



*Patreon Adventure Supplement
February 2022*

The Cave of Wonders

Map: The Cave of Wonders (two levels)

The Cave of Wonders

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Patreon Map of the Month GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).



SETTING & LOCALE



Setting description

Who made the cave, with its entrance of the carved tiger, no one is able to say. Storytellers all have heard of this ancient Cave of Wonders, yet not many of us have seen it. We all know of the treasures that are said to lie within and we all have been passed the tales of the horrors that so often seem to befall those who enter. Many centuries worth of stories can we tell you that recount the misfortunes of those whose greed takes them to the treasure-filled cave, whose hubris renders them incapable of realising that the cave can only be a trap. Some travel to the cave seeking a special treasure they have heard exists, some seek to gather great wealth, and some seek a genie who will fulfil their every wish. All find something more than they bargained for.

But still, perhaps things will be different for you. Perhaps you will manage to find the Cave of Wonders in the Atshaa Desert. Perhaps you will understand how to persuade the great stone tiger Namiri to let you pass through into the cave. Once you have safely descended the Stair of the Dragon's Spine, perhaps you will make it through the Golden Halls untempted. Perhaps no horrors will befall you as you walk the dark paths of the Way of the Snake and then, perhaps, you will emerge into the Cavern of the Genie, ready to reach for the most wonderous and terrifying gift the cave has to offer.

Places in the Atshaa Desert

1	St Teodo's Monastery
2	The Princely Seat of Judrunabayda
3	The Caravanserai *
4	Old Tawab Town
5	The City of Shewarie *
6	The House of the Scorpion *
7	Desert Oasis Village *
8	The Cave of Wonders *

For places marked with * there is a corresponding Heroic Maps map available.

For the City of Shewarie, this is the Rooftop Chase map. Other cities can be built using the Desert City modular kits.

PLACE & PLOTS



Around The Cave of Wonders

- 1 The Stair of the Dragon's Spine, which may disappear entirely if a liar or cheat steps upon it.
- 2 It is said that anyone who lifts even a coin in this chamber will find their hand withers away.
- 3 The Golden Halls, filled with wondrous treasures.
- 4 Hidden here is the golden skeleton of a dead god.
- 5 Between the four pillars, the guardians may attack.
- 6 The Way of the Snake, where the brave will have their resolve tested by a fear that creeps inside.
- 7 In the darkness and silence, a boy's cries are heard.
- 8 In the Cavern of the Genie, a ruby-eyed statue at the entrance dispenses blessings and curses.
- 9 The Dipping Stones wobble and may tip a walker.
- 10 An old oil lamp stands upon the plinth, said to house a genie with no master.

Story Ideas

Story hook 1 – Legs of Stone

The wealthy merchant Mudrik comes to you, pulled upon a cart by his servant Little Ramona. The party are astonished when Mudrik whips a blanket from his lap and shows that his legs are completely made of stone – grey and carved with a cycle of low reliefs that tell of his infidelity to his wife. The merchant sadly tells how his wife Rahkama caught him in his treachery, and being a witch, dispensed a suitable punishment. Mudrik will pay handsomely for a lamp containing a genie that his wife keeps in a hidden treasure cave in the nearby desert. He believes the genie is his only chance to reverse the curse, but he is also sure that Rahkama will have ensured the cave acts furiously against intruders.

Story hook 2 – The 40 Thieves

The Wazir of the local League of Princes approaches the party with a request. Wazir Alfalqui explains that a large gang of thieves has been robbing the nobility – both on the road and by burgling palaces and treasure houses. None of the princes will agree to another sending troops to tackle the gang, as they each worry that another prince may be behind the attacks and may leverage the intervention to their advantage. Instead, the League has agreed to pay an outside group to tackle the 40 Thieves, who reside in a secret treasure cave hideout. The Princes will pay when all 40 are taken, dead or alive.

Story hook 3 – Revenge of the Baboon

A baboon is bothering the party, but talking to the animal reveals he is a transformed Prince named Sahban. BanBan the Baboon, as he does not like to be called, recounts his misfortunes. Due to marry the daughter of another local Prince, Sahban's palace took receipt of many gifts. One, from a poor man who called himself Barakat, granted the Prince the directions to a treasure-filled Cave of Wonders where his wildest dreams could be made real by a genie. On the eve of his wedding to the princess Mihri, he took his bride to the cave, that they might make their wishes together. To their horror, the malevolent genie had escaped his prison. After trapping Mihri in his old lamp, he transformed Sahban into a useless creature of mirth and cast him from the cave. Now the Prince asks you to accompany him to the cave and help free his bride.

