

and the society of the port city. This includes, for example, hints that retainers can usually be found in the harbor and that the wine- or tea houses are the best places to learn about rumors. It is also important to impart early on just how much power the governor wields. Thwarting his plans means engaging an opponent commanding sheer limitless resources.

Why the PCs Came to Egypt

1: Stories of legendary treasures lost in tombs lured the PCs to the land of the pharaohs. Now that the PCs have disembarked, lost and sweating under a merciless sun, they are no longer so sure whether it was a good decision to come here.

2: When the Arab merchant Ibn Wasta died in Cologne, his last wish was for his heart to be buried in Egyptian soil. As executors of his will, the PCs set foot in the port with a wooden coffer.

3: Compared with war-torn and famine-plagued central Europe, the sun-scorched and ostensibly more cosmopolitan Alexandria seemed like a city of opportunity, particularly for those that dabble in arts deemed heretical by the servants of the cross. So it seemed.

Time Records Must be Kept

During playtests, streamlining and segmenting both days and nights into 3 sections with 4 hours each has proven to be an elegant solution to the conundrum of urban exploration.

Any significant excursion in the city, such as visiting a location, shopping at the bazaar, meeting a person, etc., is assumed to take 4 hours. Thus, a maximum of 3 activities can be carried out during the day, and another 3 at night. This streamlined division facilitates running the exploration of the port city. Taking into consideration that there can always be incidents along the way and that there were few street names and no house numbers in 17th century Alexandria, which rendered asking for directions part and parcel of any trip, and 4 hours may actually be a generous estimate.

Party Composition

Hyena Child works best for a well-rounded party of four player characters of levels 1 to 4. If the campaign starts with one or more level 1 PCs, we recommend starting with *Adventure #1: The Lamp of Al-Murmur* (P.34).

In principle, players are free to choose any class they like. As the skillful opening of locks and operating covertly can be crucial in some situations, it is highly recommended to include a Specialist versed in Stealth and Tinker in the party. If the party does not have a Specialist PC, this shortcoming can (and should) be compensated for by hiring an appropriate retainer.

It is also advantageous to have a Magic-User in the party, particularly one who can use *Detect Magic*. A cleric with access to *Dispel Magic* can similarly be a potent asset.



Alexandria 1632

In ancient times Alexandria was considered the intellectual and economic nexus of the Mediterranean region. The metropolis supplied Rome with grain and was the gateway to the wonders of the Nile Valley with its pyramids and gigantic stone statues. During the Middle Ages, the port was one of the most important trading hubs for goods from faraway India. Via the Red Sea, these precious goods reached Alexandria by land and were then shipped to all ports in the Mediterranean.

Alexandria lost some of its importance at the beginning of the modern era when the Portuguese captain Vasco da Gama sailed around the southern tip of the African continent in AD 1498, unlocking a new trade route. Thereafter, European merchants instead dominated the trade with India. For Alexandria, the prosperous years of plenty were over.

When the Ottomans annexed Egypt in the 16th century, the city's downfall had already been sealed. Wars, pestilence, and despair had reduced the city's population to a few thousand souls. Alexandria's remaining wealth was shut away behind locked gates and thick fortress walls, jealously guarded by a handful of ambitious

merchants and officials.

In AD 1632—the year in which our campaign is set—the erstwhile metropolis on the western edge of the Nile Delta has long since degenerated to the level of a small town. Its inhabitants dwell in ancient ruins and rotting villas with dilapidated building fabrics, the city's facades eaten away by the briny breeze of the sea. A distinctly Ottoman, baroque splendor is growing on top of this decay of the once cosmopolitan city—a decadent admixture of arrogance and melancholy splendor.

In spring, the Khamsin blows the Sahara's desert heat through the city, and the plague rides in the wake of dust storms. The dying ceases with the onset of the heat of summer. Then, the harbor broods under an immense, washed-out sky. By day, one is pestered by flies, during the night by mosquitoes. Autumn and winter bring cooler weather and storms that stir up the Mediterranean Sea. Any who can stay anchored in the harbor do so.

