Designed for use with
ShadowDark RPG



The 99 Devils of Uzrah's Palace

by JC Connors

Introduction

About the Adventure

The 99 Devils of Uzrah's Palace is an Arabian Nights-inspired dungeon adventure for *Shadowdark*, although it can easily be ported to other settings and systems (a *GURPS* version is also available at 1shotadventures.com).

In this adventure, the PCs come into the possession of an invitation a grand event – the distribution of a vast treasure by an old pirate lord, the White Shark of Basra. Chartering a boat, they visit the island ruins where the White Shark plans to distribute his treasure and fool him into thinking they deserve a share. Little do they know, however, the ruins were once the palace of a legendary vizier, and it's now haunted by a capricious and very dangerous efreet who does not plan to let visitors escape his abode.

The 99 Devils of Uzrah's Palace is suitable for four-to-six 2nd or 3rd level characters. The end of this adventure includes six pregenerated characters so groups can get started right away, but players can also create their own characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Ability checks are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not critical to the overall plot of the adventure.

Adventure Backstory

Two centuries ago, Uzrah the Hunchback was famed for his Six Golden Conquests. In each of his adventures, Uzrah outsmarted fantastic, magical foes, and escaped with his enemies' greatest treasures. Fearing theft, Uzrah hid the treasures in his six secret halls. Eventually, it was said Uzrah perished by the hands of an evil efreet, and the location of his halls were lost.

Uzrah's fifth hall was located on the Isle of the Veiled Moon, a small tropical island in the Arabian Sea. His ship had been damaged after his War with the Hydra-headed Men and he stopped on the island for rest and repairs. While exploring the island, he found a cave, and in that cave he found a lamp. The lamp summoned Varazdat the Unquenchable Flame, an efreet who had been imprisoned there for decades.

Varazdat and Uzrah became friends and decided to combine their magic to build a small palace on the island. They did so, and for many years they hosted venerated guests from across Persia and Arabia. Uzrah also summoned his great love, Azadeh, to the palace, who delighted in its warmth and luxuries.

Over the years, Uzrah and Varazdat's relationship cooled, with the efreet becoming jealous of Uzrah's status. This souring culminated when Uzrah uncovered a strange, inert creature of stone in the caves beneath the palace – the Dodecaphage. Thinking it was forever in hibernation, Uzrah displayed the creature. But soon, the creature slowly came back to life and began to hunt and kill his servants at night. This culminated in the death of Uzrah's beloved, Azadeh.

Devastated by the loss of his love, Uzrah abandoned the palace. The efreet Varazdat agreed to stay behind, telling Uzrah that if he ever destroyed the Dodecaphage, he'd contact him.

In time, Varazdat managed to force the creature back into hibernation, but chose not to tell Uzrah. Instead, he claimed the palace as his own kingdom. Over the years, the efreet grew bored and capricious, delighting in terrorizing those who came to the island, even spreading tales that he himself had slain Uzrah the Hunchback. Over the years, fewer and fewer visitors came to the palace. It slowly fell into ruin, and the few sailors who knew about it would avoid the place, believing it to be cursed.

Recently, the great and elderly pirate lord Sayyid al-Bahri, the "White Shark of Basra," has decided to retire in a glorious fashion. He called for all the surviving crew that has ever sailed with him to join him in the ruins of the Isle of the Veiled Moon. The White Shark has recently looted the legendary Treasury of the Ninety-Nine Stars, and wishes to reward his all of his old friends over the years and distribute its wealth to them.

The White Shark of Basra did not realize that the location of his choosing was a mistake. He had no idea of the history of the island, or that its ruins were haunted by a bored and dangerous efreet. As the White Shark of Basra's pirates gathered in the ruins, they were deceived and slain in horrifying ways.

Soon, the PCs and a handful of additional pirates will arrive at the ruins, and find themselves trapped and at the mercy of the efreet, shifting illusions, deadly traps, and the palace's old lurking horrors...

The Port of Al-Shihr

The following scene is meant to kick off the adventure. In it, the PCs stumble upon an old smuggler in a bathhouse. He is poisoned and attacked by thieves who mean to steal his letter from the White Shark of Basra and take his place so they can steal his share of the treasure that is to be split. However, GMs short on time can skip this opening and simply describe this event that landed the PCs on the Isle of the Veiled Moon, or just make up another scenario where they might have found the invitation.

An Accidental Invitation

The adventure begins in a perfumed courtyard of a bathhouse in the coastal town of Al-Shihr. The PCs are either friends or acquaintances who met here to drink mint tea and share stories of their recent voyages.

With them is a stranger – RASHID THE SLOUCHING JACKAL. He is an older man with a red dyed beard and great bushy eyebrows. While alcohol is religiously banned in Al-Shihr, the man seems unfocused and red-faced. Thieves automatically recognize that old Rashid is a mediocre, but ruthless smuggler.

Rashid keeps removing a letter from his garment, reading it, chuckling to himself, and putting it back into his robe. Suddenly he interrupts the PCs and asks them a question:

Rashid the Slouching Jackal
Ho there, you barnacle-brained sons of camels! Have any among you heard tell of the Isle of Veiled Moons? They say it drifts beyond the known seas like a dream sent by djinn, appearing only to the fortunate... or the damned."

"I have chased rumors for days and found only liars, astrologers, and drunken fools. Yet somewhere there must live a man who knows the hidden course."

Only the most experienced of sailors recall the vague location of this island, a journey three days south-east in the Indian Ocean. It is known for having abandoned ruins that sailors say are haunted.

Regardless of the PCs' knowledge, Rashid lets out a loud laugh, stands up... and suddenly grasps his chest and collapses on to the tile floor.

Immediately, three poorly-dressed young men come bursting through the curtains. They huddle over the man, seemingly checking his condition, but is obvious that they are actually rifling through his clothes. One filcher pulls a dagger from Rashid's robes, and the other grabs the letter.

These men poisoned Rashid's tea with a sedative. Alas, he was old and vulnerable, and perished from it. Since the PCs have been drinking the same tea, they must make a DC 12 CON check or suffer disadvantage on all rolls for 1d6 hours.

If interfered with, the filchers threaten the PCs, pulling knives and telling them it would be a shame if their blood stained the courtyard.

> **Filcher (3)**: **AC** 12, **HP** 4, **ATK** 1 dagger +1 (1d4), **MV** near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 1. Deal an extra die of damage on a surprise attack.

The ruffians are cowards and will flee after taking a serious wound. They will also throw Rashid's knife and letter to distract any pursuers. If the PCs manage to restrain a ruffian, he will admit that he was there to rob Rashid. The men had heard rumors at the port that a great treasure was to be shared with the old crew of the White Shark of Basra, and hoped to get their hands on an invitation so they could crash the event and earn some treasure for themselves!

Rashid is dead; the poison was too much for his heart. His knife is a **fine dagger** (+1 to damage) made from watered steel with prayer beads attached. The crumpled letter is an invitation to the White Shark of Basra's event the Isle of the Veiled Moon (see **Handout A**).

Journey to the Isle

The Isle of the Veiled Moon is known to a handful of sailors, and the ones that do know the location of the island give it a wide berth, as they believe its ruins are haunted by ghosts.

Still, business in Al-Shihr's port has been slow lately, and asking around will find a knowledgeable captain that is willing to take the PCs to the island for a reasonable fee (10 gp per day).

Landing on the Isle

The Isle of the Veiled Moon is a mist-choked island swallowed by dense, emerald jungle. A handful of ancient towers, the remains of Uzrah's ruined palace, jut from the greenery.

The captain of the ship who took the PCs to the isle will lend them a small dinghy to row to the beach. He'll wait for them for up to three days.

When the PCs arrive, there is evidence that others have recently arrived as well. Three small dhows are anchored near the main beach. Each would have been crewed by around a dozen men, but they are abandoned.

Navigating from the beach to the palace would normally be difficult, as the old jungle paths have long since become overgrown. Now, however, the recent arrival of dozens of pirates has made the journey simple; crowded footprints lead from the shore, through the jungle, and up a steep trail to the palace's side entrance.

The jungle is vibrant with life, filled with bright greenery and colorful flowers of unusual colors. Capuchin monkeys hoot and howl from the trees. And, curiously, the island seems empty of annoying insects (the result of an enchantment cast over a hundred years ago).

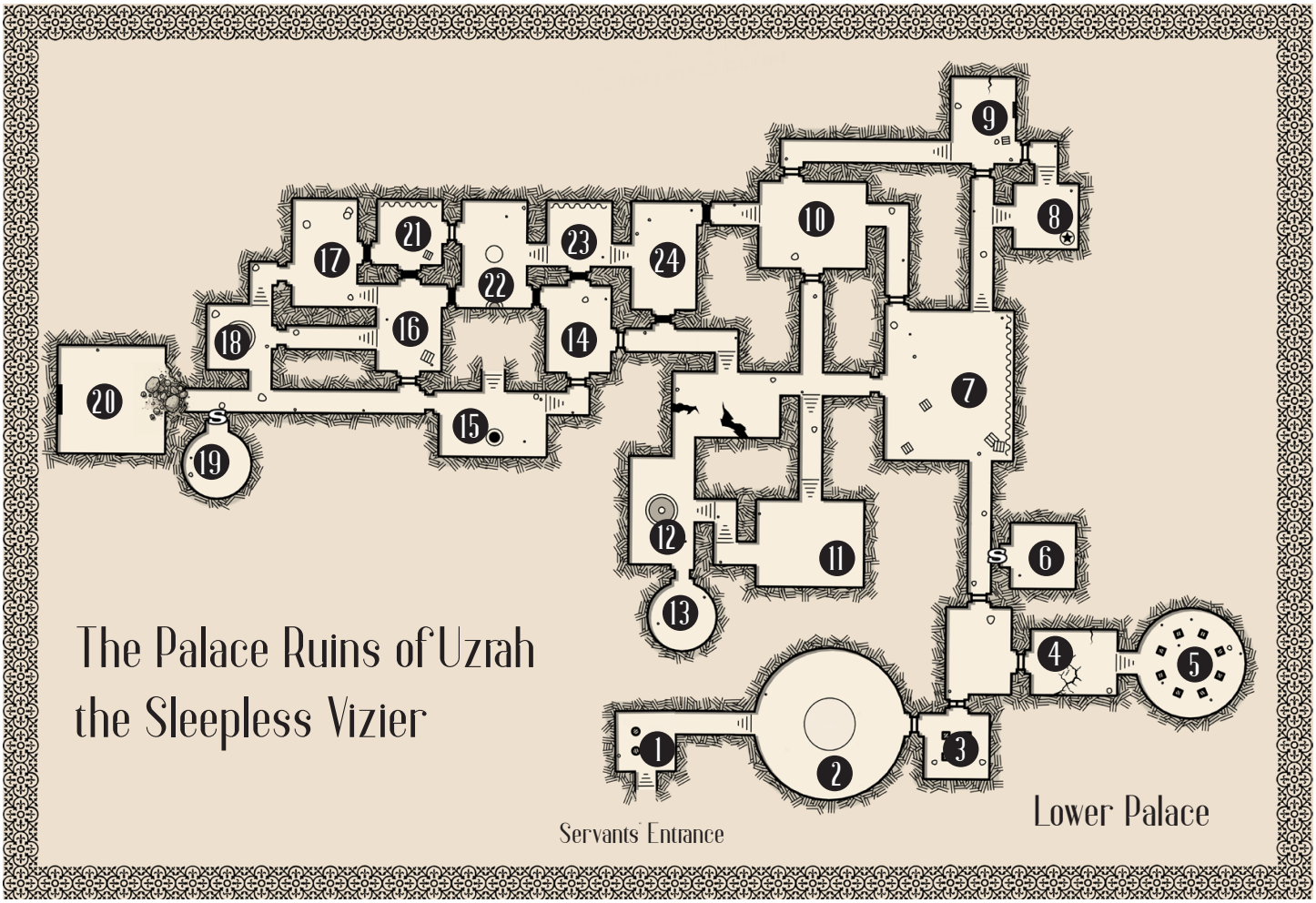
Halfway up the trail, a worn horseshoe arch welcomes travelers to Uzrah's island. The arch is made from 13 stone blocks, and carved into each stone are images of the hunchback Uzrah. In some he is alone, holding aloft a rod, staff, or sword. In others, he holds hands with a veiled woman. And still others he walks alongside a tall djinn. The keystone has a simple inscription in it, written in Arabic, Greek, and Indian.

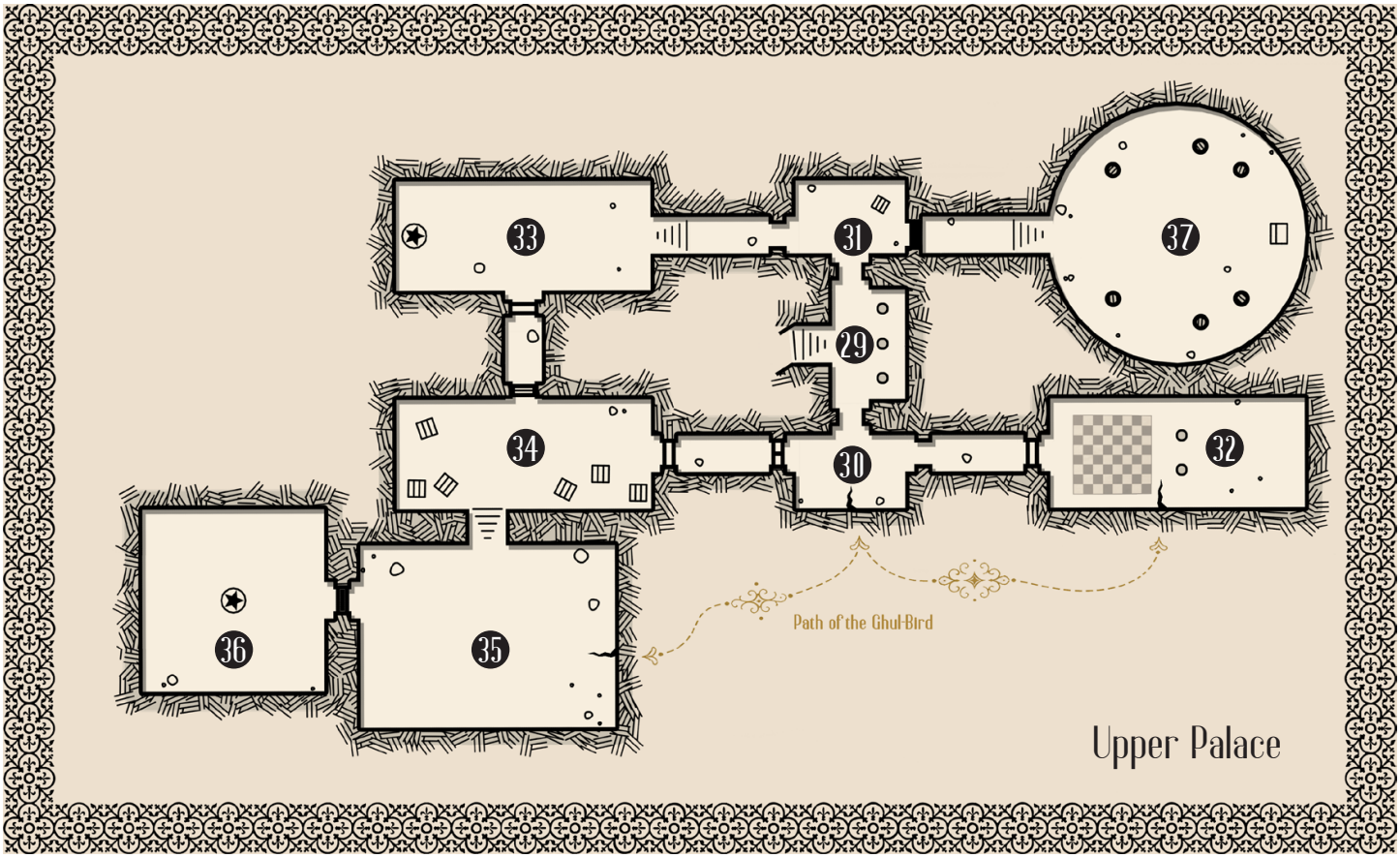
Welcome to Uzrah's Isle of the Veiled Moon

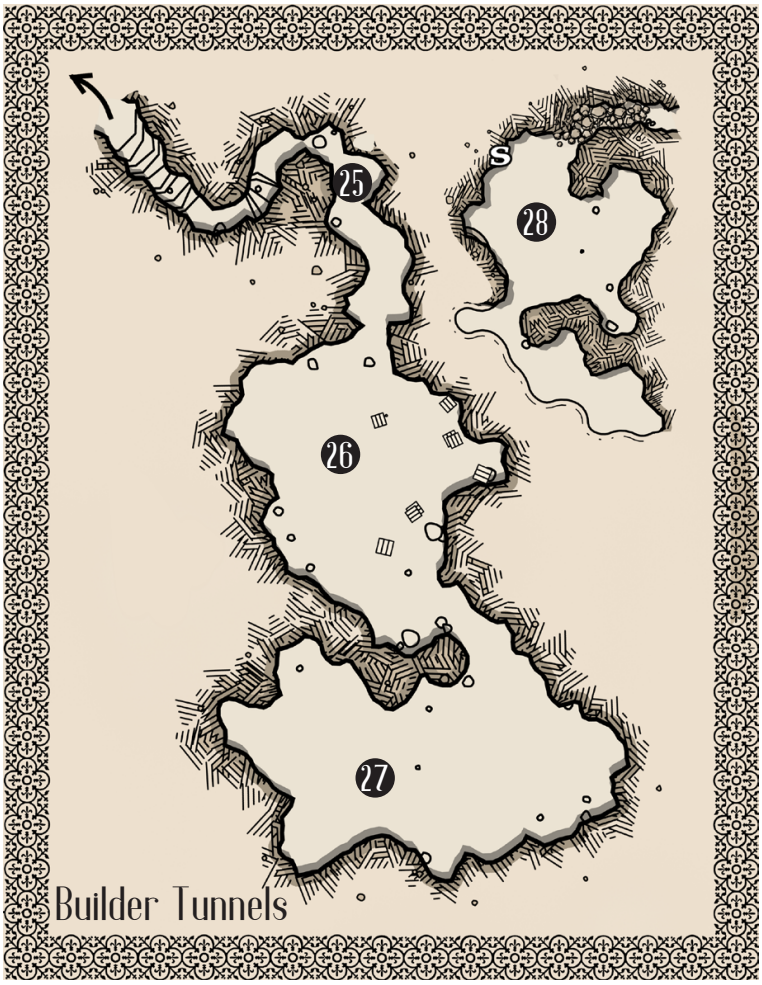
The name Uzrah will sound familiar to anyone native to Persia or Arabia. Roll 1d6 to see what PCs know:

1	The PC recalls nothing and should pay more attention in school!
2	Uzrah was a hunchback and legendary vizier remembered for a series of six adventures in which he outwitted magical foes to claim their greatest treasures.
3	Uzrah established six secret halls across distant lands. Although two have been discovered and pillaged by treasure hunters, four legendary halls are believed to remain hidden.
4	Uzrah was said to have been murdered by an efreet who was jealous of his power.
5	Uzrah was said to own a well-mannered pet monkey named Tariq Two-Teacups as well as an intelligent, immortal camel. He learned to manufacture wondrous contraptions later in his life.
6	Uzrah once defeated the City of Spined Skulls, an encampment of undead led by a ghul-king.




