.1-1.2 - Minor edits.
- v1.3 - Added bookmarks, disclaimer, formatting and balance updates.
- v1.4 - Updated pregenerated PCs

Canyon Bandits (x2d)

ST	11	HP: 11
DX	11	Will: 10
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 SM: 0 DR 0 or 1
Move: 5 Dodge: 8 (light leather)

Typical Advantages: Varies, but occasionally Acute Vision, Charisma, Combat Reflexes, and Fit.

Typical Disadvantages: Varies, but occasionally Bad Temper, Overconfidence, and Social Stigma.

Typical Skills: Animal Handling-10; Area Knowledge (Canyon)-11; Bow-11; Broadsword-12; Intimidation-10; Sling-11; Stealth-11; Survival (Desert)-11; Tracking-10.

IN COMBAT...

Scimitar: 1d+2 cut or 1d-1 imp; parry 11; reach 1
Shortbow: 1d-1 imp; Acc 1; Range 165/215, RoF 1, Shots 1 (2)

Giant Scorpion

ST	19	HP: 9
DX	10	Will: 11
IQ	2	Per: 10
HT	12	FP: 12

Basic Speed: 5.5 SM: +1
Move: 8 Dodge: 9

Traits: Combat Reflexes; Constriction Attack; DR 3; Extra Attack; Infravision; Vibration Sense; Wild Animal.

Skills: Brawling-13; Camouflage-10; Wrestling-12.

IN COMBAT...

Pincer: 2d cut; parry 10; reach C, 1

Sting: 2d+3 large piercing plus follow-up poison: resist with HT; 1 minute delay; 1d-2 toxic damage; 1-minute cycles with 2 cycles. A victim who loses 1/3 HP from the poison suffers DX-4. Reach C, 1.

Rocs of Massive Wonder (x2)

ST	140	HP: 140
DX	12	Will: 12
IQ	5	Per: 12
HT	15	FP: 15

Basic Speed: 6.75 SM: +7
Move: 24 Dodge: 9

Traits: Acute Vision 3; Domestic Animal; DR 6; Enhanced Move 1; Flight (Winged); No Fine Manipulators; Sharp Beak; Sharp Claws; Wild Animal.

Skills: Brawling-16.

IN COMBAT...

Bite: These birds wreck ships and carry away elephants. If the rocs engage the PCs, it will likely be a messy end to the adventure - far better the GM find some way for the PCs to barely escape with their lives. But *should* a PC do something aggressively stupid, the Roc will attack for 16d cut damage.

Jackals (x2d+2)

ST	7	HP: 7
DX	11	Will: 10
IQ	4	Per: 12
HT	12	FP: 12

Basic Speed: 5.75 SM: -1 (30 lbs.)
Move: 10 Dodge: 8

Traits: Born Biter 1; Discriminatory Smell; Quadraped; Sharp Teeth; Wild Animal.

Skills: Brawling-13; Tracking-13.

IN COMBAT...

Bite: 1d-2 cut; reach C

The Wondrous Treasures of Uzrah

The following is a list of the magical treasures that can be found in this adventure:

Bag of Golden Almonds

This plain brown bag contains 2d colorful almonds inside. If you plant an almond, within 1 minute, a bizarre and wonderful effect occurs. Roll one die:

- 1) Poisonous mushrooms sprout up (if eaten, subject must make a HT roll or take 1d+3 toxic damage).
- 2) A geyser of fresh water, or delicious fruit juice appears.
- 3) A living, talking, plant creature appears, and becomes your ally for a time (treat it as ST 6, DX 8, IQ 6, HT 10).
- 4) A swarm of insects burrows up from the ground, and devours all that is near.
- 5) A man-sized monument appears. Perhaps it is a statue, or a small obelisk. Whatever its shape, it is dedicated to the person who planted the almond.
- 6) Something wondrous and weird occurs... GM's discretion!

Blessed Dagger of Peeruz

This *fine* dagger is imbued with a 1-point Bless spell (p. M129).

Boots of Clever Escapes

These old and worn boots give the wearer DR 2. They confer Jumping and Climbing skills at DX+2 (or +2 to existing skills). They are also enchanted with Accuracy +1 and Puisseance +1 for purposes of kicking.

