



# LET US BUILD A TOWER

A MYTHIC BRONZE AGE ADVENTURE IN BABEL

BY CALEB WIMBLE















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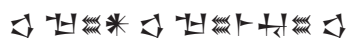
# LET US BEGIN

## WHAT IS THIS GAME?

*Let Us Build a Tower* is a roleplaying game for 2–12 players. One player, the Referee, reads this book and uses it to run the game world. Other players control characters called **THRONE-SEEKERS**. Their goal is to enter the ever-changing **TOWER OF BABEL**, make their way through many dangers to the top of Tower, and somehow seize the **THRONE OF HEAVEN**.

We'll discuss how they might do that in a moment. But first, you might be wondering...

## WHAT HAPPENED HERE?



IN THE FIRST DAYS, IN THOSE MOST DISTANT DAYS...  
IN THE FIRST NIGHTS, IN THOSE MOST REMOTE NIGHTS...  
IN THE FIRST YEARS, IN THOSE MOST ANCIENT YEARS...



King Nimrod the Mighty Hunter (p.88), ruler of an empire which spanned the Earth, set his people building a Tower to Heaven. This Tower, a great temple-city in the sky, would house all humanity in worshipful harmony. Nimrod thought to join his people with the gods, you see, and in so doing become divine. He thought wrong.

Some of the gods blessed Nimrod's work, even aided the Tower's ascension. But the greatest of the gods—Enlil the Skyfather (p.69)—saw only a threat to his Throne in Heaven. Leading an army of angelic hosts, the Skyfather crushed Nimrod's champions, cast humanity down from above, and cursed the Earth to chaos and ruin.

No more would humankind speak one tongue in understanding. No more would earthly unity threaten Heaven. From now on, violence alone would be the universal language. All else is Babel.

Other gods opposed these acts and waged war against the Skyfather. They lost. Soon they too were cast out from Heaven and twisted by Babel's curse into the great Fallen Ones (p.68). There could be but one king of all creation.

Yet not all hope is gone. Though the Skyfather won his war, his Fallen siblings dealt him a mighty blow. Wounded, he retreated to his inner sanctum to heal, leaving vacant the Throne of Heaven (p.41). Guarded by hosts of cherubim, seraphim, and other horrors beyond imagination, the Throne commands the powers of Heaven. If one possessed the strength to sit upon the Throne and survive, they could reverse Babel's curse, raise the Fallen back to glory...or lay claim to Heaven's dominion.

Though cursed and broken, the Tower of Babel still rises to Heaven. Restless souls, machines of war, and countless magic relics haunt its ever-changing halls. The bold, the lost, and the greed-blighted climb its heights in search of immortal glory.

## HOW DO WE PLAY?

*Let Us Build a Tower* is a game of conversation. With the aid of this book, the Referee describes the world as it appears to the Players. The players ask questions, then describe their intentions to interact with the world in certain ways. The Referee asks clarifying questions, then lets the players know whether their intentions are likely to succeed. If the proposed course of action is dangerous or time-consuming, the Referee tells the Players which resources they expend and which dice they roll to decide uncertain outcomes.

Play involves entering the Tower, unveiling its mysteries, recovering treasures, and exploring the world of Babel. Players set the goals of each play session themselves: getting rich, accumulating power, saving innocents, slaying monsters, or building a legend for themselves among the peoples of the fallen empire. They might set grander campaign goals across multiple sessions, such as the ultimate hubris of taking the Throne of Heaven from the Skyfather.

Babel's Curse of Chaos transforms the Tower into a strange and twisted place. Every time player throne-seekers leave and re-enter the Tower, they will find it has drastically changed. No two journeys into Babel are ever the same. Players must decide carefully how far to ascend the Tower, when to retreat to safety, and what they will leave behind to the Curse.

No one leaves the Tower unaltered. The higher throne-seekers ascend, the more they find the magic here transforms them into something...more than human along the way.

*Let Us Build a Tower* includes all the *Sojourn RPG* dungeon-crawling rules you need to play. This adventure can also be played with "OSR" rulesets like *Old-School Essentials*, *Swords & Wizardry*, or your favorite classic edition of the world's most popular roleplaying game.



## WHICH WILL YOU BE?

## WHO ARE WE?

Throne-seekers come in many sorts. They may be adventurers, glory-seekers, mercenaries, tomb-raiders, would-be heroes, or those who feel called to divine purpose. What they all have in common is a desperate, obsessive need to ascend the Tower of Babel and uncover its secrets.

Each player chooses a **CLASS** for their throne-seeker which will help define their role on this journey (see p.117 for details):

- ▶ **THE WARRIOR** wins battles and breaks down barriers through strength of force.
- ▶ **THE THIEF** enters dangerous places unseen, disabling enemies and traps with subtle finesse.
- ▶ **THE PRIEST** performs rites to gain the fallen gods' favor and bolster allies by divine will.
- ▶ **THE SCRIBE** deciphers written script and wields secret knowledge to cast spells through wit.

Each of these talents will prove vital on the long and almost certainly deadly journey up the Tower. Players who lack one of these Class' skillsets in their party would do well to bring followers to bolster their numbers. Mercenaries can be hired at Šiduri's Well in the City of a Thousand Tongues (p.10).

This game assumes a party of 6–8 first-level throne-seekers or 4–6 third-level throne-seekers. For those who want to ascend the Tower more quickly, higher level parties are encouraged.



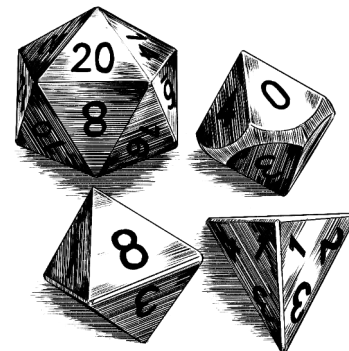
## WHEN DO WE ROLL?

Dice help the Referee determine the state of the world and the living Tower. Much of the time, players don't need dice: They propose a plan of action, and, if it's a sound one, the Referee describes their success.

Players use dice in combat (p.124) and whenever the Referee calls for them to **TEST ABILITIES** against danger or under time pressure (p.118). This is done by rolling a twenty-sided "D20" die and adding the relevant character ability score to meet or exceed a Difficulty (DC) number, which is usually DC 13. A lower or higher default DC number may be used for an easier or more challenging game. If playing an old-school or "OSR" system, treat Ability Tests as equivalent Saving Throws or Skills.

TEST OF ABILITY	SAVING THROWS & SKILLS
FORCE	Death, Disease, Open Doors, Paralysis, Petrification, Poison
FINESSE	Breath, Hide, Rays, Thievery, Wands
WIT	Illusion, Listen, Spot Hidden
WILL	Charm, Enchantment, Morale, Spells

Several different-sized dice are used in this game, including the six-sided D6 used by traditional board games. Also used are the D2, D3, D4, D8, D10, D12, D20, D30, D50, and D100. All of these should be stocked at your local game store. The digital dice roller at [www.LUBAT.APP](http://www.LUBAT.APP) will also do the trick.



Simulate rare dice types using common dice, as needed:

D2	Roll D6. Treat 1–3 as 1 and 4–6 as 2. Or flip a coin.
D3	Roll D6. Treat 1–2 as 1, 3–4 as 2, and 5–6 as 3.
D30	Roll D6 and D10. If the D6 comes out 1 or 2, ignore it and use only the D10 result. If the D6 comes out 3 or 4, use the D10 result and add 10. If the D6 comes out 5 or 6, use the D10 result and add 20.
D50	Roll D100. With rolls over 50, subtract 50.

## WHERE DO WE START?

We begin just outside the Tower in the City of a Thousand Tongues. Throne-seekers have the chance to buy supplies and take care of City business before entering the Tower to start adventuring.

Players, stop reading here and skip to p.116 to prepare your throne-seekers. Referees, read on!









# THE CITY OF A THOUSAND TONGUES

## THE CURSED CITY

Before its descent into chaos and ruin, the City of a Thousand Tongues was the greatest in the land of **SHINAR** (p.100). Travelers knew the incomparable heights of its walls, palaces, and temple ziggurats as wonders the world over. Its once-bustling market streets sprawl for miles in every direction, becoming the great roads which linked together Nimrod's mighty empire. Now those streets and buildings lie plundered and empty, and the City's mighty walls crumble.