The Palace Ruins of Uzrah
the Sleepless Vizier
Servants' Entrance
Lower Palace
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Path of the Ghul-Bird
Upper Palace
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Builder Tunnels

Lower Palace

The PCs enter the ruins of the palace and find themselves unexpectedly greeted with warm smiles and tales of bravado...

A Welcome Party

The PCs enter the old palace through a door located up a crumbled staircase. While this was not the main entrance to the palace, it was the one used by the servants. The doors are old wood and a large brass knocker is in the middle.

Near the door is a corpse. The body is dressed in fine, untouched garments, but his eyes are scorched and burned. The corpse smells strongly of brimstone and singed offal. A careful examination of the body discovers that the entire *inside* of the corpse is burned, but except for the burned eyes, the corpse's flesh is untouched.

The doors are barred from the inside. However, knocking on the door causes them to be opened by a ruggedly handsome seafarer who warmly introduces himself as RAFIQ AL-SAYYID. Rafiq beckons the PCs into the palace, saying that they are arriving just in time for a fine warm meal.

1. Entrance Vestibule

This small chamber is made from cracked marble walls and faded floor mosaics. Two bronze fonts are here. One has murky water, the other is considerably more clean. Rafiq explains that they are there to help wash hands and faces after a long journey, and even offers a fresh towel once the washing is finished.

Rafiq is friendly, and appears to assume that the PCs are here to meet the White Shark of Basra. He'll ask to see their invitation once the PCs have washed for their meal. He waves off any issue with bringing companions.

- If asked about the unusual corpse outside, Rafiq chuckles and says he does not know the man's name, but he was "rude and a bad guest," and was punished for his demeanor. He refuses to say more.
- If asked how many people have arrived, he simply says "many of them, but there may be more." The newest arrivals are gathering for supper.
- If asked for any details about the White Shark of Basra, the palace, or current news, he has nothing to say. He'll just stick to vague opinions and common observations.

2. A Feast of Ashes

A high-ceilinged dining hall features several cracked columns that rise into shadow. A low wooden table is the centerpiece of the room. Floor cushions sit around the table, and nearly all of them are occupied with finely-dressed, laughing young pirates. Servants bring dishes of dates, warm almonds, roasted lamb, and spiced fish to the guests.

The pirates shout and welcome the PCs, inviting them to sit and dine and tell stories. One strong pirate, ROPEBURN, asks the PCs to introduce themselves and share a tale of how they first met the White Shark of Basra.

GM's Note: Observant players, or perhaps PCs making a Perception roll, may notice that the pirates here look far too young to have journeyed with the White Shark of Basra.

Suddenly, in the middle of the first story, there's a loud, violent knocking on the door to the east. The room quiets and the pirates grin, whispering that their host has arrived. Ropeburn asks that PCs to go open the door. The knocking continues until a PC opens the door, with the pirates growing increasingly agitated if the PCs do not open it.

When the door is opened (or after a minute of inactivity), it will burst open with a crash. Striding into the room is a Death Chanter, a 17' tall white-haired giant with sunken, milky eyes and ash-gray skin. The thing enters maliciously knocking aside the person closest to the door, speaking in rhymes as it strides in the room.

Death Chanter
You feasted well on dust my halls have dressed
On honeyed ash that crumbled in your chest

Your laughter fed the silence I command
Now death is poured like tea by my own hand

I'll cast your broken forms from shattered stone
A warning writ in bone: this ruin is mine alone!

Suddenly, the PCs' vision blurs and they realize that they have been the victims of an elaborate illusion. There are no living pirates or servants in this room, just bloody, crumpled corpses. No food is on the table, it is just lumps of coal and

ash. The giant along with the fall of the illusion forces PCs to make a DC 12 WIS check, or else they are stunned for a round.

The giant immediately attacks the PCs. The PCs can retreat into the smaller vestibule, where the giant can't easily reach them (though he may return to throw large stones, each doing 2d6 damage), but the door exiting the ruins is magically locked at this point by the efreet who calls the place home.

Once the PCs defeat the giant, it rattles off a final curse:

Death Chanter
You broke my bones yet woke the lord beneath
Who counts your heartbeats, one by one, in teeth

He wears your fears and learns the shape of you
Then drinks your souls when he is finished through

Around the giant's neck is an ancient necklace made from **amethyst beads** worth 15 gp. The giant also carries a small cloth bag under his robes. It contains a **fine ney** (a reed flute worth 5 gp) and a magical **Ring of Scorpion's Mercy**, things he took off the last group that he killed. The ring gives advantage to all rolls to resist venoms.

3. Old Bell Tower

This room is the base of a five story bell tower. The floor is littered with human bones. A ladder once allowed servants to climb up the tower to ring its great bell, but the ladder has long since rotted away.

Climbing up the rough stone walls of the tower isn't too difficult (DC 10 STR check). A fall from the top of the interior tower, however, would do 3d6 damage.

The old bell is still intact. Ringing it has two effects. First, the rope supporting the bell is old, and ringing it may cause it to collapse to the floor below (20% chance). While its fall is loud enough for anyone below to scramble out of the way, those still in the room will take 1d cut damage from the debris explosion. Second, the bell alerts some nearby monsters, drawing a pack of curious Timzahi crocodile folk (1 per PC) towards the clamor.

4. The Cracked Mosaic

This rectangular room has a stunning mosaic floor, although it is marred by deep cracks. It depicts four important moments of Uzrah's life on the island: the first time he arrived on the island on a great ship, fighting against a horde of Timzahi, finding a lamp in a cave and summoning the efreet Varazdat the Unquenchable Flame, and finally the two of them building the great palace together, a monkey playfully trying to help lay bricks.

The floor looks unstable. Careful examination lets intelligent PCs identify the strong rafters under the mosaic that will let them walk safely across. There will be at least one scare, however, with a sudden collapse in the nearby floor, giving the PCs a glimpse into the dark tunnels beneath.

Otherwise, walking across the floor is risky – any one walking across has a 1 in 3 chance of breaking through the tiles and falling 18' (2d6 damage) into the builder tunnels underneath the room (Area 28).

5. Servants' Sleeping Area

This low, narrow chamber is lined with cracked plaster walls and shallow alcoves. This room used to quarter the palace's servants.

Death Chanter

Gruesome Undead Giant



AC 11 **HP** 30
MV Near **AL:** C

Attacks 1 **LV** 6
Punch +6 (2d6)

Abilities
S +4, D +2, C +3, I -1, W +0, Ch -2

Ancient Cursed Words: Seeing a Death Chanter causes great fear. Worse, Death Chanter giants know ancient cursed words that drain the strength of mortal foes. When they gaze at a target and utter a few such words, the subject must make a DC 14 Wis check. If the subject fails, he immediately drops to Strength -2 for 1d4 rounds. Note that Death Chanters can attack and use this ability every round!

Undead: Immune to morale checks.

A long-dead servant was stealing from the nobles who visited the palace and sewed his ill-gotten wealth into his pillow. Investigating the pillows finds one that has something hard inside. Tearing it open finds a gold anklet with small bells (worth 15 gp) and a fine chain of rose-gold links (10 gp).

A young cobra also hides among the cushions. Haphazardly moving them will likely cause it to become aggressive and strike.

Young Cobra (1): **AC** 12, **HP** 3, **ATK** 1 bite +2 (1 + venom), **MV** near, **S** -3, **D** +2, **C** +0, **I** -3, **W** +0, **Ch** -3, **AL** N, **LV** 1. Venom requires a DC 18 CON check or go to 0 HP with a death timer of 1.

6. Hidden Perfumery

As the PCs pass through the corridor outside this room they'll smell expensive incense. A careful search of the eastern wall here finds a locked secret door! Opening the door then requires finding a hidden button along the floor.

The interior room is fragrant, its air thick with smoke from braziers and clay burners set along a stone table. Above it, shelves are crowded with stoppered jars of resins, oils, and crushed flower petals. A narrow stained glass window, too small for anyone to fit through, overlooks the jungle outside.

This room is being used by Faruq Night-Eater, a pirate sorcerer who recently traded his reflection to Varazdat in exchange for free passage in the ruins. He found this incense room and is delighting in restoring it, although he won't return to this room for half a day, until his oils steep and mature.

An investigation of the room finds various oils, resins, and perfumes worth 30 gp. A DC 15 INT check identifies a bowl of reddish brown myrrh worth 50 gp.

Anyone capable of detecting magic will find a small porcelain bowl that contains **four magical elixirs**: two are blue pastilles of *Uncanny Stealth* (advantage on stealth and climbing checks for 1 hour), one is a speckled yellow *Zwodder* pastille (disadvantage on INT checks for 1d6 hours); and one is a pink and green *Monstrous Bloom* pastille (grants monstrous appearance and lecherousness for 1d8 hours). When lit, pastilles fill a 10' area with smoke. It takes 1d4 rounds for the smoke to take effect.

Timzahi

Crocodile Folk



AC 13 HP 11
MV Near AL: C

Attacks 1 LV 2
Sword +2 (1d6)

Abilities
S +1, D +1, C +2, I -1, W +1, Ch -2

Notes: Timzahi are created through occult rituals that fuse a human and crocodile infant into one being. When slain, they revert to either form (roll randomly). Deeply ritualistic, they consume flesh to appease their goddess. They speak a rare, ancient tongue. Cunning in battle, they favor ambushes, wield swords or bite their foes (1d6 damage).

7. Room of the Fallen

This circular chamber has a domed ceiling stained by age. A faded curtain hangs limp along the eastern wall. There are a handful of warped crates in the room.

There are six torn corpses on the floor, pirates who escaped the giant only to be slain by a pack of carnivorous *debbi* – cunning and exotic baboon-hyenas who entered the palace from one of its tall towers.

When the PCs enter, two debbi will be chewing bones off one of the corpses. When they detect the PCs, their hair transforms from an ordinary patchy brown to a magical soul-sucking black, their eyes glow yellow, and the PCs must make a Fright Check. The larger one stomps its feet rhythmically as it growls, calling for its pack mates. Roll 1d6 to see how many more debbi arrive in 2d4 rounds. The incoming creatures will use their fear powers again, but this time any checks are at advantage since the PCs have just experienced the effect.

The corpses of the pirates have a handful of valuable items still on them:

- Two shortswords and four daggers; one dagger is fine.
- Two layered leather torso armors (AC 11 + DEX mod).
- A +1 shortsword enchanted with a spell that lets the wielder coat the weapon in ice. A sapphire on its hilt is enchanted to shield the wielder from typical weather events, such as rain, hail, or snow. On its scabbard is written its name, *Winterburn*.
- Two finely-decorated bronze arm bracers (10 gp).
- A fine pair of leather crocodile-skin boots worth 20 gp. Note that if the Timzahi crocodile-men see these, they will attack with fury as they are actually made from Timzahi hide!
- A torn and blood-soaked journal. Only one page is readable, and briefly tells of the man's voyage to the island (see **Handout B**).

Searching through the old sundries in the crates here finds an **artisan brass lamp** still filled with oil. It is not magical, but is worth 15 gp.

8. The Petrified Pirate

In this dusty room a life-sized stone figure is frozen mid-struggle, its face twisted in terror and one arm raised as if to shield its eyes. The floor has traces of his footprints in the dust, as well as bird tracks that resemble chicken prints.

This man was once Ibrahim the Drifted Lord, a wealthy prince who once sailed the Arabian Sea with pirates in his youth to anger his father. He was helpful on one of the White Shark of Basra's adventures, and got invited here to receive part of the Treasury of Ninety-Nine Stars. He fled from the efreet but was chased down by his pet ghul-bird and turned to stone (see p. 24). Thieves automatically identify this pirate. Wizards may surmise that a cockatrice or similar creature turned him to stone.

9. A Terrified Survivor

A wounded man, HASSAN "PALMTREE" AL-BAHR, is huddled in the corner in this plain room, poorly hiding in a pile of cushions. His terrified whimpering instantly gives him away. He clutches a dagger and will lash out at anyone who surprises him, but he can be calmed by rational conversation.

Hassan Al-Bahr: **AC** 13, **HP** 6, **ATK** 1 dagger +1 (1d4), **MV** near, **S** +1, **D** +1, **C** +1, **I** -1, **W** +0, **Ch** +0, **AL** C, **LV** 1. He also carries a jeweled key that he found in the ruins; he doesn't know it, but it opens Uzrah's residences.

Debbi

Cruel Baboon-Hyenas



AC 13 **HP** 5
MV Near ×2 **AL:** C

Attacks 1 **LV** 1
Bite or club +2 (1d4)

Abilities
S +2, D +2, C +1, I -1, W +0, Ch -1

Fear Aura. Debbi are unnatural crosses between baboons and hyenas. Their fur is enchanted with the ability to cause fear. This forces subjects within 50' to make a DC 12 Wis save or panic and be useless for 1d4 rounds. It is said that cutting some fur off and wearing it as a talisman gives advantage against fear until the magic wears off.

Debbi are cruel and hateful, and if they can't scare off their foes, they'll attack viciously. They will flee, however, if they lose more than half their HP, either running from the room or climbing to the rafters and throwing rocks.

GM's Note: Hassan is included in the pregenerated characters as a backup PC, in case someone is slain early on in this adventure!

Hassan was invited to the White Shark of Basra's affair, saw his friends killed by the Death Chanter giant, and fled into the furthest corner of the palace. The djinn has tolerated his presence so far, enjoying torturing the man with visions of a Chain Ghast, a cloaked, ghost-like spectre who emerges from the walls to whip the man with his chains before vanishing again. The man hasn't slept in days.

Also located in this room is a **secret door** hidden in the eastern wall. It can be found with a careful search. Behind the door are rough-hewn stone stairs that descend several stories into the builder tunnels (Area 25).

10. The Monkey Out of Time

Five gilded cages hang from the ceiling in this room. Each has a plate with a name attached bearing the name of the animal that was once imprisoned here. All of the cages except one are bent and broken and useless, and that one is in pris-

tine condition, perfect and polished and beautiful. Inside the cage is a bright-eyed capuchin monkey with a floppy tuft of white hair. He hoots and screeches happily at the PCs.

PCs may recall that the Uzrah the Hunchback once had a famous monkey companion – TARIQ TWO-TEACUPS, the Well-Mannered Monkey. How the friendly monkey is still alive after two hundred years is beyond comprehension!

The exact reason is that Tariq Two-Teacups ate one of Uzrah's more experimental pastilles. He was surrounded by a magical, 5' radius "time bubble" that reflects the palace as it was two hundred years ago, the day Uzrah fled the palace. This is why the cage is still in pristine condition, while everything else is in ruin.

Freeing the monkey requires some cleverness. Anything that did not exist hundreds of years ago simply vanishes when it comes within range of the monkey's time bubble (treat as 1d4 damage per round as it fades from reality). But something that existed in the palace hundreds of years ago can unlatch the, giving the monkey free reign again.

As Tariq Two-Teacups wanders the palace, the bubble around him shifts the palace from ruins to new perfection, and then back again as he passes. A broken plate on the floor becomes whole again, but then cracks and shatters when he gets out of range.

Tariq is curious, but generally avoids people – he was taught by Uzrah that he is a little dangerous! He does, however, love toys and fruit and can be befriended by those who offer him food he loves.