Bottle of Voluminous Smoke

This beautiful bottle is made from purple glass. When unstopped, it will begin to cast a colorful Smoke spell (at no energy cost to the wielder), gaining 1 yard of radius every turn until it reaches a maximum radius of 30 yards (or is stoppered). The smoke obscures all vision, and lasts 5 minutes, less in windy areas.

Cloak of Princes

This bright-azure, silk cloak is enchanted with the Blur spell.

Efreeti Flamespitter Scimitar ("Sandburn")

This efreeti-crafted sword is a *fine* scimitar (treat as cavalry sabre, sw+1 cut, thr+1 imp, reach 1, 3 lbs.) with a ruby in the hilt (a 2-point dedicated powerstone). An inscription that says "Sandburn" appears by firelight on its blade. Additionally, the weapon is enchanted with the Flaming Weapon spell.

Note that when wielded by an undead creature, the flames burn black. When a foe is wounded by the flames, the victim is struck with an Affliction (Total Paralysis) if he fails a HT-1 roll. The paralysis lasts for 1 minute per point the roll was failed by.

Golden Cube of Force

When all six sides of this cube are touched, the cube emanates a 2-yard radius Weather Dome, Force Dome, or Utter Dome (decide randomly). The dome lasts one minute. The Golden Cube of Force only has enough energy to be used once per day.

Longsword of Zayn al-Asnam

This *fine* longsword has huge historical significance, as it was given to the sultan's heir by the king of the jinn. It is enchanted with Puisseance +1 and the *Shatterproof* spell.

Shoes of the Burglar

The black, soft shoes grants the wearer the Stealth skill at DX+1 (+1 to the wearer's existing skill). They also give the wearer the Danger Sense advantage... but only when in the process of stealing something *more* valuable than the last thing the wearer stole!

Wand of Fireflies

This wand, made from the wood of an almond tree, is enchanted with the spells Wall of Light, Light, Glow, and Color. Inside the wood of the wand is an emerald, which acts as a 6-point dedicated powerstone.

Uzrah's Crown

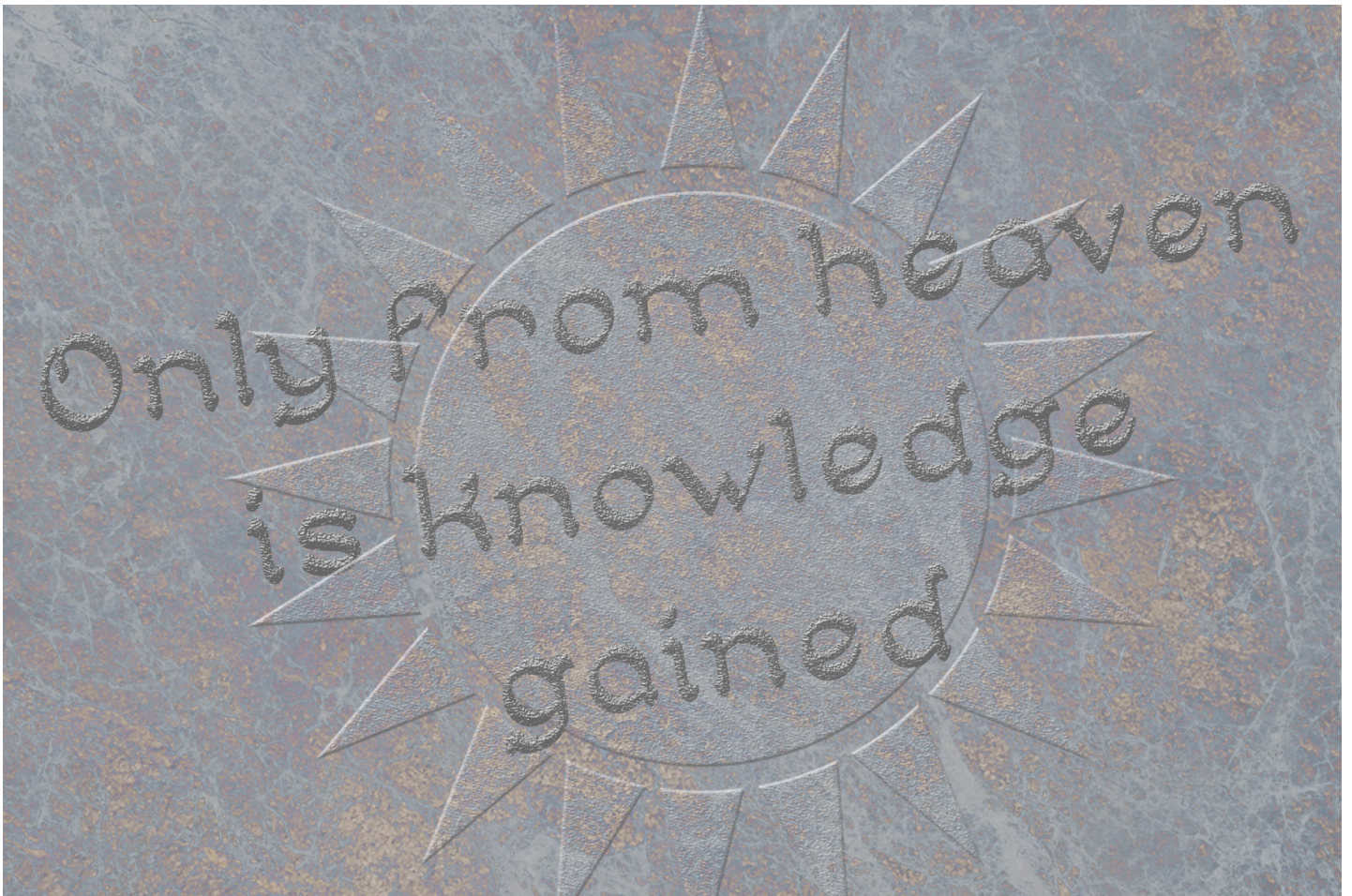
Uzrah's Crown is one of the hunchback's great artifacts. When worn it bestows immunity to diseases, Diplomacy-15, and is enchanted with the Slow Fall and Silence spells at skill 20.

