

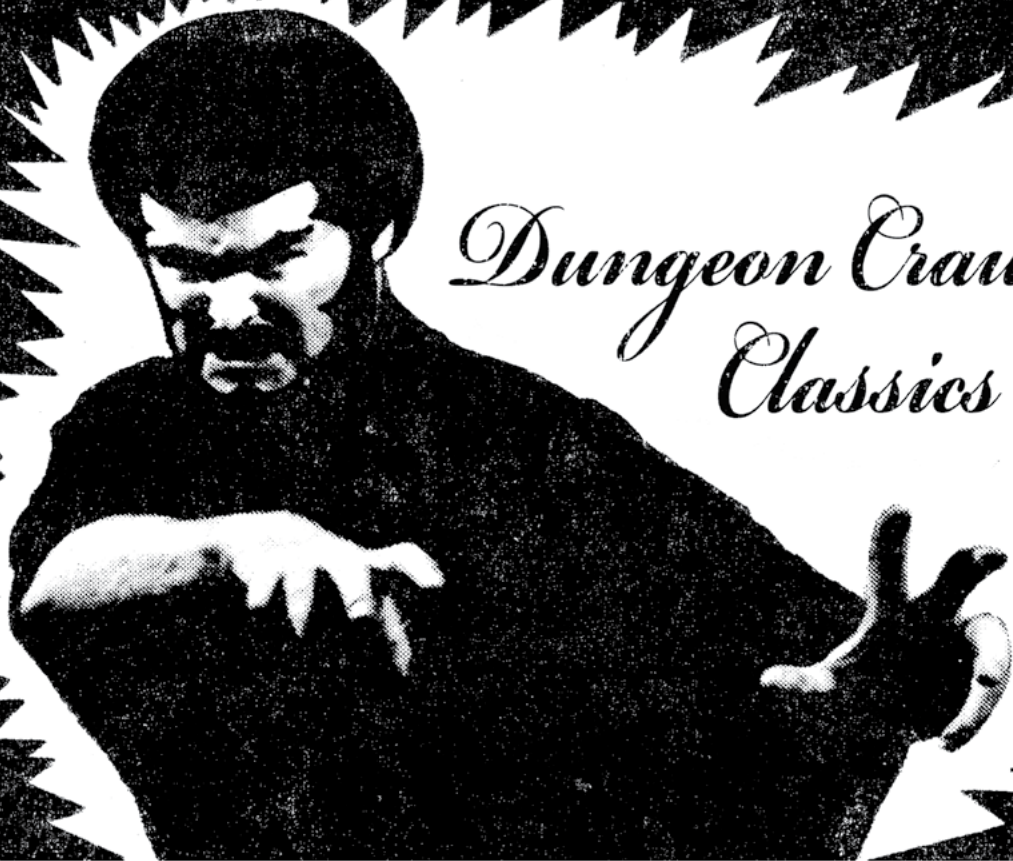
DUNGEON
CRAWL
CLASSICS
LANKHMAR

**BLASPHEMY
& LARCENY IN
LANKHMAR**

#5: A LEVEL 5 ADVENTURE
BY BOB BRINKMAN

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER





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BLASPHEMY & LARCENY IN LANKHMAR