In AD 1632, Alexandria has been part of the Ottoman Empire for over a century. But the Sultan in Istanbul, Murad IV, seems so far away to most of the inhabitants that he is little

more than a myth to them. The port city is ruled by a governor who, as a representative of the High Porte, has the final say in all important decisions. He combines wealth with authority and pulls the strings in many intrigues. Incurring his displeasure ends in banishment, forced labor, or death.

The center of Alexandria lies within the old city walls and is divided into an Arab and a European quarter. Poverty and misery are omnipresent and there is little variation in the architecture. Wooden shacks and huts shelter the poor, while those who are better-off live in limestone houses with wooden window grilles, through which women covertly observe the proceedings in the streets and alleyways.

The warehouses and domed trading offices are located along the quays. This is where the few rich inhabitants of Alexandria live: merchants and civil servants who can afford spacious townhouses with patios, ornate facades, and glass windows. Alas, luxury does not protect them from the diseases ravaging the city. Bugs and fleas swarm behind the wooden panels of the houses, lice and the plague nest in mattresses and clothes.

Alongside Arabs and Turks, people from all over the Mediterranean make the port city their home. They have in search of fortune, fled the battlefields of Europe, or got stuck here on their journeys to somewhere, destitute and sick. Alexandria is equally suffused with hope and

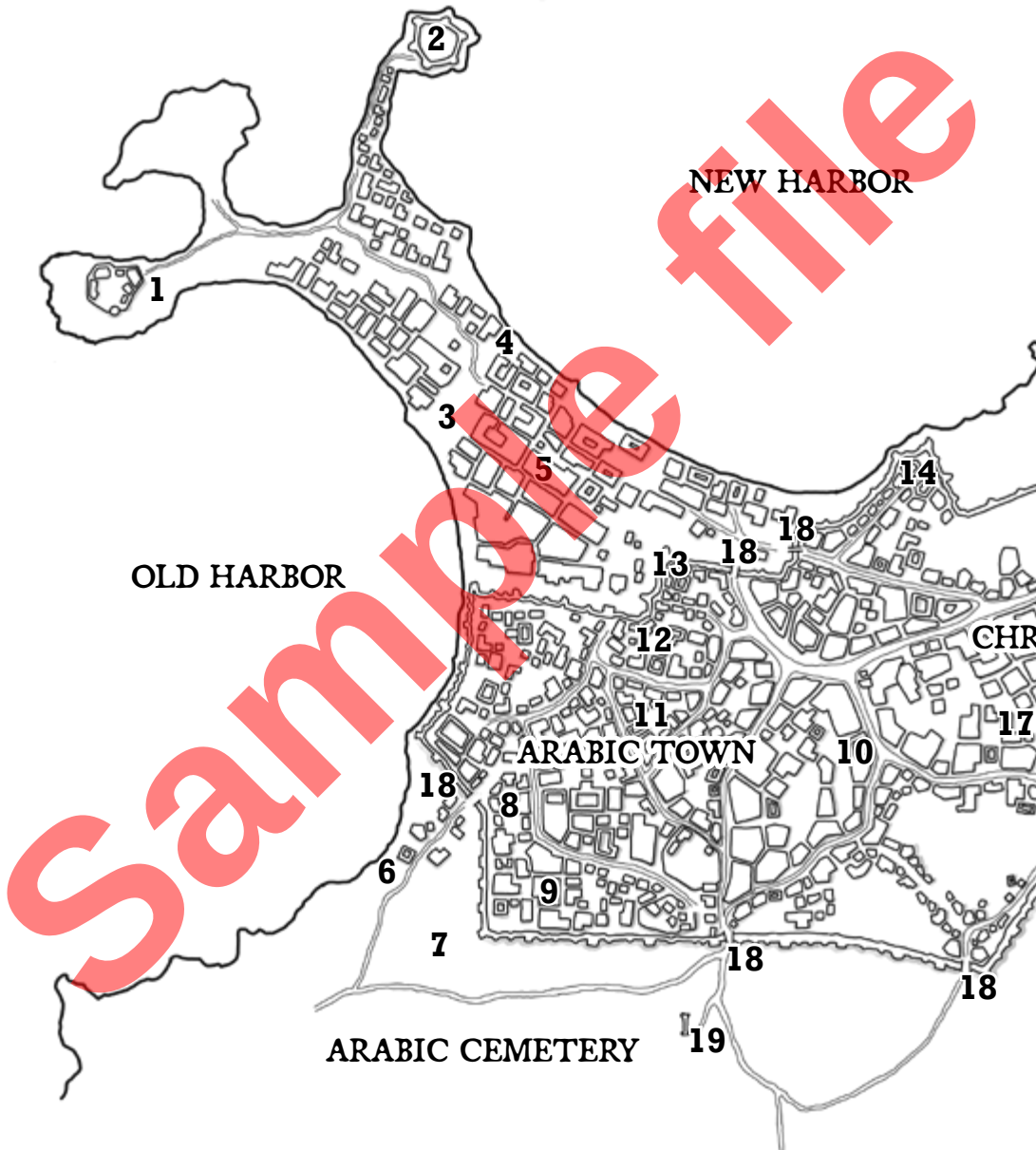
ruin, with fragrant aroma and rotten stench; a place where the daring and brave can still make their fortunes.

