

Scheherazade

The Story of the Genie and the Mirror



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ON THE COVER

Efreet and the Treasure

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The Story of the Genie and the Mirror

AN INTRODUCTORY ADVENTURE FOR
SCHEHERAZADE - THE ONE THOUSAND AND ONE NIGHTS RPG

The Story
Of the
Genie
and the
Mirror

Welcome to Scheherazade!



“So he cast his sun-like image upon the mirror, and its reflection kindled a flame in my soul.”

-The One Thousand and One Nights



This introductory scenario is specifically designed to introduce a new Storyteller and players to the world of The One Thousand and One Nights, using only the quick rules and the pre-generated Heroes. The adventure is divided into Parts, to be played in sequence.

Sections of narrative text are meant to be read aloud or paraphrased by the Storyteller, adapting them to the situation.

Certain characters and monsters have special skills synthesized in Keywords, whose meanings can be found at the end of the adventure (or in the *Scheherazade* core manual).

So, what more can we add? Have fun!

THE STORY SO FAR

This scenario is set in the city of Basra, the main port of the Caliphate, built on the shores of the Euphrates River.

Zil (Arabic: Shadow) is the main villain of this story. Former surgeon and hakim of the Emir, Umar of Basra, a year ago he was carrying out a plan to drug the king and take control of him and of the city. Luckily, Prince Rostam (one of the pre-generated Heroes), nephew of the Emir, caught him red-handed, and blew the lid off his scheme. Zil, who is also a dabbler in the magical arts, managed to escape, and he swore vengeance against Basra, the Emir, and, obviously, Prince Rostam.

Recently Zil, over whom looms a death sentence, found a way to carry out his vengeance and regain his place in the city.

That way is the Coin of Ardashir, a powerful artifact belonging to the the ancestral founder and king of the city. According to legend, the king, who mysteriously

disappeared before his death, bought with it access to the gates of heavens.

The truth is very different: the Coin can summon and control a powerful Djinn, the Lord of Masks, who lives entrapped in a magical mirror. Ardashir found the mirror during his military campaigns and thought he could control it, but he failed, and now he himself has lain entrapped for centuries in the very same prison as the Djinn.

The mirror, which is very dangerous, lies in the lost tomb that the followers of Ardashir built for their missing king centuries ago, in the ruins of Vahishtaba, a city, not far from Basra.

And the Coin? Well, it was lost for many centuries, stolen by pillagers and passed through many hands, but recently it was rediscovered, and now is being brought to Basra.

Zil has discovered this fact, as he uncovered the location of the tomb, and only needs to put his hands on it.

INVOLVING THE HEROES

This scenario is built around some roles which can be taken by the pre-gen characters, but can easily be adapted to other members of your party.

Prince Rostam is the **Prince**, nephew of the Emir of Basra, who destroyed the previous plot of Zil. This is the only mandatory role in the adventure.

Another Hero (Farah from the Stone Clan and Jamal the Mariner are the most fitting ones among the pre-gens), is the **Courier**, carrying the Coin, from the Sheik of the Gold Dunes to the Receiver. The Courier may or may not (Storyteller's call) know the nature of what they are carrying.

The **Receiver** is a wise character, like Abbas the Ghul Hunter or Ramath the Fakir, who is waiting for the Coin to take it into custody (to destroy or hide it).

They know of the legend of the Coin, and that it is a dangerous artifact.

Samir the Young Thief is the **Pickpocket**, hired by a mysterious hooded man to steal a specific purse at the market and deliver it in the back alley behind the butcher's shop. If no player chooses Samir or has a suitable Hero, this role can be assigned to an NPC (in this case, he will bolt away after Scene 1).

For ease of use, the characters will be referred to in the text by their roles: the Prince, the Courier, the Receiver, and the Pickpocket.

The other characters can be bodyguards, assistants, or disciples of the first three, while the Pickpocket works alone.

PART 1 – TROUBLES AT THE BAZAAR

"It is midday, a little after dhur, the fifth prayer, in the market of Basra. It is hot and sultry as always. Stalls of wares coming from every part of the Caliphate paint a tapestry of colors and smells, while the voices of the merchants beg you to stop, even if only for a moment, to inspect their marvels.

The market is crowded, even more so than usual, because tomorrow will be an important day: Princess Jamila of Musquat, a powerful port city, is arriving to pay a formal visit to the Emir, and a lot of people, farmers from the country, but also strangers from foreign lands have arrived today with the hope of catching a little glimpse of her legendary beauty."

The Prince is at the market (with a friend or two, perhaps) patrolling and officially checking that everything is in order for tomorrow's state visit. In truth, he is quite troubled, because, early this morning, he received an anonymous message (give the Prince, the Mysterious Letter, found on page 31).

The Courier (maybe with some friends), is crossing the market. They were hired by the Sheikh of the Golden Dune to deliver a package to a person (describe the Receiver) at the Fig and the Fox tea house, in the bazaar of Basra.

The Receiver (and maybe one or two companions) is sitting at a table outside the tea house, under a magnificent fig tree.

When the Courier and the Receiver meet, let the characters introduce themselves, and then continue to read.

You (the Courier) take the purse to deliver it and... Merciful God! It is empty, gone!

You checked it a moment ago, just before you bumped into that dirty beggar boy...

You turn back, and spot him. He has your bag in his hand!

"Thief! Thief!" you shout.

And he runs away into the market.

USING THIS ADVENTURE IN A CAMPAIGN



This scenario isn't focused on Scheherazade's sleep, so it can easily be used as a prequel: the princess is already sleeping, and the Heroes have had the same dream, but they'll discover it only at the end of the adventure. Maybe their meeting wasn't so random: a greater destiny is at work...



STORYTELLER'S TIP: NOVICE PLAYERS AND THE THIEF

Playing the Thief in Part 1 of this adventure requires a proactive player. If possible, assign the character to a player with some experience (or with the right attitude). If your group is made entirely of newbies, we suggest to make the Thief an NPC.

CATCH THE THIEF!

This scene is a classic chase sequence, with the Pickpocket fleeing, while the rest of the Heroes (the Courier, the Receiver, and their companions) chasing him. From the second round, the Prince also joins them (see below).

In Scheherazade, it is not frequent to have a player vs player conflict. In game terms, each round, both the Pickpocket and the pursuers make a **CAU+POW, Lvl 3 roll** (a thief or acrobat Concept applies). As this scene is part of the introduction, the pursuers cannot catch the Pickpocket, yet, but whoever gains the greatest margin of success, gets a Chase Token, which will be useful later.

PRINCELY OBSTACLE. At the end of the first round, read this aloud.

While you (the Pickpocket) are running and looking back over your shoulder, you bump into someone! You both fall down, and you are ready to jump to your feet. Who is this well-dressed fool? You are sure you have seen him before, oh no, he is the Prince!

"Stop the thief, stop the thief!" shout your pursuers, so you run away.

From this moment on, the Prince (and any with him) can join the chase.

Every round, from the beginning of the second round, an event happens.

Roll the Fate Die and check the table below (reroll if an event has already happened).

Chase in the Market Table

D EVENT

- 1 **Big Piles of Fruit.** The Pickpocket can overturn a pile, losing some time (+1 Difficulty of this round's roll), but the pursuers receive +2 Difficulty, and any bad Consequence in this round cause one damage.
- 2 **Furniture Moving.** Two burly guys are moving an armoire. The Pickpocket can pass under it easily, but the pursuers must command the two guys to get out of the way (this round only they roll instead on **COU+PAS**, they can Help each other).
- 3 **Where Did He Go?** Only if the Pickpocket has more Chase tokens, the pursuers roll instead on **REA+PRE** this round, because the little thief momentarily disappears among the stalls.
- 4 **"He is Here! He is Here!"** If the Pickpocket caused a ruckus (see event 1 or 5), the angry merchants point the way to the pursuers, who receive -1 Difficulty this round, while the thief suffers +1.
- 5 **Stomping the Stalls.** The Pickpocket is in front of a large stall full of sweets. He can walk directly over it, but if he does so, he makes the merchant really angry (see 4 above). With a good Consequence, any character can grab a pastry from the stall (lets you recover one Energy or one Life).
- 6 **On the Roof!** The Pickpocket sees a barrel near a wall, from which he can easily reach the roof, for this round only. After three rounds, the pickpocket turns into an alley behind the butcher's shop. It is a dead end. He is trapped. on **CAU+PRE**. Any bad Consequence means falling down onto a pile of manure or another equally disgusting thing.

