The city is layered in 10 tiers. (see Xmind)

The disease is spread by the Alhoon, unknowing to the people of the Hand of the Sky. It is to quell the people around him, so he can hide while he formulates his plan. He has poisoned a water well at the Slums, near his hideout. The disease causes headaches and mental numbing, making it easy for the Mindflayer to manipulate minds. At a certain point, the sick start uncontrollably crying, causing the sickness to be able to be spread by proximity. Eventually, the brain becomes soup and starts leaking out of the sicks’ noses. The disease can be stopped by first of all, blocking the source: the water well. Second, by plugging in stops in the ears. This is enough to stop the laughing contagion.

In order to fully stop it, the Alhoon must be chased away. He has a couple of thralls protecting him, immune to the disease. These thralls are at his hideout.

In the bottom tier (the Mamluk Slums), Cassio, a beautiful female white Genasi, is angered by the actions of Ghor. After multiple requests that help be sent to the Slums for the disease, all denied, she is rounding up people against the Vizier. Ghor, fearing a revolt or worse, started looking for help. As by Fate wanted, he was approached by Gandrayda. She told him to look for them at a specific location in the plane of Air.

However, Cassio feels that Ghor himself should show up at the slums. She will deny the peculiars access to the slums, and the industrial processes for which the mamluks are use will be halted. The cities elevators no longer work, causing outrage at higher tiers as well. The group is now in the middle of a political situation at the Hand of the Sky.

They can choose to negotiate with Cassio, fight her, sneak into the slums, or negotiate with Ghor.   
Cassio demands Ghor to come down and help personally with the outbreak. He needs to be reminded in what sort of situation the Mamluks live. Ghor is bound by the Caliph’s order to remain in the top levels, but with persuasion from the group will descend with them to the slums. This choice brings in the most help for the group. It will grant access to any place in the slums without repercusions, save for the Alhoon.

Deciding to sneak around will force them to stealth around many of Cassio’s thugs.   
Fighting Cassio and her thugs will make the group feared in the slums. Many of the mamluks look up to Cassio, and she is a hero to them. Not killing her is the best option in this path.

Street fight sequence: Hive Mecha boss ( <https://www.youtube.com/watch?v=owt7Cxk43bo> )

Stores:

|  |  |  |
| --- | --- | --- |
| Store name | Hosted by | Description |
| Sandman Stall |  | Sells sleepy time sand. Sprinkle on your eyes and fall into a magical relaxing sleep. |
| Pushy Cart | Kevin | A cart with a pushy but charismatic foreign clerk with aggressive sales tactics who grabs passersby by the arm to test overpriced salves and salts on their skin. |
| Drawer’s Stall |  | A scriber who lost her job in the royal court due to her addiction. She writes incredibly fast, and is a beautiful artist. She writes and paints mails. She works until she has enough money for her drugs. At home she will ask 10x her normal price, but her eldritch riddles are useful, and her drawings are hallucinatory. They are worthful. |
| Lost Soles | Horace Schemmelpeg, master cobbler and Redemption Paladin. | a charity cobbler stall where reformed monsters and the indigent are taught a marketable skill. Shoes and boots are sold here, and can be repaired for free, although one can choose to make a donation. |
| Linen | Elderly women | An old looking where they sell and dye cheap linens, mostly to commoners. |
| Meat and Mash | Ogh and Ugh | a food stall run by two half Orcs who speak very little common. Their food is spiced fresh game meat atop a veggie mash. |
| The Little Chisel |  | A young gnome lady selling hand carved statuettes. She has a set of statuettes containing every deity in the local pantheon. For some reason she has ten nigh identical statuettes of elephants. |
| The Nasty Pastie | Grandma Tamillah, a foul-tempered woman, piercing purple eyes | The pasties are famously odd and yet strangely addictive, leading to people complaining about their poor quality while in line for a third or fourth. |
| Things on Sticks |  | popular with the local orcs/halforcs. It’s unidentifiable and stinky meat on a stick |
| Yabba’s Yarn | An old, retired Tabaxi | adventurer sells different patterns and magic infused yarn but also local legends, dungeon maps, and histories. She is famous at the market for pinning a thief to the wall with one well placed knitting needle. |
| Al’s Solutions | a hungover human named Alphonse- or Al for short. | will ask the party to not speak so loudly whilst selling them potions. His stock is surprisingly comprehensive and has fair prices but if the party tries to haggle too much he’ll just close early without selling anything because of his headache. |
| Throkik’s Calfskins | A giant, heavily muscled minotaur | sells baby and young child clothes and other baby goods. He loves babies and will coo adoringly over them. Some of his wear would fit an adult gnome or halfling. |

**Very Expensive inn**: The Genie’s Wand: an opulent inn, its walls adorned with blue tiles, with a large hall. It is run by Sa’kha ibn Nady, a male red Genasi. He wears long velvety blue robes, in stark contrast with his skin color. He has brown flowing hair, which looks well kept.

The patrons of the inn are all clearly more noble gents, and extremely adhere to manners. They will gossip about Ghor not going to the lower levels. They say he’s been forbidden after it has been found out he had an affair with one of the mamluks. (Cassio?)

**Expensive inn:** Aqaad’s Weary Merchants rest: Run by Aqaad, a brown minotaur, who you wouldn’t expect in a place like this. He wears nice silver-like robes, which almost look like pajamas on a hulking figure like him. He was handed the deed to this inn by a Genie’s wish. What happened to the previous owner is unknown…

The adventurers would be approached by Zaamee Maiya, a noblewoman whose son Sulaa Maiya (a guard) has gone missing in the Mamluk Housings. He was part of a group sent in by Ghor, who kept this affair under the rugs.

**Cheap inn**: The Basilisks teeth: run by Palojar, an half-elven man who somehow doesn’t look like he’s from Zakhara. He is recognizable by his half-cut of left ear. He wears simple merchants clothes. His inn is clearly more run down than those up-level.

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**Trashy inn**: The Leather Boot: A run down inn, filled with scummy types, eager for a brawl. The patrons are not very welcoming to non-zakharans, as they are regarded as the haughty types that keep the mamluks were they are. The patron is also not very helpful. They’ll give outsiders a room, for a clearly overprices rate. The patron is a dark looking Genasi, with dark and filthy robes. They won’t get any help to investige here.

**The Sky Library**: many of the books here have been lost in the azure flames. There is some information on Bryyo hidden in some shelves, telling the players that the Bryyans have been approached by an elven prophet with white skin and olive brown hair, claiming to be a prophet of Shar. How the whole city has been lost is not described in the scrolls. There is no information on any dark winged shadow creature. They can still ask for other info.

**Sky Enforcers Academy:** the city’s standing force gathers here. The eligible army forces have been deployed to the Free Cities, which is in a dark cold war.

**The Laboratories**: It’s possible to experiment on the stuff they have. Laboratorist goblin Alger-Nop Kriega is willing to help the adventurers. He has some kind of half-open coat, overly large glasses on his face and a white tuft of hair.