Babel claimed the City's name with the arrival of the Curse (p.15). Unable to understand one another, its scores of thousands of residents have separated into discordant factions and tribes. Many wage war on one another for the City's dwindling resources. Most residents have simply left. What little of the City's remaining population remains now drains from its gates in continuous caravans. Within a year, the City will be little more than a graveyard.

By day, armed throne-seekers can move freely between City locations along dusty, empty streets without much fear of assault. Locations like the exodus caravanserai (p.11) and Šiduri's Well (p.12) provide safe places to rest. Traveling the streets at night, however, proves more dangerous. Decrepit buildings offer little shelter and even less of value. Those which still contain meager scraps of food or tools are guarded by bands of cutthroats and would-be warlords.

**NIGHT ENCOUNTERS:** When the player characters move between City locations by night, roll d8 for an event:

1. **NOTHING** happens. The Night sleeps, eerily quiet.
2. d12 **CARRION BIRDS** pick at the corpse of a victim who met a grim fate (d6): 1. *disease*, 2. *fall*, 3. *buried alive by rubble*, 4. *stabbing*, 5. *starvation*, 6. *strangulation*
3. A **DARK WINGED SHAPE** flies out of the Tower to briefly blot stars and moon, casting a wide shadow below.
4. **HOT, FOUL WIND** blasts through the City streets, extinguishing small flames and carrying echoes from the Tower of (d4): 1. *battle cries*, 2. *frightened screams*, 3. *haunting songs*, 4. *raucous laughter*.
5. A **PITCHED BATTLE** between two factions vying for control of the City spills out onto the streets. There are 3d10 Warriors per side (p.93).
6. A **RAGGED WRETCH** follows the party, begging for food.
7. d6+1 **THIEVES** emerge from dark alleys to demand valuables (p.93).
8. A loud **THRUM** resounds from the heights of the Tower. A giant arrow arcs across the sky. d3 rounds later, it strikes a human target on the streets below for d12 damage. There is a 1-IN-6 chance it strikes a player character if they don't take cover.

## THE TOWER TO HEAVEN

The Tower to Heaven—now better known as the Tower of Babel—rises visible from anywhere in the land of Shinar and dominates the City of a Thousand Tongues from its center. The Tower's massive stone levels sit layered upon one another in a colossal, cylindrical ziggurat so high it disappears into the gathered clouds above. The Tower's heights seem to warp and distort the closer one approaches its base.

From the City, a 30' wide and 100' tall stairway leads through the great stone archway of Inanna's Gate into the Tower itself. Entering the Tower afflicts a person with confusion of tongues (p.15). No mortal can resist this Curse.





## THE SHATTERED SHRINE

Built long before the Tower was even a dream, this humble shrine comprises the last place of worship in the City not reduced to rubble. A broken roof exposes its plain, weather-worn altar to sunlight and creeping vines. Time and ruin obscure whichever god or gods' dedication the altar once bore; they are Fallen now, in any case. Yet the faithful still cling to hope prayers might be answered.

**LEAVE AN OFFERING** of **GOLD** or other valuables here to receive an equal value of Experience (XP) (p.117). If a Priest re-consecrates the shrine to a Fallen One through a day and night's prayer and ritual, other blessings may be granted for a variety of priestly sacrifices, as at an oratory (p.37).

**SEARCH** to find previous offerings of 2D20 **GOLD**. Stealing these desecrates the altar and results in a minor curse of misfortune. The next time someone with this curse tests an ability, they do so at disadvantage (p.124). Offering gold at a desecrated shrine provides no XP until a priest reconsecrates the shrine. This takes a day and a night of prayer and ritual.

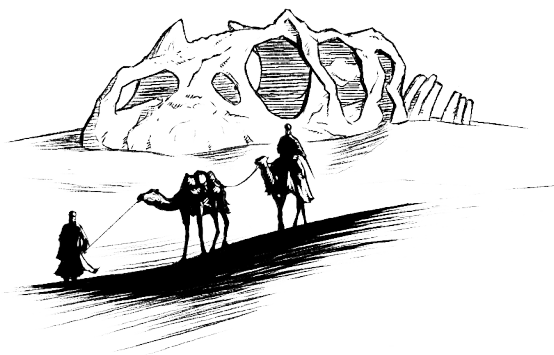


## THE EXODUS CARAVANSERAI

Several of the caravans packed to depart the City encamp in a great caravanserai just outside the gates. Some attempt to gather resources for the long journey to other lands. Others fear to leave until forced by famine. Still others await loved ones still trapped in the Tower. Should the player characters ever wish to leave Babel, these caravans provide the safest means of exodus. The vast plains of Shinar (p.100) have grown deadly with the collapse of Nimrod's empire.

Meanwhile, the Caravanserai dwellers make good trading partners and potential quest-givers. Find a list of sample quests in Seeds of Adventure (p.114). Quickly generate new quests by rolling D6 for each column below until you have a task in the Tower, with a treasure (p.21) as promised reward:

- |  |  |
|--|--|
| 1. Retrieve a <b>TREASURE</b> (p.21)       | from/to a <b>TRAP</b> (p.18).            |
| 2. Retrieve a <b>TREASURE</b> (p.21)       | from/to D6 <b>THRONE-SEEKERS</b> (p.93). |
| 3. Deliver D6 <b>LOST CITIZENS</b> (p.83)  | from/to a <b>BEAST OF EDEN</b> (p.55).   |
| 4. Deliver D6 <b>LOST CITIZENS</b> (p.83)  | from/to a <b>WAYWARD PRIEST</b> (p.96).  |
| 5. Protect a <b>MAD PROPHET</b> (p.86)     | from/to a <b>GOLEM</b> (p.74).           |
| 6. Protect D6 <b>THRONE-SEEKERS</b> (p.93) | from/to D6 <b>UNENTOMBED</b> (p.94).     |



**SEARCH** the Caravanserai for D6 x 10 minutes to find a merchant who speaks your language well enough to trade or sell common goods for these **GOLD** values:

Beerhorn or Wineskin	1	Hooked Goad	2
Blessed Incense (1 Hour)	15	Jar	1
Canvas (10')	1	Ladder (10') (3 Load)	5
Cart	10	Lamp	1
Chain (10')	30	Manacles	15
Chalk (6)	1	Musical Instrument	5
Chest	3	Oil (1 Hour)	1
Clay Tablet, Soft	1	Pole (10')	1
Clothes, Common	5	Rations (1 Day)	1
Clothes, Fine	20	Rope (50')	5
Fishing Net	4	Sack	1
Hammer	2	Torches (6)	1



## ŠIDURI'S WELL

This storied tavern may be the last safe place in the city to find a soft bed and a hot meal. For sentimental reasons of her own, **MARAZ** keeps Šiduri's Well running and the beer flowing, the supplies bartered to her by throne-seekers and caravaners.

A former temple maiden of Inanna, Maraz possesses a unique gift for languages. She has already learned to speak a dozen of the new tongues inflicted by the Curse and picks up new tongues each month. This skill helps her keep the peace inside the Well—that, and her wicked spear arm.

Beds in the common room cost 1 **GOLD** a night and include a day's meals. A private room can be had for 5 **GOLD** and provides +1 temporary bonus **HP** for the day after a night's sleep.

Mercenaries for hire often hang around the Well: **D8** warriors, **D6** thieves, **D4** priests, and **D4** scribes. They demand 10 **GOLD** upfront and a half-share of loot found in the Tower. Unskilled followers offer their services for 1 **GOLD** a week, but they flee at the first sign of danger. See p.117 for more on followers and p.15 for names.