A DARK FIGURE...

After three rounds, the pickpocket turns into an alley behind the butcher's shop.

It is a dead end. He is trapped.

The alley is dark and foul smelling. It is behind the butcher's shop, and there is a pile of rubbish at the end of it, as tall as the wall behind it.

A couple of mangy dogs are fighting over a bone, but they aren't the only occupants of the place. A tall figure, shrouded in black, comes out from the darkness, his face, with a pointed black beard, the only thing visible.

"Give it to me!" he orders, and grabs the small bundle from your hands.

You would complain, but you are breathless after the chase.

"Finally!" the cloaked man says, opening the bundle and showing a single golden coin, which shimmers dangerously in the shadows "The Coin of Ardashir is finally mine!"

At this point the pursuers arrive. The Prince, and any other character familiar with the city, immediately recognize the man: he is Zil, the renegade doctor who tried to enslave the Emir a year ago. There is a death sentence on his head, how dare he show his face in Basra?!

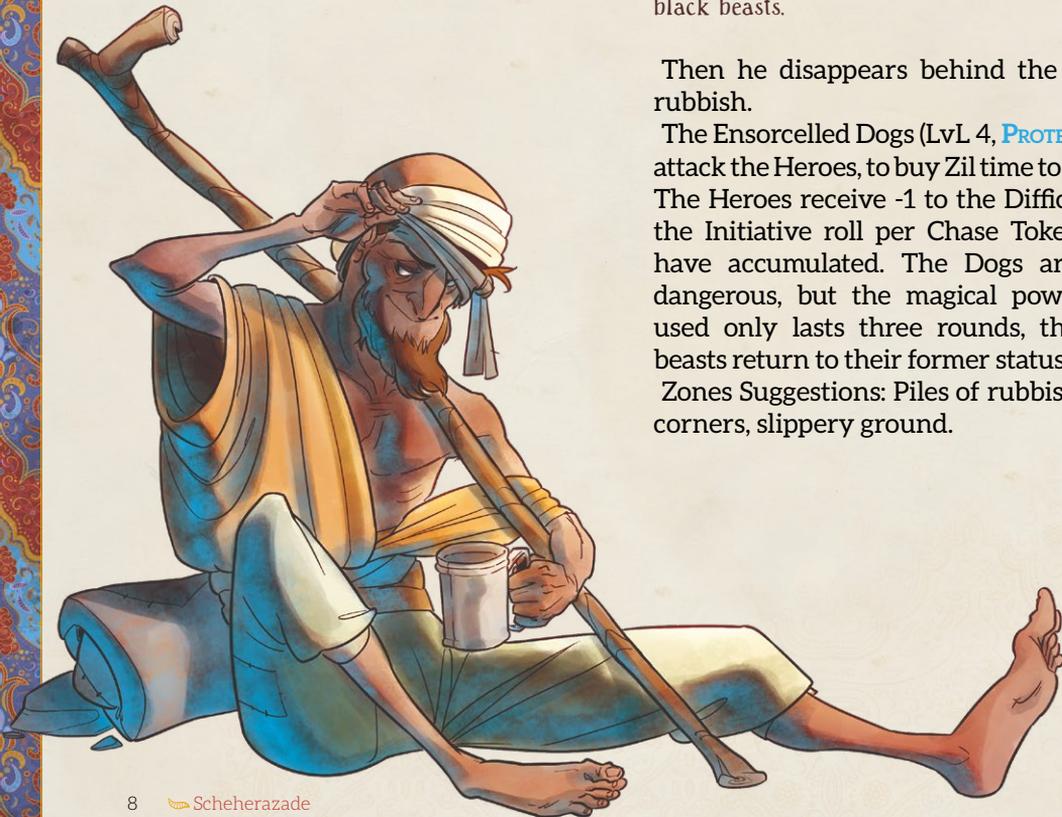
"My Prince!" Zil snarls "What a coincidence meeting you here! I would stop longer, but I have more important things to do, now that this (he raises the shimmering coin in front of his face) is mine!"

With a fast move of his hand, he throws a handful of powder over the scrawny dogs, which howl in pain, mutating in two enormous black beasts.

Then he disappears behind the pile of rubbish.

The Ensorcelled Dogs (LvL 4, **PROTECTION 1**) attack the Heroes, to buy Zil time to escape. The Heroes receive -1 to the Difficulty of the Initiative roll per Chase Token they have accumulated. The Dogs are very dangerous, but the magical powder Zil used only lasts three rounds, then the beasts return to their former status.

Zones Suggestions: Piles of rubbish, dark corners, slippery ground.



... AND A DARK PLAN

Once the dogs are defeated or returned to their former status, the party will probably stop the Pickpocket and check where Zil went.

Behind the pile of rubbish, there is only a wall. Probing it, the Heroes determine that it hides a secret passage, but they don't know how to open it.

TIME OF INTRODUCTIONS. Now the heroes have the chance to really talk for the first time. All of them have a reason to collaborate: catching Zil, or at least, recovering the Coin, which can be very dangerous in the wrong hands.

Everybody apart from the Pickpocket, that is.

The Pickpocket is really pissed off, probably. He doesn't know much about the man who hired him a couple of hours ago, in this very alley, where they he

was scraping some meat from a bone. Dark Cloak promised him a purse of gold. Instead, not only did he not pay him, he also abandoned him to the pursuers. The Pickpocket should end up in jail, but he knows something he can use to bargain for his freedom: he knows where the secret door leads, and, more importantly, how to open it.

A CITY UNDER THE CITY. The door leads to Secret Basra, the network of sewers, passages, and tunnels running under the city, a refuge of thieves, outcasts, and even worse things. The Pickpocket lived there some time ago, and knows the hidden city well. To open that door, one of the many accesses, one must push a particular stone in a particular way.

So, it is time for the party to venture into...

PART 2 – SECRET BASRA

The wall moves aside with a painful shriek, revealing a dark passage, smelling of sewage.

This is the entrance to Secret Basra. Looking at the floor, they can see the tracks of a pair of boots, the same kind Zil wore, disappearing into the darkness. If they want to find him, they must follow the tracks.

The Heroes should find a source of light before going inside, otherwise raise by

+2 the Difficulty of every test they make involving sight.

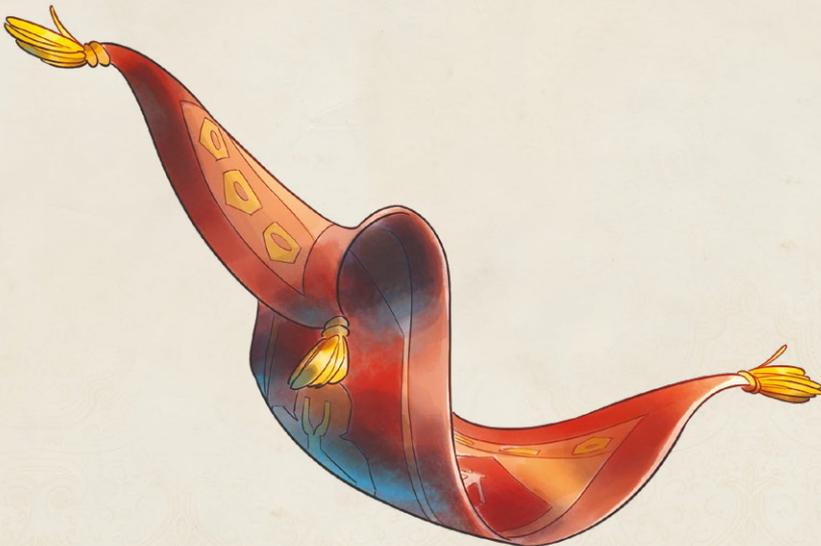
Secret Basra is a real maze of passages, and getting lost is easy, unless you know the layout well. Luckily, following the tracks isn't difficult, but requires some time, and isn't very safe. Roll the Fate Die and check Secret Basra Event Table in the next page,, to see what happens.

After three encounters, the party ends up in the Magpies Nest.

