



City of Arches One-Shot Builder



This guide helps you and your players prepare a single-session RPG set in the City of Arches. It's designed to work with any fantasy RPG system.

Begin by reading aloud the italicized text of the City of Arches Player's Guide on page 153 of the *City of Arches* sourcebook. Then follow the steps below to determine the characters' patron, location, and quest.

Choose Your Patron

Read the following to your players, describing the listed options and letting them choose to fill in the blanks.

You find yourselves enjoying a quiet mid-morning at your favorite [coffee shop, bakery, outdoor eatery, garden spot, or heated baths] when a messenger from your patron:

1. Roselyn Zeshe – Spymaster for the Queen (pg 15)
2. Garland Willowmane – The Archmaster (pg 13)
3. Joselyn Halfcloak – Golden Knights Sergeant (pg 30)
4. Adel Rosethorn – Fence of the Black Hand (pg 42)

asks you to visit your patron at their headquarters –

1. The Golden Sunrise Coffee Shop (pg 18 – HQ of Roselyn Zeshe)
2. The Observatory of Infinite Skies (pg 23 – HQ of Garland Willowmane)
3. The Citadel of the Golden Knights (pg 15 – HQ of Joselyn Halfcloak)
4. Adel's Curios and Relics (pg 42 – HQ of Adel Rosethorn)

Choose Your Location

Read the following out loud, asking your players to fill in the blanks from the options chosen. Fill in details from Appendix C in the *City of Arches* sourcebook.

Your patron asks you to travel to a

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|---------------------|--------------------------|
| 1. Forgotten temple | 5. Abandoned laboratory |
| 2. Ancient crypt | 6. Desolate tombs |
| 3. Lost vaults | 7. Shrine to fallen gods |
| 4. Forgotten keep | 8. Halls of Lords |

in order to

- | | |
|---------------------------|-------------------------|
| 1. Find a lost artifact | 6. Recover an old tome |
| 2. Destroy an evil entity | 7. Clear out monsters |
| 3. Retrieve information | 8. Lay a spirit to rest |
| 4. Destroy a monument | 9. Save someone |
| 5. Close an archway | 10. Activate a monument |

Prep the Adventure

Ask your players to take a fifteen-minute break while you prepare the adventure.

Choose an Antagonist

If you choose, you can include villains from a particular faction who seek to thwart the characters' quest. These factions can include:

1. The Children of Ibraxus (pg 15)
2. The Knights of the Nameless King (pg 13)
3. Rogue agents of the Black Hand (pg 30)
4. The Fangs of Karigulon (pg 148)
5. The Apostles of End (pg 115)
6. The Serpents of Vithra (pg 149)

Choose a Map

Choose a map suitable for the location chosen earlier. The second page of this guide includes several potential maps. Write out a handful of chamber descriptions the characters might encounter while exploring the area.

Add Flavor

Add flavor to the location by associating it with a legendary figure from the list below. These legendary figures are described in the "Legendary Figures" section of *City of Arches* on page 148 and 149.

1. Elvenya the Star's Song
2. God-Queen Sett
3. Ibraxus of Choul
4. Karigulon the Dread Fang
5. The Lower Twelve
6. The Nameless King
7. Ourboron the Moon of Oblivion
8. Sulin the God of Light
9. The Three Sisters
10. Vithra the Serpent King

Include Monsters

Write a short list of monsters who might inhabit the dungeon. Roll twice to mix multiple groups together.

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|---------------------|-----------------|
| 1. Skeletons | 6. Unseelie Fey |
| 2. Cultists | 7. Spirits |
| 3. Bandits | 8. Zombies |
| 4. Oozes | 9. Spiders |
| 5. Swarms of Vermin | 10. Giant frogs |