The Hidden Castellum of Uzrah

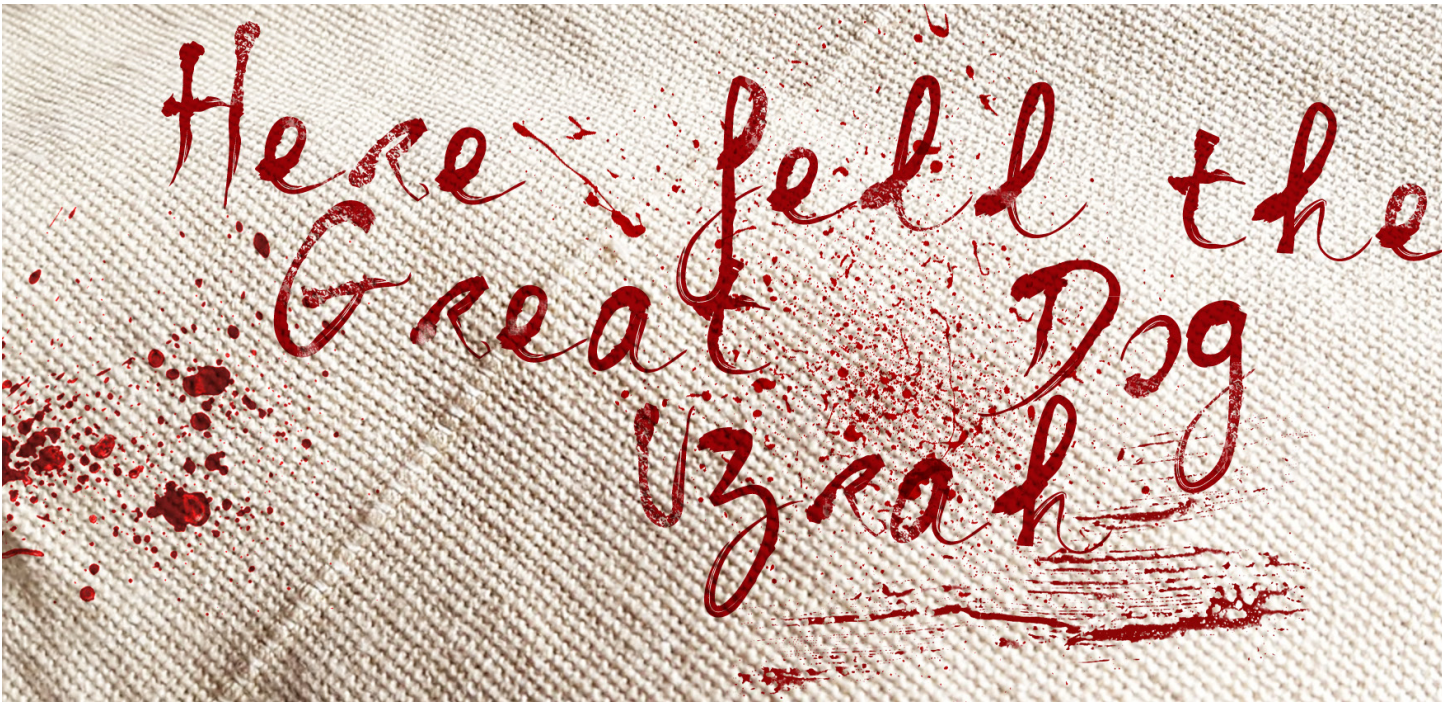




Handout B - Plaque located in the cave fountain



Handout C - Inscription on the top of the Great Cube

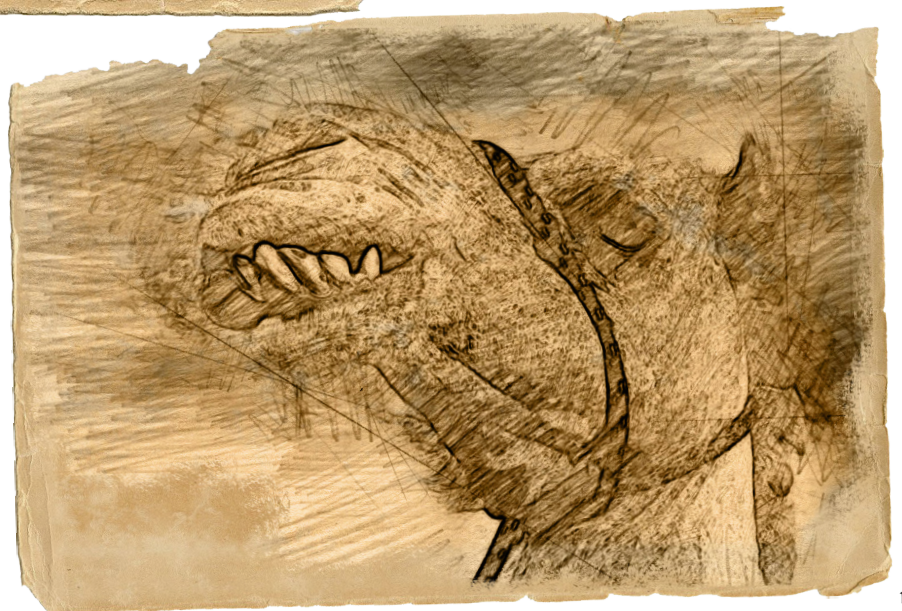


Handout D - Uzrah's Banner



Bonus Handout - Map of the Genies' Desolation and the Zagros Mountains

Handouts E -- Artwork found in Uzrah's secret Closet of Desires, depicting Hvovi the artisan genie and Uzrah's magical camel, Flatfoot.



Arabian Nights

Name Khayyam the Porter Player _____ Point Total 150