Secret Basra Event Table

D EVENT

- 1 **Torch on the Wall.** The Heroes find an old torch in a holder. It is unlit but still serviceable. If someone rotates the holder clockwise, a section of the wall slides away, revealing another passage, which leads directly to the Magpies Nest.
- 2 **Swarm of Rats.** The party disturbs a Swarm of Rats (LvL 3, Life 6, **MULTI ATTACK 3**, **MOBILITY**). The rats attack for three rounds before going away. They are scared by fire. Using it drives them away in one round.
- 3 **Sewer Fall.** The party hears the thundering sound of water and finds the way blocked by a large fall of sewer water. To pass under it they must cling really close to the wall, making a **LvL 3, CAU+PRE roll**. In case of failure, they are dragged down by the water, ending up in the underlying channel and suffering a number of damage points equal to the margin of failure. In case they go back, they must make a large detour and roll for two additional events.
- 4 **The White Biter.** The Heroes find themselves in a room full of garbage brought in by the sewer flow. The stench is tremendous. Every character (apart those who dirtied themselves in previous encounters and are accustomed to the smell) suffer +1 to the Difficulty of every action in the room. Hidden under the pile of garbage, near the black water, there is an Albino Crocodile (LvL 3, Initiative 4, Attack 4, **Vicious**) which will attack anybody passing near it.
- 5 **Skeleton of the Carpet Merchant.** The corridor and the tracks go along a main corridor, but the Heroes see a side passage with someone sitting still in the darkness, a dozen or so paces away. The figure is the skeleton of a man, Abdul the Merchant, a long time dead, he still holds something in his right hand. It is a piece of thick cloth (the missing corner of the Carpet of Shaktafa, see sidebar on page 13).
- 6 **Dafad the Leper.** The Heroes, unbeknownst to them, are shadowed by Dafad, a small, hunchbacked leper, one of the servants of Shaktafa (see page 12). Dafad (in Arabic: toad), is very puny, and won't do anything apart from follow the party, but if spotted (**LvL 3, REA+PRE**) and captured, he can reveal something about the deal between his master and Zil, and lead the Heroes directly to the Magpies Nest (see below).



THE MAGPIES NEST

Eventually, the Heroes reach a large, spacious room.

You are at the doorstep of a really large underground room, probably a sort of ancient warehouse. The greater part of the area is occupied by a huge pile of... things. Furniture, clothing, casks of food, and assorted stuff, lays there. Name something, and there is a good chance that you can find it here. It looks like an enormous magpie's nest, full of scavenged goods. A number of corridors and passages lead away from here. Finding the one Zil took won't be easy.

The name of "Magpies nest" isn't too far from reality. This place is where the Lepers of Basra, an assorted number of beggars and robbers, amass the loot for their master, the mighty Shaktafa.

Give the Heroes some time to look around (and maybe scavenge something from the piles), then go on reading.

A couple of glowing lights appear in the darkness. You turn and see the figure of a small, deformed man, covered in rags, his eyes shimmering in the pale light. The person raises his arms, hissing, to protect his eyes from your torch, and you see the signs of leprosy on his body.

"Light!" he hisses.

"Light! Light!" dozens of other voices echo. And you realize with terror that you are surrounded by a horde of lepers.

The lepers (LvL 1) number thirty, but are really only dangerous in this place. They aren't automatically hostile, unless the Heroes stole something, but are armed with an assortment of daggers and makeshift hooked spears (**REACH**), and could easily overpower the party (remember the Group Enemies Rule).



STORYTELLER'S TIP: DEALING WITH SHAKTAFI IN OTHER WAYS



The text supposes that the Heroes talk with Shaktafa, then fight with Abu, and fly away on the magic carpet, but only because it is the most likely scenario. But things can go in very different ways.

TAKING SHAKTAFI HOSTAGE. A bold Hero can put a knife to the Begger King's throat. In this case, they can leave Secret Basra, but it will be a lengthy walk, and if they do and let Shaktafa live, they'll have an enemy for life.

REVEALING TO SHAKTAFI HIS TRUE ASPECT. A smart Hero can reveal that the "cure" Zil gave Shaktafa is false. This requires mainly finding another reflecting surface to show him the truth. In this case, roll a Fate Die. In case of a bad Consequence, Shaktafa's rage focuses on the Heroes (and Abu swirls his chain again) for pointing out the truth. With a good Consequence, the Leper King keeps his calm, thanks the Heroes, and does everything he can to lead them to Zil. With any other result he unleashes his rage against the furniture and his subjects (giving the party the occasion to sneak away).

But those aren't the only possibilities, your players could surprise you.

Our suggestion is: go with their ideas and improvise.

If the Heroes parley, they can be easily convinced to bring the party to their king, the mighty Shaktafa.

THE KING OF TAPESTRIES

The lepers bring you through a dark corridor, leading to an even larger room, dimly illuminated by torches and lamps. Two enormous mounds of tapestries, as tall as the ceiling, lay on opposite sides of the room, while in the middle, like a bird in his nest, a bloated, fat leper sits on a rickety throne, surrounded by a court of other lepers. The man is busy looking at his reflection in a hand mirror.

“Oh mighty Shaktafa, Lord of Tapestries, King of Secret Basra, we found these intruders in the warehouse!” one of the lepers says, bowing deeply to the ground.

At these words, Shaktafa smiles, revealing horrendous teeth, and asks in a croaking voice. “So, so, so who do we have here?”

The Leper Lord. Shaktafa was a carpet thief, and a famous one, many years ago. After contracting leprosy, he came down to Secret Basra, and ruthlessly subjugated the other lepers. Now, he is the king of all the beggars in Basra, and any stolen or scavenged goods pass through his hands. He is also a great source of information. Characters with a thieving concept might know him.

The King of Tapestries helped Zil in getting in and out of the city, granting him safe passage and a guide through Secret Basra. In addition, he procured him a couple of camels outside the city walls, and a guide to the ruins of Vahishtaba.

He didn't do it for free, of course: Zil gave the leper king a magical ointment to cure his illness, and a mirror to let the beggar king see the progress of the cure on his face. In truth, the ointment is fake (nothing can cure leprosy), but the mirror is enchanted (see sidebar), its power consisting in always showing the opposite of the truth: so, an old person will appear young, a horrible one, pretty, and so on. Shaktafa is convinced that the cure is working, and none of his lackeys dare tell him the truth, for fear of his rage.

THE MIRROR OF LIES

POWER: Low

This beautifully carved hand mirror is enchanted, its magic being subtle and mischievous: it always shows the opposite of the truth, usually on the aspect the user is most focused on. So, a beautiful woman worried about her age will appear as a hideous crone, while an old man will see himself young and strong.

The enchantment of the mirror is so strong that the user is prone to believe what they see in it.

In the hands of a magician, it is a Tool when using the Illusion Spell. Breaking such an item causes seven years of misfortune, during which, in addition, every time the character looks at themselves in a mirror, something bad happens to them or their friends.



DEALING WITH SHAKTAFÄ. The Leper Lord is devious but smart (even if not smart enough to figure out that Zil cheated him)

and with the sense of loyalty of a hyena. He admits candidly to having helped his “old friend Zil”, and he knows where he went, but he won’t give the information out for free. He doesn’t need anything material (but he’ll accept any gift the Heroes wish to give him), but he is bored, so he’ll gladly accept a Story in exchange for what he knows.

After a character tells a tale, read the following.

“Bravo! Bravo!” the beggar king claps, croaking his appreciation.

“A fantastic tale, if ever I heard one. So, you have earned your reward: my people escorted Zil to a secret exit on the north walls of the city, where a couple of camels and a guide awaited him. He is going to the ruins of Vahishtaba, even if I don’t know what he hopes to find among those old rocks.”

The Receiver character (or anyone with a sage or sorcerous concept) knows that Vahishtaba is the place where King Ardashir, the one whose face is on the Coin, was buried.

Having gotten the information they need, the Heroes are ready to go, but at this point, Shaktafa reveals his real plans for them.

“Not so fast, my friends, not so fast.” he croaks.

At these words the lepers surround you.

“After all, you trespassed in my kingdom, and you found the way to my court. Abu will make sure you won’t tell THIS story to anybody!”

“Abu! Abu!” the lepers shout frantically, beating their staves on the ground.

A figure pushes its way through the crowd: a giant of a man, muscular even if the signs of rot are evident on his body. Luckily, you cannot see his face, which is covered by a veil, but the heavy chain he holds in one hand makes you sure that the malady hasn’t reduced his strength yet.

Abu swirls the deadly chain and growls: “Abu kills!”

FIGHT WITH ABU. The combat takes place in the center of the throne room. The main opponent is Abu (LvL 4, Life 8, **ENTANGLING**) and the Lepers (LvL 1), which intervene only after Abu suffers the first damage. In this case, twenty of them intervene, splitting equally against the Heroes (again, remember the Group Enemies rule), but Abu continues to fight alone. Other twenty remain in reserve, to protect Shaktafa (LvL 3, Life 4, Initiative 5) or to take the place of their fallen comrades, if necessary.