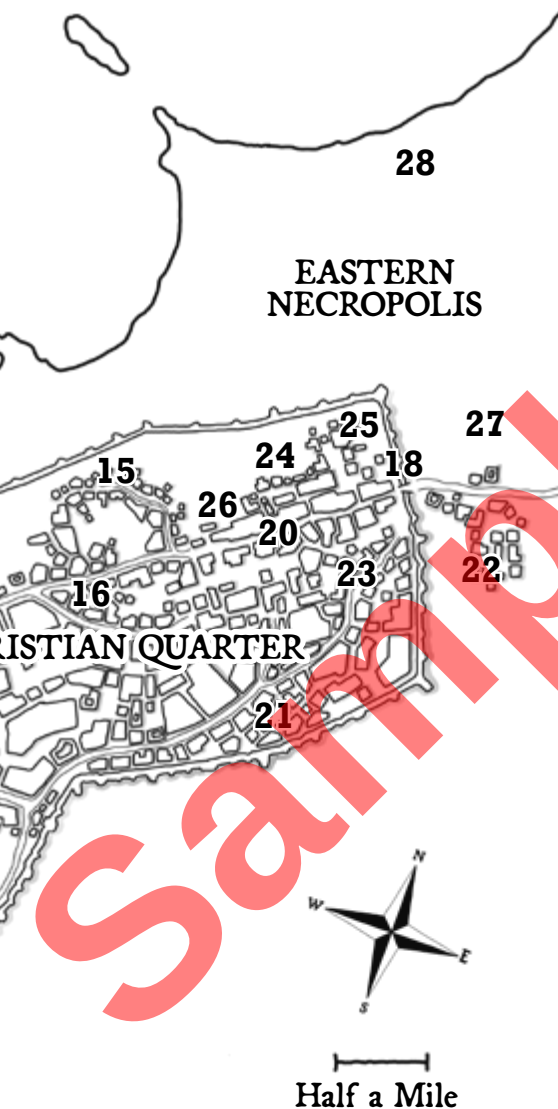
The city awakens at sunrise, when the air is cool and fresh and the muezzin's call to prayer announces the dawn of the new day. In the cool morning hours, people crowd the bazaars of the Arab quarter: merchants with heavily laden mules, feverish Europeans, veiled women with only their kohl-covered eyes visible, and officials carried by servants in palanquins, past disease-riddled beggars holding out their scrawny hands for alms.

At midday, when the blazing summer sun becomes unbearable, the harbor lapses into a lethargic brooding that drags on well into the afternoon. As the lengthening shadows push back the heat of the day, sweaty merchants extol the virtues of their wares one last time; then, those who can afford to do so enjoy the pleasures of the bath houses.

When finally the day is done, the *mumia* smokers wake from their restless dreams. It is the time of pleasure boys and whores, of the discreet and the drunkards, of thieves and astrologers. Everything punishable by law and God, all that decency does not wish to see; all of that emerges in the pale light of the moon. It is then that the grave robbers and body snatchers shoulder their shovels to plough the cemeteries in search of treasures long consigned to oblivion in dilapidated tunnels; digging ever deeper, to where the past yet lives and antediluvian horrors lurk.