**SEARCH** the tavern to find a friendly face who speaks one of your languages and shares a rumor. Roll **D20** for the rumor:

1. Priceless magical **TREASURES** fill the Tower's upper halls. [True]
2. The **GATES OF HELL** have swung open, and the Unentombed dead wander the Tower's halls by night. [True, though not just by night]
3. **THE CURSED KING NIMROD** still lives! A huge arrow from the sky slew my friend's cousin last week. It must have loosed from the Mighty Hunter's bow. [True]
4. The **GOLEMS** of the Tower still go about their business even though their masters are dead. If you can figure out the right command word, they'll obey you. [True, though the commands must be given a specific way]
5. If you see monstrous **SCORPIONFOLK**, run the other way. Those demons guard the Gates of Hell. [True]
6. If you find the **GOLEM KILNS**, you could make an army of those things to serve you. [True]
7. Aqueducts connect most of the Tower. From the **WATERWORKS**, you could quickly get all sorts of places...provided you don't mind getting wet. [True]
8. There's no use praying. Skyfather scorns us. All the other gods are gone now, slain in Heaven's war. [False, for seven weakened gods survive as **FALLEN ONES**]
9. Some of the **WILD DOGS** which prowl the Tower once bore human form. [True, though the dogfolk are easily told apart from dogs]
10. The nobles fled the Tower in such a rush they left their greatest Treasures in unguarded vaults! [True, except that the **VAULTS OF SPLENDOR** are trapped]
11. The trees of Eden in the Tower's **GARDENS OF EARTHLY DELIGHTS** bear fruit that grants immortality. [False, but the fruits have other magical effects]
12. Wandering the Tower too long **TRANSFORMS** you. You become something...inhuman. [True]
13. Impossible as it seems, the Tower proves even **LARGER WITHIN** than without. A single chamber might house a grand palace, and a floor can contain a city! [True]
14. Even **ANGELS** have a weakness. Their true names bind their awesome power. [True]
15. Those who bathe in the **VATS OF METAMORPHOSIS** may emerge as gods. [False, though they *will* transform]
16. Beware **LURKERS** in the Tower's dark places. Burned incense keeps the unclean spirits at bay. [True, if the incense bears a temple's blessing]
17. The Tower's doors lead unexpected places. You may even find a **PORTAL** to other worlds. [True]
18. Nimrod's sorcerers felled a star from the Heavens and harnessed its power in a high Tower **SOLARIUM**. [True]
19. Past, present, and future can all be read in the chains of the Tower's **MATRIX OF PROPHECY**. [True, though only the future *within* the Tower can be read there]
20. The **STAIRWAY TO HEAVEN** still stands, despite efforts of Skyfather's angels to destroy it. [True]

## YOKTAN'S FORGE

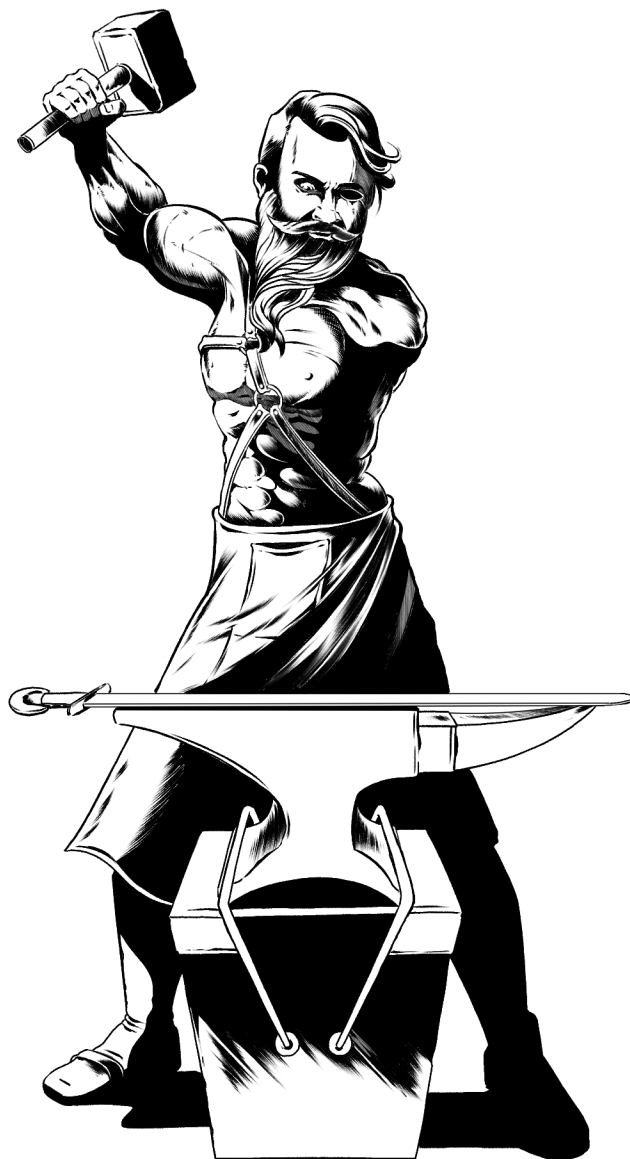
So long as throne-seekers throw themselves at the Tower, Old Yoktan forges their tools. He can craft or repair any standard bronze weapons or armor (p.22). It takes him a day to forge a weapon at the cost of 5 GOLD + 10 per LOAD. Having a shield or armor forged costs 10 GOLD per LOAD. Items occupy 1 LOAD of inventory space unless noted in their properties (p.133).

The one-eyed, one-armed Yoktan once served King Nimrod himself, forging massive arrowheads for the Mighty Hunter's great bow and spears of the finest bronze for Nimrod's elite personal guard. When Nimrod's war with Heaven turned and the madness took him, the King struck at his own slaves and servants in anger. Yoktan intervened to defend them. For this Nimrod maimed the smith, who barely escaped with his life.

Yoktan only speaks the tongue which will someday be called Emegir, but he possesses the Babel Stones (p.26) for "Cost," "Create," and "Restore," which he finds ample for business purposes. Even with those who share his language, Yoktan is reticent to speak of his days in the Tower. The smith guards one secret most carefully, revealed only to those in whom he holds in the highest regard: as Nimrod's once-trusted cousin, royal blood flows in Yoktan's veins.

**SEARCH** the forge's shelves, nooks, and backrooms to find trophies and trinkets which hint at Yoktan's noble past:

1. The head of a giant boar from a royal hunt.
2. A legendary axe (+1 to Attacks and Damage) made of strange grey metal instead of bronze. It felled timber for Utnapishtim's Ark, on which humanity survived the Great Flood (p.104).
3. A princely belt of lapis lazuli worth 350 GOLD.
4. An incomplete experimental siege weapon resembling a mechanical ballista.
5. A tablet of Emegir cuneiform which records Nimrod's lineage back to Adam.
6. An orchid of Eden encased in silver. Withers if removed from its casing.





# THE TOWER OF BABEL

## NAVIGATING THE TOWER

When the party enters the Tower through Inanna's Gate, roll a  $\text{d}20$  and consult the Chambers table (p.17) to determine the first chamber they enter on the first floor. Roll  $\text{d}20$  again to find the chamber's Features (p.17). In lieu of rolling, use the one-click Tower Builder at [WWW.LUBAT.APP](http://WWW.LUBAT.APP) to generate a complete Tower all at once.

Give the players a copy of the Tower Tracker (p.135) to use for mapping and note-taking. Each box of the Tower Tracker represents a potential Tower chamber on the current floor. Write the name of the first chamber you just generated in the bottom center box, noting the chamber's features.

From here, the party can travel to  $\text{d}3$  connecting chambers in addition to the chamber they just came from (in this case Inanna's Gate outside the Tower). Chambers are separated by doors (p.18) and sometimes twisting corridors which take a 10-minute turn to travel through (see Exploration & Activity).

When the party moves to a new chamber, roll  $\text{d}20 + \text{FLOOR}$  (the current floor number, 0 to start) for the chamber type. Then do the same for its features. Write the new chamber in a box next to the prior chamber and draw a connecting line between them. Determine the direction of connecting chambers based on what makes the most sense for the remaining space on this Tower floor, or choose at random ( $\text{d}4$ ): 1. north, 2. east, 3. south, 4. west.

When the party finds a Grand Stairway (p.34) or other means of ascending to a higher floor, use a fresh Tower Tracker page for that floor and note the chamber connecting it to the lower floor(s). Higher floors bring increased dangers and more wondrous rewards as the party approaches Heaven.

## TOWER EXTERIOR

Scaling the outer surface of the Tower is possible yet deadly. Babel's stone is polished gleaming smooth, offering few hand- or foot-holds. Ambushers often await at what sparse balconies (p.29) overlook the city. Scores of mad seraphim (p.53) fly the upper heights, raining judgment upon those mad enough themselves to tempt Heaven's wrath. Lightning strikes at mortals who reach the storming clouds. Finally, the crystal dome of the Celestial Firmament forms a barrier impenetrable except via the Stairway to Heaven (p.41).