ZONES: clear center of the room, surrounding area full of lepers, throne, right mound of carpets (see below), left mound of carpets, walls of the room (with torches in holders), corridors to outside.

SPECIAL RULE: RETREAT. In this fight only, the Heroes have an additional option. Whenever they suffer damage, offer them the opportunity to reduce it by one if they retreat, climbing over a pile of carpets. They can do it up to three times, until reaching the top of the mound (and ending with their back to the wall).

FLYING AWAY. When a character is on the top of the right mound, read the following text:

Suddenly you feel something moving under your feet: it is a carpet, a rather battered one and with one corner missing, which stirs at your touch. You note it is weighed down by a heavy vase someone has put upon it!

The carpet is the most precious one Shaktafa ever stole, because it is magical, it can fly (see sidebar). If a Hero knocks the vase away from it, they can jump onto it, gather the rest of the party, and fly away (see next scene)!

TO VAHISHTABA!

The text below supposes the Heroes fight Abu, steal the Carpet of Shaktafa, and fly away from the Leper King in a daring escape through the sewers. If things went differently change it accordingly.

You jump onto the magic carpet, not really knowing what to expect. The thing shakes, like a horse held too long, and flies at top speed into one of the upper passages of Shaktafa throne's room!

"Come back! Come back!" the fat leper shouts, but you are far away.

The carpet is absolutely wild, after being finally set free. The character piloting it must make a **PRE+COU, Lvl 3** roll to keep it under control (-1 if they hold the carpet's torn corner). In case of failure, all the passengers must make a **CAU+COU Lvl 3** roll or suffer one damage from fear, scratches, and so on.

The carpet flies wildly down a straight tunnel. Oh no, it is a dead end!

"Stop! Stop!" you shout, grabbing it. Too late. The damned carpet turns up, vertical, you are flying up a well!

You emerge from Secret Basra like an arrow, the sunlight hitting your eyes, while the carpet reaches the top of the minarets, dancing around them in the joy of freedom, while the people down in the streets stare at you in amazement.

You circle three times around the city, high in the sky, and see the ruins, far to the north.

Vahishtaba awaits you.

CARPET OF SHAKTAFATA

POWER: Medium

Shaktafa stole this magical carpet from Abdul the merchant many years ago, tearing away a corner in his hurry. But despite how hard he tried, the Leper King never managed to bend it to his will, so he keeps it blocked with a heavy vase on the top of the mound of his "trophies". Abdul himself ventured into the sewers years ago, a piece of his beloved carpet in hand, to find it, but he was knifed to death by a leper before even getting near.

The Carpet of Shaktafa (in truth, of Abdul) is large enough to carry the whole party and can fly very fast. It isn't simply a tool, it has a personality, unpredictable and hot like a racing horse, and fiercely hates Shaktafa.

A character in possession of the torn away corner of the carper receives -1 to the Difficulty of every roll involving it.

PART 3 –

THE GENIE OF THE MIRROR

The scenario supposes that the party flies directly to Vahishtaba, if they do, they reach the ruins just as the sun is going down. Otherwise, if they are on foot, they must find horses (the Prince can get them easily at the palace), and ride wildly to the ruins. In this case, ask the Heroes to make a **POW+COU, LvL 2** roll, failing means losing one Life due to fatigue, and the party reaches Vahishtaba in the dead of the night.

Try to hint to the players (in case they forgot) that if Zil is going to do something, it will likely happen tomorrow, when the Princess arrives.

THE TOMB OF ARDASHIR

Vahishtaba spreads out below you. A mass of ruined buildings, half buried towers, and broken columns. A place that was already old when the Prophet was only a spark in the mind of the Almighty. Legends say that in this place, Ardashir was born. From there he began his conquests, ending in the foundation of Basra, and was buried here when he died.

The ruins are quite large, but finding tracks is quite easy: near one of the few buildings still standing, a sort of temple, there are a couple of camels tied to a pillar.

The building is quite long, and at the far end, near a broken altar, there is a large stone slab, which was recently moved away with a pry bar which lays abandoned, near the body of a person.

He is a leper, the guide Shaktafa lent to Zil. He died with an expression of stupor on the face, knifed in the back, after moving away the slab. Having fulfilled his usefulness, the petty magician killed him to eliminate any witness.



STORYTELLER'S TIP: GETTING REINFORCEMENTS



The Prince, being in his own city, could ask for reinforcements, like soldiers to bring with him. It is perfectly reasonable, but remember, the greater part of the manpower is busy securing the city for the royal visit tomorrow. Ask the player for a **PAS+RES, LvL 2** roll. With a success, and per each point of margin, he gets a Soldier of Basra (LvL 1), or can spend two points for a Chosen Soldier (LvL 2), or three for a Sergeant (LvL 3), or any combination of these.

These characters aren't Allies, so the Storyteller controls them.

A set of stairs leads deep underground. Following them, the party reaches a corridor, which goes straight on. Thirty paces ahead, there is a T intersection, from which they see a light coming, and hear the sounds of steps approaching. There is a niche in the wall nearby, where the party can easily hide, and see who is arriving.

It's Zil, who crosses the corridor, without noticing the Heroes! He is concentrating intently on something he is holding in his hand (it's the Coin).

The Heroes can easily follow him. If they charge to attack the man (who already noticed them but pretends not to have to) he runs away.

You cautiously take the same direction your enemy took, but the corridor turns and you temporarily lose sight of him. When you reach the corner you find a large, dark room, surrounded by a long colonnade. In the middle of the room there is a rich sarcophagus, partially opened, while on the opposite side there is passage, shrouded by a large blue tent.

Zil is nowhere to be seen.

The cover of the sarcophagus is richly decorated and represents a bearded man. The Receiver character recognizes him as King Ardashir, whose tomb was lost! The sarcophagus is empty.

Behind the tent there isn't a passage, but something very different. A large, full body-length mirror of polished black metal, which apparently casts no reflection. When all the party members (or at least the Prince) are near it, go on with the following text.

A sardonic voice comes from the columns behind you, from where Zil emerges.

"Prince! Finally, we meet again!" the dark cloaked man says "I took great pain to ensure this meeting would happen here and now."

Let the player respond, then continue.

"Are you ready to face your true self?" a second voice, a familiar one, speaks from behind you. It comes from the mirror, where you now see the reflection of your comrade, the prince. It is identical... but also very different, with a glint of fire in his eyes and an evil smirk.

Ask the Heroes what they want to do, but before they can act, go on with the following.

You are overcome by a great vertigo, and, when it ends, you aren't in the tomb anymore. The room is similar, but Zil isn't there.

There is mirror in front of you, where you can see Zil and a perfect copy of the Prince standing side by side, the dark cloaked man holding the Coin in his hand.

Suddenly, you understand what has happened: you switched places with the creature in the mirror, and now are trapped inside it!

"You are in my palace now." the double Prince bows, smiling mockingly, a glint of fire in his eyes. "I hope you'll enjoy the stay. I did, for several centuries"

"They surely will, Genie of the Mirror." Zil says "But now, we must go. We have a vengeance to enact. And a war to start."

The fake prince bows and says, in a mocking tone, "All your wishes are my orders, Master of the Coin."

And the mirror turns black.

TRAPPED IN THE MIRROR

The Heroes are trapped in an enchanted palace *within* the mirror. It is both the prison and the home of the Genie of the Mirror, who shaped it as he wished.

In general, the palace has an architectural style similar to the tomb of Ardashir, only it is much more labyrinthine, with passages going up and down, sometimes in weird directions. The few windows open upon an indefinite night, occasionally broken by blue lighting. Leaving the palace through a window means falling into eternal darkness and dying (unless the Storyteller decides to create another adventure for falling characters).

EXPLORING THE PALACE. The Heroes should explore the palace and find an exit. To do so, they must first find the important locations of the palace by navigating through the maze of corridors, which is handled in an abstract way. During each exploration round (lasting around half an hour), one of the Heroes, the guide, makes a **REA+CAU, LvL 3** roll. A second Hero can help them, if they want.

If the roll is successful, the party gains one Advancement Token.

In addition, roll a d66 on the Enchanted Palace Exploration Table on page 18 and run the event or explore the location discovered. In case of a reroll, for an already known location, the party just stumbles back to it, while for an Event, nothing happens unless it is stated it can happen multiple times.