Players can have fun with Tariq Two-Teacups, using his abilities to better navigate the palace. Some suggestions include:

- If the monkey approaches any rubble, the passage clears itself. This is a great way for getting into The Gallery of Hidden Geometry (Area 20), or escaping the Balcony of Despair, with the rubble passageway there connecting to Area 25.
- The skeletal prisoner on the Balcony of Despair returns to life. He was a chef who overly-spiced Uzrah's paramour's food and was being punished. In exchange for freedom, he will give the PCs some hints, telling them about the Keeper of Cups and Cushions and that there is a magic key to getting into Uzrah's residences (though he's unsure where it is).
- The fire that guards the stairs in Area 15 is extinguished when the monkey nears it.
- At least one of the doors to Uzrah's residences will be open when the monkey nears it, allowing the PCs to get inside without a key.

Smothering Carpet



AC 12 **HP** 14
MV Near **AL:** N

Attacks 1 **LV** 3
Whip +2 (1d6)

Abilities
S +2, D +2, C +1, I -2, W -1, Ch -1

Suffocating Attack. The smothering carpet attacks by wrapping itself around a victim and choking him. On a damage roll of '6', the carpet wraps around the victim and will deal 1d3 point of damage every round until it is defeated or pulled off (DC 15 STR check).

Body of Fabric. The carpet takes half damage from blunt weapons like maces, staffs, and clubs, as well as half damage from arrows and bolts.

Unliving: Immune to morale checks.

Tariq Two-Teacups' ability does not enable the PCs to escape the palace, however. The doors and windows were even more secure back when Uzrah was alive.

If the GM finds the players grow too abusive of Tariq's wondrous ability, the monkey will eventually get bored and find a way to escape the palace.

11. Twin-Maw Devils

This chamber is strewn with bones, some still clinging to scraps of flesh and fabric. It's clear several pirates died here not long ago. Two deep fissures split the floor, each exhaling a faint, warm breeze that smells of old dust.

Upon entering the room, a deep, wheezy voice comes from the pits.

Twin-Maw Gariq
We smell blood... we smell flesh...
Yes, yes, warm flesh.
We will tear it from you...
Strip it clean from your bones.

The fissures are the home of two Twin-Maw Ghariqs, gaunt two-headed devils that crave flesh and organs, but its tongues turn living flesh into dusty leather, leaving them eternally starving. One head is like a grotesque hairless hyena's, the other is more human... though barely. The first Ghariq climbs up the pit slowly. One head rises first, jaw yawning wide, then the second drags itself up after it, whispering and choking as the creature hauls its thin, starving body from the dark. This requires a DC 12 WIS save or else be stunned for a round!

The second, sneakier Twin-Maw Ghariq will emerge soon after the first. His strategy is to sneak up behind PCs and hurl them to their deaths into one of the drops in the room, resulting in an 20' fall for 2d6 damage, although the fissures are narrow enough that a DC 12 STR check will allow someone to grab the sides, reducing the damage to 1d6 damage.

Safely climbing down the fissures requires a DC 12 STR check. At the bottom are bones, dust, and rotted leather.

A **gold-threaded sash** can be found at the bottom of one of the fissures, covered in old dust and requiring a thorough search in the darkness to find. The sash is worth 25 gp.

12. Fiery Fountain of Eternal Reflection

A circular chamber holds a low marble fountain, its waters unnaturally still. The air around the fountain is hot and humid, carrying the faint smell of smoke.

Anyone who gazes into the water does not see their own reflection, but instead a face of living fire, a golden crown on his head. This is Varazdat the Unquenchable Flame, the efreet, who for a brief moment speaks from the water.

Roll 1d3 and add the PC's CHA bonus for the exact effect.

0	"Your face disgusts me." The water of the fountain explodes into hot stream. This does 2d6 damage to those nearby. With no water left in the fountain, it ceases to function.
1	"Look closer." Strong red hands spring from the water, grab the PC's head, and plunges it into the fountain. The PC must make a DC 17 STR check. On a failure, the PC suffers 1d6 damage to their face from the boiling water.
2	"Another face to remember." The efreet's face fades away, replaced by a reflection PC's face. The reflection, however, lingers, and it does not leave the water. It is stuck there magically for 2d6 years. While it is stuck there, the PC never sees his own reflection in the real world.
3	"A hot-tempered one, if I ever saw." The PC becomes bad tempered for 1d6 hours. They can also breathe fire as per the Burning Hands spell once per hour during that time.
4+	"I like your face. It pleases me." The PC's clothes are replaced by more splendid and expensive versions of what they are wearing.

Twin-Maw Ghariq (x2)



AC 15 HP 27
MV Near AL: N

Attacks 2 LV 5
Rend +5 (1d8)

Abilities
S +3, D +2, C +2, I -2, W +0, Ch -3

Choking Cloud. When slain, a ghariq collapses into a cloud of dust. Anyone within close range begins to choke and suffocate. They must make a DC 12 CON check or suffer disadvantage for 1d4 rounds.

Horrifying Transformation. If a PC is killed while suffocating, they will slowly begin growing a monstrous second head. In 1d6 days, they will return to life as a ghariq.

Once all of the PCs have looked into the fountain, the water slowly drains from it and it loses all special powers.

13. The Mirror Chamber

This circular chamber gleams with countless mirrors set into the walls, their surfaces tarnished. The floor is layered with rich but timeworn carpets.

The reflection of a middle-aged man with bushy brows and dark robes is trapped in the mirrors. He silently moves from mirror to mirror looking frightened, pushing on the mirrors ineffectively. He tries to talk to the PCs, but he makes no sound. This is the reflection of FARUQ NIGHT-EATER, a pirate sorcerer who sold his reflection to the djinn in exchange for free passage through the palace. His reflection is horrified at the deal and desperately wishes to escape; he is far more selfless than his greedy, power-obsessed original.

Communicating with the reflection is difficult and requires clever player roleplaying and good uses of gesturing! The PCs can glean the following information:

- He has been trapped for three days, although he struggles to explain that his original still lurks around the palace.
- If asked about who trapped him, he'll point to himself, and then make hand gestures that imply a djinn or devil helped.
- If asked if any treasure is in the palace or if anyone else is in the palace, he will shrug. He does not know.
- If asked for any assistance he can give, he makes the shape a snake with his hands. Then he makes the shape of a key with his hand and then makes a gesture over his mouth like that of a crocodile. This refers to the magic key that Nefru-Sekhem, the leader of the crocodile men, carries.

The mirrors are enchanted and difficult to break (require 8 damage or more in one blow). If one is broken, the reflection fades a little bit and he noiselessly screams. Breaking another mirror will destroy the reflection forever.

The only way to free the reflection is to smash the mirror with the magical crystalline rod hidden Uzrah's Study (Area 24). If that is done, Faruq steps from the mirror in relief. He is an identical clone to Faruq Night-Eater, but has no magical abilities until the original is killed. He will declare himself in service to the PCs and help them escape the palace.

14. Palace Wardrobe

Four cedar-and-brass wardrobes are placed against this room's walls. This is the chamber where Uzrah, and sometimes his lover Azadeh, were dressed by the servants in the morning.

The first wardrobe has a small chess board made from ebony and ivory (worth 10 gp). It has no matching pieces, but oddly, there is a single, 2' tall ebony rook next to it.

The second wardrobe has several fine dresses embroidered with delicate threads and tiny jewels. They are worth 50 gp.

The third wardrobe is both magically locked (treat as a Hold Portal spell cast with a 20) and enchanted with a magical trap. If activated, the trap electrifies anyone within 5' (1d4 damage) and teleports its contents to the locked chest in Area 23. Inside are several fine robes (worth 30 gp), including a heavy **robe of deep indigo and crimson** embroidered with arcane sigils in gold and silver thread. A tag inside the robe identifies it as a robe made from the Warded Loom of Qamar, a legendary loom that has been lost for centuries. It provides the wearer with AC 11 + DEX modifier and gives the wearer the ability, once per day, of pulling any small, mundane, and inconsequential item from its pockets. It weights 5 lbs.

Finally, the fourth wardrobe is locked with an ordinary lock (DC 12 lockpicking check). Inside is a velvet tray with eight matching silver rings on it, a ring made from dark jade, and a ring made from a reddish brass decorated with engraved birds. Each silver ring is enchanted to never tarnish, and are worth 15 gp apiece. The **jade ring** is enchanted with the ability to cast Stoneskin once per day. The **brass bird ring** is cursed. It will halve the damage the wearer takes from any fall. However, it also gives the wearer hemophilia, which means they take an extra 1 point damage from every wound they take. The ring is also enchanted with a lesser geas, which forces the wearer to never remove the ring, insisting to others that it will one day save them from a steep fall.

15. Stairs of Fire and Smoke

Normally, this room is a plain chamber of smooth stone walls and two columns that line a broad, worn staircase to the north. A rounded ventilation shaft is in the room, which allow cool breezes to flow into the palace from the caverns beneath it.

However, when the PCs first enter this room, Varazdat the Unquenchable Flame decides make a show. Portcullises slam down on each of the two hallways that enter the room, and a curtain of smoky fire blocks the staircase. Then the efreet's illusions begin. Red-orange lights illuminate and flicker everywhere, the shadows of devils dancing in their light. The round shaft erupts in flames and lava. And worse, the PCs find themselves bound in chains and kneeling before the pit.

Seconds later, the efreet rises from the fiery pit, red-skinned with a crown upon his head and embers shooting from his fists. His eyes burn gold and his voice booms:

VARAZDAT

Who are you that trespass upon my halls and draw breath in the house that is mine? Know that this palace was bestowed upon me by the craven sorcerer Uzrah, who, in his trembling wisdom, beheld my greatness and yielded his dominion, for he knew I was born to rule where he could only cower. For a hundred years I have reigned here in silent majesty, until you, vermin of the sea, thieves, and cutthroats, have dared profane my solitude.

All who came before you have tasted torment and been unmade, and so too shall your fate be sealed.

Yet I am not without mercy, for I grant you this choice: cast yourselves willingly into my sacred fire and be consumed in an instant, or fall to your knees and watch as my sword unweaves your lives one by one, until even your souls forget they ever were.

With that, a great burning scimitar appears in his hand. He raises it and gestures to the nearest PC and orders them to choose their fate.

If a PC attempts to escape, break their bonds, or otherwise do anything that disrupt illusion scene, make a secret DC 15 WIS check for them. On a success, they snap free of the illusion and find themselves in an empty room, their companions still kneeling and lost in the dream. On a failure, the efreet's magic seems to foil whatever plan they might have had: their chains tighten, they get knocked down, or they find themselves paralyzed.

If a PC leaps into the fiery pit, they drop 12' onto a ramp (1d6 damage), then are swept down a stone chute onto the Balcony of Despair (Area 28).

If a PC tries to parlay with Varazdat, or remains silent to his question, the efreet strikes with his sword. The PC takes 1d10 damage, then suddenly finds themselves in the empty chamber, freed from the illusion, as the efreet turns to the next victim and offers the same choice.

Once the illusion has been broken by all the PCs, the only thing left in the room is the echoing laughter of the efreet and the wall of *essential fire* that guards the stairs. The fiery wall is thin and can be leapt through (1d6 damage), or magic can be used to banish it.

16. Room of Constellations

This chamber rises into a high, vaulted ceiling painted as a night sky, though age has cracked the plaster and dulled much of its once-vivid constellations. The stars, however, still gleam, tiny pinpoints of magical light.

At the center of the room is a large glass globe upon a tarnished brass stand, its surface painted with a crude map of the world. When turned, the ceiling slowly shifts to mirror the skies above those distant lands, the constellations gliding into new positions. A touch to the globe's base magically dims the chamber's light, and the stars burn brighter and more beautiful.

GM's Note: This chamber serves as a base for half the Timzahi cultists in the ruin (p. 17), including their leader, Nefru-Sekhem, who studies the constellations. They may be present when the PCs arrive, unless the PCs have made a lot of noise, in which case they have likely already been drawn out.

Hound of Silk and Ash



AC 14 HP 21
MV Near AL: N

Attacks 1 LV 5
Bite +4 (1d8)

Abilities
S +4, D +0, C +0, I -3, W +1, Ch -1

Fiery Breath: While the hound usually attacks by biting foes, once per day it can also unleash a fiery breath of hot ashes. The ashes spring from its mouth as a fiery cone (near range), doing 3d6 damage to foes. A DC 12 DEX check will halve the damage.

Body of Rope and Fabric. The hound takes half damage from blunt weapons like maces, staffs, and clubs, as well as half damage from arrows and bolts.

17. The Hound of Silk and Ash

This once-elegant chamber is draped in torn silks that hang from the walls, their colors faded but still rich in places. The floor is layered with old carpets.

At the center of the room lies a great shape, half-hidden beneath fabric. Underneath is a massive hound-like creature formed of black knotted rope and bundles of black, silken cloth. The creature has one eye crafted from a red, carnelian gemstone. The other eye is an empty socket.

This was a creature that was enchanted to protect the palace. However, the magic that fueled it does not work correctly without the two carnelian eyes intact.

Discarded among the old carpets in the room is a small book that describes various enchantments that protected the palace. One page describes the Hound of Silk and Ash (see **Handout C**), as well as charm, which if spoken aloud, will protect a person from the hound. The page omits the fact that the enchantment only works if spoken aloud by a *wizard* (or similar), but GMs can allow a DC 15 INT check to induce this fact.

If a PC brings a carnelian gemstone from the builder tunnels and places it in the eye socket, the hound comes to life again. Its eye burn with fiery red and it stretches and makes strange coughing sounds from its innards. If a mage has cast the charm from the book, the creature sits near him and watches him intently. Animal-related spells and abilities may help befriend the beast. Otherwise, the hound will attack the intruders fiercely.

18. Fountain of the Tropics

Another graceful fountain murmurs in the middle of this palace room, still fed by hidden springs beneath the palace, its waters ringing softly like distant chimes carried on the air. Bright, jewel-toned birds dart through the room, alighting now and then upon slender perches set into the walls.

The entire room is magical. The fountain is enchanted to purify water, the birds are illusions, and even the sound of the fountain is altered to be musical and soothing. Fatigue is recovered at three times the usual rate in this room.

Uzrah and the Dodecaphage

The Dodecaphage is a dimensional serpent that was the reason Uzrah fled his palace. He uncovered the creature in the builder's tunnels, a serpent of polygonal stone, embedded in a cavern wall. He brought it into his palace to study it, believing it the petrified remains of some ancient beast. Set upon display within a circular gallery, it lay still for a time, admired as a curiosity of impossible geometry. But Uzrah's palace was steeped in enchantment and magic, and slowly, imperceptibly, that magic seeped into the thing and woke it.

At first, Uzrah noticed only small changes – a facet turned when none watched, an angle shifted from memory. Then his servants began to vanish. The Dodecaphage did not hunt by sight or sound, but by alignment – seeking those whose presence did not fit the hidden geometry of the halls. One by one, Uzrah's servants were taken.

In time, the Dodecaphage found and murdered Uzrah's beloved paramour, Azadeh, leaving behind only streaks of blood, pooled at impossible angles.

The loss of Azadeh enraged Uzrah. He unleashed all of his magic upon the serpent, but the creature resisted everything. Spells slid from its surfaces, fire bent away from its edges, and bindings failed to hold its shifting form. At last, broken and terrified, Uzrah ordered the palace evacuated. He sealed the serpent's chamber beneath collapsed stone, and fled the island entirely, leaving the efreet in command of the palace.

While Uzrah planned to find the Dodecaphage's weakness and return to kill it, he never did. The great sorcerer was defeated by his sadness. He was unwilling to face the place where his lover died... or the thing that would remind him of her mortality.

Ironically, soon after Uzrah fled his palace, the efreet contacted an ancient sorcerer who lived in the legendary Brass Tower, who provided him a spell to contain the Dodecaphage, paralyzing it once again in the palace gallery. The efreet, however, never admitted to Uzrah that the monstrosity was dealt with.

19. The Chamber of 1,000 Doors

This secret room can only be found by searching the walls in this corridor. If the PCs search carefully, they will discover a small 1" door, framed in brass, in the wall. Opening the door causes it to grow in size until folk can pass through it normally.

The circular chamber is ringed with thousands of similarly small doors. At the center of the room stands a low pedestal of glassy black marble. This was Uzrah's scrying chamber, where he watched the world and, in time, learned to teleport between places. The doors are no longer stable enough for passage. Opening one will give the PC a glimpse into a faraway location, but they are impossible to step through because of their size. GMs can invent their own scenes, or roll 1d6:

1. Pirates' den. Six pirate scoundrels hunch over a map of the Arabian Sea, whispering in low voices about a merchant vessel carrying a dowry worth a king's ransom.
2. Courtesan's room. Cushions and low tables are arranged with elegance in this sunlit room. A beautiful, raven-haired woman applies makeup in a mirror, her back turned.
3. The Third Hall of Uzrah. The PCs see a wood-panelled workshop filled with tables, and cabinets. Glass baubles, strange iron tools, and stone cubes are strewn about the room. In the corner of the room is a man-sized, copper automaton, dressed in crude mail and carrying a heavy sword.
4. Bustling bazaar. A crowded market stretches in every direction, filled with shouting merchants, bright fabrics, and the clatter of trade.
5. Palace garden. Several finely dressed women sit together in a lush garden on cushions, reading from illustrated books and softly laughing as they point to the images.
6. Sultan's dungeon. A torch-lit corridor of iron bars where prisoners lie within the cells, some silent, others muttering. A heavy-set guard with a sharp curved blade grabs one prisoner by the hair and drags him from his cell, promising his execution will be quick.