## TOWER INTERIOR

The Curse of Chaos afflicts the whole Tower, rearranging its chambers and their features every time the party leaves and returns. Even before the curse, the Tower's Heaven-touched halls were alive with otherworldly magic. As huge as the Tower appears on the outside, it proves even larger within.

Chambers are as expansive as needed to accommodate their contents. They range from the size of small houses to colossal halls against whose proportions grown humans are as infants.

Light enters the Tower's chambers from sun, moon, and stars through high vaulted openings in the walls. Though exterior chambers are brightest, all chambers are lit by day and dark by night unless otherwise noted. Frequent eclipses bring pitch blackness.

Corridors between chambers have been twisted by the Curse into labyrinthine passageways of fallen rubble, faded stone murals, and otherwise empty decay. For all their serpentine turns, corridors only ever lead from one chamber to another.

## EXPLORATION & ACTIVITY

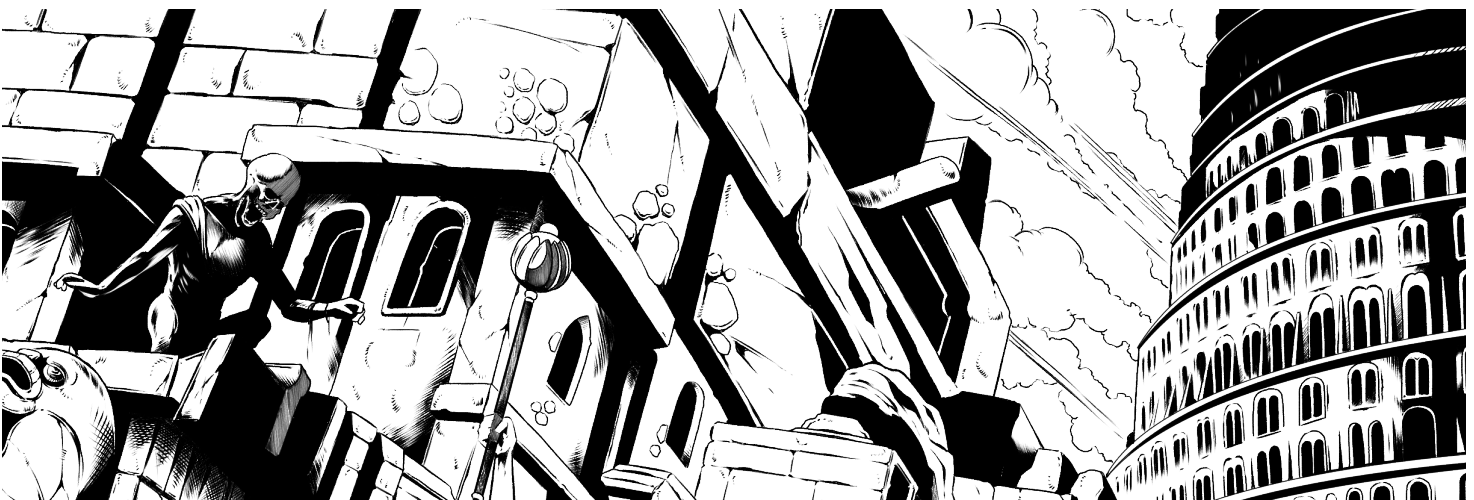
Each 10-minute turn the party spends carefully searching, moving through, or interacting with a chamber, roll  $\text{d}20$  for an Event (p.18). Each turn the party spends rushing, fleeing, or otherwise not paying careful attention, roll a  $\text{d}12$  instead, which leads to more frequent risky encounters (p.19) with creatures (p.50). Things the party might do in a turn include:

- ▶ **NAVIGATE** to another chamber...
- ▶ **SEARCH** the current chamber...
- ▶ **LISTEN** at a door...
- ▶ **FORCE OPEN** a stuck door...
- ▶ **HIDE** behind cover...
- ▶ **RESOLVE A COMBAT**...
- ▶ **CATCH A BREATH** after exertion...

...or **ATTEMPT ANYTHING** else reasonably accomplished in 10 minutes.

## RESTING IN THE TOWER

If the party makes camp to rest (p.125) in a secluded place, roll  $\text{d}12$  for a risky event once per rest. Assume that player characters take turns keeping watch unless circumstances prevent it.



## INHABITANTS OF THE TOWER

The Tower once housed all classes of society. Skilled masons and slave laborers laid its stone ever higher, resting only when the whip permitted. Expert gardeners tended to fecund orchards while servants waited on nobles in resplendent palaces. Wealthy merchants plied their trade in grand bazaars, in many cases so they might better afford the blessing of the temple priests and their gods. Above them all, King Nimrod kept a grand court where his sages studied the stars and sought a path up to Heaven. His armies, meanwhile, saw to it the Tower and empire remained in lawful order.

All that ended when Nimrod got his wish. In grasping for the power of the gods, he brought the greatest god's wrath down on everyone. The resulting war proved as unspeakable in its scale as it was brief. Angelic hosts slaughtered human armies by the thousand while the battle of the gods raged above.

War was not the sole consequence of Nimrod's hubris. His shattering of the Celestial Firmament—the great glassy dome which encircles the Earth and separates it from Heaven—brought with it floods of reality-altering magic called *melam* (p.26). Exposure to this power causes strange and sometimes horrific Divine Transformations (p.20).

Today, few inhabit the cursed Tower but monsters, revenants, and unfortunate souls without any means to escape. Most humans here are those who, like the party, cannot resist the lure of Heaven or the many other wonders and treasures in the Tower. It is a dangerous, mistrusting place made all the more treacherous by the confusion of tongues.

## LANGUAGES

Throne-seekers begin the game knowing an ancient language plus one bonus language per point of WIT (p.116). Whenever the player characters meet an intelligent creature, roll for an X-IN-20 chance to see if any languages are shared with the creature, where X is equal to the total number of languages known by the player party. On a result of X or less, the party understands the encountered creature well enough to communicate. Divine beings such as angels and Fallen Ones comprehend all languages, whether or not they choose to speak them.

## CONFUSION OF TONGUES

The Curse of Chaos afflicts everyone in the Tower, confusing their tongues (among other effects). Upon entering the Tower, randomly replace each character's known languages *except* Enochian—the tongue of angels (p.50)—if it is known. This affects all forms of language whether spoken, written, or signed. Throne-seekers who enter the Tower together share at least one of the new languages.

Despite this, inhabitants of the Tower and the City of a Thousand Tongues find other limited means of conversing. Some intelligent beings carry small magical **BABEL STONES** (p.20) which magically communicate words and concepts across linguistic barriers. Rumor holds that wise and cunning throne-seekers can harness the stones for spellcasting (p.20). With the ritual used in the creation of these tablets lost, the Babel Stones carry great value. Gold, of course, remains a universal language—as does violence.