The round after getting three Advancement Tokens, the party finds the Aviary (see page 21).

The round after getting six Advancement Tokens, they find the Mirror's Well (see page 23).

LIGHT. The palace is dimly illuminated by pale torches, which burn out when taken.

DOORS. In general, the doors of the palace aren't locked, unless you see the [L] note in the table's entry. In this case, the door to this location is locked (LvL 3) but can be opened with the keys of the Earthenware Eunuch (see The Guardian entry, 24-26 on page 19).

GETTING LOST



A character getting lost in the palace gains and loses Advancement Tokens independently from the rest of the party. To rejoin the party the Hero must actively look for them. Consider it as an exploration round, during which the player rolls on **REA+PRE, LvL 5**. In case of success they don't get Advancement Tokens but finds their comrades. In case of failure, simply roll on the Exploration Table. Every attempt reduces by one the Difficulty of the roll. Also the party can actively look for the missing companion, using the same rules.

BACKTRACKING. It could happen that the party decide to visit a previously visited location. They can do it freely if they draw a map and if the Getting Lost event hasn't happened. Otherwise, they must make a **REA+CAU**, LvL 3 roll to find it. In case of failure, they end up in another random location.

🏰 Enchanted Palace Exploration Table 🏰

D66 EVENT OR LOCATION

- 11-13 **Place – Warehouse [L].** This small room, with no windows, is a sort of storage place and broom closet. There are a number of large vases (filled with oil or other strange substances), brooms, buckets and so on. Why is such a mundane place in an enchanted palace? Well, many of the items in this room are animated (LvL 3) and can talk: two large vases (the fattest one is the self-appointed chief of the room, grumpy and suspicious, the tall one is silent), the bucket (very talkative) and a broom (fanatical about cleaning). They are very suspicious, in particular the fat vase, and ready to attack any thief (they are very scared of being stolen), unless the Heroes talk them down. In a corner there is also a very tall ladder (inanimated object, is so burdensome it counts as **HEAVY**) which could be useful in the Mirror's Well later.
- 14-16 **Event – Getting Lost [Repeatable].** The corridors of the palace are enchanted with a subtle magic, and they seem to purposely shift to make intruders get lost. The guide, in place of the normal roll, must make a **REA+PRE LvL 4** roll or get lost. If this happens, they lose an Advancement Token, and cannot gain any others in this round. In addition, in case of a bad Consequence, one randomly selected Hero gets separated and lost (see sidebar on page 17). Using some expedient to track the exploration (like marking the wall or drawing a map, reduces the Difficulty of this roll by -1).
- 21-23  **Place – The Harem of the Blue Odalisques [L].** The Heroes hear faint music coming from behind the door. If they look through the keyhole or open it, they find a harem with four beautiful girls, two singing and playing ouds (a sort of lute) sitting on cushions, while the other two dance ecstatically to the rhythm of the music. The four girls have an exotic pale-blue complexion. They look very similar to one another, in fact, they could be sisters, apart from their hair color. Their names are Shimalia (North Wind) the snow haired one, Sharqia (East Wind) with a fiery mane, hazel-haired Algharbia (West Wind), and Janubia (South Wind), whose hair is as black as a raven's wing. The girls in truth are the spirits of the four desert winds, which the Genie trapped many centuries ago. They cannot leave this room, being robbed of their souls, which are hidden somewhere else in the palace, guarded by a "fierce lion". The souls of the wind spirits are the four gems kept in the Tower of the Genie (see entry 64-66 on page 20). If the Heroes give the gems back to them, the girls transform into a gust of wind and go away, waiting for the Mirror's Well to open to escape through it. They also grant the party a favor: the Heroes can call on them once (see sidebar on page 21) to get their help. Note that the four sisters, besides being spirits, are young beautiful girls, very fond of music and poetry. If a Hero is skilled in these areas, they'll beg them for a piece of poetry or a song (count as Telling a Story), which could be a good starting point for the Hero to gain a new Unique Gift (see sidebar on page 21).

- 24-26 **Event - The Guardian [Repeatable].** The party hears a sound of thundering feet, and after a few moments, the Earthenware Eunuch (see New Creatures and Monsters Chapter) appears and attacks the party. The eunuch continues to reappear, each time stronger, until the party finds and destroys his bracer (see the Throne Room entry 51-53).
- 31-33 **Place - Ensorcelled Fountain.** The party finds a room where a stone fountain designed to resemble a snake's head stands, gurgling water. The water is fresh, sweet, and of a deep blue. It is also magical: any mortal drinking or merely touching it immediately falls asleep for a Fate Die hours. At the bottom of the fountain there is a crystal key, which opens the coffer in the Genie's Tower. The party should find some smart way to get it without touching the water. If all the party falls asleep, they wake up after the maximum number of hours rolled in a random location.
- 34-36  **Event - The Sad Door [Special].** The Heroes find a corridor blocked by a massive door made of polished stone and precious metal. The door is closed, and shaped to resemble a large face, with a sad expression. The door is magical, and intelligent. It won't open unless the Heroes tell it a story, and a funny one at that, so that it will become happy. If they tell a sad story instead, the door starts weeping, soon flooding the corridor with water (the party must retreat). The door can be bashed (LvL 4, **PROTECTION 3**), but any round it is attacked, it cries for help (roll the Fate Die, with a bad consequence the Earthenware Eunuch comes in). If the door is opened, the party immediately reaches the Aviary (if they have 3 Tokens or less) or the Mirror's Well (if they have 4-5 Tokens). If they don't manage to open the door, they lose one Token, and must go back and find another route.
- 41-43 **Place - Garden of Talking Flowers.** The Heroes stumble into a great hanging garden, built inside the palace, which receives light from a transparent dome. The garden is filled with plants and flowers of unknown species. Some of them are magical and quite talkative, revealing something about another location or event in the palace. Roll the Fate Die secretly: if even, the flowers speak the truth, if odd they only lie. Picking a flower kills it, and no other flower will talk after that.
- 44-46 **Event - The Treacherous Voice.** A randomly selected Hero (and only that Hero) hears a very persuasive voice and must make a **PAS+REA LvL3** roll or be forced to slip away from the party and make their way, after an exploration round, to the Baths. Consider them as being lost (see sidebar on page 17). The voice they heard is, of course, that of Thueban (see Baths entry 61-63 on page 20).
- 51-53 **Place - Throne Room.** In this place, the Genie of the Mirror shows all his power, which basically consists in being the king of his own prison. A dais with a stone throne stands at the far end of the room, with a large brazier at the foot of it. The throne, leaning against the wall, is particularly beautiful, the back engraved to resemble a rampaging lion. Behind the throne there is a secret passage, a narrow stairwell leading to the Tower of the Genie (see entry 64-66 on page 20). Finding it requires no roll, only an careful examination of the throne. The brazier is full of embers burning with crackling red flames. Despite the intensity of the fire, the embers aren't consumed. This strange artifact is the thing keeping the Earthenware Eunuch alive (see the creature's description). Note that, since this place is the start and end of its patrol route, if the party stays here too long, the Eunuch will eventually come here (at the Storyteller's discretion).

54-56 **Event - The Corridor of Shadows.** The Heroes are in a long corridor, the walls of polished stone. Characters passing through this place, cast indistinct reflections on the walls, which, when they are in the middle of the corridor, animate and attack them! They are LvL 3 enemies (Defense 4 versus non-magical weapons, they ignore non-magical armor). Being basically illusions, the Revelation spell destroys them.

61-63 **Place - Baths.** The double doors of this location are heavily decorated and lead to a traditional Arabic bath, an hammam. The whole area is filled with a subtle fog, and it is quite hot. It is composed of several smaller rooms where the traditional cleaning and massages are done, and a large central room. In one of the baths there is a powerful soothing ointment (cures 3 Life). The central room contains a large pool of cold water, where Theuban, the unwilling guardian of the baths, is imprisoned (see New Creatures and Monsters). An enormous water snake, large enough to swallow a man whole, Thueban is very beautiful, with marble skin, blue eyes, and a soothing voice. A thin, but very strong rope binds his mouth, and anchors him to a metal ring at the pool's border, limiting the creature's movements to the pool. Thueban asks the Heroes to free him, promising them a precious treasure in exchange. If the Heroes do it, Thueban rewards them with the very rope binding him: it is a magical rope (see sidebar on page 22). But once free, roll the Fate Die: on any result apart from a positive Consequence, Thueban, very hungry, attacks the party! If the Heroes free him and escape, every time they roll an already visited location or event, with an even number on the die, they meet Thueban. Note that Thueban is very vain, and the Heroes can play on this (especially if they have the Mirror of Lies) to divert him from eating them...