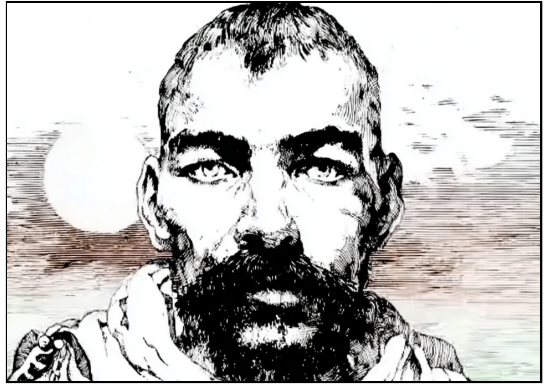
Ht 7'1" Wt 315 lbs Size Modifier +1 Age 32 Unspent Pts 0

Appearance A gentle giant who serves his role in life with utmost politeness

ST	16	[54]	HP	16	[0]
	DX	11		[20]	Will
IQ	10	[0]	Per	11	[5]
	HT	12		[10]	FP

CURRENT
MOVE
6

DR



BASIC LIFT (ST × ST)/5 51 lbs DAMAGE Thr 1d+1 Sw 2d+2
BASIC SPEED 5.75 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL	<u>51</u>
Light (1) = 2 × BL	<u>102</u>
Medium (2) = 3 × BL	<u>153</u>
Heavy (3) = 6 × BL	<u>306</u>
X-Heavy (4) = 10 × BL	<u>510</u>