GMs can use this room to set up future adventure hooks. Or, if the PCs need a way off the island, it's possible that the PCs might be able to speak and fetch help from the various NPCs in these locals. The NPCs will not see the PCs, but will hear their voices as if coming from behind a door in their room.

20. The Gallery of Hidden Geometry

This chamber is blocked by rubble and debris. Tools such as picks and shovels are nearby. Getting past the rubble requires magic, heavy labor (at least 8 hours of digging), or the powers of Tariq Two-Teacup. Also, if the PCs lurk in palace for a full day, the Timzahi cultists will uncover the collapsed corridor.

This chamber inside was once the palace's main entrance. Massive enchanted double doors are here, crafted to remain hidden from the outside world by powerful illusion magic. They were locked by a one of Uzrah's final spells, and have no chance of being opened until the efreet opens them himself.

Uzrah's transformed his entry chamber into a place of quiet display, its walls inlaid with intricate geometric patterns that spiral inward toward the center, though time has cracked and broken many of the designs. The floor is etched with faint construction lines that intersect at strange, unnatural angles.

At the center of the room, on a shattered stone plinth, stands the Dodecaphage. It lies coiled like a stone serpent, its inert body formed of interlocking, faceted segments set at impossible angles. Its mouth is filled with dull gemstones. It is a shape that unsettles the PCs even in stillness.

The plinth shows deep gouges and chipped edges, and the surrounding walls bear matching scars. A plaque names the creature: "A creature from the time of the Nephilim. Found in the caves beneath the palace." (See **Handout D.**)

The room is mana-depleted (disadvantage on spellcasting), a result of the efreet's spell to contain the Dodecaphage.

The hibernating Dodecaphage is immune to damage while in this state. It still retains its willpower and magic resistance in hibernation (see p. 32), and will resist most spells. Even trying to chip out the gemstones in its mouth proves futile.



Timzahi Cultists

The Timzahi are a race of crocodile folk, born unnaturally when they are created through occult rituals that fuse a human and crocodile infant into a single being. They most hail from a nearby island, but are known to travel between islands in primitive boats.

There's a small group of Timzahi who have entered the palace (one per PC is a good amount). They are led by the obsessed NEFRU-SEKHEM, a Timzahi priest who believes that an avatar of their goddess lives somewhere in the palace ruins. In exchange for a magical gemstone, the Nishapur Sky Stone, the efreet has allowed them to stay here for a short time to conclude their search.

The cultists are typically split between two groups. The first operates in the eastern palace (based out of Area 7) looking for entrances into the builder tunnels. The other group, led by Nefru-Sekhem, operates in the western side, trying to get into the locked residences (Area 16), which they have been unsuccessful at doing.

In the last day, however, Nefru-Sekhem, has used a magic ring he stole from the corpse of a newly arrived pirate and used it to sense a powerful, ancient presence sleeping behind the rubble of Area 20. He has commanded his allies to secure picks and other digging tools to uncover the buried chamber, something that will take them about twelve hours. If successful, Nefru-Sekhem will enter the chamber and complete a ritual that will unleash the ancient Dodecaphage, which cares little for the lives of mortals, Timzahi or not. In this event, the efreet Varazdat will emerge furiously from his throne room to kill the Timzahi (and anyone else nearby) and do his best to stop the Dodecaphage.

Timzahi

Crocodile Folk Cultist



AC 13 **HP** 11
MV Near **AL:** C

Attacks 1 **LV** 2
Sword +2 (1d6)

Abilities
S +1, D +1, C +2, I -1, W +1, Ch -2

Notes: Timzahi are created through occult rituals that fuse a human and crocodile infant into one being. When slain, they revert to either form (roll randomly). Deeply ritualistic, they consume flesh to appease their goddess. They speak a rare, ancient tongue. Cunning in battle, they favor ambushes, wield swords or bite their foes (1d6 damage).

Nefru-Sekhem



The fanatical priest of the cult is intelligent (INT +2) and sturdier than his minions (15 HP). He speaks broken Arabic. He wields a flanged mace (1d6).

He does not have any magical abilities, but he spellcasting several magical items. The first is a **brass vizier's ring** that can Detect Magic and Spirits three times a day. The second is a **teak wand** roughly shaped like a cobra. It is enchanted with the Blind spell, which can be cast once per day. He has a scroll with the **Ritual of Awakening** for the Dodecaphage. Finally, he carries the **magical key** that unlocks Uzrah's residences.

Uzrah's Residences

These four connected rooms are all shut behind magically locked, shatterproof doors. Treat the doors as enchanted with a Hold Portal spell (cast with a 20). Only spells or the magic jeweled keys that Hassan Al-Bahr (in Area 9) or Nefru-Sekhem (Area 16) have found can gain entry.

The chambers of the residence rooms glow with faded splendor. Their walls are clad in mosaics of lapis, gold, and ivory, forming winding patterns of stars, vines, and hidden script. Low tables of carved cedar, inlaid with mother-of-pearl, stand among silken cushions and gauze-draped alcoves.

Unlike the ruins of the palace, these rooms are well-kept. They are maintained by The Keeper of Cups and Cushions, a servant genie who lives here, tidying where needed, still expecting Uzrah's return after centuries of absence. Although he does not like the efreet Varazdat, he stays on polite terms with him. The two share tea and play chess once a month and talk about the intricacies of djinn politics.

As soon as the PCs enter the residences, the Keeper turns himself invisible to spy on them. Perceptive PCs may hear him as they arrive, perhaps the sound of a feather duster falling to the floor in a nearby room, or a drawer suddenly closing and locking.

If the PCs start making a mess or looting the residences, the Keeper will politely threaten them from another room. If they still don't behave, he'll try to sneak up on them prick them with his enchanted knife, putting them to sleep. Then, he'll arrange to have them hauled and chained up in the Balcony of Despair (Area 28), leaving them to the hungry eagles and winds. Under no circumstances will the Keeper try to actually fight the PCs; he exists to care for Uzrah's chambers.

If the PCs figure how to parlay with the Keeper, he'll reveal some information... but *only* if the PCs are polite:

- *If asked about the palace...* he tells the story about Uzrah's flight from the palace (see Uzrah and the Dodecaphage, p. 15). He tells the story somewhat neutrally, careful not to say anything that might anger the efreet. He will even add a few unnecessary flatteries, such as mentioning how the efreet was likely more powerful than Uzrah since he was able to halt the Dodecaphage, while Uzrah could not.

Keeper of Cups and Cushions



AC 15 HP 19
MV Near (fly) AL: L

Attacks 1 LV 4
Knife +3 (1d4+1)

Abilities
S +2, D +3, C +1, I +2, W +1, Ch +1

Magic Knife. The Keeper is dressed in finery, but hides a fine enchanted +1 knife in his clothes. It also has a special alchemical poison on the blade. Anyone wounded by it must make an immediate DC 14 CON check or fall asleep for 1d hours.

Invisibility (INT Spell). DC 12. Self. Turns invisible.

Illusion Charm (INT Spell). DC 11. Creates a small illusion that makes no sound, and touching it will make it go away.

Hold Portal (INT Spell). DC 11. Magically hold a portal shut. A STR roll vs. your spellcasting check can open it.

- *If asked more about the efreet Varazdat...* he is careful with his words. He compliments Varazdat saying that he is a djinn of great power and depth, and that if the PCs ever wish to escape the palace, they should supplicate themselves beneath his throne and beg his forgiveness for trespassing. "On occasion, the efreet grows bored with his mice and lets them run free."
- *If asked how to gain an audience with Varazdat...* he says that the efreet resides upstairs, and to simply knock on his door. Note that the Keeper is jesting, and knows Varazdat will see them when he is ready.
- *If asked about the man trapped in the mirror...* he will say that while he does not know the man's name, he was a sorcerer who arrived to the island with the other pi-

rates. Varazdat spared him, giving him free reign of the palace for six days in exchange for his reflection. He does not know how to free the reflection, but conjectures that there is likely a way to do so.

- *If asked about Azadeh...* a tear forms in his eye and he says that she was a common woman with the demeanor and intelligence of a princess. He says that Uzrah should have known bringing the Dodecaphage into the palace was folly, and that it was his own fault that he did not protect her better.
- *If asked about the pirates...* he shrugs and says that over the years many foolhardy men have entered the ruins, either looking for shelter or wealth. Either way, the efreet toys with them and only a rare few escape with their lives.
- *If asked about the Timzahi...* he says that Varazdat let them enter the palace a couple of days before the pirates arrived. They traded him a magical stone in exchange for a fortnight's access. He does not understand what they are doing here, but he insists they do not belong in Uzrah's residences as they will "untidy the place."
- *If asked about the mage Sangtarash who sometimes appears in the builder's tunnel to retrieve gemstones...* he narrows his eyes and looks annoyed. "In the old days," he says, "Uzrah would have had automatons or other loyal guards protect the palace from such thievery. Eventually Varazdat will discover his theft and punish the insolent man."
- *If asked about any of Uzrah's other hidden halls...* he may absentmindedly mention that he once traveled with Uzrah to his third hall, located in the faraway Canyon of Brass Feathers. He'll quickly realize his error and keep silent on other such secrets. *GM's Note: The adventure* The Third Hall of Uzrah *can be found on 1shotadventures.com.*

21. Azadeh's Bedchamber

This feminine bed chamber remains unnervingly pristine, its silken draperies and carved alcoves untouched by time. The smell of an expensive, faint perfume still clings to the air. At its center lies an ornate carpet woven. There are old blood stains on the carpet, spilled in dark, intricate patterns that seem to shift when not directly watched. An ornate bed and trunk are pushed against the walls of the room.

This chamber was the bedroom of Uzrah's paramour, Azadeh. He installed a magical smothering carpet here, which was enchanted to kill any strangers that entered his lover's room. The carpet's magic has faded and become defective. If the PCs spend material time in this room, it will come to life and attack the male foes! However, if it is ever removed from this room, it forgets its purpose, and follows the most attractive woman in the group around like a protective pet, defending her from harm like a dumb dog might.

Azadeh's trunk is locked but can be picked with a DC 12 lockpicking check or forced open with DC 14 STR check. Inside are five beautiful and extravagant dresses (60 gp each). Among them is a **Veil of a Thousand Glances**, which is enchanted which increases CHA by +1. It is worth 3,000 gp!.

Under the bed there is a box of five **pink candles**. They are magical, and will light or extinguish themselves with a simple verbal command. They are worth 5 gp each.

22. Uzrah's Receiving Room

This room once held an expensive, lacquered round table where Uzrah and his guests ate each day. Now, it tilts awkwardly, several of its legs broken. On the south wall of the room is a beautifully tiled fountain decorated with stone mermaids. The fountain no longer works, however, and is dry.

Shattered porcelain plates are everywhere on the floor of this room. If the PCs search through the debris they'll find a fine silver serving bowl etched with mermaids worth 10 gp.

On the north wall of the room are four huge scorch marks. This was the room where Uzrah tried battling the Dodecaphage with his lightning magic, but only succeeded in chasing it away for a brief time.

23. Uzrah's Bedchamber

Rich carpets layer the floor in deep reds and midnight blues. A lavish bed is in the middle of the chamber, perfectly made and beckoning weary travelers with a minor enchantment. In the corner is a small writing desk, and an ornate trunk sits at the foot of the bed.

The bed is fabulously comfortable. Anyone sleeping in it only needs to sleep half the typical amount of time to feel refreshed.

In the small desk is a drawer with a **fine grooming kit** (worth 10 gp) and a small **chariot toy** plated with gold (worth 10 gp), a gift that Uzrah was going to give to the child of a friend. There is also a plain **rose gold key** here, which opens up the door to Azadeh's shrine (Area 37).

The ornate trunk is locked and is empty. However, if the PCs have set off the trap in the Palace Wardrobe (Area 14), then Uzrah's magical indigo robe will be neatly folded here.

24. The Sanctuary Study

Several tall shelves line this room, but only a few scattered books remain on them. Three tall windows look out at different corners of the island. While they accurately display the outside of the palace, they are illusionary and impossible to traverse.

Uzrah packed up all of his most precious tomes when he fled the palace and the remaining books are mostly Azadeh's – books of poetry, some classical Greek plays, and *The Girl Who Seasoned a Throne*, a book of stories about a young chef who ventured to a faraway land to cook for a sultan, fell in love with him, and became more famous than her husband.

Tucked into this book are **three flattened scrolls**. One is enchanted with the Dispel Magic spell, another with Sleep, and the third with a new Wondrous Seasoning spell, which turns any plain meal into a high-end, amazing one.

On top of the highest shelf, hidden from view, is an **ornate crystalline rod** – an artifact known as the Quartz Rod of 999 Sigils, which a wizard making a INT 12 check can identify. Finding it requires a thorough search. The rod is capable of freeing the trapped reflection of Faruq Night-Eater in Area 13 and is a necessary artifact to force the Dodecaphage back into hibernation. It is enchanted with the ability to cast Dispel Magic and Dispel Illusion once per day each.



Builder Tunnels

Beneath the ruined palace, narrow builder tunnels wind through the earth, their low ceilings supported by aging beams. The air is stale and heavy, carrying the scent of dust and old stone. The PCs will need to bring a light source to see anything down here...

25. The Winding Tunnel

This tunnel winds approximately 300' into the rock beneath the palace. It ends in stone spiral stairs that lead upwards and connect to a secret door in Area 9.

26. Lair of Zagrossian Terrors

This breezy cavern used to be a storage area for the builders' sundries, but most have long since rotted away. Lounging amidst the room's shadowy corners are three Zagrossian Lions – ferocious skeletal creatures created by the efreet when he was bored one day. As the PCs enter this room, the lions will use their stealth to lurk in the shadows of the room and ambush them.

Searching the old boxes here finds some mundane items:

- Some rusted tools, such as chisels, mallets, and bent pry bars. They are old enough to be considered *cheap*.
- Clay jars of powdered pigments.
- Coils of brittle old rope.
- A heavy, 2' high ebony pawn statuette
- Stacks of wooden wedges and braces.
- Oil flasks long dried out.
- A simple copper ring worth 2 gp.

Zagrossian Lion

Undead Predator



AC 12 HP 19
MV Near AL: C

Attacks 2 LV 4
Rend +4 (1d8)

Abilities
S +3, D +2, C +2, I -3, W -1, Ch -3

Notes: These ruthless lions were once kept for the entertainment of a sultan who often visited the island, but they perished quickly after the palace was abandoned. When the djinn took over the palace, he used a necromantic scroll from the library to bring their skeletons back to life.

Undead: Immune to morale checks.

27. Sangtarash's Splendid Quarry

The walls of this stone chamber glitter faintly with veins of half-harvested carnelian gemstones. At the center of the floor, a dark, scorched sigil has been burned deep into the rock, its geometric lines precise and fused glass-smooth.

The sigil is magical, the result of an enchantment cast by an Indian sorcerer, SANGTARASH, who wished to more easily teleport into and out of these caves. Over the years, he's been harvesting the carnelian reddish gems from this room, as they make for excellent manastones that enhance fire magic. Harvesting a quality gem takes good tools and some effort. If the roll is successful, the PC will find a fine gemstone worth 1d6 carats. A gem can later be expended alongsid a fire spell, adding +1 to the spellcasting roll per carat.

Hidden in the corner of the cave is turquoise turtle, roughly the size of a fist. It's beautiful, but careful examination reveals it is made from glass, only worth 1 gp. However, it is enchanted with a spell that lets Sangtarash see what is happening in the cave. If a *mage* picks up the turtle, Sangtarash initiates a telepathy spell to interrogate the intruder:

Sangtarash
Who treads in my splendid quarry? Are you alone... or servants of Varazdat?

Sangtarash demands the know why the PCs are in the palace. Whatever the answer, he'll laugh at the PCs and calls them fools for intruding on an efreet's palace unprepared.

- With a good reaction or better, Sangtarash will reluctantly agree to help the PCs escape the place. He refuses to teleport in himself, but will promise to send a boat that will await the PCs once they escape the palace (see Escaping the Island, p. 32). He also warns them that his scrying magic has detected a powerful, slumbering, cosmic entity in the palace that is *not* the efreet (this is the Dodecaphage). He will also teleport in a useful item or two that the PCs might need, especially a few healing potions, or a Scroll of Protection from Energy. With an excellent reaction, he also may teleport in one of his mercenaries, the HYENA OF SHIRAZ, to help the PCs escape.
- With a neutral or poor reaction, Sangtarash chortles and wishes the PCs luck. He teleports in a single healing potion (1d6 hp). On a poor reaction, is poorly made and tastes like camel urine. It only heals 1d3 hp (minimum 1). This is his idea of a joke.
- With a bad reaction or worse, Sangtarash believes that the PCs are a threat to him, deciding they will likely either unleash an angry efreet on him or seize his gemstone cache. About an hour after the PCs leave the room, he teleports a band of hired mercenaries to track down and assassinate the PCs before they can cause too much damage.