NPCs

Mudruk the Merchant

A quick, attractive and charming man, Mudruk had used these blessings to build a successful business, becoming one of the wealthiest spice merchants in Old Tawab Town. He had no end of offers when he announced that he sought a wife, but Mudruk's vanity craved a bride none could match. He pursued the desert witch Rahkama, umbral, enticing and mysterious, who soon decided that she approved of his proposal. Living with the witch wasn't easy. Mudruk found the self-regarding way in which he lived caused her much consternation and her quick temper led to him regularly suffering the wrath of her magic. It was mild until now. When Rahkama caught him with the orange seller's wife, she dispensed a punishment that was designed to humiliate. Heavy-legged and publicly shamed, Mudruk longs for his old life back.

Rahkama, a witch

Being the daughter of the Vulture God had given Rahkama an arid and bleak personality. People did not usually wish to speak to her, but Mudruk had seen something different, something she thought came from his imagination. Rahkama had enjoyed her time pretending to be a wife in the city and had learned much of how to trick and harm. Mudruk and his lies taught her best of all. Leaving Little Ramona as her eyes, she was relieved to return to the desert. Her magic was strongest here and she understood well the harsh creatures that are conditioned for desert life. After all, she is one herself.

Barakat, a mysterious beggar

The poor beggar Barakat, yes, a good disguise for delivering a very bad gift. Second-Prince Al-Hadid had enjoyed his dress-up game and was so pleased to discover that Sabhan had fallen for it. Oh, he had tried to get hold of the genie for himself, but things had gone very wrong down there in that cave, and Al-Hadid had returned home to Judrunabayda shaken and glad to be alive. Instead he found a different way to take the City of Shewarie for himself. He did not care much for his cousin Mihri (and certainly does not care that she is missing). He cared only that his uncle was sure to send him to Shewarie to take the fort once its Prince had disappeared.

Four genies who might be trapped in the lamp

See the DnD Monster Manual for more details on the genie types and their abilities

- 1 **Al-Helvaci Most Eminent Pouter of the Molten Sweetness**, an Efreeti genie who fancies themselves granting wishes as sweet as the bite of a master confectioner's wares. Yet the sweetness of their actions masks the fire hidden within, for this genie is a cruel, revenge-driven creature. Their golden skin, marbled with flowing pink tones, is hot to the touch and their hair blazes with red fire.
- 2 **Cullah, the Weaver of Wishes**, a Dao genie whose power lies in the stuff of the earth. Their green skin compliments their astonishing gold-thread clothing, gaudily embellished with a thousand jewels. Cullah's desire for the treasures of the earth - precious gems and expensive metals - is usually the cause of their entrapment. Excellent at turning dust into fake riches.
- 3 **Wondrous Attaran the Scented**, a Djinni and master of the winds. Maker of potions and perfumes, Attaran wreathes the scent of a wish through the air. Their cloud-white hair is infused with the smell of spring flowers and their cobalt skin glistens with the sunlit droplets of a summer rain shower. Attaran grants wishes happily, proud of their immense magical skill and its ability to aid. Although they wish to be freed, Attaran accepts their imprisonment for now in the knowledge that it was their pride that led to them to be captured. They hope to learn a little humility and earn their release.

Reis Denizci, the Navigator of the Night, a Marid genie of a deceptive and unkind nature. They are a master of water and work their magic via the ship they captain on the Sea of Dreams. Sadly their granted wishes are often the stuff of nightmares. With skin like a starlit sky and eyes like the rising moon, Denizci's beauty bewitches all who see them. Deeming themselves superior to anyone weak enough to need a wish granted, they seek any means to escape their enslavement deploying great trickery. Vain, Denizci's resolve falls easily to flattery.

40 THIEVES

Use these unique characters to populate the Cave of Wonders with a dangerous band of thieves or perhaps a gang of thieving friends and allies.

The characters also work well with the map 'City of Shawarie: Rooftop Chase'.

Use all 40 or use as a roll table.