ACTIVE DEFENSES

Dodge	9
Parry	10 (Unarmed)
Block	-

REACTION MODIFIERS

Appearance _____
Status _____
Reputation _____

ADVANTAGES & PERKS

Ambidexterity	[5]
Fearlessness +2 (+2 to Fright Checks)	[4]
Fit (+1 to all HT rolls)	[5]
High Pain Threshold	[10]
Luck (reroll two extra times, once per hour)	[15]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

DISADVANTAGES & QUIRKS

Code of Honor (Professional - Takes jobs seriously)	[-5]
Gigantism (-2 to Disguise and Shadowing)	[0]
Hidebound (-2 to any creative tasks)	[-5]
Pacifism (Cannot harm innocents)	[-10]
Wealth (Poor)	[-15]
_____	[]
Fond of children	[-1]
Always offers to help, especially older folks	[-1]
Beyond polite	[-1]
Mild fear of snakes (after one bit his brother as a kid)	[-1]
Thinks incense is one of the best things in the world	[-1]
_____	[]
_____	[]

SKILLS

Name	Level
Animal Handling (Dogs)	10 [2]
Area Knowledge (Mosul)	10 [1]
Axe/Mace	10 [1]
Brawling	14 [8]
Ear Clap	12 [1]
Elbow Drop	12 [3]
Kicking	14 [3]
Carpentry	10 [1]
Climbing	11 [2]
First Aid	12 [2]
Knife	13 [4]
Knife Throwing	11 [1]
Lifting	13 [4]
Observation	10 [1]
Packing	10 [2]
Streetwise	10 [2]
Swimming	12 [1]
_____	[]
_____	[]
_____	[]

Languages

	Spoken	Written
Arabic	Native	Native [0]
_____	[]	[]
_____	[]	[]

Arabian Nights

Name Vish of a Thousand Years Player _____ Point Total 150

Ht 5'7" Wt 140 lbs Size Modifier - _____ Age 64 Unspent Pts 0

Appearance An elderly street thief - armed with dry humor and thinking about one more big job

ST	10	[0]	HP	10	[0]
DX	12	[20]	Will	12	[0]
IQ	12	[0]	Per	12	[0]
HT	11	[10]	FP	11	[0]

CURRENT

MOVE

5

DR



BASIC LIFT (ST x ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +2 from Street Smarts from other street operators

+2 from Overconfidence (young), -2 (experienced folk)

ENCUMBRANCE

None (0) = BL	<u>20</u>
Light (1) = 2 x BL	<u>40</u>
Medium (2) = 3 x BL	<u>60</u>
Heavy (3) = 6 x BL	<u>120</u>
X-Heavy (4) = 10 x BL	<u>200</u>

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Knife)	-

ADVANTAGES & PERKS

Absolute Direction	[5]
Craftiness 1	[5]
High Manual Dexterity +2	[10]
Intuition	[15]
Street Smarts 2	[20]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

DISADVANTAGES & QUIRKS

Bad Back (HT roll with strenuous activity, or suffer -3 DX until rested)	[-15]
Overconfidence (12 or less)	[-10]
Squeamish (12 or less)	[-10]
Wealth (Struggling)	[-10]
_____	[]
Loves telling stories of his best adventures	[-1]
Desperately looking for one last score	[-1]
Superstitious (almost got eaten by a cyclops once)	[-1]
Lies about his age - says he got cursed by an old crone to look older	[-1]
Likes to ask people for their best joke	[-1]
_____	[]
_____	[]
_____	[]

SKILLS

Name	Level
Acting (includes +1 from Craftiness)	13 [2]
Architecture	12 [2]
Area Knowledge (Mosul) (includes +2 from Street Smarts)	15 [2]
Climbing	12 [2]
Rope Up	11 [1]
Connoisseur (Music)	11 [1]
Escape	12 [2]
Fast-Draw (Knife)	13 [2]
Fast-Talk	13 [4]
Games (Mangala)	12 [1]
Holdout (includes +1 from Craftiness)	13 [2]
Jumping	12 [1]
Knife	13 [2]
Knife Art	12 [1]
Lockpicking (includes +2 for manual DX-based locks)	14 [2]
Scrounging (includes +2 from Street Smarts)	15 [2]
Search	13 [4]
Sling	12 [4]
Stealth (includes +1 from Craftiness)	13 [2]
Streetwise (includes +2 from Streetwise)	14 [2]
Survival (Desert)	11 [1]