## NAMES

When a human is met,  $\geq 100$  for a Mythic Bronze Age name:

1.	Aalu	35.	Enme-Bulu	69.	Mesan
2.	Adad	36.	Enme-Duga	70.	Meshe
3.	Adapakshu	37.	Enme-Duranki	71.	Meskalam
4.	Agga	38.	Enme-Galana	72.	Meskiag
5.	Alagar	39.	Enmul	73.	Namtar
6.	Alurim	40.	Ensipa-Ziana	74.	Namuka
7.	Amegalana	41.	Ensukush	75.	Nangishma
8.	Amel	42.	Enugi	76.	Nanna
9.	Amelun(a)	43.	Enundarana	77.	Naram
10.	Anempisana	44.	Ergal	78.	Neti
11.	Anenlilda	45.	Etana	79.	Nihar
12.	Anepada	46.	Etazu	80.	Ninazu
13.	Angishu	47.	Etuaga	81.	Nindikugga
14.	Ansipizzianna	48.	Geshan	82.	Ningal
15.	Antum	49.	Gudea	83.	Ningirsu
16.	Arwium	50.	Hanish	84.	Ningishzida
17.	Atab	51.	Hulanu	85.	Sartu
18.	Atra-Hasis	52.	Huna	86.	Shullat
19.	Ayana	53.	Ibi-Sin	87.	Tilhar
20.	Bahina	54.	Ilku	88.	Tirigan
21.	Balih	55.	Iltasadum	89.	Tizkar
22.	Bara-Num	56.	Ishullana	90.	Ubashu
23.	Barsalnuna	57.	Kalibum	91.	Untash-Gal
24.	Belit-Sheri	58.	Kasher	92.	Ur-Bau
25.	Beshuin	59.	Kura	93.	Ur-Gak
26.	Buan	60.	Lugal	94.	Ur-Nammu
27.	Dagana	61.	Lumesh	95.	Ur-Shunabi
28.	Damikil	62.	Lura	96.	Utan
29.	Daneg	63.	Lusis	97.	Utan-Mas
30.	Dangi	64.	Mammetum	98.	Utu
31.	Dug	65.	Mashda	99.	Utu-Hegal
32.	Dunuzi	66.	Mebaragesi	100.	Zisudra
33.	Eanatum	67.	Mebish		
34.	Endukagga	68.	Melam-Ana		

Languages are yet to be named. Roll  $\geq 20$  for an anachronistic language name, if desired:

1.	Akkadû	9.	Hawjati	17.	Sapha
2.	Alep	10.	Hurrian	18.	Sutû
3.	Aššurayitu	11.	Irde	19.	Tubalic
4.	Avestan	12.	Kāntu	20.	Ugaritic
5.	B'leshon	13.	Lalan		
6.	Cushitic	14.	Lali		
7.	Elamite	15.	Nena		
8.	Emegir	16.	Nešumnili		





## CHAMBERS

Roll d20 + FLOOR to generate a chamber (p.28).

1.	ANTECHAMBER OF ANTICIPATION	p.28
2.	ORATORY OF DESIRE	p.37
3.	GARDEN OF EARTHLY DELIGHTS	p.32
4.	BATHHOUSE OF UNBECOMING	p.30
5.	BANQUET HALL	p.30
6.	GRAND STAIRWAY	p.34
7.	WINE SACRISTY	p.43
8.	PLEASURE DOME	p.38
9.	ANTEDILUVIAN MENAGERIE	p.29
10.	GRAND BAZAAR	p.34
11.	AMPHITHEATRE	p.28
12.	GRAND STAIRWAY	p.34
13.	BLOOD PITS	p.30
14.	VATS OF METAMORPHOSIS	p.42
15.	BALCONY OF ALL-BEHOLDING (Reroll if interior)	p.29
16.	BUILDERS' HIVE	p.31
17.	BUILDERS' TOMB	p.31
18.	GRAND STAIRWAY	p.34
19.	HOLDING CELLS	p.35
20.	WATERWORKS	p.43
21.	HIGH TEMPLE OF A FALLEN ONE	p.34
22.	NOBLE MAUSOLEUM	p.37
23.	PALACE OF APOTHEOSIS	p.38
24.	GRAND STAIRWAY	p.34
25.	VAULTS OF SPLENDOR	p.43
26.	LIBRARY OF ENOCHIAN LEARNING	p.35
27.	CELESTIAL OBSERVATORY	p.31
28.	LABYRINTH OF LOST SOULS	p.35
29.	GATES OF HELL	p.33
30.	GRAND STAIRWAY	p.34
31.	GOLEM KILNS	p.33
32.	MATRIX OF PROPHECY	p.36
33.	SOLARIUM	p.39
34.	THE CURSED KING'S THRONE (Reroll on repeats)	p.32
35.	MUSIC OF THE SPHERES	p.36
36+	STAIRWAY TO HEAVEN (Reroll repeat results as d20+d6+9)	p.41

## FEATURES

Roll d20 + FLOOR for a chamber's features (p.44).

1.	EMPTY	p.45
2.	ABANDONED TREASURE	p.44
3.	IMMACULATE	p.46
4.	GRAFFITI	p.46
5.	DEAD THRONE-SEEKERS	p.44
6.	CRUMBLING	p.44
7.	FLOODED	p.45
8.	CHASMS	p.44
9.	OVERGROWN	p.47
10.	BURNED	p.44
11.	FROZEN	p.45
12.	CONSECRATED	p.44
13.	AFFLICTED BY UNCLEAN SPIRITS	p.44
14.	MORPHIC	p.46
15.	NESTS	p.47
16.	GIGANTIC	p.45
17.	STEAMING	p.49
18.	LUMINOUS	p.46
19.	FLOATING	p.45
20.	SINGING	p.49
21.	SERAPH SKELETONS	p.48
22.	EYES UNSEEN	p.45
23.	SHIFTING SIZE	p.48
24.	SALT PILLARS	p.48
25.	PREDATORY	p.48
26.	BLEEDING	p.44
27.	ETHEREAL	p.45
28.	MELTING	p.46
29.	FLESHY	p.45
30.	ROTTING	p.48
31.	OUT OF TIME	p.47
32.	INFERNAL MACHINERY	p.46
33.	SILENT	p.49
34.	VANISHING INTO OUTER DARKNESS	p.49
35.	PORTAL	p.47
36+	PRIMORDIAL CHAOS (Reroll repeat results as d20+d6+9)	p.48



## DOORS

Roll d6 for a type of door:

1. **DOUBLE CEDAR DOORS**, worked with gold.
2. **A ROTATING CYPRESS SLAB**, carved in high relief.
3. **A SLIDING MARBLE SLAB**, sculpted in bas-relief.
4. **A ROLLING STONE CIRCLE**, garishly painted.
5. **DOUBLE BRONZE GATES**, trimmed with brass.
6. **DOUBLE GOLD DOORS**, adorned with seraphim.

...then roll d6 for the door's status. The Tower's massive doors require a turn to force open if stuck. Thieves may test **FINESSE** vs. DC 13 to pick locked doors.

1. **LOCKED, TRAPPED**
2. **LOCKED**
3. **UNLOCKED, STUCK CLOSED**
4. **UNLOCKED, STUCK CLOSED**
5. **UNLOCKED, CLOSED**
6. **UNLOCKED, PROPPED OPEN**



## TRAPS

Roll d20 for a trap (test abilities vs. DC 13 to disarm or resist):

1. **ALARM BELLS** draw a hostile encounter.
2. **DIVINE WRATH** CONFUSES languages.
3. **DIVINE WRATH** TURNS nearby mortals into pillars of salt.
4. **DIVINE WRATH** TURNS nearby food to ashes.
5. **DIVINE WRATH** TURNS nearby water to blood.
6. **FALLING OR SLIDING SLAB** crushes for d10 damage.
7. **FIRE BLAST** deals 3d6 damage nearby, halved on resist.
8. **FLASH OF LIGHT** blinds all in sight for d6 turns.
9. **d6 FLYING WEAPONS** attack relentlessly.
10. **FOG** fills chamber for d6 turns, obscuring sight.
11. **CURSE OF RUIN** disadvantages dice rolls till purified.
12. **MIASMA** plagues abilities -1 per day till death.
13. **PENDULUM BLADE** deals d8 damage.
14. **POISON DARTS** inflict d4 Hp damage/round till death.
15. **POISON GAS** paralyzes, inflicts d4 Hp damage/round nearby.
16. **POISON NEEDLE** inflicts d6 Hp damage/turn till death.
17. **PORTAL** sends you instantly to a random chamber.
18. **ROT GRUBS** infest flesh, bursting out lethally in d6 hours.
19. **TRAP DOOR CHUTE** plunges to lower floor.
20. **TRAP DOOR TO SPIKED PIT** deals 2d4 damage.