64-66 **Event/Location - Genie's Tower.** On the top of a tall minaret-like tower there is a room where the Genie keeps his treasures. If this entry is randomly selected, it is an Event: the Heroes see from a window of the palace a tall tower, a pale blue light coming out of the windows, while occasional blue lightning dances around the tower. This location can only be accessed through the secret passage in the throne room. A number of large cushions are spread around the chamber, while in the middle of it there is a transparent crystal coffer filled with gems and gold. The coffer is locked, but can be opened with the crystal key found in the Ensorcelled Fountain. If the Heroes have no key, they can pick the lock (REA+PRE, LvL 4). Otherwise, they can simply smash or remove it. If they do this, the lightning outside the tower gets angry, attacking a random Hero each round (roll the Fate Die: the result is the LvL of the attack). The jewels in the coffer are worth 15 Treasure Points. In addition, there are four large sapphires, each with a swirling wind trapped inside it. They are the souls of the Blue Odalisques (see the Harem entry 21-23 above) and quite precious on their own (2 Treasure Points each). Note that all the treasure, apart from the sapphires, turns to dust when the Heroes return to the mortal world.

THE FOUR WINDS

The Four Winds, when they recover their souls, turn into their original form and fly away in a, well... a gust of wind.

A character can call them once, invoking their names: Shimalia, Sharquia, Algharbia and Janubia (all together).

If they do, the wind spirits come, and aid the Heroes, usually pushing or pulling someone, creating a whirlwind, or something similar. In game terms, consider them a LvL 7 creature. After the Four Winds are invoked, they won't respond anymore.

If the Heroes don't invoke the wind during the scenario, they can try to use this connection to transform it into the following Unique Gift.

WINDS FRIEND [1X1] SPECIAL

EFFECT: The winds are special friends of the Hero and wind is everywhere. Once per session, they can whisper a piece of information they have heard somewhere, give the Hero a warning, snuff out a candle, or even save the Hero from a fall. The winds act on their own, but a Hero can also invoke their help: every time they do, roll a Fate Die, on a bad Consequence, the Winds help, but then go away and don't return anymore.

FINDING IT: The character must lure the Wind Spirits with a poem about their beauty (the player must compose a piece) or with music (with a suitable roll, for example **PAS+REA LvL 5**), or in any other suitable way (treat the Wind Spirits like four young and beautiful girls).

THE AVIARY

You enter a large hall, full of bird cages of silver and gold, where are kept a number of birds, the most marvelous you have ever seen: multicolored parrots, dark winged ravens, and peacocks of all types and shapes, with tails more beautiful and colorful than the wedding dress of the Caliph's daughter. One in particular catches your eye: a big peacock, its tail even longer and more imposing than the others, with a small crown of gold on its head. The beast, seeing you, frantically beats against the bars of its cage as if wanting to be freed.

The cages are all locked, but can be opened with the keys of the Earthenware Eunuch or by picking the lock (LvL 3, REA+PRE). The creatures in the cages aren't real birds, but some of the creatures the Genie has captured over the centuries. In particular, the crown-wearing bird looks somehow familiar: the crown worn is very similar to that of King Ardashir which the Heroes may have seen in the ancient ruler's tomb. If the Heroes open the cages, the birds fly out, but not far away: after a lifetime in a cage, they don't know what to do. The only exception is the bird with the crown. If it is freed from its cage, a marvelous thing happens.

With a puff of smoke, the peacock disappears, and a crowned man dressed in a long gown appears in place of him.

You recognize him, he is King Ardashir, the one you saw on the sarcophagus, the original owner of the Coin!

The ancient King blinks and asks: "Who are you?"



MAGICAL ROPE

MAGICAL ROPE

POWER: Low

This ordinary-looking rope has the power to raise up, and tie a knot at the command of the user. It can be used to climb walls very easily, and can also be used to attack with **REA+PRE**, but only to Hinder. In both cases, reduce by two the difficulty of the Action. Magical ropes are quite sturdy (they can suffer two Damage), but if cut, they lose all their powers.

Ardashir didn't die, instead, he was tricked by the Lord of the Mask, the Genie of the Mirror, ending up trapped in the same prison that the King had prepared for the djinn. The Lord of the Mask, who is a sort of collector, and absolute ruler of his prison, tormented his former master for a while, but got bored with him fairly quickly, so he put him in a cage like he had done with all his other victims and former masters. Yes, all these birds were masters of the Genie of the Mirror, but they have been in bird shape for so long that they don't remember who they were anymore.

ESCAPE FROM THE MIRROR. Ardashir knows a way to leave the mirror because he eavesdropped on the Genie: the Mirror's Well, a passage through which mortals, and only mortals, can leave the enchanted palace. He doesn't know its exact location, but he can help the party find it.

PLAYING ARDASHIR. The great, ancient King of Basra is a grumpy old man in his sixties. He doesn't know exactly how much time has passed during his imprisonment, and is really astonished to discover that more than five centuries have passed since his disappearance! But this doesn't stop his resolution. He is LvL 3 character, and given his knowledge of the palace, his presence lowers by -1 the Difficulty of the exploration roll.

"We must leave this place and get our hands on the coin! Only with that we can force the Genie back to this prison!"

From this point on, continue the exploration of the palace. When the party gets six Advancement Tokens, they reach the Mirror's Well.

THE MIRROR'S WELL

THE TROPHIES. The text below supposes that King Ardashir is with the party. If he isn't, change it accordingly.

You enter a long corridor flanked by some deep alcoves. They are full of ancient weapons and armors, some still serviceable, others old and battered.

"The room of trophies." King Ardashir says "The Mirror's Well must be behind that door!" he adds, pointing a bony finger toward the opposite side of the corridor.

"Come on, let's go!"

We won't lie to you: the weapons in the room are going to animate and attack the Heroes. But when this happens depends on their actions.

If the Heroes touch something, let them take a weapon (a normal one) or a piece of armor (Protection 1) of their choice, and then the other weapons attack immediately!

If the party doesn't touch anything, Ardashir himself, while in the middle of the corridor says:

"Look there! That's my sword! I need it to fight that damned Genie!"

A BAD SURPRISE!

You bar the door behind you. You hear the weapons hacking and bashing savagely at the wood: the door won't last long

You look around. You are in a circular room, with no other exit apart from a large window looking out into the night, surrounded by a red damask curtain.

And the well? Where is it?

If the Heroes let him touch the sword (or take it themselves), the other weapons come to life and attack (as above)

If the Heroes don't touch anything (and prevent Ardashir from doing the same), the weapons animate, but only when the party is already at the end of the corridor (a character accidentally hits a piece of armor, causing it to fall, thus waking up the weapons), so that the characters can reach the door without any need to fight (unless they want to, of course).

LIVING WEAPONS! Centuries of sitting in the enchanted palace has made them living and bloodthirsty: if disturbed, they suddenly fly into the air and attack any intruder in the room! They are considered as a unique enemy, LvL 2+, **MULTI ATTACK** (Equal to the number of the players) and Life 20. Not all the weapons wake up together, but every round one or two come to life: to represent this, increase their LvL by +1 after each round, to a maximum of 5.

The players have no chance to fight against this horde, they must escape to the door and bar it behind them, but if they touched something, they must fight at least one round.

"May Ahriman swallow that Genie!" King Ardashir curses. "It is on the ceiling!"

You raise your head and see that on the top of the conical ceiling there is a sort of tunnel, ending with a pale, transparent, almost immaterial mirror, through which you can see the light of the sun.

"How can we get to it?" Ardashir asks, dumbfounded.

Good question. The ceiling is at least five yards tall (at the base of the well), plus another three to reach the mirror.

There are basically four ways to reach it (but clever players may come up with others):

The first is using the ladder the party may have found in the warehouse.

The second is using the magical rope binding Thueban.

The third is invoking the help of the Wind Spirits, which can lift the party up (and slip away through the mirror too).

The fourth one, if the Heroes are really desperate, is cutting to pieces the curtains from the window, tying them into a makeshift rope, using something (like a weapon or similar) as an improvised hook, and throwing it through the mirror, hoping it catches on something (LvL 3, **POW+PRE**, then climbing up (LvL 3, **POW+CAU**), on a bad consequence, the rope breaks!). Each of these actions requires a round.

Note that in the meantime, the animated weapons are chopping at the door, so the party has only five rounds before they swarm in.