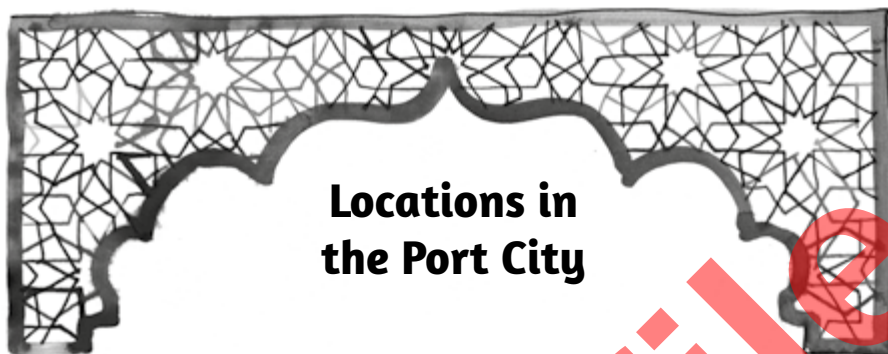
Alexandria 1632





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I: Palace of the Governor

The governor's residence is located on the Ras el-Tin peninsula, a walled palace with cannons on the seaside, guarded by 99 Ottoman elite soldiers—the Palace Guard.

If the PCs want to speak to the governor, they are received by a young eunuch in a colorful jacket and a soft voice. Only if the PCs can give a valid reason will they be given an appointment for an audience with Governor Mustafa Fazil Bey in 1d3 days. There is a 1-in-6 chance the audience is canceled on short notice because the governor is indisposed.

The city's undisputed leader receives guests in a luxurious hall situated in his palace, featuring a sea view window framed by silk curtains blowing gently in the wind. The governor rests between plump cushions on a divan, served by attentive slaves.

PCs are not allowed within 15 feet (4.5m) of the governor. Palace

guardsmen stand ready to sacrifice their lives for their supreme official at any time. Ventures that promise profits and benefits without risk to the governor are well-received. He sends away any who bore him, and anyone foolish enough to threaten him ends up in prison.

Governor: Armor 12, Fighter level 3, Move 120', Hit Dice 3, 20hp, pistol 1d8, dagger 1d6 (poisoned), to hit +4, Morale 9.

Special: Anyone who is wounded by his dagger and fails a save vs. Poison takes an additional 1d4 damage and is immobilized for the same amount of rounds.

Equipment: signet ring (25sp), 9 gold rings (50sp each). None of the rings can easily be pulled from his thick fingers.

Palace Guard (4): Armor 16, Fighter level 3, Move 120', Hit Dice 3, 24hp, saber 1d8, pistol 1d8, to hit +6, Morale 11.

Special: Strength 17 (+2), Dexterity 16 (+2)

2: Qait Bey Citadel

The white limestone citadel stands on the stony promontory between the Old and New Harbor. Its twenty or so cannons are pointed towards the sea. The fortress features only the most rudimentary amenities and houses 230 soldiers as well as enough supplies to survive a two-week siege.

There is a damp dungeon in the basement. In one of the fortress's towers are spears and swords that the Muslims captured from Christian crusaders in AD 1250 when they tried to conquer Egypt.

When the PCs approach the gate, guards order them to stop and two dogs rush towards them, barking. There is a 4-in-6 chance that captain Al-Qubbat receives them in his tower room. Otherwise, he is praying or is away on urgent business outside the fortress.

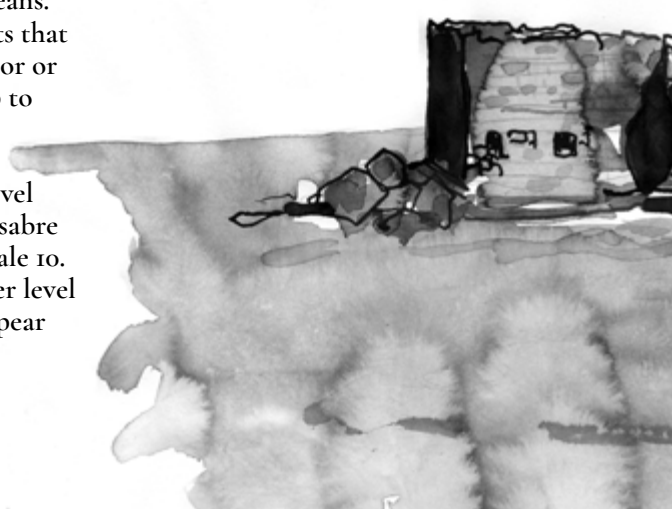
The ambitious captain—descendant of an old Mamluk family—considers the governor to be a godless, money-grabbing puppet of the Europeans. If the PCs offer him documents that can be used against the governor or his family, he will pay them up to 1,000sp per piece of evidence.