Languages	Spoken	Written
Arabic	Native	Native [0]
Persian	Accented	None [2]
_____	_____	[]

Arabian Nights

Name Tonstein the Northman Player _____ Point Total 150

Ht 5'11" Wt 195 lbs Size Modifier - _____ Age 33 Unspent Pts 0

Appearance A curious stranger from a faraway land, always found in laughing crowds

ST	<u>13</u> [30]	HP	<u>13</u> [0]	MOVE <u>6</u>
DX	<u>12</u> [20]	Will	<u>11</u> [-5]	
IQ	<u>12</u> [20]	Per	<u>12</u> [0]	DR <u>3/1*</u>
HT	<u>12</u> [20]	FP	<u>12</u> [0]	



BASIC LIFT (ST x ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +2 from Charisma

-2 from Social Stigma (Outsider)

ENCUMBRANCE

None (0) = BL	<u>34</u>
Light (1) = 2 x BL	<u>68</u>
Medium (2) = 3 x BL	<u>102</u>
Heavy (3) = 6 x BL	<u>204</u>
X-Heavy (4) = 10 x BL	<u>340</u>

ACTIVE DEFENSES

Dodge	Parry	Block
<u>10</u>	<u>11</u> (Axe)	<u>11</u> (Shield)

ADVANTAGES & PERKS

Charisma +2	[10]
Combat Reflexes (Never surprised, +2 to Fright Checks)	[15]
Fearlessness +1 (+1 to Fright Checks)	[2]
Hard to Kill +1 (+1 to death rolls)	[2]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

DISADVANTAGES & QUIRKS

Curious (6 or less)	[-10]
Gregarious	[-10]
Impulsiveness (12 or less)	[-10]
Social Stigma (Outsider)	[-10]
_____	[]
_____	[]
Intent on deeply discussing life's lessons with his friends	[-1]
Fascinated with new cultures	[-1]
Would love to find an Arabian wife	[-1]
Thinks he has a destiny to discover great new things	[-1]
Doesn't think writing and reading are important	[-1]
_____	[]
_____	[]

SKILLS

Name	Level
Armoury (Melee Weapons)	<u>11</u> [1]
Axe/Mace	<u>14</u> [8]
Boating (Sailboat)	<u>12</u> [2]
Boating (Rowboat)	<u>11</u> [1]
Carousing	<u>13</u> [2]
Carpentry	<u>12</u> [1]
Fishing	<u>12</u> [1]
Knot-Tying	<u>13</u> [2]
Leadership (includes +2 from Charisma)	<u>13</u> [1]
Naturalist	<u>10</u> [1]
Navigation (Sea)	<u>12</u> [2]
Philosophy	<u>10</u> [1]
Riding (Equines)	<u>11</u> [1]
Seamanship	<u>13</u> [2]
Shield	<u>14</u> [4]
Shiphandling	<u>10</u> [1]
Survival (Woodlands)	<u>12</u> [2]
Swimming	<u>12</u> [1]
Theology (Norse)	<u>10</u> [1]
Two-handed Axe/Mace	<u>13</u> [3]
_____	[]

Languages	Spoken	Written
Old Norse	Native	- [0]
Arabic	Accented	- [2]
_____	_____	[]

Arabian Nights

Name Sabiha al-Akhyaliyah Player _____ Point Total 150

Ht 5'4 Wt 125 lbs Size Modifier - Age 27 Unspent Pts 0

Appearance Diplomatic and quick-witted daughter of one of the Sultan's esteemed alchemists

ST	10	[0]	HP	10	[0]	MOVE	6
DX	11	[20]	Will	14	[0]		
IQ	14	[20]	Per	15	[5]	DR	0
HT	11	[20]	FP	11	[0]		



BASIC LIFT (ST × ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 6.0 [10] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 × BL	<u>40</u>
Medium (2) = 3 × BL	<u>60</u>
Heavy (3) = 6 × BL	<u>120</u>
X-Heavy (4) = 10 × BL	<u>200</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	11 (Staff)	-