The 40 thieves in the gang

- 1 **Jimeno** wields double scimitars and wears silk pants.
- 2 **Alvito** wears a turquoise keffiyeh and fights with kicks.
- 3 **Old Aznaro** has a club studded with broken glass.
- 4 **Dhukhr** wears her hair braided through gold rings and fights using a spike-tipped short-staff.
- 5 **Piruz** fights like a maniac with her bloody cutlass.
- 6 **Jami Plaits** has long plaited hair and has knotted a blade into the end to whip round.
- 7 **Nayal** holds alcohol in his mouth to spit and ignite.
- 8 **Khamush** has perfect stealth and a curved dagger.
- 9 **Tegrída** shoots her arrows from a dragon-bone bow.
- 10 **Constanza the Scorpion Sister** has a scorpion tattoo covering her face and fights with a whip.
- 11 **Sancha** is a skilled martial artist. She wears all-blue.
- 12 **Jezayy** is 8ft tall and fights with a shamshir.
- 13 **Shith the Red** has an eye-patch and a cutlass.
- 14 **Ghanama** has hair all over like curly wool. Fist fights
- 15 **Wild Toroz** cuts at opponents wildly. He is bald.
- 16 **Anthelia** fights with a bejewelled dagger.
- 17 **Dog-eared Alcacari** has fancy lizard-skin bracers that he fears damaging.
- 18 **Melek the Pickpocket** is adept at stealing from a person while she fights them. Small and fast.
- 19 **Yaskar** has golden hair and pale skin. An excellent swordsmith, but liable to fainting.
- 20 **Sahl ibn Dragan** has the strength and wit of a dragon. Uses flaming arrows and fires them fast.

The 40 thieves in the gang (continued)

- 21 **Jawza** has a head like a wrinkly, dried walnut. Tough to crack and he likes to headbutt.
- 22 **Bonafos** carries a falcata in an elaborate gold sheath.
- 23 **Fighting Fakhira** won a local sword fighting contest and wields the talwar that she won.
- 24 **Avenamad** has a hawk that attacks for him.
- 25 **Racoso** is usually too drunk to fight.
- 26 **Hiba** has the gift of magic and is a skilled sorceress.
- 27 **Blanca** bites. Her teeth are filed into fangs.
- 28 **Bahram the Snake** laughs continuously. Likes to crush heads. Is as wide as is tall.
- 29 **Hubab** spits poison and swings a cutlass.
- 30 **Hurayth** dresses in a red, brocaded, soldier's coat. Bare chested, he wears a white wraparound skirt beneath. Is the deadliest fighter of the gang, fighting with many weapons at once.
- 31 **Abener** is a fast runner and never gives up a pursuit. Wears a black and gold keffiyeh.
- 32 **Nanu**, seemingly an old and frail grandma, lures people close then knifes them repeatedly.
- 33 **Ramiro** uses a whip and has a black snake tattoo curving around his bare torso.
- 34 **Ibn Pequeni** wears a huge gold medallion cast with a lizard design. He fights with two daggers.
- 35 **Lal** carries a sword with a ruby set in the hilt. She screams curses from the Snake Lord during attacks.
- 36 **Dhildari** is famed for having ripped out a man's heart. She fights with a club and spear.
- 37 **Velasco the Snake** has long scars down both arms
- 38 **Almonferriz** wears oversized harem pants and a silly hat. Will consider any who laugh to be offering a fight to the death.
- 39 **Labwa** wears a lion skin headdress and dress and fights with gauntlets studded with lion claws
- 40 **Samiel** has an enormous, bushy black beard.