Captain: Armor 16, Fighter level 2, Move 120', Hit Dice 2, 14hp, sabre 1d8, pistole 1d8, to hit +3, Morale 10.
City Guard: Armor 16, Fighter level 1, Move 120', Hit Dice 1, 8hp, spear 1d6, to hit +2, Morale 8.

3: Harbor

A rocky peninsula hutting out into the sea divides Alexandria's harbor into two basins. The western, so-called Old Harbor is reserved for Muslim ships and boats. Ships from Europe anchor in the New Harbor, also known as the Harbor of the Infidels.

During the day, the quays are bustling with porters, sailors and bewildered travelers setting foot on the African coast for the first time. Interpreters loudly offer their services, donkeys wail, and camels, heavily laden with bales of goods, sway slowly through the crowd. The smells of the sea, of sweat, of fish rotting in the sun's glare, comingle.



The harbor is the ideal place to recruit retainers or meet people offering special goods, roll 1d12.

1: Federico Doria (Genoese consul): The Genoese ship *Spirito Santo* has been quarantined after it dropped anchor in Alexandria, coming from a plague-infested Black Sea port. The nobly dressed Genoese offers the PCs 300sp to take a rowboat out to the *Spirito Santo* and bring a coffin ashore.

2: Leila Shamsani (Interpreter): Tour guide who offers her services for 10sp a day. Reliable as long as the interests of the Sawaff brothers (P.178), who pay her as a spy, are not jeopardized. Knows 1d2 rumors (P.184).

Shamsani: Armor 12, Specialist level 2, Move 120', Hit Dice 2, 9hp, stiletto 1d4, Morale 8

Special: Climb 3, Languages 3, Tinker 3

3: Qarmal (Dealer): A sleazy merchant offers *Mumia* (P.192) at the usurious price of 20sp per dose. There is a 2-in-6 chance that he is being watched by city guards, who attempt to arrest the PCs if they buy it.

4: Ali (Fighter): Grew up in the slums of Cairo, where he learned to steal and kill to get his fill. The tall man known as the Father of Terror can be hired for 100sp a day if a PCs vows to convert to Islam and marry Ali's sister if he dies.

Ali: Armor 14, Fighter level 2, Move 120', Hit Dice 2, 12hp, knife 1d4, pistol 1d8, to hit +3, Morale 9



5: Hassan (Fighter): Wants to leave Alexandria on the next ship. Sells his silver-plated dueling pistol for 40sp (actual value 80sp).

6: Clovis Dumont (Merchant):

French merchant stuck in Alexandria after business deal fell through in a spectacular manner. Needs 1,500sp to pay his debt and ship passage back to Marseilles and is willing to do almost anything to do so.

Dumont: Armor 12, Move 120', Hit Dice 1, 6hp, pistol 1d8, Morale 7.

7: Ezra (Fence): Sells the tattered journal of a treasure digger named Al-Seksek for 250sp. It describes how someone in the catacombs below Dionysos Square must dance the Baladi on a floor mosaic to open a secret entrance to a burial shaft (*Old Tombs*, level 5-20; P.144).

8: Al-Baghdadi (Cleric): Penniless Islamic scholar who offers to act as a city guide for 12sp a day and spies for Malik (P.28). Clever and a bit of a missionary. Knows an entrance to the catacombs previously unknown to the PCs (choose one from map P.9).

Al-Baghdadi: Armor 12, Cleric level 1, Move 120', Hit Dice 1, 6hp, knife 1d4, Morale 7.

Special: Prepared Spell *Cure Light Wounds*

9: Baba Abjad (Fence): Bearded stubbly fellow who offers a dagger in the shape of a cat's claw for 50sp. The dagger is a stolen artifact of the Bastet Assassins, who want it

back. There is a 4-in-6 chance that a street urchin asks the buyer to hand over the dagger the next day. If they refuse, the PC will be visited by two assassins.