A KING IS ALWAYS A KING. In one way or another, the party should reach the top of the well, with King Ardashir. But when the old man touches the mirror's surface, he discovers that he is not able to cross it!

"I have passed too much time in this place, and I have become a part of it. You must go alone, my friends. Bring the Genie back here! Remember, find the Coin!" he says. Then, he lets himself fall down.

If the party (or Ardashir himself) got the king's sword, he hands it to the nearest character before they cross the mirror, saying:

"Take my blade. It will help you!"

And then the party passes through the mirror.



STORYTELLER'S TIP: BUILDING UP TENSION



During the well scene, the players should feel the urgency of their actions, given that the animated weapons are cutting down the door. To make this more present, start the scene by putting five tokens (or gaming stones) on the table, and then ask each player, in order, what they are going to do, not letting them hesitate too much.

When all the players have acted (or hesitated too much), remove a token.

When all the tokens are removed, the weapons swarm in...



RELIC: THE SWORD OF ARDASHIR

THE SWORD OF ARDASHIR

POWER: Medium

This ancient blade has engraved on the hilt and the blade the one hundred and one names of Ahura Mazda, the light god of Zoroastrianism, and this makes it **LETHAL** (+1 damage caused) against supernatural creatures, in particular djinn. In addition, legends say that a General wielding the Sword of Ardashir cannot lose a battle, but these legends are very old and unconfirmed.

PART 4 – AN IMPOSTOR TO UNMASK!

You feel the weird sensation of falling upward, before landing on the flat top of a deserted palace, in Vahishtaba, over an ancient engraving of the same dimension of the well's mouth. How weird.

It is early morning, and the sun has already risen. The delegation of Musquat and princess Jamila will arrive at dhur, (midday), when their ship is awaited at the docks.

The Heroes must hurry, Zil and the Genie are already in Basra, ready to bring about their nefarious plan, whatever it may be. If the party came here on the flying carpet, it is still where they left it, and they can fly back to the city. But when they fly away, tell them this.

The carpet jumps into the sky with the eagerness of a young bird, but the broken corner tangles with a rock. The wondrous item leaves several threads back, and starts raveling a bit. Let's hope it isn't a problem...

If they came on horseback, they find their mounts, but they must ride savagely. Ask the Heroes to make a POW+COU, LvL 2 roll, failing means losing one Life due to fatigue, and they arrive at Basra exhausted.

The text below supposes that the party arrives flying. If they don't, they have to pass through the guards at the gates,

convincing them of their identity (after all, the Prince is already in the city, at the docks, now).

You are flying through the skies over Basra, zigzagging through the minarets to reach the docks before it is too late. The princess's ship has already docked, and she is going to meet the Emir, your uncle, on an elevated platform, surrounded by festive citizens throwing petals of flowers.

Standing near Umar is his favorite nephew, you! (point to the Prince's player)

"WE ARE LOSING HEIGHT!" The spirit of the story supposes that the party, on the flying carpet, flies directly over the platform, stopping Princess Jamila before she meets the false prince. But in this precise moment, the flying carpet, which was damaged, starts losing height. The character guiding it must make a LvL 3, REA+PAS roll to keep it flying (-1 Difficulty if they have the carpet's corner). In case of success, the carpet continues to fly for the remainder of the scene, otherwise, it plummets down on the thatched roof of a stable, and the Heroes fall onto a pile of manure. They are unharmed, but so stinky that they suffer +1 Difficulty to any social activity until the end of the scenario.

SAVE THE PRINCESS AND THE KINGDOM!

In one manner or another, the party should manage to reach the platform where the princess, the Emir, and the false Prince are standing. The text below supposes the Prince (the real one) is present.

"Guards! Who is that impostor? Arrest him!" the false Prince says, while Umar the Emir looks at you astonished.

"Who is that man?" Princess Jamila asks, widening her beautiful eyes behind her veil.

Meantime, the crowd, shouts out exclamations of surprise.

Three guards (LvL 2) are going to obey the false Prince unless the real one convinces them of his identity, with a LvL 2, **PAS+COU** roll.

If the Heroes defeat the guards, or persuade them to stand back, the false prince unsheathes his sword and attacks the party (in particular, the Prince, if present). Consider him a LvL 4 enemy for now. He fights with reckless abandon, smiling (Defense 3), sure of his invulnerability.

But the first time the false prince is hit, things change.

"Aaargh!" screams the false prince, wiping at the blood. "How dare you, puny mortal? How dare you touch me?"

With a thundering explosion, the false prince turns into an enormous djinn, with four arms and the lower part of its body made of smoke. With a swirl, he grabs Princess Jamila and flies over the crowd!

"No! This wasn't the plan! Come back!" a voice shouts from the crowd.

Shrouded in a dark cloak, you see Zil.

WHAT ABOUT ZIL? The evil mastermind was hidden in the crowd, with the Coin in hand, watching all the action. When the Genie is wounded and assumes his true form, he understands that his plan has failed. He wanted to have the Genie, disguised as the Prince, kill the princess and start a war between Basra and Musquat.

At this point, Zil tries to escape, while the Genie, with the princess held in a couple of arms, hovers over the crowd to reach a

nearby tower. Then he climbs up, until he reaches the top, where he'll try to throw the princess down onto the crowd (killing her as his master wanted) and then fighting back any pursuers.

Part of the party should stop Zil and get the Coin, while the others must actively contain the Genie.

Both Zil and the Genie's stats are in the New Creatures and Monsters chapter.

If you want to add more chaos, throw into the scene a number of frightened citizens (LvL 1) and confused Guards (LvL 2).

ZONES: raised platform (where the emir and the dignitaries are), several zones of crowds (Difficult Zone: a LvL 2 **PRE+CAU** roll is necessary to pass through it), back alley (through which Zil tries to reach Secret Basra to escape), lower floors of the tower (Narrow Zone: only two characters can be there), top of the tower (special Zone: on a bad consequence in combat, or if thrown down from it, a character suffers a LvL 6 attack).

ON THE CARPET! Remember that if a Hero is still on the magic carpet, they can fly over all the area, ignoring difficult zones and scouting around. They can also try to catch falling characters (LvL 3, **PRE+CAU**)!

THE COIN. Once the group has the Coin, they can try to send the Lord of the Masks back to his prison. It is done with a LvL 4 **REA+PAS** roll, with -1 Difficulty if the Hero wielding it also has the Sword of Ardashir. If successful read the following.

The Genie, with a terrible laugh, turns into a puff of greenish smoke.

"You won, mortal! I go back to my prison. But I won't go alone!"

The smoke flies to Zil and surrounds him. It is so thick you cannot see through it.

The cries of the man are painful: "No! No! Leave me!"

But when the smoke flies into the sky, directly to the ruins where the mirror lays, the traitorous surgeon isn't there anymore

You are pretty sure he is imprisoned in the mirror now, with his former slave as master.

PART 5 – THE END

"Beloved nephew!" Umar hugs the Prince fondly "Luckily you and our guest are safe! I didn't think even for a moment he was you... you were him... well, for the glory of the Almighty, you know what I mean!"

With Zil captured, the evil Genie thrown back into his prison, and princess Jamila (hopefully) free, Basra is safe, at least for today.

Princess Jamila, who is probably very beautiful behind the rich veil she wears, looks sweetly at her savior (if a Hero took this role), and Emir Umar invites all his nephew's new friends to the palace to enjoy the royal hospitality (consider the party as having +1 to their Resources score while they stay in Basra).

The Heroes now have the magical Coin and the mirror to dispose of: the best thing to do is to hide them where they cannot be found again (or embark on some dangerous quest to discover how to destroy them without releasing the Genie inside).

In addition, many other questions are still unanswered: how did Zil find the secret of the Coin? And who informed him that the artifact was going to arrive in the town? Whoever this figure is, he has any interest in causing trouble in the Caliphate. Maybe all of this was connected with the mysterious sleep of Scheherazade?

On this topic the Heroes had a strange dream some time ago that...

