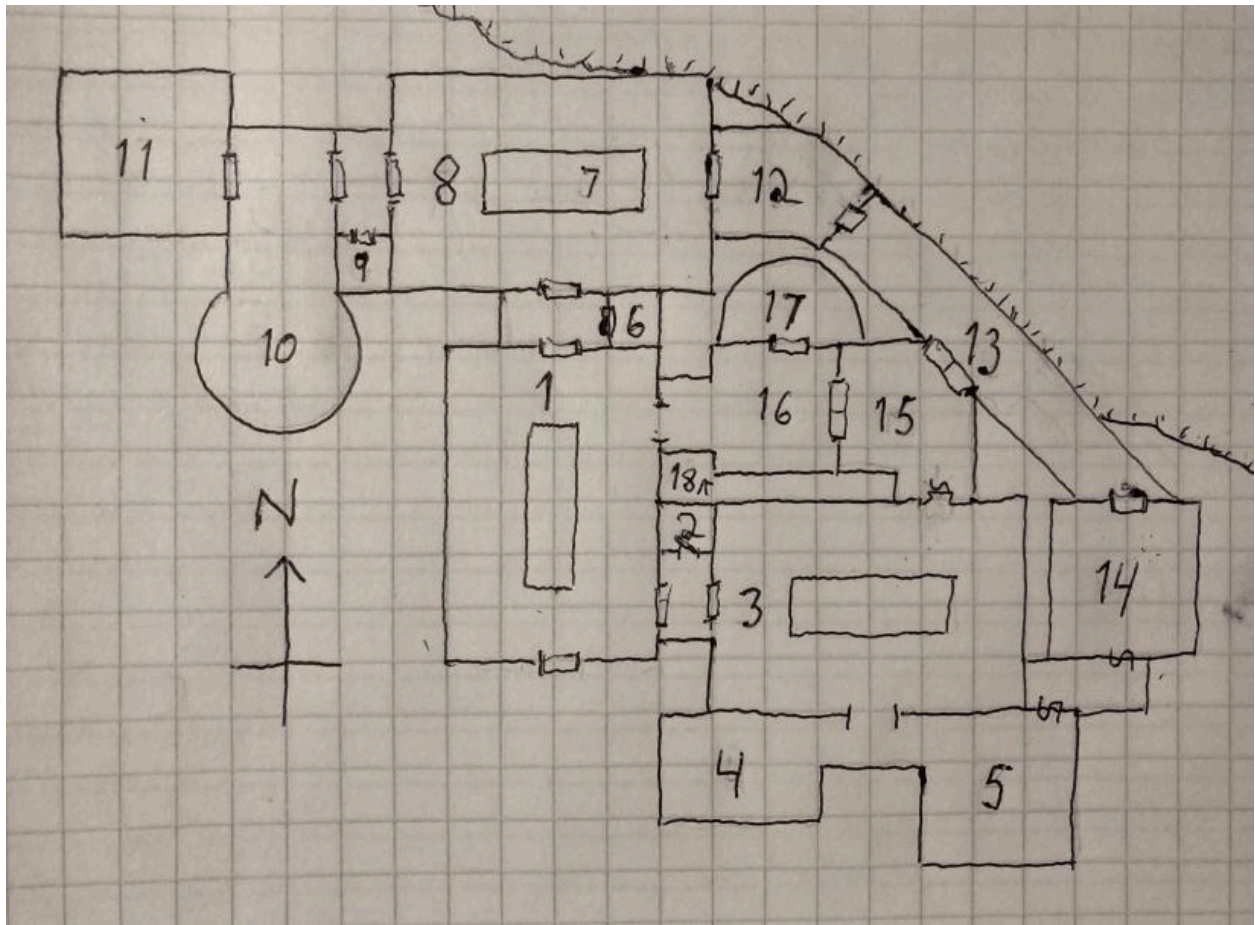


Al Mahjura

a small dungeon based on the ornate Islamic architecture of Alhambra

In a wealthy citadel, there is an abandoned section, barred and ignored in the belief that it is cursed by the previous dynasty. Al Mahjura is full of beautiful plants and intricate geometric mosaics. Some of its northern areas abut a cliff which can be accessed by nearby sections of the inhabited palace. Climbing the roofs of the palace can be dangerous, but give access to the courtyards of Al Mahjura.



Possible Hooks

1. A client of the citadel's ruler requires a very important, very precise astronomical measurement, and it is said that only the orrery found in Al Mahjura is precise enough. Conduct the measurement and return, and the client will interpret your fate through your star chart.
2. To thank you for your service to the ruler's "beloved" rival prince uncle, you are given a stay in the palace. In fact, you have the rare privilege of getting locked in Al Mahjura.

3. Here, take these vials of holy water and this raqi and exorcize every evil spirit in Al Majura so we can finally use this part of the palace again.
4. This is the final year of an unjust dynasty. Scale the cliffs into the unguarded Al Mahjura and scout it as an attack vector for your fellow partisans.