10: Carla Venuti (Dancer): A miserable woman from Pisa who earns a meager income in the dance halls and brothels of the port city. Charming and clever, knows 1d3 rumors (P.184).

Venuti: Armor 12, Specialist level 1, Move 120', Hit Dice 1, 5hp, hairpin 1d4, Morale 7.

Special: Languages 4, Sleight of Hand 2, Charisma 18 (+3).

11: Al-Bucanee (Bandit): Urgently seeks retainers to guard a dig on Lochias Island—a long, black line rising above the water's surface three miles off Alexandria's coast. Once there, Al-Bucanee will lead the PCs into an ambush attempt to sell them to the Sawaff brothers (P.178), who are always looking for slaves for their arena battles.

Bandits (2d4): Armor 12, Fighter level 1, Move 120', Hit Dice 1, 8hp, dagger 1d6, to hit +2, Morale 7.

12: James Quickshoe (Mercenary): English loudmouth with a long musket, cowardly and quick to flee as soon as danger looms. Wants 200sp per combat mission and a vow that he be buried in Catholic soil should he perish in the process.

Quickshoe: Armor 12, Fighter level 1, Move 120', Hit Dice 1, 7hp, musket 1d8, to hit +3 with musket, Morale 4.

4: Port Authority

The Port Authority is located in a palazzo in the Old Harbor. It serves both as a warehouse and administrative building, where incoming and outgoing cargo is inspected, recorded, and taxed at 10 percent of the value of the goods.

During the day, the building bustles with customs officers, clerks, and porters stacking bales and sacks in the courtyard. At night, 3d4 city guards watch over the securely locked building.

If the PCs want to leave Alexandria by ship, they can inquire here: There is a 2-in-6 chance to find a ship that will sail to a desired Mediterranean port on the very same day. Barring that, there is a 4-in-6 chance a ship sets sail for the desired port within the next 1d4 days.

City guard: Armor 14, Fighter level 1, Move 120', Hit Dice 1, 8hp, spear 1d6, to hit +2, Morale 7.

5: Petersburg Inn

This run-down house on the western edge of town has a dormitory with twelve straw bags. An overnight stay costs 2sp, and there is a 50% chance that the guest catches lice. The Petersburg is run by Vladimir Popov, a melancholy Russian.

At night, Popov is a successful thief. He uses the money gained from the sale of his loot to furnish a luxurious room for his lover, a haven of silk and cashmere, suffused with the scent of incense. There, stretched out on a divan, illuminated by a sea of candles, lies the bejeweled Isabell—mummified and dead for years.

Popov: Armor 13, Specialist level 3, Move 120', Hit Dice 3, 16hp, long dagger 1d6, Morale 9.

Special: Stealth 5, Sneak Attack 4, Tinker 3; When attacking from behind, he gains a +6 bonus to the attack and deals quadruple damage.

Equipment: Cat Leather Boots (Stealth +1, included in stats).



6: House of the Monkey's Head

A monkey's head is carved into the keystone above the entrance portal. Finely crafted wooden bars close the windows on the upper floor. The house is owned by the Sawaff family, who have made a name for themselves as animal traders (Adventure #4: *The House in the Clouds*, P.72).

7: The Holy Whisperer

The toothless Whisperer, who people believe to be a saint, lives in a dilapidated domed tomb. He can often be seen pressing his ear against marble tomb slabs, letting bone dust run through his fingers or leaning over gravestones, whispering incomprehensible things. It is said that he can talk to the dead.

In fact, the Whisperer can cast the *Speak with the Dead* spell once per day. Whether the shy saint is willing to speak to the deceased on behalf of the PCs depends on their persuasiveness. If he feels threatened or is attacked, the saint casts the spell *Sleep*.

Whisperer: Armor 12, Magic-User level 5, Move 120', Hit Dice 5, 10hp, Morale 7.



8: The Pilgrims

Ten French pilgrims set up their poor camp not far from the city walls. During the day, they doze in the shade of the walls in a rubbish-strewn courtyard surrounded by ruins. At night they huddle together, with tired faces lit by the glow of the fire, wood smoke heavy in the air.