New Creatures and Monsters

EARTHENWARE EUNUCH

LVL 3+

Initiative: LvL-2; **Life:** LvL+2

KEYWORDS:

DESCRIPTION: This large (9 foot tall) animated statue made of earthenware, represents a big fat eunuch guardian, dressed in a loincloth and armed with a big scimitar of black metal (**Vicious**). A keyring containing all the keys of the palace hangs from a leather belt. The Earthenware Eunuch isn't very smart, is mute, and attacks any intruder on sight. Given the nature of his body, attacks with blunt weapons (like maces, clubs, and staves) are made at Difficulty -1. When the Earthenware Eunuch's Life drops to zero, he shatters into a pile of reddish earthenware, which disappear in few minutes, leaving only his scimitar, loincloth, belt, and keyring. The Earthenware Eunuch is a powerful magical guardian, which, if destroyed, reappears in a few moments in the Throne Room, where he is briefly fired again, and restarts patrolling (so the next time the Earthenware Eunuch entry is rolled, the creature is encountered again). When this happens, the monster is stronger, having gained +1 LvL (but attacks at LvL-1 if without his scimitar). His preferred targets are those holding his sword or keyring.

LORE: There is a large arcane symbol painted on the chest of the Eunuch representing fire, which suggests the creature is somehow linked to that element (as any character with an arcane Concept will understand). The only way to stop the creature for good is overturning or extinguishing the brazier in the Throne Room. When this is done, the Eunuch crumbles immediately to dust, forever.

LORD OF THE MASKS (AKA THE GENIE OF THE MIRROR)

LVL 6

Life: LvL+2

KEYWORDS: **FLY, IMMUNITY** (to non-magical attacks – only in his natural form), **MULTI ATTACK 2**

DESCRIPTION: The Lord of the Masks is a particular djinn, linked to a specific item, a magical mirror made in a forgotten era. The mirror represents very well the nature of this creature: an imitator and shapeshifter, his greatest power consists of taking the shape of whoever is refelected in the surface of his prison, swapping places. The genie's true aspect is that of a horned giant with four arms, partially made of smoke, but he doesn't like showing himself in this form, and he does so only when he loses control or he is wounded in his shapeshifted form.

LORE: The genie is also a collector at heart: he loves to keep precious things (and beings) in prison with him, cultivating the illusion of being the king of his palace (when in truth, he is only the first prisoner). To do so, he usually lures victims in with the illusion of being their slave, and only at the end does he drag them into his world.

Centuries ago, King Ardashir made a talisman, a special Coin to counteract his powers, and it is the only way to truly dominate him, at least for a while.

THUEBAN THE SNAKE

LVL 4

Life: 8; Initiative: 3

KEYWORDS: **PARALYSIS**

DESCRIPTION: An enormous snake, Thueban (Arabic: snake) is intelligent and very beautiful, with marble-white scales and deep blue eyes. His voice is soothing and very persuasive, almost magical. A character hearing it in a moment of quiet (so not during a combat or similar), must make a LvL 3, **PAS+REA** to ignore his suggestions.

In combat, Thueban can spend three Effect points on an attack to swallow a man-sized or smaller opponent!

The victim cannot move, and automatically loses one Life every round, passing out at zero. Their friends can pull them out with a **POW+COU**, LvL 5 roll, kill Thueban, or force him to spit out the victim (see below). After swallowing someone, the snake loses interest in fighting, and tries to go away, to digest his food, a process which takes a full scene (Storyteller's decision, at least four hours of time during which Thueban is sleepy).

LORE: This ancient creature is a savant snake, whose race dwelt in the dark jungles of far-away India. Smart and cunning, he was captured by the Genie of the Mirror many centuries ago and forced to serve him. As all the members of his race, he cannot openly lie, but is always very literal in what he says and what he promises. Thueban has a single weak point, the end of his tail, which, for the last few inches, is black and very sensitive. Hitting it (the player must spend two Effect points Hinderling it), causes an intense pain to the creature (double the Hinderling value), and makes Thueban spit out any victim he has swallowed. This information is available to any character with a snake charmer, fakir, or similar concept (basically, anybody knowing serpents).

ZIL THE SURGEON

LVL 3

Initiative: 4; Stealth: 4

KEYWORDS:

DESCRIPTION: Zil was once a good and skilled healer, a wise hakim, and trusted counselor of Umar, the Emir of Basra. But pride and a certain overconfidence in his intelligence led him to betray his ruler. Since the day when the Prince discovered his attempt to poison the Emir, Zil has lived in hiding, so now he is quite skilled in that art. He is armed with a wicked dagger (**Vicious**) which he keeps under his robes, and recently acquired, in a mysterious way, a couple of minor artifacts, the Powder of Mutation (used when first met), and the Mirror of Lies (which he used with Shaktafa). He still has a trick up his sleeve, a pinch of Powder of Blinding, a dangerous poison which, if thrown into a Zone, counts as an attack at LvL 4 which causes double Hinderling (each point of Effect spent to Hinder causes +2 Difficulty)..

LORE: Zil is very savvy in the ways of healing, poisons, and ancient lore, this last being an area of knowledge which he has recently deepened. But who is his master?

Appendix A - the Mysterious Letter

My Lord, this day, at noon, something very dangerous to the fate of the City will happen in the Bazaar. Please, be ready.

Forgive me, but I cannot say more, my life is already in danger. May the Almighty protect us.

A Friend

Appendix B - Keywords

In this table are described the Keywords used in the scenario. Gear Keywords are linked to items, and apply both to player characters and non-player characters, while Opponents Keywords are only used by enemies.

Note that this is only a small selection of the keywords available in the full game.

[6]: If you roll at least a 6, a special effect applies. If you have more than one Keyword triggering on 6, you must decide how to assign each 6. For opponents, this applies when the Hero rolls a 1 on the Fate Die.

Gear Keywords Table

KEYWORD	EFFECT
ENTANGLING	This weapon deals +1 Hinder if it successfully hits the victim.
<i>Example. A whip is an entangling weapon</i>	
HEAVY	You can carry up to a number of Heavy Items equal to your POW Attribute. At the Storyteller's discretion, this can raise the Difficulty of or make it actually impossible to carry out certain physical tasks.
<i>Example. A suit of metal armor is Heavy. It causes +1 to the Difficulty of physical tasks except combat, and renders it impossible to swim.</i>	
LETHAL	The weapon deals +1 damage against a particular enemy or under a particular condition.
<i>Example. A thrice blessed sword deals +1 damage against undead.</i>	
PROTECTION 1	6: reduce by one the damage suffered.
<i>Example. A suit of leather armor reduces by 1 the damage suffered, if the user rolls at least one 6.</i>	
PROTECTION 3	Reduce by one the damage suffered, plus another damage with a 6.
<i>Example. A suit of heavy janissary armor reduces by one any physical damage suffered, plus an additional 1 if you scored a 6.</i>	
REACH	This weapon grants -1 Difficulty when used against Group Enemies and when in Open Zones (ask the GM). The effects stack and apply both in attack and defense.
<i>Example. A polearm reduces by -1 the Difficulty of a combat, both in attack and defense, when used in an outnumbered situation, and grants another -1 if the user has enough space to maneuver it.</i>	
VICIOUS	6: the opponent suffers 1 damage at the beginning of their turn due to bleeding or other similar effect until their wounds are tended (LvL 2). Only if the enemy is vulnerable to that effect.
<i>Example. A razor-sharp axe can cause bleeding wounds (1 damage per turn) if the user scores a 6.</i>	

Opponents Keywords Table

KEYWORD	EFFECT
FLY	The creature can fly, ignoring any obstacle to its movement.
IMMUNITY (SPECIFIC)	The creature cannot be damaged (but can, at the Storyteller's discretion, be Hindered) by a specific type of attack.
MOBILITY	The creature is very fast. It can move one extra Zone per turn as a free action.
MULTI ATTACK X	The creature can make X attacks per round, against different (or even the same) target. Unless differently specified, the attack is always the same, but certain creatures can use different attacks forms with each multi attack.
PARALYSIS	Each Effect spent by this creature when attacking, instead of causing damage, Paralyzes the victim. A paralyzed hero suffers +1 to the Difficulty of their physical tests (like Hinder), but the penalty disappears only when a particular condition triggers.



Welcome

to Scheherazade - the One Thousand and One Nights Roleplaying Game!

Tomorrow is a very important day for the city of Basra. Princess Jamila of Musquat, daughter and heir of a nearby kingdom, is going to visit the town. Her imminent arrival has caused much turmoil in the pacific kingdom, and a number of merchants, travelers, and simple curious people have gathered, eager to catch a glimpse of her legendary beauty.

But something evil is afoot: a dark plan to bring chaos and destruction to the streets of Basra and shatter forever the peace of the Caliphate.

Heroic princes, a beautiful princess, daring chases, and incredible battles await you in this free adventure!

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...The Story of the Genie and the Mirror!