Sangtarash's Mercenaries (1 per PC): **AC** 15 (chainmail + shield), **HP** 11, **ATK** 1 shortsword +2 (1d6), **MV** near, **S** +2, **D** +0, **C** +2, **I** +0, **W** +0, **Ch** -1, **AL** C, **LV** 2. Phalanx. +1 to attacks and AC when in close range of an allied mercenary.

Otherwise, Sangtarash has little information to offer about the palace. He knows that it is controlled by the efreet and that while he suspects it was once under the rulership of Uzrah, he has not worked up the courage himself to venture further into the ruins to see for himself. He fears Varazdat too much to draw attention to himself.

GM's Note: One of the pregenerated PCs, Ibn Al-Aswad had a prior encounter with Sangtarash. The rogue stole the sorcerer's most valuable possession, the Djallaba of Fate. While Sangtarash does not know the name of the thief (he only got a brief glimpse of the boy before his beard was accidentally set on fire when a brazier was knocked over), he will absolutely recognize the man if he peers into this cave and sees him wearing his robe. No matter what else happens, he'll dispatch his mercenaries to recover his robe.

28. The Balcony of Despair

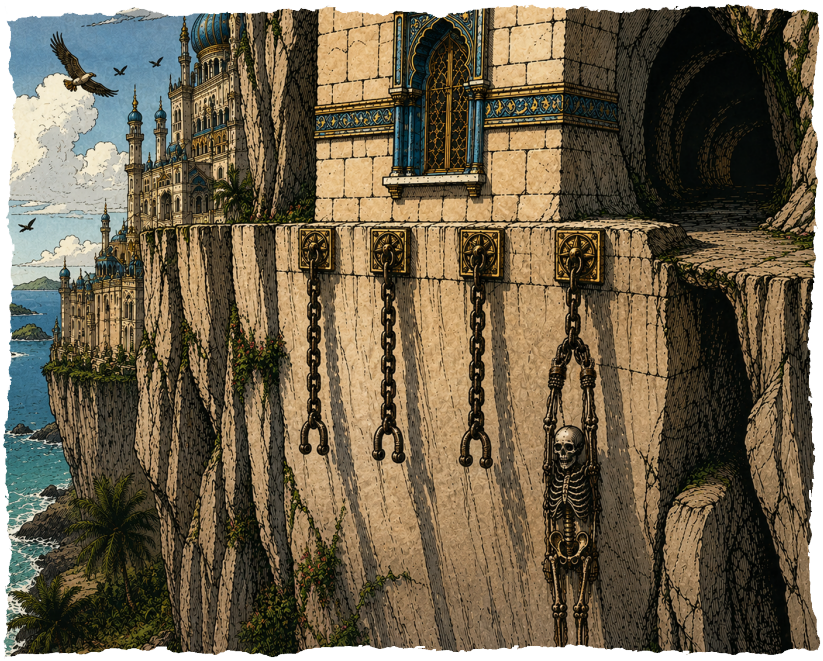
This wind-scoured "balcony" clings to the rear cliffs of the palace, overlooking a sheer drop into the empty air below. Climbing down the cliff would be a death sentence, as the rock face is sharp and the winds are fierce.

Climbing up is slightly more promising, but it is a 30' climb to a useful window in the palace (leading to Area 35). This climb would requires a DC 12 STR check to even get started. A roll of '1' means the climber falls most of the way up, resulting in 2d6 damage.

Near the cliff's edge, four pairs of rusted chains with heavy manacles still hang from the stone, swaying faintly in the open air. Here Uzrah once bound his worst offenders, leaving them suspended over the drop to the mercies of sun and circling eagles. The bronze plates anchoring each chain are etched with a distinct, unfamiliar glyph (see **Handout E**).

- A thief clutching a bag of gold.
- A killer with a curved blade.
- A liar with a covered mouth.
- A seated judge. A bone-white skeleton still remains in its pair of shackles.

A cavern adjoins the cliffside, once linking the balcony to the palace's dungeons, now long collapsed and buried beneath the earth. It is likely that the PCs entered this room from an air duct in the ceiling of the cavern from the ramp in Area



15. Climbing up the air duct back into the staircase room is nearly impossible, as it is slick and sharply angled. Only a DC 15 STR check will do the trick.

The old tunnel ends in a choke of rubble, its passage lost to time. On the walls of the cave is an inscription:

All men bear weight.
Only the just may pass unburdened.

If the chains of the thief, killer, and liar are weighted, the three chains grow taut, a grinding sound is heard, and a secret door opens inside the cavern. This secret door leads to a short tunnel to a collapsed pile of rubble and floor tiling. PCs who scamper up find the climbing easy (DC 8), and will eventually merge with the tunnel in Area 25.

GM's Note: It's possible that the PCs end up captured and chained to this cliff, especially by the Keeper of Cups and Cushions, the genie who maintains the palace residences. In this case, the PCs awaken to find themselves painfully dangling from the cliff (if there are more than four PCs, the extra will be manacled in the cave). The PCs' belongings will be stripped and stored in the Lair of the Zagrossian Terrors (Area 26).

Climbing up from the cliffside requires a DC 14 STR or DEX check to pull oneself up. Escaping the manacles requires either an DC 15 DEX or lockpicking check, or smashing them on the rocks which requires a DC 12 STR check and does 1d3 damage to the PC's wrists! Worst case, if no one can escape, two Timzahi crocodile folk find the PCs, and release one as a meal, giving the PC a chance to fight their way from here.

Upper Palace

The upper palace was where Uzrah entertained valued guests and spent time practicing his sorcery. Now, the efreet Varazdat lives here, bored and unhappy.

29. Upper Palace Stairs

The entrance to the upper palace is a plain, three-columned room. On the middle column is the face of an efreet, its mouth gaping open. A streak of fresh, wet blood trails west towards Area 31.

30. Corridor of Flowers

The walls of this long corridor are lined with a hundred shelves of fine porcelain vases, although many are toppled and shattered across the floor. Some still cradle dried, withered flowers, their petals curled and colorless. One lone vase holds a cluster of fresh desert roses, impossibly pink and alive amid the palace ruins.

This lone vase is heavy and half-filled with water. It contains magical e*ssential water*, never evaporating, able to quench thirst for an entire day with a single sip. If this water is splashed on to a being of fire (such as Varazdat or one of his fiery servants), it does 2d6 damage to him.

31. Hall of Ashes

A dozen corpses are here, their bodies blackened and burned. Set into the sculpted eastern wall is a large, fist-sized carnelian gemstone, shaped into a mural as the single glaring eye of a cyclops.

The dead were pirates who managed to flee Varazdat's horrors, climb the stairs, and try beating open his throne room door. He burned them alive with a fire cloud cast through the carnelian gemstone. Marks on the walls and floor give signs to how these men died, and wizard or cleric PCs will recognize the spell that doomed these men.

Most of the equipment on the men is burned, melted, or otherwise useless. If PCs loot the bodies, the voice of Varazdat will boom in their heads.

Ghul-Bird

Persian Cockatrice



AC 11 **HP** 14
MV Near (fly) **AL:** C

Attacks 1 **LV** 3
Bite +1 (1d4)

Abilities
S -2, D +1, C +1, I -3, W +2, Ch -3

Notes: While Ghul-Birds are known to have a variety of evil, magical attacks, this one can petrify victims with a glance (DC 12 CON check). However, there is a 25% chance that a random body part turns to stone instead. It's built a nest inside the walls of the upper palace, and sneaks between three rooms (Area 30, 32, and 35). It uses stealth to emerge in cracks of the floor and walls, squawks horribly to catch someone's attention (a shrill, broken scream that seems to split into two voices at once), petrifies their victim, and then flees. If slain, the bird's eyes turn to onyx and become magical. If set into a small weapon (shortsword or smaller), the blade becomes a +1 weapon.

Varazdat

Little jackals picking at bones in my hall. Do you think the dead will protest what I allow? No! It is I who grants, and I who takes. Mark you well... every grasping hand is known to me, and those that linger beneath shall be kissed by fire.

Roll randomly to see what the PCs find on the bodies:

1. A fused lump of brass beads (worth 2 gp).
2. Enamelled Prayer Amulet. A small charm, its script still visible beneath scorched enamel (worth 5 gp).

3. A fused lump of silver and gold coins. It can be broken apart or sold as-is (worth 10 gp).
4. Brass Astrolabe Disk. A small navigational plate etched with star markings, slightly warped but usable (worth 20 gp).
5. Heat-Kissed Manastone. A cracked but still-functional gemstone, forever faintly warm. Casters can expend the gem to add +3 to any spellcasting check.
6. Platinum Ring of Might. Increases the STR of the bearer by +1.

If the PCs recover something valuable (or linger in the room), an annoyed Varazdat casts another fire cloud through the gemstone here. The cloud does 1-6 damage every turn the PCs remain in the room, lasting four rounds! The exact amount of damage is determined by how valuable an item they found on the roll above (i.e., a roll of '3' means 3 damage per turn).

Destroying the gem (6 hit points damage in one attack) prevents the efreet from casting spells through it, although if the fire cloud has already been cast, it will still last the full four seconds. PCs can pry the gem from the wall (this requires a tool and a DC 15 STR check), but this is sheer stupidity, as the efreet can cast spells through this gemstone at his leisure. If the PCs claim the gemstone, it is worth 100 gp.

32. The Court of Ebony and Ivory

This chamber's name is inscribed in bold letters in the northern wall. It has a large chessboard on the floor, constructed from beautiful tile work. There are thirty giant, 2' tall chess pieces made from ebony and ivory strewn haphazardly around the room, but two ebony pieces are missing – a pawn and a rook. In the rear of the room are several tables where Uzrah and his guests played various games.

Putting any chess piece in its correct starting position causes all of the chess pieces to magically slide into position.

If the PCs find the two missing ebony chess pieces (from Area 14 and 26), two players at opposite ends of the board can play a full game of chess, simply using their minds to move the pieces. The winner of the match suddenly feels a boost of intellectual confidence, and receives a special blessing (p. M129) giving advantage to all non-spellcasting INT or WIS checks until a roll is failed, in which case the blessing turns failure into success and then fades away. This blessing can only be granted once per day.

GM's Note: This room also has a damaged section of wall and floor, from which the ghul-bird (p. 24) can move between palace rooms.

33. Hall of Discoveries

This long chamber was built to display the strangest and most wondrous artifacts Uzrah recovered during his Fifth Conquest. Stone plinths line the hall, some still filled with treasures from distant kingdoms, while faded mosaics along the walls depict Uzrah conjuring sandstorms to defeat hundreds of hydra-headed men.

Overlooking the chamber is a magnificent marble statue of Uzrah discovering Varazdat within his ancient lamp. Yet the original sculpture was altered by the efreet himself, and so it does not show the truth of the moment. Rather than depicting Uzrah as bold and triumphant, the statue portrays him on his knees recoiling in terror as the efreet erupts from the lamp in smoke and flame, the hunchback shielding his eyes in shock and awe. A careful examination reveals traces of magical alteration in the stone, as though the statue had once shown a very different story.

Uzrah took most of his valuable treasures with him when he fled the palace. However, three remain:

- Varazdat's Lamp. It is reddish bronze, dented, and decorated with depictions of flames. It is enchanted with Shatterproof, but is otherwise a typical artisan lamp, worth 25 gp.
- Skull of a Hydra-headed Man. These creatures are legendary, and said to have emerged from the land of Waqwaq, a mythical archipelago on the edges of the known world. This would be a prized artifact among historians, worth at least 200 gp.
- "Grimshedder." A magical +1 tabarzin axe, wielded by the hydra-headed men. This particular one was used by one of their great war-leaders.

There were other treasures once here too. Brass plaques speak to artifacts such as "The Sword of Omens," "The Wand of Crimson Flaying," and "Flatfoot's Golden Harness" but they are long gone. Interestingly, one plaque on an empty plinth refers to "The Quartz Rod of 999 Sigils." If the players have found the crystalline rod in Area 24, they have already recovered this artifact.

34. Hall of Hurried Crates

This room is similar to the Hall of Discoveries, designed to be a second "museum room" that displayed Uzrah's treasures. A dozen stone plinths are neatly placed in this hall, but they are empty of artifacts. Instead, the room is filled with a large quantity of crates and boxes, the remains of Uzrah's hasty retreat from the island. The crates are not in good shape, the island's humidity has rotted them and they easily fall apart with just a touch.

The crates are empty and unsealed, except for a small forgotten one which is hidden in the corner behind some of the larger boxes. Opening the crate requires some delicacy; both a DC 12 STR *and* DEX check must be made to open it without ruining the fragile contents inside.

Inside are crystal chimes strung together with fine gold thread. These are **Chimes of the Unbidden**, which when rung sound a magnificent resonance which can overcomes magical spells. When rung, for 1d6 rounds, mages within the chime's near range cannot cast spells that require using their voice. The chimes are fragile, however, and easily shattered if not stored carefully.

35. Windowed Room of the Sun

The southern wall of this room is lined with tall, arched windows of carved stone. It was designed so palace guests could greet the sunrise, watching first light spill over the island in gold. Beyond the windows, lush jungle canopies stretch to the horizon, and the distant ocean glitters like a field of jewels.

One of the windows here is shattered. Looking down from it, the PC will see a steep, rocky drop that leads to the Cliffs of Despair (Area 28). Climbing down is dangerous, and requires a DC 15 STR check. Failing the first would result in 2d6 damage.

Time is said to pass strangely in the palace. Whatever time the PCs entered, they will see that it is dawn. They will also see the ivory sails of the White Shark of Basra's great ship arrive at the island. They will see his men unloading several large crates and beginning the long walk towards the palace. The pirates will arrive within an hour, although the efreet will not let them into the palace until he is ready.

Faruq Night-Eater

The pirate-sorcerer Faruq Night-Eater is usually found resting in this room, studying a book he found in the ruins about the Dodecaphage. He will be unsurprised to see the PCs, assuming that they are friends of the White Shark of Basra.

Faruq Night-Eater



AC 11 **HP** 27
MV near (fly) **AL:** C

Attacks 1 **LV** 6
Spell +5

Abilities
S +3, D +2, C +2, I -3, W -1, Ch -3

Resist Pain (INT Spell). Self. DC 12. AC 15 for 2d4 rounds.

Water Blast (INT Spell). DC 12. Far, one target. 1d8 damage. DC 12 DEX check or fall over.

Cancel (INT Spell). DC 13. End one spell affecting a target within near.

Notes: Faruq's reflection is identical, but isn't a selfish megalomaniac like the original. In fact, he's a kind man who hates the ideas of innocent folk getting hurt.

Faruq Night-Eater

Welcome to the lost palace of Uzrah. It seems our friend, the White Shark of Basra, picks his meeting places poorly. Have you too made a bargain with Varazdat so that you may stay in this palace unharmed for a time? If so, I have an offer for you...

If the PCs continue the charade, Faruq attempts to hire them as bodyguards. He confides that he has uncovered many of the palace's secrets and believes he can control the Dodecaphage long enough to slay the efreet before forcing the creature back into dormancy. This is total delusion.

- *On how he thinks he can control the Dodecaphage...* Faruq says he overheard the Timzahi crocodile-folk speaking of a scroll capable of awakening the serpent, and he has become obsessed with possessing it. He offers the PCs gold and promises of power to kill Nefru-Sekhem and recover the scroll. If the PCs already possess the scroll, then Fa-

ruq demands the scroll at once, resorting to threats or violence if denied. His desperation borders on mania.

- *On giving up his reflection...* he simply says he didn't need it, and it is a small price to pay for magical knowledge such as he can learn from this palace.
- *On what he knows of the efreet...* he says that Varazdat, like most djinn, is arrogant and not nearly as powerful as he makes himself out to be.
- *On the White Shark of Basra...* Faruq says he once admired the man in his youth, but has since lost respect for the old pirate. "He is merely a lucky man with a charming smile, not intelligent or as bold as the stories say."
- *On the Treasury of the Ninety Nine Stars...* Faruq laughs and says that the treasure the White Shark brings is nothing compared to the knowledge contained in Uzrah's palace.

Note that if the PCs have freed Faruq's reflection, and he is with them, a terrible spectacle unfolds. The two Faruqs are immediately locked in a battle of wills, dragged irresistibly toward one another at a rate of 5' per turn, each desperate to destroy the other before they merge. If the PCs do not interfere, there is a 50% chance either version prevails. Should the PCs aid the reflection, Faruq unleashes his magic upon them in panic and fury, knowing that if his mirrored self survives, he himself may be erased from the world!

36. The Shrine of Lost Azadeh

The door to this chamber is plated with gold and shows Uzrah and Azadeh holding hands. It is locked, but not magically. A DC15 lockpicking check can open the door, as will the **rose gold key** found in Uzrah's bedchamber (Area 23).

The chamber itself has been set aside as a shrine. Its walls are draped in silken hangings that shimmer with faint enchantment, eternally keeping the room in a soft light. At its center stands a graceful statue of Azadeh, lying in repose, carved in pale stone and adorned with delicate inlays of rose gold and lapis. Her expression is serene and impossibly lifelike. The air is thick with the scent of rose and myrrh, as though the room itself remembers her presence.

This hall is haunted by the shade of Azadeh's memory. PCs who linger in the room will notice the silken hangings moving unnaturally, as if someone is moving behind them. Speaking her name in this room causes the shape to form into a woman's form, and then vanish again with a sigh.