REACTION MODIFIERS	
Appearance	+1 (Attractive)
Status	+1
Reputation	+1 from Intuitive Statesman (Politicians)
	+1 from Merchant (Buying/Selling)
	-1 (Second class citizen)
	+1 from Honesty, or +3 (matters of honor)
	-1 from Low Pain Threshold (macho types)

ADVANTAGES & PERKS	
Appearance (Attractive)	[4]
Intuitive Statesman 1	[10]
Night Vision +3 (+3 to offset dark penalties)	[3]
Status 1 (Well-to-do merchant)	[5]
	[15]
	[1]
	[1]
	[1]
	[1]
	[1]
	[1]

SKILLS		
Name	Level	
Administration (includes +1 from Intuitive Statesman)	14	[1]
Alchemy	13	[4]
Area Knowledge (Mosul)	14	[1]
Current Affairs (Events) (includes +1 from Intuitive Statesman)	15	[1]
Diplomacy (includes +1 from Intuitive Statesman)	14	[2]
Glassblowing	11	[2]
Hidden Lore (Djinni and the City of Brass)	13	[1]
History (Arabia)	12	[1]
Liquid Projector (Flamethrowers)	12	[2]
Merchant	15	[4]
Occultism	14	[2]
Poetry	13	[1]
Research	13	[1]
Riding (Camels)	10	[1]
Scrounging	15	[1]
Sex Appeal (includes +1 from Appearance)	11	[1]
Staff	12	[4]
Stealth	11	[2]
Survival (Desert)	15	[2]
Throwing	11	[2]
Writing	13	[1]

DISADVANTAGES & QUIRKS	
Enemy Rival (Bundar al-Raggie) (12 or less)	[-10]
Honesty (doesn't break the law, 12 or less)	[-10]
Low Pain Threshold	[-10]
Social Stigma (Second class citizen)	[-5]
	[1]
	[1]
Loves to admire beautiful art (especially glass)	[-1]
Talks to herself when she's thinking	[-1]
Picky eater	[-1]
Sketches flowers for fun (but not great at it)	[-1]
Gives all her extra money to her mother	[-1]
	[1]
	[1]

Languages	Spoken	Written
Arabic	Native	Native [0]
Greek	Accented	Semi-Literate [4]
Latin	-	Literate [2]

Arabian Nights

Name Tahir the Outrageously Hasty Player _____ Point Total 150

Ht 5'9 Wt 145 lbs Size Modifier - _____ Age 18 Unspent Pts 0

Appearance Scruffy and clever boy who loves racing - famous for his incredible, last-minute wins

ST	11	[10]	HP	11	[0]	MOVE	6
	DX	14		[80]	Will		11
IQ	12	[20]	Per	12	[0]	DR	0
	HT	12		[20]	FP		12



BASIC LIFT (ST × ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+
 BASIC SPEED 6.5 [10] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	10 (Spear)	-

REACTION MODIFIERS	
Appearance	_____
Status	_____
Reputation	<u>+3 from famous reputation (7 or less)</u>

ADVANTAGES & PERKS	
Reputation (Famous camel racer; 7 or less)	[5]
Serendipity 1 (Once per session, something amazing will happen)	[15]
	[3]
	[5]
	[15]
	[1]
	[1]
	[1]
	[1]
	[1]

DISADVANTAGES & QUIRKS	
Debt (\$100 / month to Vizier Yahya)	[-10]
Dyslexia	[-10]
Jealousy	[-10]
Miserliness (12 or less)	[-5]
	[1]
	[1]
Never turns down an opportunity to dance	[-1]
Dreams of owning a prized racing camel	[-1]
Loves kabobs	[-1]
Hates flies (and most other bugs)	[-1]
Always feeds stray dogs	[-1]
	[1]
	[1]

SKILLS	
Name	Level
Acrobatics	13 [2]
Breakfall	14 [1]
Animal Handling (Camels)	12 [2]
Animal Handling (Equines)	11 [1]
Area Knowledge (Mosul)	12 [1]
Bow	13 [1]
Current Affairs (Sports)	12 [1]
Dancing	13 [1]
Disguise	11 [1]
First Aid	12 [1]
Gambling	11 [1]
Knife	14 [1]
Riding (Camels)	15 [4]
Riding (Equines)	13 [1]
Running	12 [2]
Savoir-Faire (Servant)	12 [1]
Spear	15 [4]
Spear Throwing	15 [2]
Sports (Camel Racing)	13 [1]
Streetwise	11 [1]
	[1]