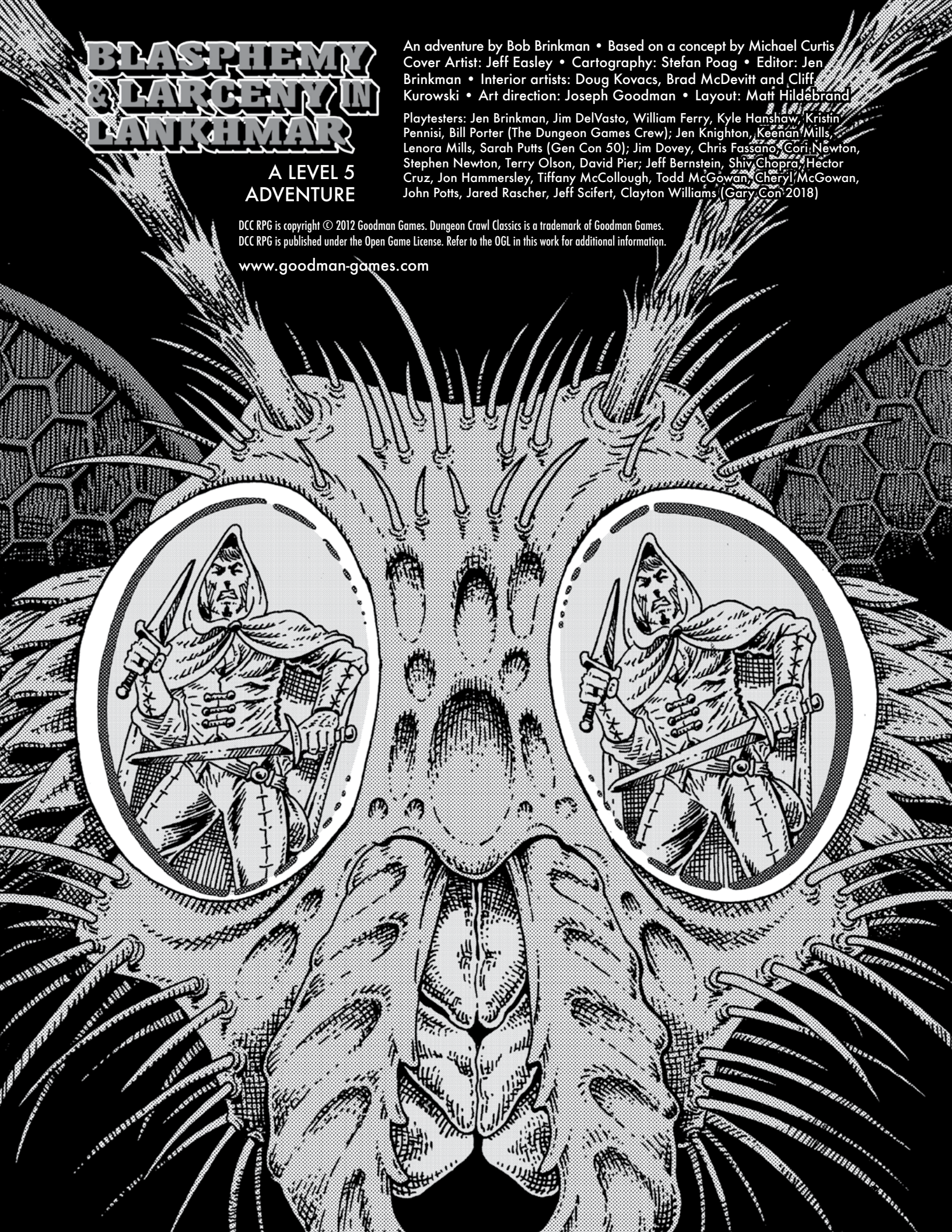
A LEVEL 5
ADVENTURE

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INTRODUCTION



Welcome to the fantastic world of Nehwon, home to the crime-ridden metropolis of Lankhmar, the City of the Black Toga, and residence of its questionable heroes, Fafhrd and the Gray Mouser! Based on the legendary works of Fritz Leiber, DCC Lankhmar allows judges and players to experience their own adventures in Nehwon, ones to rival the tales of Fafhrd and Gray Mouser. If you've ever dreamed of dueling in the foggy alleys behind Cheap Street, negotiating with supernatural mentors for scraps of forgotten lore, or merely trying to survive one more night in the criminal underworld, DCC Lankhmar is for you!

Blasphemy and Larceny in Lankhmar is a DCC Lankhmar adventure designed for groups of 2 to 3 or 4 to 6 5th-level adventurers. It is intended to be run for an established group of adventurers. Although written for DCC Lankhmar, *Blasphemy and Larceny in Lankhmar* can easily be used in any city-based DCC RPG adventure.

Beginning with a clue choked from the lips of a dying man, the PCs launch a heist to recover a forgotten treasure. Rumor has it that the purported hoard resides in one of the city's forbidden temples. Once inside, they uncover a sinister plot by a forgotten cult—a plan to murder the Inner Council of the Overlord and sow ruination across the city. Such an attack would plunge Lankhmar into chaos and the PCs have a choice: either attempt to prevent the assassinations, or sit back and ensure that the plot is successful. Regardless of their decision, the PCs are enmeshed in a web set against the machinations of a sinister cult of one of the forgotten gods.



BACKGROUND



The seventeen black towers of the forgotten gods are not always silent, nor are they always unattended. Starting life as an urchin on the streets of Lankhmar, Twelm was small for his age, compounding his status of "victim." Beaten and robbed regularly through the course of his days, Twelm sought more and more inventive and secretive hiding places so as to sleep in safety, until ten years ago he found the ultimate in hiding places—an ancient and secret access that led into one of the forbidden temples. Unaware of the temple's extant priest, Twelm made his home in the temple while being secretly observed.

Unbeknownst to Twelm, the last of the high priests of the forgotten god, Kezotek, concealed himself within the secret passages that honeycombed the temple. Watching Twelm come in night after night, beaten, bruised, and forlorn, the ancient priest was moved to reveal his presence and offer to improve Twelm's lot in life. The priest, with the aid of a handful of secretive cultists and priests, indoctrinated Twelm into the mysteries of their god. In time, he became an acolyte of Kezotek the Ravenous.

Twelm's knowledge of the forbidden lore grew, as did his desire for retribution upon a society that had so ill-used him. Last month Twelm finally murdered his mentor and took up the mantle of high priest of Kezotek. He immediately reintroduced blood sacrifices to liturgical ceremonies. He plans to exact his revenge upon Lankhmar by striking at its heart—the Overlord's closest council and advisors. The cult of Kezotek is preparing to release the full might of their god during a meeting of the city's elite. If they succeed, Lankhmar could be plunged into chaos as a massive power vacuum is formed.