There are 2d4 pilgrims here day and night, guarding a wooden sculpture of St. Vitus in the oil cauldron. A collector pays up to 900sp for the 15-inch-tall (40cm) figure, which is decorated with gold leaf. Only a few belongings can be found among the pilgrims' blankets and travel sacks, roll 1d6.

- 1: Tattered Latin Bible.
- 2: Wooden spoon with a rope to hang around the neck.
- 3: The shard of a broken mirror.
- 4: Dirty penitential shirt made of horsehair.
- 5: Wooden cross on a silver chain (5sp).
- 6: Moldy bread (1d4 flatbread).

The pilgrims are starving and subsist on alms and kitchen scraps. The youngest of them is 14 years old. Their leader, the shepherdess Jeanne Boulet, claims to be 23.

Pilgrim: Armor 12, Move 120', Hit Dice 1, 5hp, cudgel, sharpened walking stick 1d4, Morale 7.

Jeanne Boulet: Armor 12, Move 120', Hit Dice 1, 7hp, knife 1d4, Morale 8.

Special: Charisma 16 (+2).

The pilgrims are infected with the dreadful lycanthropy (see Appendix, P.181). If they do not stay near the *Figure of Vitus*, the disease takes hold of them on full moon nights. Those under the sway of lycanthropy roam the streets and alleyways at night, killing animals and humans indiscriminately.

Werewolf: Armor 16, Move 120', Hit Dice 1, 7hp, claws 1d6, bite 1d8, to hit +4, Morale 11.

Special: A mundane weapon deals only 1 point of damage to a werewolf; silver or consecrated weapons deal full damage. The werewolf's faith makes it resistant to the spells of Magic-Users; it has a 50% chance to be unaffected by Magic-User spells. Cleric spells affect it normally.



9: Venetian Court

Twenty Venetian merchants and bankers run a trading post here. They store their goods in the cool vaults surrounding the square courtyard before selling them in the port city or transporting them up the Nile. Their goods include woolen fabrics and fine linen.

The head of this branch is Guido Mocenigo, a descendant of an old Venetian noble family. Five heavily armed mercenaries are responsible for the security of the court. There are also 2d4 guests present in the court—European travelers and merchants.

The Venetians' flourishing business provides the governor with a large tax income, which is why he holds his protective hand over them. Anyone who harms the Venetians inevitably makes an enemy of the city's leader.

The courtyard is also home to the workshop of silversmith Esta Tranquilla, who keeps a full-grown pig as a pet. Tranquilla can coat any weapon with silver for 20 times the weapon's normal price; a weapon thus silvered does not have the usual chance of breaking that silver weapons have.

At the end of an hour where a silvered weapon has seen use in battle, roll 1d6. There is a 1-in-6 chance that the coating will flake off. Fighting against incorporeal enemies (ghosts) does not entail the risk of damage to

the silver coating. The delicate work of silvering a weapon takes Esta a day.

Among the guests are the Swedish intelligence officer Niklas Höök (P.179) and his personal servant Nordsterner. They occupy two rooms on the upper floor of the office, connected by a door. In addition to 480sp in cash, Höök has two bills of exchange worth 3,000sp each. He hides gems worth 1,000sp in a hollowed-out Lutheran Bible. Opening the sturdy doors to their rooms requires a successful Open Doors check with a 0-in-6 base chance, or a successful Tinker check.

Höök: Armor 16, Fighter level 3, Move 120', Hit Dice 3, 24hp, pistol 1d8, riding saber 1d8, to hit +4, Morale 8.

Equipment: Signet ring (25sp), pouch with snuff.

Nordsterner: Armor 14, Fighter level 2, Move 120', Hit Dice 2, 16hp, pistol 1d8, knife 1d4, weaponless combat 1d6, to hit +5, Morale 9.

Special: Dexterity 17 (+2), high tolerance to poison (save vs. Poison 10).

Mission: Höök is looking for experienced warriors to retrieve ancient Egyptian mummies from the catacombs beneath Alexandria (Adventure #2: *The Mummy Hunt*, P.46). If the PCs don't want to work with the Sawaff brothers, Höök could also assign Adventure #3: *The Ritual in the Depths* (P.50).