PCs who rest in this room are plagued by nightmares. In their dreams, they walk the palace halls in Azadeh's body, carrying a dim oil lamp through the darkened corridors. Ahead lies the corpse of a servant, sprawled on the floor, blood pooling beneath him in weird, angular patterns. Then the Dodecaphage emerges from the wall itself, its faceted jaws unfolding wide. The dream always ends with the horrible sensation of being swallowed whole by cold stone, while still somehow remaining alive within the serpent's grinding body.

Varazdat the Unquenchable Flame

Long ago, in the days of his Golden Conquests, Uzrah the Hunchback visited this island and descended into a cavern. There, he uncovered a bound efreet, Varazdat the Unquenchable Flame, trapped within a lamp. Although he was a djinn of terrible power, Uzrah did not command him as a sorcerer might, but instead treated him as a partner in ambition. Through the efreet's magic, the sorcerer raised a palace of impossible beauty. Towers soon gleamed above the jungle canopy and its chambers were filled with wonders drawn from distant lands. In those early years, the two spoke often, and Uzrah trusted the efreet as both servant and companion.

Yet the heart of an efreet burns hotter than mortal pride, and Varazdat's friendship was never entirely free of bitterness. Though he helped raise the palace stone by stone, it was Uzrah who was praised as its master. Though he wielded the greater power, Varazdat remained bound while the sorcerer ruled. Over time, that resentment took root and festered. When Uzrah brought an ancient, faceted serpent from the builder tunnels into his halls, the palace's magic began to seep into it... although it is unknown whether it was Varazdat's influence that stirred the thing awake. The Dodecaphage unleashed terror upon the palace, slaughtering servants and, in time, slaying Uzrah's beloved Azadeh. Unable to destroy the creature and broken by grief, Uzrah fled the island, abandoning his palace and leaving Varazdat as its sole master.

Now, well over a century later, Varazdat rules the ruined halls as a cruel and theatrical lord. He delights in deception, welcoming intruders with warm smiles, feasts of ash, and false comforts before revealing the horror beneath. He is prideful and vain, quick to anger, yet patient in his cruelty. When confronted, he speaks as a wronged king, demanding submission or sacrifice, weaving elaborate illusions to test those who trespass. To Varazdat, fear is a grand performance, and every visitor to his island is cast in a role he has determined for them.

Varazdat

Efreet



AC 15 **HP** 43
MV near (fly) **AL:** C

Attacks 3 **LV** 9
blade of brass+7 (2d8)
or 2 fire bolt +5 (2d6, far)

Abilities
S +4, D +2, C +3, I +3, W +2, Ch +3

Fire Cloud. 3/day, 20' radius cloud (near length). All inside take 1d6 damage per round. Lasts 2d4 rounds.

A Perfect Illusion. Can cast a single medium-sized illusion, with sound and light interactivity.

Immune to Fire.

Djinn-crafted bracers. Only damaged by magical sources for the first 1d4 rounds of combat.

Ufraytas

Fire Sprites



AC 13 **HP** 5
MV near **AL:** C

Attacks 1 **LV** 1
fire spittle +3 (1d6, far)

Abilities
S -2, D +3, C +1, I -1, W -1, Ch -1

Born of Fire: Ufraytas are immune to fire attacks, and take double damage from water-based attacks.

The Throne of Unquenchable Flame

At last the PCs confront Varazdat and have a sliver of a chance of escaping the Fifth Hall of Uzrah...

37. The Throne of Unquenchable Flame

Twin bronze doors block entry into the throne room. They are magically locked. However, the efreet will loudly open the doors to confront the players once one of the following events have happened:

- The PCs have killed his pet, the Ghul-Bird. At this point, he has grown tired of the intruders harming his palace's inhabitants, and wishes to speak to them.
- The PCs have killed or grievously harmed the Keeper of Cups and Cushions. While the efreet had no love of this djinn, injuring him is entirely unacceptable.
- The PCs have destroyed or defiled his statue (Area 34). This will seriously annoy Varazdat... he spent years sculpting that statue to his liking.
- The PCs have either obviously sided with or killed Faruq Night-Eater. This catches his attention as he thought Faruq was quite formidable.
- The players use Tariq Two-Teacups to open his doors; the monkey's time bubble reverts them to the open state the day before Uzrah fled the palace. Varazdat finds this solution quite amusing.
- The PCs have cast the Timzahi ritual that can awaken the Dodecaphage; this will cause him to burst angrily from his throne room, shouting "fools!" In this case, the finale will play out differently (see Dodecaphage Unleashed, p. 32).

Once a chamber of regal splendor, the throne room still bears traces of Uzrah's court. Arched columns and mosaics of lapis and gold line the room, but are now warped by heat and fire, their colors melted and scorched. The air shimmers with oppressive warmth, and iron braziers burn with ember-red flames that dance as if alive.



At the far end, the throne has become a jagged seat of fused brass and stone, and behind it flickers a mirage of the Seven Towers of Brass, burning djinn-built towers that rise beneath an ashen sky. The floor is enchanted with patterns like flowing fire.

In the far corner of the room is a hanging cage. Varazdat uses this cage to imprison subjects he enjoys talking to.

Roleplaying Varazdat

Varazdat should be played as theatrical, patient, and deeply prideful, speaking less like a monster and more like a wronged king entertaining guests in his court. He delights in fear, humiliation, and temptation, often smiling warmly even while threatening terrible violence, and he prefers elaborate games and impossible choices over simple murder. Above all, he craves attention and control; intruders are never just enemies to him, but performers in a drama he believes he alone directs.

Confronting Varazdat

Varazdat's starting mood will vary depending on what the PCs have done so far in his palace. If they have agitated him, either killing his minions and pets, stealing his artifacts, or ruining his statue, he'll be in a sour mood. In this case, he will be plotting the PCs' demise. He'll talk to them for a while, but only long enough to figure out which of them he wishes to place in his cage and keep as a companion for some time.

Varazdat the Irritated

So... the little robbers finally reach my throne. You creep through my halls, breaking what is mine and stuffing your pockets with the treasures of the dead, like rats gnawing pearls from a king's corpse. Tell me... which among you laughs when others scream? Which one dreams not of escape, but of power?

Speak truthfully, little pirates. One of you shall remain here beside me in chains of brass and gold, to whisper stories into my ear while the decades pass.

The irritated djinn's motivations are simple. Find the PC who is worthy of being his captive, and kill the others. When he has finally grown tired of the PCs' pleas, he snaps his fingers to summon a handful of *ufraytas*, rooster-sized fire elementals with laughing faces as bodies (one per PC). He'll also likely create an illusion of something the PCs have thought dead, such as the Death Chanter Giant or an undead Nefru-Sekhem to distract them. Well-prepared for battle, he'll then draws his sword, the Blade of Brass Winds, and attack. If the fight turns against him in any way, he will look for an opportunity to turn invisible, retreat, and cast Fire Cloud to utterly consume his opponents, sparing only the one that he thinks can entertain him for years to come.

If the PCs have generally avoided wanton destruction and thievery in his palace and entered the throne room with either Tariq Two-Teacups or with the reflection of Faruq Night-Eater, the efreet will be more amused and open to bartering.

Varazdat the Amused

Ahhh... at last. Thieves, tomb-breakers, little conquerors with dust upon their boots. Welcome to my throne room. Few mortals survive long enough to stand before Varazdat the Unquenchable Flame, and fewer still arrive with enough wit to amuse me.

Tell me, then... what do you possess that I have not already seen? Gold tarnishes. Kingdoms crumble. Even love withers into ash. Offer me something worthy – an answer, a secret, a dream, a grief – and perhaps I shall permit you to leave my halls alive. But if you disappoint me, your bones shall warm my braziers for 1,000 nights.

Here, Varazdat is looking for amusement. It's up to the GM what might satisfy his curiosity, but suggestions include:

- Giving him Nefru-Sekhem's Scroll of Awakening. Varazdat has zero desire to see the Dodecaphage return, and will happily burn the scroll if he is gifted it.
- Knowledge that Sangtarash is stealing from him in the Builder's Tunnels. He'll be delighted at that news and will ask the PCs for help devising a cunning and sadistic trap to capture or kill the wizard the next time he teleports into the palace.
- News that the White Shark of Basra will soon be arriving at the palace, with the treasures of Ninety-Nine Stars. While most treasures are beneath Varazdat, this particular treasure is known to the efreet and he would enjoy it. He asks the PCs to kill the White Shark of Basra in the jungle and recover the treasure... and then will allow them to leave the island.
- Challenging and beating him to a game of chess in the the Court of Ebony and Ivory (Area 32). Losing in the game will likely end up with the PCs hanging from the Cliffs of Despair...

Once amused by very-respectful PCs , the djinn will agree to open the doors to the palace and let the PCs return to their ship.

The White Shark of Basra

Sayyid al-Bahri, better known across the world as the White Shark of Basra, began life as the son of a pearl diver in the crowded ports of Al-Shihr. Through cunning, ruthlessness, and impossible luck, he rose from smuggler to corsair lord, gathering around him a fleet of black-sailed dhows crewed by outcasts, murderers, escaped mamluks, and fortune-seekers. He became infamous not merely for his raids, but for his strange sense of honor: he rewarded loyalty lavishly, punished betrayal with cruelty, and often shared his plunder openly among his crews. Over forty years, his name became legend from the harbors of Basra to the distant Isles of Waqwaq.

The White Shark of Basra's greatest obsession was always treasure and lost wonders. For decades he hunted fragments of maps, bribed astrologers, and questioned dying sailors about forgotten islands and cursed ruins. At last, after looting the legendary Treasury of the Ninety-Nine Stars, the old pirate believed fortune had finally smiled upon him completely. Wishing to reward the surviving crews who had followed him through storms and bloodshed, he summoned them to Veiled Moon Isle to divide the treasure among them.

While his chosen destination was ill-luck, he at least decided that he would be the last one to step on the island. Only once the ninety-nine survivors of his voyages had gathered, would he come ashore, bearing with him nine crates of ancient wealth.

At dawn the day after the PCs arrive at the island, the White Shark of Basra orders his ship to dock and the nine crates of treasure taken to the palace ruins. The efreet Varazdat, however, decides to wait to let them into the palace until after he has dealt with the PCs.

White Shark

The Pirate of Basra



AC 14 (chain) **HP** 20
MV near **AL:** N

Attacks 2 **LV** 4
shortsword +3 (1d6)
stormcord +3 (1d8)

Abilities
S +2, D +1, C +2, I +1, W +2, Ch +2

Keen Senses. He is never surprised.

Stormcord. He carries a lightning whip which singes his foes with his mark.

Treasure Bearers

Pirate Crew (x18)



AC 11 **HP** 4
MV near **AL:** N

Attacks 1 **LV** 1
club +1 (1d6)

Abilities
S +1, D +1, C +0, I +0, W +0, Ch +0

Gear. The pirates are ill prepared for battle. Most carry batons or improvised clubs. Two carry shortbows and are quite good with them (1d6) damage).

Finale

The doors to the palace do not open unless Varazdat wishes them opened, or he is dead and can no longer seal them shut.

There are two typical ways to escape the palace. The most likely escape is if the PCs have either defeated Varazdat or persuaded him to let them go free; in either case, the doors to the palace open. It's also possible that the PCs have unleashed the Dodecaphage, in which case it will eventually smash through the walls of the palace, allowing them to flee.

The Dodecaphage Unleashed

The Dodecaphage awakens if anyone is foolish enough to perform the ritual contained upon Nefru-Sekhem's scroll. This will likely be either Nefru-Sekhem or Faruq Night-Eater. Once cast, the palace trembles, the air turns deathly cold, and the stone serpent slowly twists to life, its faceted body bending through impossible angles. For a moment, geometry itself seems to fail around the palace; walls appear crooked, distances distort, and watchers briefly feel as though they are falling sideways through space. Anyone witnessing the Dodecaphage awaken will be terrified!

Then the thing ethereally burrows into the stone and vanishes deep into the builder tunnels. This immediately triggers Varazdat bursting from his throne room, furious and determined to kill anyone who was stupid enough to bring back the cosmic horror. The efreet needs the crystalline rod, the Quartz Rod of 999 Sigils, combined with the old rituals he knows, to put the Dodecaphage back into hibernation. He'll immediately run to the Hall of Discoveries (Area 33) to find it, but then curse realizing he hid it in the study (Area 24). If it's not there, then he'll turn his full wrath on the PCs to demand it from them.

If the PCs give Varazdat the rod, he laughs, turns invisible, and tells the PCs that before he stops the entity he intends for them to see up close the horror they have allowed free:

Varazdat the Furious
You have unchained a thing that even Uzrah the Hunchback fled from in terror! Before I bind it once more, I think I shall permit you a closer look... so that your final thoughts may be filled with the shape of the horror you have loosed upon this world.

Dodecaphage

Cosmic Entity



AC 17 **HP** 58
MV near **AL:** C

Attacks 1* **LV** 12
strike +3 (2d8)

Abilities
S +4, D +3, C +4, I +3, W +3, Ch +1

Move Through Stone. The Dodecaphage can move through stone at will.

Coiling Death. The Dodecaphage usually attacks by surprising its foes by appearing through walls, then coiling around them and crushing them to death. Once a victim has taken damage, the next turn the Dodecaphage will try to wrap around them. The victim must make a DC 15 STR check or else take 3d6 damage.

Unswerving: Immune to morale checks.

The Dodecaphage returns within 30 minutes. First, the PCs will hear the scream of some creature or pirate survivor from elsewhere in the palace. Investigating finds its victim dead, its blood pooled in odd angles. The next time the Dodecaphage returns, it returns for the PCs...

The Dodecaphage is a demonic cosmic entity from the time of the Nephilim. Slaying it is unlikely. It emerges from the floor or walls and coils around multiple targets (up to two at once) and drains their essence. Once it kills a target, it vanishes back again into the floor for a period of time. However, if injured, it will sift spastically and retreat for a few moments, bursting angrily through a nearby wall and giving PCs a moment to follow it through the wall before the stone

becomes solid again. Depending on the room they escaped from, the PCs will end up on a ledge overlooking the jungle. How steep that ledge is up to the GM, but generally the western and southern rooms are closer to the jungle floor than the eastern and northern rooms.

Putting the Dodecaphage back into hibernation requires touching it with the Quartz Rod of 999 Sigils, uttering a unique spell that drains magic from the thing, and winning a Quick Contest of Will. The spell is known only to Varazdat, who spent years researching it, but GMs may permit other wizards to figure it out if they have studied Nefru-Sekhem's Scroll of Awakening and make a DC 20 INT check.

The White Shark Arrives

As the PCs escape the ruins, they'll soon stumble upon the White Shark of Basra, who is not far from the palace. He is joined by eighteen of his pirate crew who are hauling nine crates of jewels, gems, and other valuables from the Treasury of the Ninety-Nine Stars.

When the PCs escape from the palace, the White Shark of Basra is surprised. The old captain assumes the PCs are pirates he invited to the island, though he will apologize that he does not recall their faces.

The White Shark of Basra

My friends, forgive these old eyes, for your faces are strange to me... yet if you carry my letter, then surely you once served me faithfully in years gone by. But alas! You walk the wrong path. The treasures of the Treasury of the Ninety-Nine Stars are to be divided within the old palace itself. Tell me... how many of the ninety-nine old companions I summoned now await me eagerly within those ruined halls?

What happens next can vary. If the PCs are honest, explain what happened in the palace ruins, and warn the White Shark of Basra away, he will thank them for their honesty and offer them a trip back to civilization. If the PCs convince him that they were once his crew mates, he may even offer a share of his great treasure (see below).

However, if the PCs are dishonest or aggressive towards him, the White Shark of Basra will either try to quickly dispatch them, ordering his pirates to deal with the PCs, or abandoning them alone on the island to deal with the angry efreet or the horrific Dodecaphage.

If the PCs let the White Shark of Basra venture into the palace with his men, then they will see the same thing happen to him as happened to them. An illusionary man welcomes the Sultan and his crew into the palace, the doors lock, and soon screams are heard from within its walls.

The Treasure

The Treasure of the Ninety Nine stars is the most valuable treasure of all – knowledge. The White Shark of Basra's crates contain 99 tomes of knowledge, written in various languages, each a deep treatise on a subject: astronomy, philosophy, theatre, logic, mathematics, etc. One book is about the details of magic, which may offer mages a few new spells.

In the event that the PCs convinced the White Shark of Basra that they were once his crew mates, they'll each be rewarded with a single book. The books are unique and valuable but not overly so – they can be sold for 15 gp apiece.

Wrapping It Up

With some bold action, luck, and diplomacy the PCs can escape the palace and make it to the beaches. From there, they can either return to the ship that brought them (assuming not too much time has passed), escape with the White Shark of Basra's ship, or find some other means of leaving the cursed isle.

For completing the adventure, the PCs should receive typical XP awards. They should receive an additional bonus for good roleplaying. If he survived, the PCs may have earned an enemy of some characters, especially Varazdat or Sangtarash. Or, if they befriended characters like the White Shark of Basra or Sangtarash, they may have earned a future contact that can hire the PCs for new adventures.

Adventure Notes

Dungeon maps were created with One Page Dungeon (watabou.itch.io/one-page-dungeon).

For more free one shot adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or give a shoutout to @1shotjc.bsky.social on Bluesky.