Random Encounters

1. **Rat Swarm** led by their chief, a talking mouse. Will retreat at half health.
2. Two mosaic **gargoyles** who have moved to this section of the palace after they were married.
3. The **ghost** of a servant, courtier, or minor functionary.
4. Lemon **treant**, often looking very out of place.
5. **Ghost** of Jawla, a servant girl and lover of a long-dead princess. Will help the party by informing them of what the palace section used to be like, but will grow aggressive if the party tries to leave.
6. **Manifestation** of Rushd, a djinni sorcerer. He can only appear in the mortal world for about a minute before returning to his own land, unless he can convince someone to chant his name a hundred times before a mosaic. May promise three wishes (mundane favors) in exchange for summoning him. If summoned, he will steal the lens-grinder from area 5, then decide whether to stick around and cause some chaos

Key

1. Garden Courtyard with a pool in the center. At the north end, a lemon treant guards over its lemon fruit, paranoid of thieves. Pigeons gather on the eaves of the eastern wall.
2. Door ajar to servant's room. If opened, drops a bucket of glue, then a bag of feathers, then a box of bells on the person entering. They must save vs getting stuck in place, and the noise causes a wandering monster roll. This trap was set by Aban (see area 6) The room contains simple gardening supplies, a jar of honey, and a scroll with illustrations of different species of plant.
3. Garden courtyard with a pool in the center. At the west end, a lemon tree stands. On the north side, a doorway has been totally barricaded with furniture. Attempts to break through with an Open Doors roll suffer -1-in-6 to their chance of success.
4. Library converted to the court of the palace's rat inhabitants, always populated by a swarm of lounging rats. Their mouse leader makes proclamations from a book throne, and his guards sleep in rolled up scrolls piled on racks. A dusty vanity's mirror worth 900 gp leans against a reading chair. Among the scrolls in the library are three spell scrolls: *Locate Object*, *Read Languages*, and *Zannu's Pathless Return* (1st lvl. Draw a circle around yourself in chalk and make any number of tallies. For each tally, the spell counts fifteen second, then teleports you back into the circle. The scroll warns against smudging the circle or allowing someone else to enter it while the spell is cast.)

5. Glass Room. The mosaics of the wall scintillate with colored glass. Near the door is a large lens-cutter of impeccable make. In the center of the room is a lens frame. In a case in the far corner is a large lens which, when fitted into the frame, focuses the colors of the mosaics to create a shifting rainbow-colored portal. Entering it takes someone to a random location:

- 1. Ravenloft
- 2. A minor Hell
- 3. The Shadow Realm
- 4. A [Bad Future](#)
- 5. Dinosaur underground Earth dimension
- 6. Ynn

One section of the wall lacks true colored glass. This conceals a secret door to a small passage leading to area 14. On the floor of the passage is a pair of polished opals worth 10 gp each.

6. Door ineptly barricaded. Inhabited by Aban, the palace butler's 14-year-old son. The boy hates palace life, and distrusts anyone he meets. He has made a bed of pillows here, sneaks drinks from a wineskin, and ogles his collection of silverware and goblets worth 1,200 gp.

7. In the pool of this garden courtyard, fish swim sedately. At the bottom is an ivory-gripped yatagan, gold incrustation depicting a battle between a dragon and a phoenix. It functions as a +1 shortsword that can harm ghosts and other incorporeal creatures. The fish swimming in this pool are haunted. They have human teeth, and one will speak to strangers, alluding to the dungeon as something like a dream or a game from which the PCs should hurry through if they want to wake from. If someone enters the pool, they attack that person's soul like ghostly piranhas. Any damage inflicted feels like drowning. If someone kills the fish that speaks, it appears in their dreams forever after.

8. Old lemon tree with an ornate swingset. If approached, Jawla will manifest and greet the party. She has good memories of this tree.

9. Unlit chandelier hanging over plinth holding a gem-encrusted tiara, its elegant silver frame augmented by clear diamonds, square-cut sapphires, and a teardrop-cut central emerald. If the tiara is lifted off the plinth, the chandelier will crush anyone in the room, dealing 1d8 damage before spilling oil and igniting it. The tiara is worth 2,500 gp.

10. Moss-covered bath. Inexplicably filled with water that is still soothingly warm. In a small mousehole can be spied a fairy's apartment, with a miniature table, acorn bedframe, and even a small chest containing coins worth 1 normal-size gp. The apartment's owner is off on an adventure.

11. Ruined bedchamber. Against the far wall, a vanity seems to be the only object that is well-preserved, except that its mirror has been removed. If the mirror from area 4 is re-installed, the ghost of the ancient princess Razana (the lover of Jawla) will appear in the mirror and thank them, telling them that they may each, once, call on her for help. If called upon, she will appear in all her gossamer, incorporeal finery, and guide them to safety, even if they are incapacitated.

Further, if the mirror is restored Jawla will allow the party to leave the dungeon without harming them. Removing the mirror undoes the blessing.

12. The mosaics in this room are especially intricate, and when viewed from a certain angle form writing glorifying god.

13. Long balcony overlooking the land beneath the palace. Old chairs are arrayed here, and 1d4+2 ghosts are always found here, conversing.

14. Gigantic astrolabe fills the room, with a couple reference scrolls on a bench nearby. One of the most accurate in the world, but requires a bit of grease to get the pieces moving properly.

15. Furniture covered by sheets— wicker chairs, tables, trays, chests, and cabinets. Along the south wall, a door has been barricaded from this side. It can be disassembled without difficulty from here.

16. Open-air side courtyard, full of poisonous ivy plants that give off itching spores. Every ten seconds spent in the courtyard inflicts 1 damage and a save vs death. On failure, the victim acquires a painful itch and a -1 penalty to most d20 rolls for the next day.

17. Meditation chamber. Those familiar with religion or architecture can identify this room's purpose, to facilitate pious reflection. If someone does so earnestly here for at least ten minutes, then 1d4 hours later they will get a +1 bonus to an attribute of their choice. A character can only get this bonus once.

18. On the roof east of the first courtyard, the gargoyle couple tend to their nest, full of odd-looking stones. Surrounding them are the nests of mundane pigeons. The highest of the nests contains an oddity— a solid gold pigeon egg worth 250 gp.