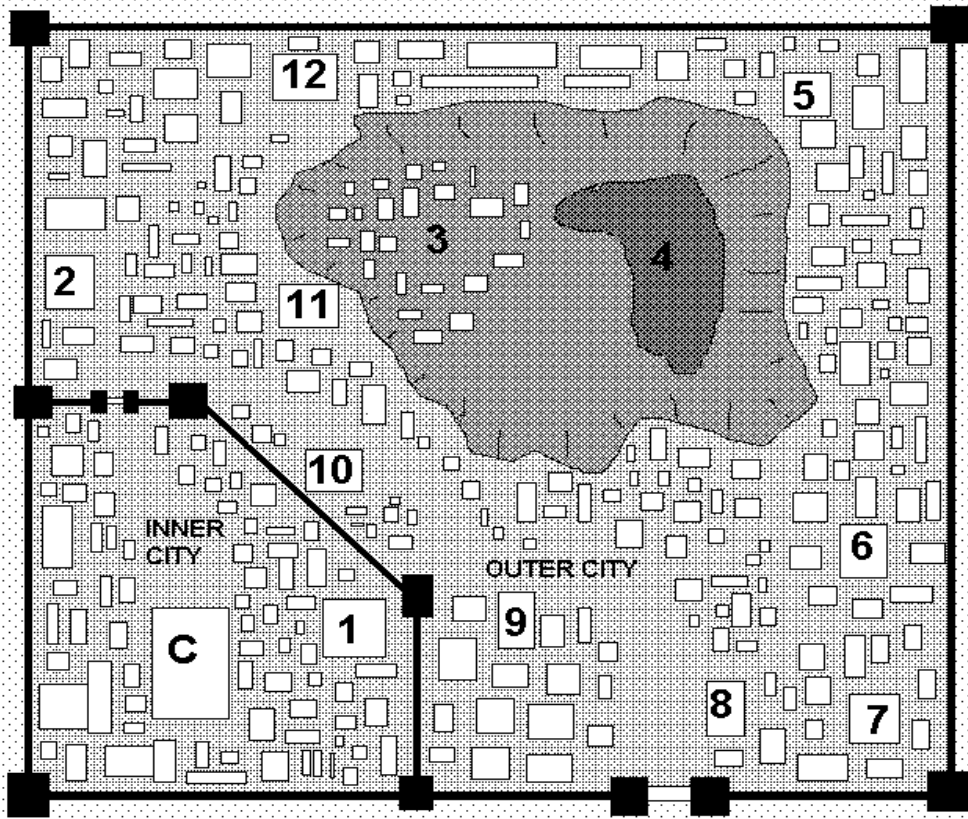


# MAHTUGA, SORCEROUS CITY UNDER SIEGE



## Locations

There is a 1GP toll to enter the Inner City.

**C Citadel:** The **Witch-Queen Korena** governs from here, issuing proclamations and passing sentence on any rogue sorcerers who are apprehended. So far no Chaos creatures have entered its walls. 140 elite female soldiers, known as the 'Seven Score Swordsisters', patrol the Inner City.

**1 Circle of Mages:** A luxurious meeting place for wizards. Local laws state that all sorcerers within the city have to register with the circle and pay a monthly tithe (10% of earnings). The Archmage Passandri has recently disappeared, causing fear and panic amongst local wizards.

**2 Ketch the Weaponsmith:** Quality, but expensive.

**3 Shantytown:** Within a crater that resulted from misfiring spells, a beggar colony has arisen under the leadership of Jhute, a Chaotic cultist who would sacrifice the city to appease his dark masters.

**4 Deep Pit:** 30% chance that 2d6 Ratmen crawl out at night after a 'dry' day. 60% after a 'heavy' day.

**5 Temple of the Pot-bellied God:** Deity of Good Fortune. Rub his statue's belly to get +1 to a Saving Throw (only works 1d3 times).

**6 Fat Rhon's:** Store for common equipment, gossip

**7 Tower of T'shush:** see panel on right of page.

**8 Mercenary HQ:** Khuk's Company, a ragtag bunch of demi-human sellswords, looking for new recruits.

**9 Militia HQ:** Armoury and rallying point for citizens who are charged with defending the Outer City against Chaos. 2D6 Militiamen on guard.