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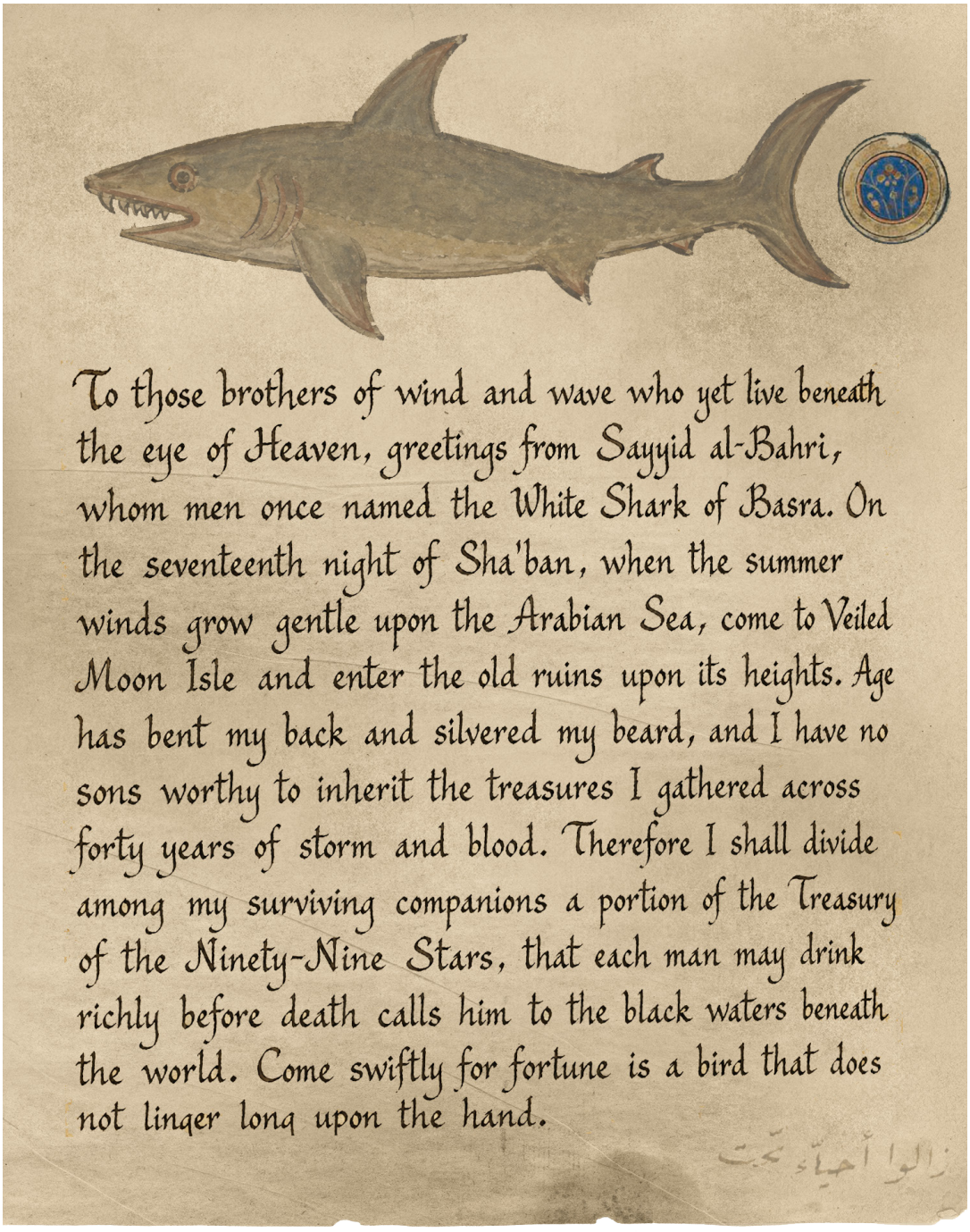
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Update Log

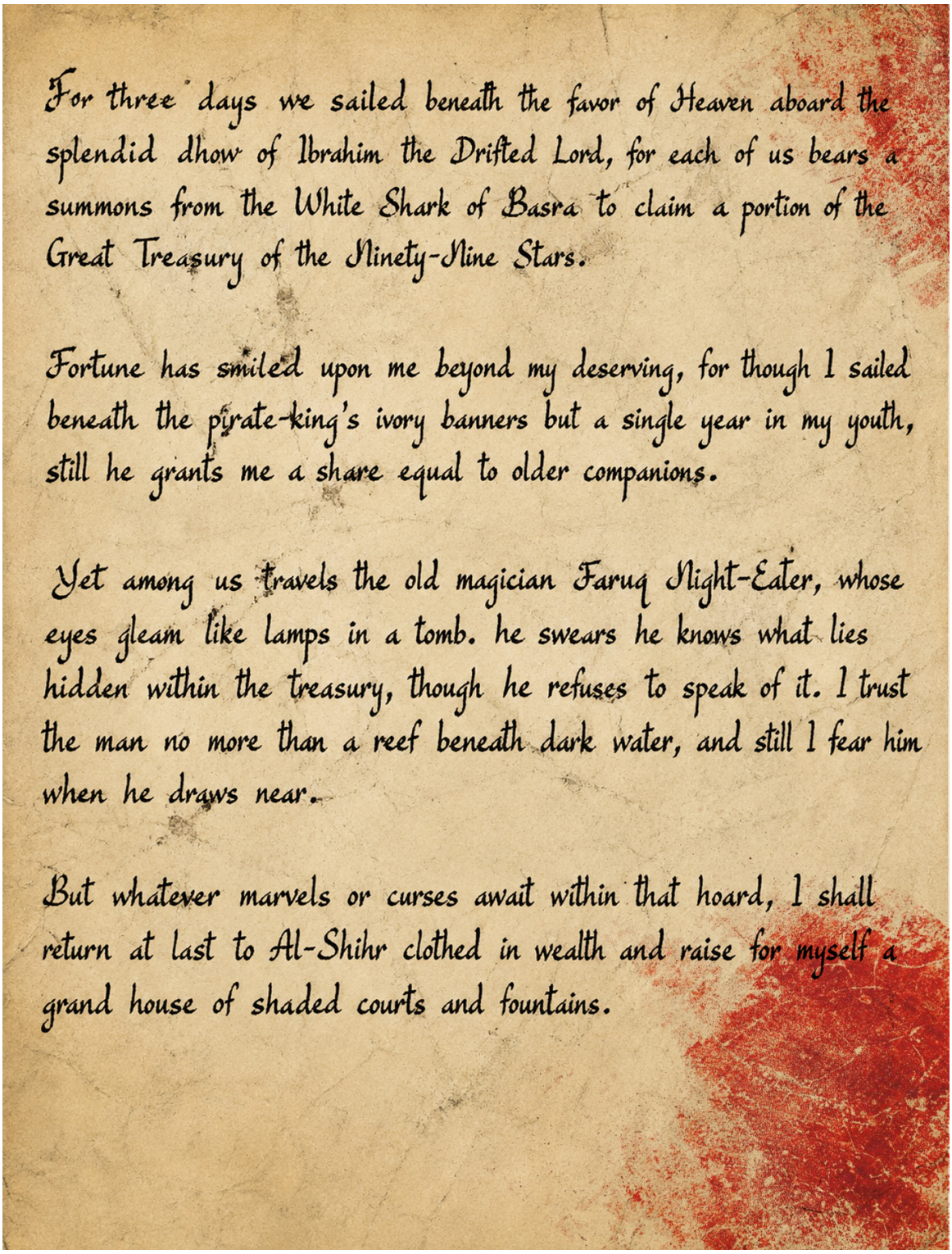
1.0 - Original *Shadowdark* version

Handouts



Handout A - The invitation to the Isle of the Veiled Moon

Handouts



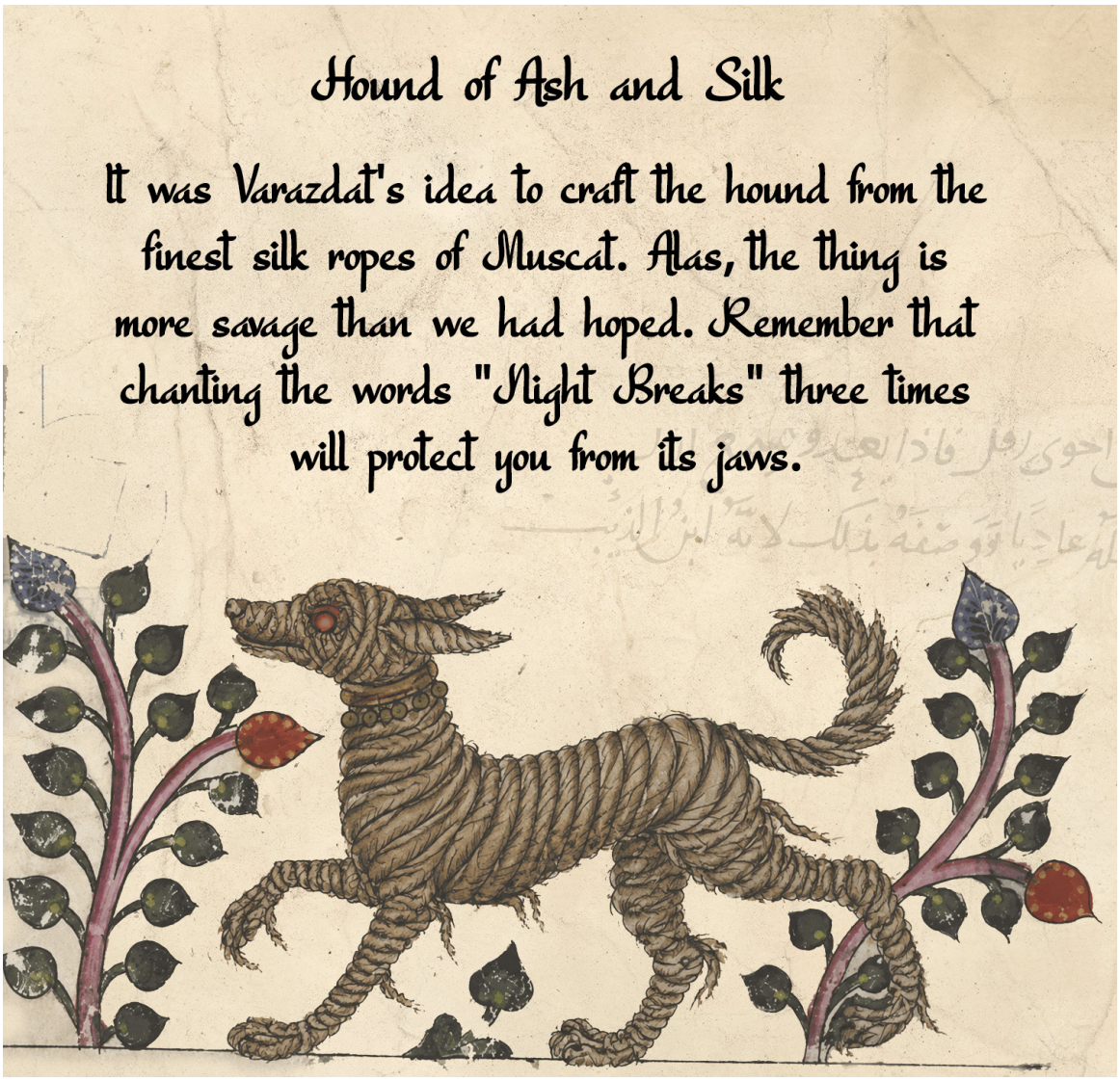
For three days we sailed beneath the favor of Heaven aboard the splendid dhow of Ibrahim the Drifted Lord, for each of us bears a summons from the White Shark of Basra to claim a portion of the Great Treasury of the Ninety-Nine Stars.

Fortune has smiled upon me beyond my deserving, for though I sailed beneath the pirate-king's ivory banners but a single year in my youth, still he grants me a share equal to older companions.

Yet among us travels the old magician Faruq Night-Eater, whose eyes gleam like lamps in a tomb. he swears he knows what lies hidden within the treasury, though he refuses to speak of it. I trust the man no more than a reef beneath dark water, and still I fear him when he draws near.

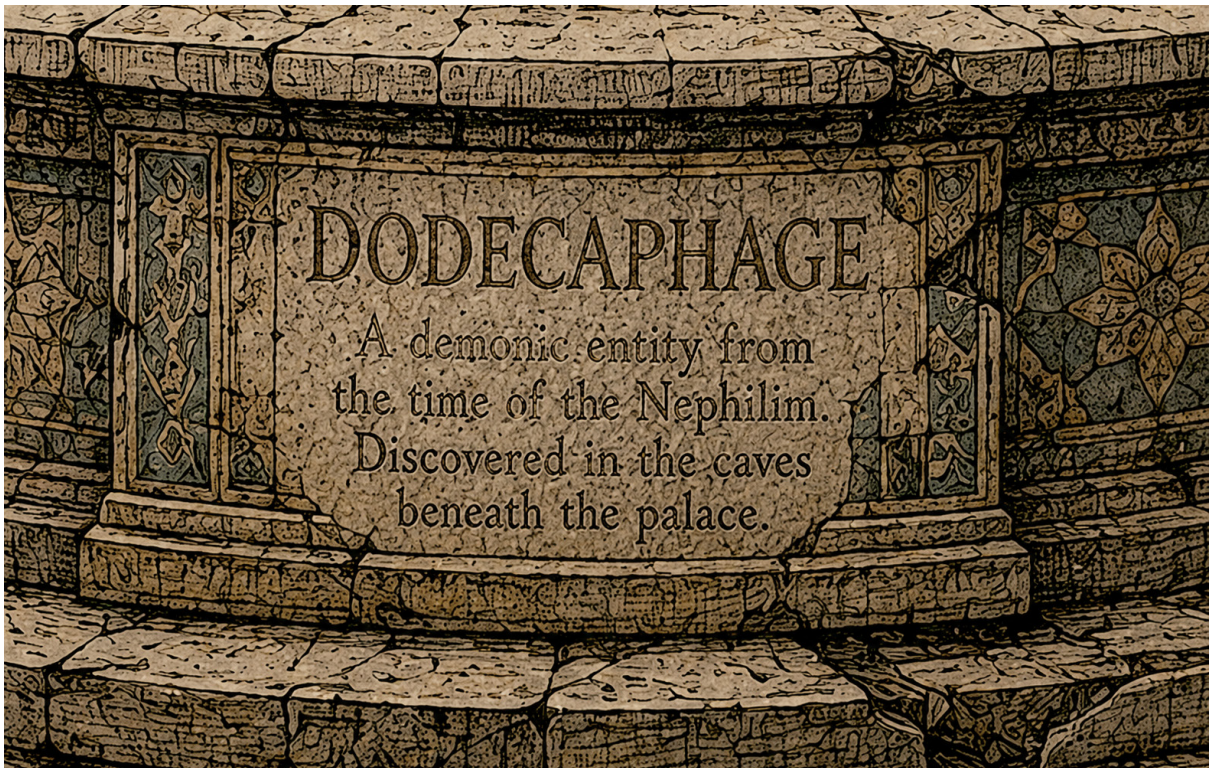
But whatever marvels or curses await within that hoard, I shall return at last to Al-Shihr clothed in wealth and raise for myself a grand house of shaded courts and fountains.