## EVENTS

Roll d20 for an event (d12 while running or resting):

1. Roll for an **ENCOUNTER**. They're **PROTECTING** the area.
2. Roll for an **ENCOUNTER**. They're **PURSUEING** or searching for something. Roll again to see what.
3. Roll for an **ENCOUNTER**. They're **FLEEING** or hiding from something. Roll again to see what.
4. Roll for an **ENCOUNTER**. They're **REVELING** or mating.
5. Roll for an **ENCOUNTER**. They're **EATING** or sleeping.
6. Roll for an **ENCOUNTER**. They're **INJURED**, ill or dying.
7. Roll for an **ENCOUNTER**. They're **TRAPPED** or stuck.
8. Roll for an **ENCOUNTER**. They're **ABSENT**, but their lair and **TREASURE** are here. They return as next Encounter.
9. Roll for an **ENCOUNTER**. They're **FIGHTING** something. Roll another encounter to see what.
10. A **WIND HOWLS** through the Tower, extinguishing small flames and knocking creatures off balance.
11. The **TOWER TREMORS** ominously. Roll two events for the next event in this chamber.
12. Waves of celestial power wash over the Tower. Mortals rolls for a **DIVINE TRANSFORMATION**. Roll a new feature and apply it to the current chamber. This is often calamitous, as in a sudden burning or flooding.
13. The **EARTH SHAKES**, rocking the Tower's foundations and causing loose masonry to fall.
14. An **ECLIPSE** blots the sun and moon, plunging the Tower into supernatural darkness for d6 turns.
15. Roll for an **ENCOUNTER**. Their **TRACKS**, signs, or sounds lead to an adjacent chamber, where they await.
16. Roll for a **TREASURE** found beneath a loose brick.
17. Roll for a **TREASURE** found in a heavy chest of bronze, wood, or stone. 1-IN-6 chance it's **TRAPPED**.
18. A hidden door leads to a strange cage-like contraption. This **LIFT** travels 2d4 floors up the Tower.
19. A **FIERY CHARIOT** arrives and waits to sweep riders to a chamber 2d6 floors up the Tower before departing. The fire gives off little heat and does not burn.
20. A **CORRIDOR COLLAPSES**. Erase one of this chamber's exits.



## ENCOUNTERS

Roll D20 + FLOOR for an encounter (p.50):

1.	A CAT	p.60
2.	A LOST URCHIN (1-IN-6 chance it's a disguised <b>CHERUB</b> , p.51)	p.83
3.	A MAD PROPHET (Night: <b>WAYWARD PRIEST</b> , p.96)	p.86
4.	A Pack of 2D6 <b>WILD DOGS</b> (Night: D4 <b>DOGFOLK</b> , p.67)	p.96
5.	A Shamble of 2D4 <b>UNENTOMBED</b>	p.94
6.	D6 <b>LOST CITIZENS</b> (Night: Citizen's <b>GHOST</b> , p.74)	p.83
7.	A <b>NEPHILIM BUILDER</b> (Night: <b>NEPHILIM WARRIOR</b> )	p.87
8.	A <b>WITCH</b> (Night: The <b>MIDNIGHT MERCHANT</b> , p.86)	p.97
9.	D6 <b>THRONE-SEEKERS</b>	p.93
10.	<b>PLAGUE OF FLIES</b> (Flooded: <b>PLAGUE OF FROGS</b> )	p.90
11.	A <b>ZIZ</b> (Night: A <b>COCKATRICE</b> , p.89) (Eclipse: The <b>PHOENIX</b> )	p.98
12.	D6 <b>NISROCH</b> (Eclipse: D6 <b>STINGING LOCUSTS</b> , p.92)	p.89
13.	D4 <b>SCORPIONFOLK</b> (Flooded: D6 <b>FISHFOLK</b> , p.73)	p.91
14.	A <b>CHIMERA</b>	p.61
15.	D6 <b>WAYWARD PRIESTS</b> (Night: 2D4 <b>DOGFOLK</b> , p.67)	p.96
16.	A <b>GOLEM</b>	p.74
17.	D4 <b>BEAST(S) OF EDEN</b>	p.55
18.	D6 <b>LIVING STATUES</b>	p.82
19.	2D4 <b>SCORPIONFOLK</b> (Flooded: 2D6 <b>FISHFOLK</b> , p.73)	p.91
20.	D8 <b>CANNIBAL NOBLES</b> (Night: D4 Noble <b>GHOSTS</b> , p.74)	p.60
21.	An Angelic <b>WATCHER</b> (Night: A <b>LURKER</b> , p.84)	p.53
22.	2D6 <b>NISROCH</b> (Eclipse: 2D6 <b>STINGING LOCUSTS</b> , p.92)	p.89
23.	A Choir of 2D4 <b>CHERUBIM</b>	p.51
24.	A <b>CHIMERA</b>	p.61
25.	A Horde of 2D8 <b>UNENTOMBED</b>	p.94
26.	A <b>GREAT SERPENT</b>	p.76
27.	2D4 <b>NEPHILIM BUILDERS</b> (Night: 2D4 <b>NEPHILIM WARRIORS</b> )	p.87
28.	<b>NIMROD THE CURSED KING</b>	p.88
29.	A <b>LEGENDARY REVENANT</b>	p.78
30.	The <b>BULL OF HEAVEN</b>	p.59
31.	The <b>BEHEMOTH</b> (Flooded: The <b>LEVIATHAN</b> , p.81)	p.58
32.	A Wake of 2D4 <b>WATCHERS</b> (Night: 2D4 <b>LURKERS</b> , p.84)	p.53
33.	A Host of 2D4 <b>SERAPHIM</b>	p.53
34.	A Terror of D3 <b>OPHANIM</b> (Eclipse: A <b>THRONE BEING</b> )	p.52
35.	An <b>ARCHANGEL</b>	p.51
36+	A Great <b>FALLEN ONE</b> (If rolled twice in a row, instead roll D20+D6+9)	p.68

If the conditions in parentheses are met, use that encounter entry instead. "Flooded" conditions include waterworks (p.43) chambers. If a unique encounter has been killed or left the Tower, use the next encounter down the list.

## REACTIONS

Roll 2D6 to determine encounter reactions to the party:

2	<b>HOSTILE</b> , attacking on sight.
3-5	<b>UNFRIENDLY</b> and likely to become hostile.
6-8	<b>UNCERTAIN</b> , suspicious, or indifferent.
9-11	<b>CURIOUS</b> yet cautious.
12	<b>FRIENDLY</b> , helpful, and forthcoming.

## MANNERISMS

Roll D20 for a person's mannerisms, if uncertain:

1. **CACKLING** at the strain of Heaven's visions.
2. **CARING** for the souls of all the lost.
3. **CHANGING** mannerisms every moment.
4. **DANCING** to draw the favor of the Fallen.
5. **DEBATING** explanations for the Curse.
6. **DELIGHTED** by a glimmer of the faintest hope.
7. **FASCINATED** by an otherworldly wonder.
8. **FIXATED** on an unattainable obsession.
9. **GROANING** with holy pain or pleasure.
10. **HOWLING** with rage at all this devastation.
11. **MUTTERING** plots of vengeance for betrayal.
12. **PENSIVE** in reflection of the end.
13. **PLEADING** for escape from Heaven's eye.
14. **RAPTUROUS** with secret revelation.
15. **RAVING** about the cost of Nimrod's hubris.
16. **SINGING** soft to keep a monster calm.
17. **STARING** vacant, stripped of hope and fear.
18. **THRIVING** in the chaos and confusion.
19. **TWITCHING** with unfathomable impulses.
20. **WEeping** for the loss of so much beauty.





## DIVINE TRANSFORMATIONS

Roll D20 + FLOOR for a divine transformation.

1. Gain a Cosmetic Transformation (see opposite).
2. Gain an eye somewhere on the body.
3. Leave footprints in solid stone.
4. Never sleep again, nor require it.
5. See the dreams of sleeping mortals at a touch.
6. No longer thirst. Drinking water inflicts D6 damage.
7. Smell the approach of angels, like furnace-heated metal.
8. Receive the last memories of a creature when eating its meat.
9. Move up to double speed during eclipses.
10. Smell poisons dangerous to humans.
11. Gain 2 Cosmetic Transformations.
12. Face shines with glory, emitting 30' of light.
13. Hear nearby curses as a dissonant thrumming.
14. Fingers etch glowing script on any surface.
15. Taste magic and discern all its properties.
16. Scale any surface at any angle.
17. Can turn own flesh to stone, becoming hard (as Plate) yet brittle and halving speed.
18. Pass through stone as though sand.
19. Hunger only for living flesh. Heal D6 HP a day per limb consumed. Cannot digest other food.
20. Heal others by touch, transferring own HP.
21. Gain 3 Cosmetic Transformations.
22. Can speak with insects. This animal speech is unaffected by Babel's curse.
23. No longer require breath. This unnerves mortals.
24. Small animals flee presence in fear. Large beasts who fail to resist may flee too.
25. Gain an angelic wing. Slows falls. Can fly half speed with 2 Wings, full speed with 4.
26. Separate spirit from body to possess another who fails to resist. Original vacant body is vulnerable.
27. Touch another to exchange languages.
28. Become incorporeal during eclipses.
29. Comprehend Enochian (p.15), tongue of angels (p.50).
30. Sing with angelic song, mesmerizing those who fail to test WILL vs. DC 13 to resist.