**10 Chapterhouse of the 'Chosen':** armoured priests who dedicate their lives to opposing Chaos.

**11 The Last Stand:** Inn, cheap broth and potent ale.

**12 Monastery:** The Abbott and his monks hold weekly wrestling bouts outside to showcase their martial prowess and collect donations. All may pit their skills here. Bets are taken by the Abbott, a shrewd gambler and collector of forbidden tomes.

## Summary

The city was built using strange rock that long ago fell from the stars and is causing the essence of magic to fluctuate within the city walls. A daily check must be made to ascertain the 'forecast' for the day ahead:

### Today's Magical Status

	dry	normal	heavy
--	-----	--------	-------

### Yesterday

dry	1-4	5-6	
normal	1	2-5	6
heavy		1-2	3-6

**Dry:** spellcasting takes extra effort, consult table below each time a spell is cast. **roll 1d4:**

**1** caster rolls saving throw or sleeps for 1d6 rounds

**2** the effect and duration of the spell is halved, as appropriate

**3** spell is delayed for 1d4 rounds

**4** caster develops 'wand-rot' and cannot cast any spells for 1d3 days

**Heavy:** spellcasting takes little effort, consult table below each time a spell is cast. **roll 1d4:**

**1-2** the effect and duration of the spell is doubled, as appropriate

**3** causes an **explosion** in another location (roll 1d12 on Locations)

**4** spell summons a creature of Chaos to warp to the caster's location. Roll 1d6 twice, the first die is the number of **Tentacled Horrors** that appear, the second is the Hit Dice for each, add together both results to give the descending AC for each creature. They move at half human speed. Hirelings must check morale.

## Random Events

(Roll 3d6 daily. -1 if 'dry', +1 if heavy)

### Outer City

- 2 Vigilantes rounding up wizards in the streets to hang them.
- 3 Demi-humans get taunted by crowd.
- 4 Blind Storyteller accosts PCs to tell his tale. If listen, gain +2 Wisdom for 24 hrs.
- 5 The Vagrant Blades, a group of foreign sellswords, are brawling with some of Khuk's Company (1d6 of each)
- 6 Wizard wants PCs to protect him
- 7 Thief, pursued by 2d6 Militiamen, runs toward the PCs, shouting for help.
- 8 'Chosen' attempt to arrest PCs
- 9 PCs are summoned by the Witch-Queen as she has a task for them.
- 10 1d6 'Chosen' have arrested a young woman who cries for help
- 11 Owurd, a grim Northern berserker, asks PCs to fight Chaos alongside him
- 12 Nude woman gallops by on horse.
- 13 Yung the Sorcerer challenges any PC spellcaster to a duel at dawn.
- 14 2d6 Chaos Cultists set fire to houses.
- 15 Dying beggar hands one of the PCs a scroll. It is a map of a secret lair beneath a city location (roll 1d12)
- 16 Leeba the rogue attempts to pick-pocket one of the PCs.
- 17 Merchant attempts to recruit the PCs to spy on the Circle of Mages.
- 18 2d6 children pelt the PCs with stones from nearby rooftops
- 19 Location (roll 1d12 on Locations) warps to the Plane of Chaos for 24 hrs.

### Tower of T'shush

Tallest building in the Outer City, rumoured to have once been the abode of an ancient magician. Local wizards know that the key to unlock its doors is held by the Circle of Mages. Inside the Tower is subject to perpetual change and the number of floors (one room per floor), contents and inhabitants varies on each visit. The only constant feature is that on the top floor is a huge speckled silver egg. Characters may leave the Tower at any time by stamping their left feet and whispering an incantation that can only be learnt from an iron-bound tome kept under guard in the library of the Circle of Mages. Repeated trips to the Tower will draw the attention of rival adventurers, wizards and thieves.

### Roll when PCs enter a room:

- 1-2 empty, except for dungeon dressing
  - 3-4 Trap
  - 5 Tentacled Horror
  - 6 warped to another city location (1d12)
- Each room has one entrance/exit, a spiral staircase.
- Trap** (Roll 1d3). Saving Throw to avoid.
- 1 Darts (1d3 damage)
  - 2 Rock falls from ceiling (1d6 damage)
  - 3 Poison Gas (sleep for a day)
- After exiting a room, roll 1d6 and add the amount of rooms visited so far on the trip up the tower. If the total is over 20, they enter the top floor next and find the speckled silver egg.....

by Sean Wills and David Hutchinson

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Mahtuga, Copyright 2009, Sean Wills and David Hutchinson

END OF LICENSE