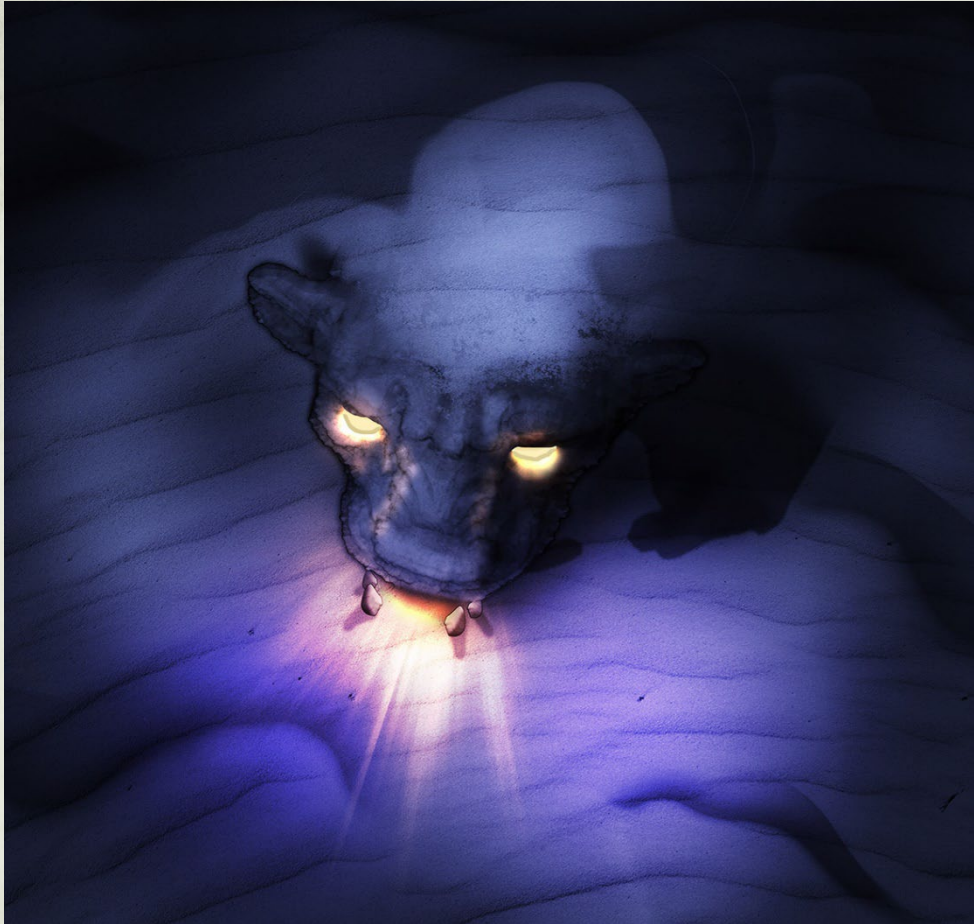
AROUND THE CAVE

Some Treasures in the Cave of Wonders

- 1 **The 1000 Cuts** - a magically enchanted scimitar that cuts with such a sharp blade that victims aren't aware they've been hurt until they see the bleeding.
- 2 **The Beggar's Crown** - a crown that allows the wearer to change their appearance to that of a lowly beggar, allowing them to slip unremarked and unnoticed around a city.
- 3 **The Sun Shield** - a highly polished, reflective shield. Angled correctly, it can dazzle and confuse enemies with a beam of intense light.
- 4 **The Voice Stones** - a pair of gold rings set with sapphires. Speaking into one of the rings allows the wearer of the other to hear a message, no matter the distance between the wearers.
- 5 **The Sultan's Mind** - a powerful silver wand that allows the user to place thoughts in a person's mind without them realising they are being infiltrated.
- 6 **The Urn of Rivers** - a golden vase that can pour out 20 gallons of fresh water each day.
- 7 **The Shadow Light** - a lantern that fills an area with magical darkness when lit, as well as extinguishing nearby light sources. The light returns when the hood of the lantern is closed.
- 8 **The Statue of Strong Subabi** - a silver statuette depicting a legendary gladiator. When commanded, the statuette grows to full size and fights until destroyed, whereupon it turns back into the statuette.
- 9 **Little Jebba** - a finely crafted clockwork monkey, incredibly loyal and useful to the person that winds their mechanism.
- 10 **The Sceptre of Thunder** - a delicately decorated silver sceptre. When struck against the ground it causes a massive deafening clap of thunder.

Threats in the Cave of Wonders

- 1 **Crystalbats** - magical winged creatures made entirely from razor-sharp, multifaceted gems.
- 2 **Quickgold** - enchanted piles of gold that flow around and over anyone that steps too close, suffocating them within the hoard.
- 3 **Guardian Statues** - life-size, gold statues that remain motionless unless the treasure is disturbed. If this happens, they attempt to smash and crush any intruders.
- 4 **Coin Golem** - a construct made of coins, growing as large as the treasure hoard allows. They can hurl masses of coins with great force.
- 5 **Rug of Smothering** - resembling an ordinary, ornate rug, this construct will attempt to wrap itself around an interloper and suffocate them.
- 6 **Diamond-toothed Cave Apes** - ferocious and aggressive, these sharp-clawed creatures are adept at climbing up the walls and across the ceiling of caverns.
- 7 **Gem Scarabs** - tiny beetles of many colours, resembling bright, polished gems. If they sense warm blood they will swarm, burrowing through exposed skin as deep as they can go.
- 8 **The Lurker** - a many-tentacled creature that dwells in the pool of the final cavern, ready to drag unsuspecting victims into the depths.
- 9 **Gemstone Scorpion** - a large scorpion with a ruby at the end of its tail. Being touched by the ruby starts a process whereby the victim is slowly turned to lifeless crystal.
- 10 **Sand Devil** - a swirling mass of sand that has taken the form of a person. Weapons pass right through it even as the grains blunt the blade.



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