(CONTINUED)

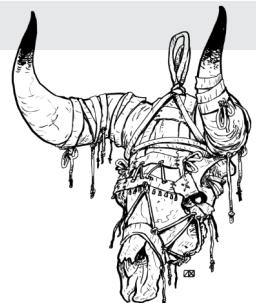
## DIVINE TRANSFORMATIONS (CONT'D)

31. Immune to mortal weapons. Disadvantaged vs. divine weapons.
32. Immune to charm. Disadvantaged vs. smiting.
33. Detect lies but lose the ability to lie.
34. Immune to aging, poison, and disease. No longer benefit from potions.
35. Increase noticeably in size. Gain +1 FORCE, -1 FINESSE.
- 36+ Gain a binding angelic name (p.50). (Reroll repeat results as D20+D6+9)

## COSMETIC TRANSFORMATIONS

Roll D20 for a Cosmetic Transformation, rerolling repeats.

1. Skin looks like (D6): 1. *agate*, 2. *gold*, 3. *lazuli*, 4. *marble*, 5. *silver*, 6. *slate*.
2. Eyes appear solid (D3): 1. *gold*, 2. *ruby*, 3. *silver*.
3. Hair transforms to (D4): 1. *feathers*, 2. *mane*, 3. *Nothing*, 4. *scales*.
4. Teeth sharpen to points.
5. Nails grow into (D3): 1. *claws*, 2. *hooves*, 3. *talons*.
6. Breath smokes and sparks like a fire burns in belly.
7. Voice echoes and lingers on the air like a bell's toll.
8. Tiny wings sprout from ankles.
9. Eyes grow to 3" in diameter.
10. Limbs lengthen by 2D6 inches.
11. Lower face grows to resemble a (D4): 1. *bull's mouth*, 2. *crocodile's jaws*, 3. *eagle's beak*, 4. *lion's maw*.
12. Grow the tail of a (D4): 1. *bull*, 2. *crocodile*, 3. *eagle*, 4. *lion*.
13. Blood runs (D6): 1. *black*, 2. *blue*, 3. *gold*, 4. *green*, 5. *silver*, 6. *white*.
14. Skin sheds each morning like a snake's.
15. Tongue grows (D4): 1. *fiery*, 2. *forked*, 3. *long*, 4. *sticky*.
16. Grow the horn(s) of a (D4): 1. *bull*, 2. *goat*, 3. *gazelle*, 4. *unicorn*.
17. Shadow's penumbra turns fractal.
18. Features grow amorphous, constantly shifting.
19. Face reflects like a mirror.
20. Stars dance patterns across skin.



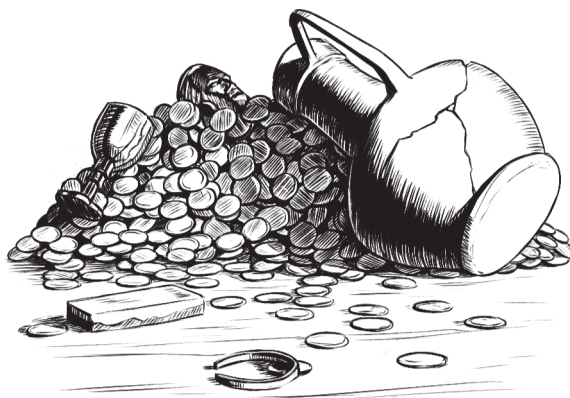
## TREASURES

Roll D20 + FLOOR for a valuable treasure cache:

1. Gems and precious metals worth 2D100 GOLD.
2. Ceremonial wine worth 50 GOLD to a temple priest.
3. D3 Babel Stones (P.26).
4. D6 potions of healing for D8+1 HP each.
5. A box of ivory game tokens worth D100+50 GOLD.
6. A vial of poison (2D6 damage, D8 doses).
7. D20 quivers of arrows (20 per quiver) or darts (6).
8. Half an angelic name (P.50) upon a broken tablet.
9. A (D6): 1. *bell*, 2. *cymbal*, 3. *drum*, 4. *lyre*, 5. *shofar*, 6. *sistrum* worked in (D4): 1. *gold*, 2. *electrum*, 3. *ivory*, 4. *silver* worth 350 GOLD.
10. An armory of D4+3 bronze weapons, shields, and sets of armor.
11. An enchanted glass eye which can replace a real eye to grant (D3): 1. *dark*, 2. *invisible*, 3. *magic* sight.
12. A magic iron weapon +1 with an enchantment.
13. A magic set of iron armor +1 with an enchantment.
14. D6 potions of (D4): 1. *invisibility*, 2. *levitation*, 3. *water-breathing*, 4. *water-walking* for D6 turns
15. A (D4): 1. *sundial that forewarns the next eclipse*, 2. *dowsing rod that finds water*, 3. *hourglass that warns if a foe's next strike will slay the bearer*, 4. *torch that goes out just before earthquakes*.
16. A solid gold (D4) 1. *band*, 2. *circlet*, 3. *crown*, 4. *torc* worth 800 GOLD
17. D6 candles which burn for a turn and reveal things hidden from the senses by magic.
18. A satchel containing 2D4 Babel Stones (P.26).
19. An enchanted collar which, if buckled around a beast's neck, leaves it unable to harm you.
20. A glazed vessel of gems and precious metals worth D12 x 100 GOLD.
21. An angelic name upon a tablet (P.50).
22. A rod of (D3): 1. *burning flame*, 2. *slowing frost*, 3. *stunning lightning* with 120' range.
23. A bag of Gehenna's dust which can instantly absorb up to 100,000 gallons of water.
24. A legendary steel weapon +2 with 2 enchantments.
25. A legendary steel armor set +2 with 2 enchantments.
26. A rod which (D4): 1. *animates the dead*, 2. *charms monsters*, 3. *dispels magic*, 4. *casts lightning bolts* (6D6 damage) with 2D6+2 charges.
27. An amulet of personal (D4): 1. *flight*, 2. *haste* (double movement and attack speed), 3. *invisibility*, 4. *water-breathing* with 2D6+2 charges.
28. A tablet of ancient scripture which, if translated, reveals 3 angelic names (P.50).

## TREASURES (CONT'D)

29. A silver box of 2D12 rings worth 200 GOLD each. The box itself is worth 100 GOLD.
30. A stone chest of 2D6 Babel Stones (P.26).
31. A gem-inlaid brass chest of royal tribute in gold statues worth 2D20 x 100 GOLD.
32. A ring of nearby (D4): 1. *anti-magic field*, 2. *mass invisibility*, 3. *beast transformation*, 4. *teleportation* with 2D4+1 charges.
33. Idol of a nameless Fallen One worth 10,000 GOLD to the right buyer.
34. A mythic starmetal weapon +3 with 3 enchantments.
35. A mythic starmetal armor set +3 with 3 enchantments.
- 36+ A Mythic Artifact (P.24).  
(If rolled twice in a row, instead roll: D20+D6+9)



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## WEAPONS

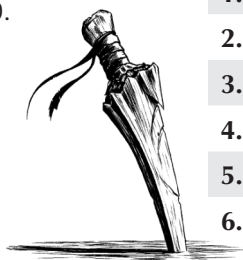
Roll D10 for a weapon (see p.133 for description of properties):

1. **DAGGER OR KNIFE** (Close, Concealed, Precise, Thrown)
2. **KHOPEH, SHORT OR SICKLE SWORD** (Close, +1 Damage)
3. **BATTLE AXE** (Close, Crushing, 2-Handed, 2 Load, +1 Damage)
4. **HAND AXE** (Close, Heft, Thrown)
5. **CLUB OR MACE** (Close, Improvised, Crushing, 2 Load)
6. **SPEAR** (Reach, Thrown, 2-Handed, 2 Load, +1 Damage)
7. **STAFF** (Reach, Improvised, 2-Handed Only, 2 Load)
8. **DARTS x6** (Thrown, Breaks on Hit)
9. **SLING** (Ranged Near, Stones as Ammo)
10. **BOW** (Ranged Far)