Handout B - A pirate's bloody journal

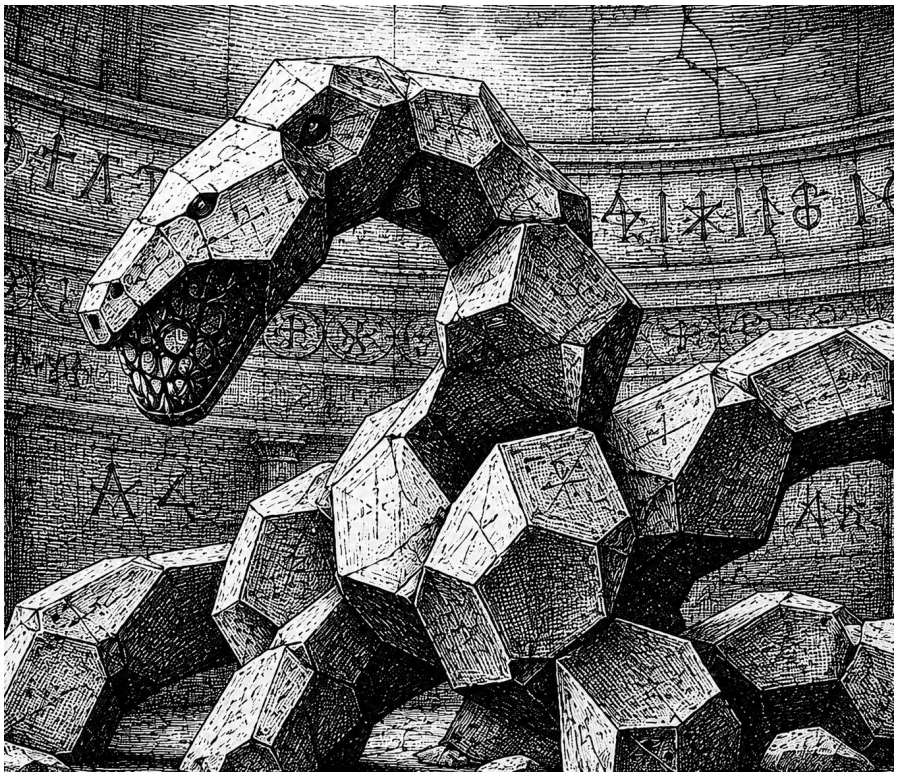


Handout C - A book page describing the Hound of Ash and Silk

Handouts

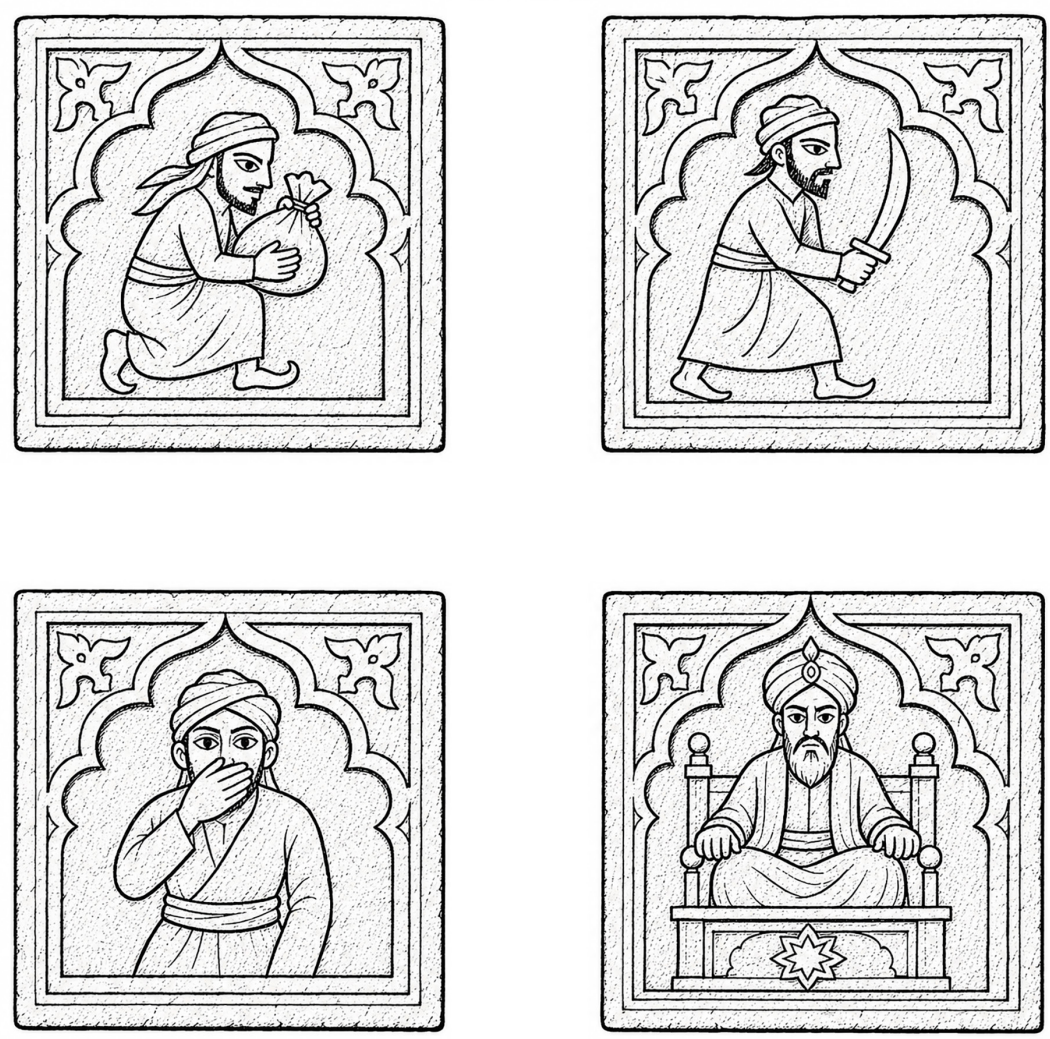


Handout D - The plaque on the Dodecaphage's plinth.



Bonus Handout - The Dodecaphage

Handouts



Handout E - The bronze plaques on the Balcony of Despair

ShadowDark

NAME The Owl of Al-Shihr



STR	INT	ANCESTRY
16 / +3	9 / -1	Human

DEX	WIS	CLASS
11 / +0	11 / +0	Desert Rider

CON	CHA	LEVEL	XP
13 / +1	8 / -1	3	0 / 30

HP	AC
19	11

TITLE

ALIGNMENT Lawful

BACKGROUND Ex-Slave

ATTACKS

Longsword (+3 to hit, 1d8+1 dmg)

Shortbow (+0 to hit, 1d6+1 dmg)

GEAR

GP 0 SP ____ CP ____

1. Leather armor
2. Longsword
3. Shortbow
4. Rations
5. Flint & steel
6. Backpack
7. Arrows (x20)
8. Lantern
9. Oil flask
10. Bronze facemask
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic) and Latin.

Weapons: Club, dagger, javelin, longsword, pike, scimitar, shortbow, spear, whip.

Armor: leather, shields.

Charge: 4/day, you can charge into combat by moving at least near before attacking. Each time you do this, your melee attacks deal double damage that round.

Expert Rider: AC bonus when riding increases to +1. Mount's level increases by 1.

Human Ambition. You do +1 damage.

BACKGROUND

For many years you were the unwilling servant of a cruel sorcerer who hid his face behind silk veils and commanded spirits whose names should never be spoken aloud. You fought his enemies, guarded his chambers, and watched innocent people vanish into his experiments. When you finally escaped, the sorcerer laid a curse upon you: if you ever reveal your true name or face, death will swiftly find you. Now you wander beneath cloak and bronze mask, your old identity buried like a corpse beneath the dunes. In the port city of Al Shihr you have become a quiet protector of the desperate and forgotten, taking coin only from those who can afford it and offering your sword freely to those who cannot.

ShadowDark

NAME Ibn al-Aswad



STR	INT	ANCESTRY
11 / +0	10 / +0	Human

DEX	WIS	CLASS
16 / +3	16 / +3	Thief

CON	CHA	LEVEL	XP
11 / +0	14 / +2	3	0 / 30

HP	AC
8	14

TITLE

ALIGNMENT Neutral

BACKGROUND Street thief

ATTACKS

Shortsword (+0 to hit, 1d6 dmg)

Thrown Dagger (+3 to hit, 1d4 dmg)

GEAR

GP 0 SP ____ CP ____

1. Leather armor
2. Dagger
3. Shortsword
4. Rations
5. Crowbar
6. Backpack
7. Arrows (x20)
8. Torch
9. Flint & steel
10. Djellaba of Fate
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic) and Persian.

Weapons: Club, crossbow, dagger, shortbow, shortsword.

Armor: Leather.

Backstab: If you hit a creature who is unaware of your attack, you deal an extra 3 weapon dice of damage. Add additional weapon dice of damage equal to half your level (round down).

Thievery: You are adept at thieving skills and have the necessary tools of the trade secreted on your person (they take up no gear slots). You are trained in the following tasks and have advantage on any associated checks: Climbing, sneaking and hiding, applying disguises, finding and disabling traps, delicate tasks such as picking pockets and opening locks

BACKGROUND

You grew up sleeping beneath market stalls, surviving through charm, quick feet, and fast fingers. One evening, while fleeing palace guards across the rooftops, you accidentally stumbled into the chambers of the infamous Indian sorcerer SANGTARASH the Gem-maker. There you discovered the Djellaba of Fate, a magnificent robe stitched with impossible patterns said to twist luck itself around its wearer. You stole it immediately, of course, though not before accidentally setting the wizard's beard on fire and escaping through a window three stories above the street. Since then, fortune seems strangely drawn to you, and you've spent most of your days gambling, flirting, and outrunning the man who would very much like his magical robe returned.

Djellaba of Fate: +1 AC (may be worn over leather). If you die, you will come back to life with 1d4 hit points after a few minutes, but this only works once!

ShadowDark

NAME Naja



STR	INT	DEX	WIS	CON	CHA
13 / +1	10 / +0	16 / +3	13 / +1	13 / +1	13 / +1

ANCESTRY Human

CLASS Thief

LEVEL 3

XP 0 / 30

HP 12

AC 14

TITLE

ALIGNMENT Lawful

BACKGROUND Bedouin

ATTACKS

Longbow (+4 to hit, 1d8+1 dmg)

Staff (+1 to hit, 1d6 dmg)

GEAR

GP 1 SP ___ CP ___

1. Leather armor
2. Longbow
3. Staff
4. Arrows (x20)
5. Backpack
6. Rations (x2)
7. Lantern
8. Torch
9. Flint & steel
10. ___
11. ___
12. ___
13. ___
14. ___
15. ___
16. ___
17. ___
18. ___
19. ___
20. ___

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic) and Persian.

Weapons: Dagger, longbow, longsword, shortbow, shortsword, spear, staff.

Armor: Leather armor, chainmail

Wayfinder: You have advantage on checks associated with Navigation, Tracking, Bushcraft, Stealth, Wild animals

Human Ambition: +1 to ranged attacks and damage

BACKGROUND

As a Bedouin, you have lived your whole life with your family in the desert, but you think that life is cursed. Your sheep died, poisoned by what can only be a genie's curse. Your brother fell ill, and has strange blue fingers now. Even your bow, which has saved your life on a dozen occasions, works against you, snapping at the most inopportune times. Fortunately, Allah must have been watching, as a group of travelers frightened away that jackal pack just as the dogs had you surrounded. Your people believe strongly that one honorable favor deserves another, so you agreed to safely accompany them to the ports of Al-Shihr.

ShadowDark

NAME Jamal the Black Spear



STR	INT	ANCESTRY
16 / +3	9 / -1	Human

DEX	WIS	CLASS
14 / +2	10 / +0	Fighter

CON	CHA	LEVEL	XP
16 / +3	12 / +1	3	0 / 30

HP	AC
18	14

TITLE

ALIGNMENT Lawful

BACKGROUND Guard

ATTACKS

Spear (+6 to hit, 1d6+1 dmg)

Scimitar (+5 to hit, 1d8 dmg)

GEAR

GP 6 SP ____ CP ____

1. Chainmail
2. Round shield
3. Spear
4. Scimitar
5. Flint & steel
6. Backpack
7. Mirror
8. Torch
9. Torch
10. Grappling hook
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic) and Persian.

Weapons: All.

Armor: All armor and shields.

Hauler: Add your CON modifier, if positive, to your gear slots.

Spear Mastery: You gain +1 to attack and damage with that weapon type. In addition, add half your level to these rolls (round down).

Grit: Choose Strength or Dexterity. You have advantage on checks of that type to overcome an opposing force, such as kicking open a stuck door (Strength) or slipping free of rusty chains (Dexterity).

Human Ambition and Fighter Talent. +2 to hit on melee and ranged attacks.

BACKGROUND

Months ago, you swore your blade to protect a wealthy caravan master of Al Shihr as his wagons crossed the burning deserts beyond the Empty Quarter. But beneath a moonless sky, raiders descended upon the caravan with fire and arrows, and though you slew many, too many innocents died screaming in the dark while you still drew breath.

Ever since, shame has followed you like a second shadow. You now wander, praying that you can find wealth enough to repay the ruined merchant and restore the honor you believe you forfeited upon the sands that terrible night.

ShadowDark

NAME "PALMTREE"



STR	INT	DEX	WIS	CON	CHA
16 / +3	9 / -1	12 / +1	9 / -1	13 / +1	13 / +1

ANCESTRY: HUMAN

CLASS: SEA DOG

LEVEL: 2

XP: 0 / 20

TITLE:

ALIGNMENT: NEUTRAL

BACKGROUND: BARBARIAN

HP	AC
12	12

ATTACKS

Shortsword (+3 to hit, 1d6 dmg)

GEAR

GP 21 SP ____ CP ____

1. Leather armor
2. Shortsword
3. Backpack
4. Flint & steel
5. Torch
6. Torch
7. Torch
8. Pearl necklace
9. Potion of healing
10. ____
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic) and Persian.

Weapons: Dagger, greataxe, handaxe, longbow, longsword, spear.

Armor: Chainmail, Leather armor, Round shield, Shield

Seafarer: You have advantage on checks related to navigating and crewing boats.

Shield Wall: If you wield a shield, you can use your action to take a defensive stance. Your AC becomes 20 during this time.

Sea Superstitions: Each day, your purpose aligns with an old superstition. Choose one of the below options after you complete a rest; you gain its benefits until you complete your next rest.

- Pirate's Vengeance. You regain 1d4 HP every time you kill an enemy.
- Luck of the Sea. You gain a luck token if you don't have one. Each time you use a luck token, add 1d6 to your roll.
- Pirate's Oath. You have advantage on checks to lie, sneak, and hide.

BACKGROUND

You came to the island on a small dhow, hoping to get a share of the White Shark of Basra's great treasure - a man you sailed with 10 years ago for a short time. But all that you got was horror.

First, a giant killed your friends. Then you were chased by horrible hyena creatures with intelligent eyes. Finally, you found a hiding place, but for the last two nights you've been haunted by nightmares of a Chain Ghast, a cloaked, ghost-like spectre who whips you with chains before vanishing again. Now, you've lost all hope of escaping this cursed palace...!

Backup Character!

ShadowDark

NAME Farah Fireborn



STR	INT	ANCESTRY
14 / +2	13 / +1	Human

DEX	WIS	CLASS
10 / +0	12 / +1	Ras-Godai

CON	CHA	LEVEL	XP
13 / +1	11 / +0	3	0 / 30

HP	AC
15	11

TITLE

ALIGNMENT Neutral

BACKGROUND Noble

ATTACKS

Flaming scimitar (+2 to hit, 1d8+2 dmg)

GEAR

GP 21 SP ____ CP ____

1. Leather armor
2. +1 flame scimitar
3. Backpack
4. Flask
5. Flint & steel
6. Torch
7. Torch
8. Potion of healing
9. ____
10. ____
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic), Persian, Diabolic

Weapons: Blowgun, bolas, dagger, razor chain, scimitar, shuriken, spear

Armor: Leather armor.

Black Lotus Assassin: You have advantage on checks to sneak and hide. Your attacks deal triple damage against targets that are unaware of your presence.

Smoke Step: 3/day, teleport to a location you can see within near. This does not use your action.

Black Lotus: You deal +1 damage with melee weapons.

BACKGROUND

You were born to wealth in the courts of Persia, but found luxury far less exciting than danger, treasure, and forbidden magic.

Fire has always fascinated you, and now you wield flame and shamshir with equal skill, delighting in the terror both inspire. Unfortunately, reckless expeditions and extravagant living have nearly ruined you, and you desperately need a treasure worthy of your reputation. The legends of treasure-laden islands in the Arabian Sea burn in your thoughts like living embers.

Worse still, your beauty and noble bearing constantly cause strangers to mistake you for the Princess of Persia... a misunderstanding you rarely correct when it proves useful.

ShadowDark

NAME
Qasim the Digitologist



STR	INT	ANCESTRY
8 / -1	16 / +3	Human

DEX	WIS	CLASS
9 / -1	15 / +2	Wizard

CON	CHA	LEVEL	XP
11 / +0	6 / -2	3	0 / 30

HP	AC	TITLE
6	9	Digitologist

ALIGNMENT Lawful

BACKGROUND Guildsman

ATTACKS

Flaming scimitar (+2 to hit, 1d8+1 dmg)

GEAR

GP 21 SP ____ CP ____

1. Dagger
2. Staff
3. Backpack
4. Flask
5. Rations
6. Rations
7. Equations book
8. Potion of healing
9. ____
10. ____
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____

FREE TO CARRY

TALENTS / SPELLS

Languages: You know Common (Arabic), Persian, Greek, Diabolic

Weapons: Dagger,staff

Armor: None

Learning Spells: You can permanently learn a wizard spell from a scroll by studying it for a day and succeeding on a DC 15 INT check. You always expend the spell scroll. Spells you learn in this way don't count toward known spells.

Human Ambition: +1 to spellcasting rolls

- Alarm (DC 11) - Close. Alarm an object.
- Charm Person (DC 11) - Near. Beguile a human level 1-2. Lasts d8 days.
- Light (DC 11) - Close. Object glows for 1 hour (real-time).
- Magic Missile (DC 11) - Far. Advantage to cast. 1d4 dmg to one target.
- Mirror Image (DC 12) - Self. Create 2 illusions that take the first hit. Lasts 5 rounds.
- Sleep (DC 11) - Near. Foes level 1-2 fall asleep.

BACKGROUND

You belong to the secretive Guild of Digitologists, a brotherhood who believes all magic is merely hidden mathematics written into the bones of the world. Before casting even the simplest spell, you mutter geometric proofs beneath your breath, sketch numerals in the air, and calculate celestial ratios like a scholar balancing an impossible equation. Unfortunately, you apply that same confidence to games of chance. Three times now you have lost your fortune in the gambling dens after convincing yourself you had discovered patterns hidden within dice throws and card draws. You now seek a new source of incoming... because your debts are once again multiplying faster than you can subtract them.

The Owl of Al-Shihr

Warrior with a Dark Past



Naja

Bedouin Guide



Qasim

The Digitologist



Ibn Al'Aswad

The Handsome Hyena of Al-Shihr



Jamal the Black Spear

Ghazi Holy Warrior



Palmtree

Pirate Survivor



Farah Fireborn

The Princess of Persia



Palmtree

Pirate Survivor