Languages	Spoken	Written
Arabic	Native	Native [0]
		[1]
		[1]

Arabian Nights

Name Naja - the Green Eyes of the Desert Player _____ Point Total 150

Ht 5'4 Wt 125 lbs Size Modifier - _____ Age 30 Unspent Pts 0

Appearance Indescript Bedouin woman who can cut you down with her striking green eyes

ST	12	[20]	HP	13	[2]	MOVE	6
	DX	13		[60]	Will		10
IQ	10	[0]	Per	13	[15]	DR	0
	HT	12		[20]	FP		13



BASIC LIFT (ST x ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6.25 [10] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>29</u>
Light (1) = 2 x BL	<u>58</u>
Medium (2) = 3 x BL	<u>87</u>
Heavy (3) = 6 x BL	<u>174</u>
X-Heavy (4) = 10 x BL	<u>290</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
10	11 (Staff)	-

REACTION MODIFIERS	
Appearance	_____
Status	_____
Reputation	<u>-2 from Bully</u>
	<u>+1 from Survivor (nomads and survivalists)</u>
	<u>-1 from Stubbornness</u>

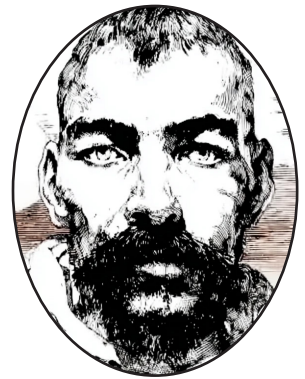
ADVANTAGES & PERKS	
Acute Vision +3	[6]
Combat Reflexes (never surprised, +2 to Fright Checks)	[15]
Danger Sense	[15]
Fit (+1 to HT rolls)	[5]
Survivor 1	[5]
Forgettable Face	[1]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]

DISADVANTAGES & QUIRKS	
Bully (12 or less)	[-10]
Clueless	[-10]
Code of Honor (Bedouin - honor, hospitality, avenging insults)	[-10]
Stubbornness	[-5]
Unluckiness	[-10]
_____	[]
Prays often	[-1]
Believes she is cursed, and will come to a bad end	[-1]
Treats nature (and wild animals) with respect and caution	[-1]
Doesn't value money	[-1]
Always the most relaxed and herself when music is playing	[-1]
_____	[]
_____	[]

SKILLS		
Name	Level	
Animal Handling (Sheep)	9	[1]
Area Knowledge (Zagros Mountains)	12	[4]
Armoury (Bows and missile weapons)	9	[1]
Bow	15	[8]
Broadsword	14	[2]
Fast-Draw (Arrow) (includes +1 from Combat Reflexes)	14	[1]
Fast-Draw (Knife) (includes +1 from Combat Reflexes)	14	[1]
First Aid (includes +1 from Survivor)	12	[2]
Hiking	11	[1]
Intimidation	9	[1]
Knife	13	[1]
Navigation (Orienteering)	9	[1]
Observation (includes +3 from Acute Vision)	13	[1]
Poetry	9	[1]
Riding (Camels)	12	[1]
Riding (Equines)	12	[1]
Sling	12	[2]
Survival (Desert) (includes +1 from Survivor)	14	[2]
Tracking (+3 when Acute Vision is important)	13	[2]
_____	[]	[]
_____	[]	[]

Languages	Spoken	Written
Arabic	Native	Native [0]
_____	_____	[]
_____	_____	[]

Khayyam the Porter



PER 11

Vish of the Thousand Years



PER 12 • INTUITION 12

Torstein
the Northman



PER 12

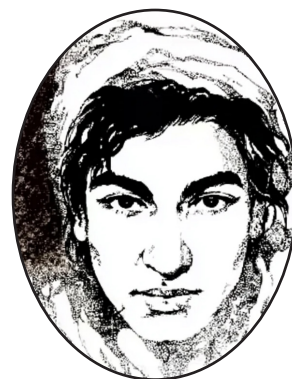
Sabina al-Akhyaliyah



PER 15

Tahir
the Outrageously Hasty

PER 12 ♦ SERENDIPITY



Raja
the Green Eyes of the Desert

PER 13 (VISION +3) ♦ DANGER SENSE ♦ UNLUCKINESS