## WEAPON ENCHANTMENTS

Roll D20 for a weapon enchantment:

1. **SHINES** with 30' of light.
2. **DANCES** to attack without being held.
3. **DIVINE** radiance smites +D6 damage and reveals invisibles.
4. **FLAME** ignites +D6 damage and burns until extinguished.
5. **FROST** chills +D6 damage on hit to slow by 1/2 speed.
6. **LIGHTNING** sparks +D6 damage on hit to stun for a round.
7. **POISON** kills mortals who fail a test of FORCE vs. DC 13.
8. **SLAYS ANGELS** +D8 damage on hit.
9. **SLAYS BEASTS** +D8 damage on hit.
10. **SLAYS GIANTS** +D8 damage on hit.
11. **SLAYS GREAT SERPENTS** +D8 damage on hit.
12. **DETECTS ANGELS** approaching the chamber.
13. **DETECTS MAGIC** nearby (30').
14. **DISPELS** enchantments on hit.
15. **LEVITATES** the wielder 20' straight up or down per round. If rolled twice, grants controlled flight.
16. **RETURNS** to hand if thrown or lost.
17. **TRUE SIGHT** reveals the unseen nearby.
18. **CURSED:** Add a weapon curse. Roll again.
19. **SAPIENT:** Weapon possesses a personality. Roll again.
20. **VORPAL:** Decapitates on an attack roll of 20.



## ARMOR

Roll D6 for armor (see p.133 for description of properties):

1. **SHIELD** (+1 Defense, Light, Pairs with other armor)
2. **TOWER SHIELD** (+2 Defense, Heavy, Pairs)
3. **LEATHER** (+2 Defense, Light)
4. **LEATHER & CHESTPLATE (IRTU)** (+3 Defense, Heavy)
5. **LAMINAR OR SCALE** (+4 Defense, Heavy, 2 Load)
6. **PANOPLY PLATE** (+5 Defense, Heavy, 5 Load)

## ARMOR ENCHANTMENTS

Roll D20 for an armor enchantment:

1. **SHINES** with 30' of light.
2. **ANIMATES** to move the wearer even if paralyzed.
3. **CLOAKS** with darkness, melding wearer into shadow.
4. **FLAME** burns grapplers for D6 damage/round.
5. **FROST** chills grapplers to move and attack at 1/2 speed.
6. **THORNS** immobilize grapplers and deal D4 damage/round.
7. **WARDS DISEASE** with +4 to defensive tests.
8. **WARDS ANGELS** with +4 to defensive tests.
9. **WARDS BEASTS** with +4 to defensive tests.
10. **WARDS GIANTS** with +4 to defensive tests.
11. **WARDS GREAT SERPENTS** with +4 to defensive tests.
12. **WARDS UNDEAD** with +4 to all tests.
13. **WARDS FLAME** by 1/2 damage.
14. **WARDS FROST** by 1/2 damage.
15. **WARDS LIGHTNING** by 1/2 damage.
16. **WARDS MISSILES** by 1/2 damage.
17. **REFLECTS MISSILES** on a successful defense.
18. **BLESSED:** Immune to critical hits.
19. **CURSED:** Add an armor curse. Roll again.
20. **FATED:** Immune to fear.

## WEAPON & ARMOR CURSES

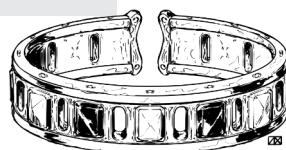
Roll D6 for a curse. Once wielded or worn, cursed weapons and armor cannot be removed except by divine intervention. If stolen, the curse victim pursues the cursed item obsessively:

1. **AGGRESSION** compels battles to the death.
2. **BLASPHEMY** draws the wrath of divine beings.
3. **BLOOD DRAINS** from wielder, 1 Hp per combat round.
4. **CONFUSION** gives 2-IN-6 chance to attack allies.
5. **FEAR** causes wielder to flee from threats of violence.
6. **SYMPATHY** inflicts harm dealt to foes on wielder too.

## SEARCH THE BODY

Roll D30 a few times for items found on corpses:

1. Comb of polished tortoise shell.
2. Fluted reed instrument, small and simple.
3. Bracelet of twine and flower-shaped beads.
4. Weighted dice, set of 2D4.
5. Bronze serpent torc which, when worn, fuses around neck till death, mouth biting tail.
6. Lover's ring engraved with two names
7. Cylinder seal amulet shaped with the head of a (D4): 1. bull, 2. goat, 3. lion, 4. ram.
8. Smoking pipe of twisted copper.
9. Fertility figurine of a curvaceous deity.
10. Pouch of pungent hashish.
11. Vial of (D4): 1. aphrodisiac, 2. decongestive, 3. diuretic, 4. emetic herbal oils
12. Reed stylus and a soft clay writing tablet with shoulder strap.
13. Laughing figurine which immediately improves the mood of those to whom it is gifted.
14. Cowrie-shell necklace which produces scent of sea breeze pleasant to the fishfolk (p.73).
15. Stag-headed rhyton of spilled barley beer.
16. Severed tongue dried on a string which protects one language against Babel's curse if worn around the neck.
17. Oil lamp decorated with owls & nightjars
18. Small jar of (D4): 1. floral, 2. fresh, 3. musky, 4. woody perfume.
19. Sandals which gather dust walking, then release a thick cloud of it when struck against each other.
20. Amulet of Pazuzu (p.84) which increases encounter rolls by +4 FLOORS yet wards +4 vs. diseases.
21. Ceremonial dagger, ivory-handled.
22. Folding hand fan decorated with peacocks.
23. Screaming face mask which, when held before one's own face, repeats the last words spoken through it.
24. Key to the nearest locked (D4): 1. chest, 2. door, 3. holding cells (p.35), 4. vaults of splendor (p.43).
25. Map of adjoining chambers.
26. Notched debt marker of hardened clay.
27. Polished obsidian hand mirror.
28. Flint fire-striking stone pair.
29. Teardrop earring which vibrates when hostile ambushers await nearby.
30. A Babel Stone (p.26).



## SEARCH THE STONES

Roll D30 for items found in nooks and crannies and rubble:

1. Trowel caked with blood-red clay.
2. Goblet carved with crude revelers.
3. Jug of vinegary wine.
4. Bull-headed lyre, stringless, which mesmerizes if restrung and played by a skilled musician, and incites violence if played by the unskilled.
5. Shedded skin of a (D4): 1. tiny, 2. small, 3. big, 4. huge serpent.
6. Child's wood-carved ox-and-cart figurines.
7. Jar of ground (D4) 1. red, 2. blue, 3. green, 4. yellow pigments.
8. Loose stone which glows briefly when struck.
9. 2D6 human teeth filed to sharp points.
10. Half a statue of two wrestlers grappling, which becomes immovable if joined with other half.
11. D12 duck-shaped merchant weights.
12. Cast relief plaque of musicians which emits stringed, percussive, and wind music if sung to.
13. Board game of twenty colorful wooden squares.
14. Four-lugged vessel of cremated remains.
15. Hardened tablet of legal codes/financial records.
16. Accounting abacus.
17. Cup of graven gods, refills itself with wine.
18. Sack of deceptively low-quality copper ingots bearing the merchant imprint of "Ea-Nasir."
19. Tablet recording customer Nanni's complaint about a low quality copper shipment.
20. Bone-bladed ritual sickle, sharp yet brittle.
21. Aloe plants growing between cracked stones.
22. Ivory makeup kit depicting courtly dances.
23. Set of merchant's scales.
24. Head-sized chunk of jagged obsidian.
25. Brazier of ever-burning coals (till doused).
26. Incendiary pot of sulfuric alchemy.
27. Rolled straw mattress.
28. Skull carved with unfamiliar star chart.
29. Pot of honeycomb and angry bees.
30. Maze-in-a-box from which infinite rats emerge if opened, each solving the maze faster than the last.