CALENDARS, FORGOTTEN GODS, AND FLEETING LUCK



Days and months in Lankhmar carry their own portents and astrological ramifications. While these connections are often as tenuous as any horoscope, sometimes the impact is quite real. When one interferes with the machinations of a long-forgotten god, things can get even riskier. An optional enhancement to the adventure is to begin on the morning of the Day of the Scorpion, an inauspicious day for dealings with the clergy. If you choose to incorporate this into the story, be sure to include the optional read-aloud text at the end of Starting the Adventure, below. With this, while inside the temple of Kezotek, fleeting Luck is lost on a roll of a natural 1 or 2.

Should the PCs fail to confront the cult until beneath the Rainbow Palace during the dark of the following morning (the Day of the Boar, a fortuitous day for slaughter and execution), things go from bad to worse. In combat, warriors gain a bonus of +1d to their deed die; however, characters bleeding out have one less round in which they may be recovered before death. This should be expressed to players by noting that a character is bleeding exceptionally heavily or that their wounds look particularly deadly. This is not meant to be a harsh surprise for the players, but something to add a feel of urgency.



STARTING THE ADVENTURE

This adventure begins while the party is recovering from last night's carousing. Allow the players to roll and recover on the carousing table as normal, but replace the outcome for the PC with the highest result with the read aloud text below.

Last night must've been quite the memorable evening – if you could remember any of it, that is. As the sun is weakly rising above the smoky streets and alleys of the city, you are lying in a back alleyway bordered on either side with squat brick buildings. The smell of rotting garbage, mixed with other measures of the city's effluvia and a hint of the River Hlal, assails your senses. Your head aches as you grasp for fragments of memory, hoping to recall what happened last night. Clutching your purse, you find it to be empty. Of course it is.

From the mouth of the mist-shrouded alleyway come quiet sounds of a struggle. You can make out a brief scuffle, followed by footfalls dashing away into the fog. Out of the alley's shadows, a figure staggers towards you, one hand against the bricks to help him keep his feet. Seeming to sense you, the figure looks in your direction as his body is wracked by a bubbling, wet cough. You recognize the victim. Vigomia is a local pawnbroker and has purchased various "family heirlooms" that have come into the possession of yourself and your fellow adventurers.

He drops to his knees, unable to keep upright any longer. Blood pours from numerous stab wounds and the light is rapidly fading from his eyes; his mouth moves, fishlike, as he struggles to form words. Beckoning you closer, he speaks thinly, his pained voice barely audible. "I never should have brought you here, no matter how rich that gods-cursed altar treasure is." His eyes glaze and Vigomia goes still for a moment before continuing. "Beware...beware the hungry tears." He looks you directly in the eyes, and will never look away again.

[Optional] *It is the Year of the Worm, Month of the Serpent, Day of the Scorpion...and a very bad morning to be Vigomia the pawnbroker.*

The PC is at the edge of the Forbidden Temple Quarter, in an alleyway just off of Nun Street. The trail of the pawnbroker's blood is easy enough to follow out of the alleyway and to its origin across the way, one of the city's forbidden temples. At this point, give the PC Handout #1, detailing the hazy memories of last night's sour wine-clouded conversation, including his plans to meet with his companions.

Vigomia's corpse has a purse with 20 gold rilks and a folded-up map of the area surrounding the temple, which details the hidden breach in the wall (see Event 2). The characters are due to meet at sundown, so for campaign play PCs will have continued opportunities to recover hit points should carousing not meet their needs.



RUNNING THIS ADVENTURE FOR CONVENTIONS OR AS A HIGH-LEVEL MEET

For convention play, carousing should be bypassed; the PC with the lowest Luck finds himself in the alleyway. Read the scene as above and include the information of the temple's location, Handout #1, and begin the actual adventure with the PCs hatching their scheme.

In campaign play, bad things happen, and characters sometimes die and need to be replaced. In such a case, you can introduce any number of new characters as specialists, hired by Vigomia, to assist in the caper. The new characters will know little of the circumstances, save that they were paid 20 gold rilks up front for their services.

PART ONE: THE HEIST

EVENT 1: THE MEETING

The first section of the adventure proper begins with the PCs gathered in the basement level of the Rat's Nest tavern. Seated at a corner table, the PCs can discuss their plans in private and go over what each of them has heard about the Forbidden Temple Quarter and the dangers found there. After reading the description of the tavern, roll 1d6 once per character on the Rumors table below. There is at least a grain of truth to each. After resolving all rolls, the PC with the highest Luck in the party also gets the result detailed for #0.

You meet, as agreed, at the Rat's Nest tavern, having been summoned by the near-incoherent scribbling of your companion, delivered by what you can only presume was – beneath all of the grime – an urchin. Everyone present, you settle into a secluded table in the back corner. Even with the glow of the setting sun, very little light penetrates from the street above through the soot-covered, high-set windows. Heavy wooden tables and chairs all bear the graffiti scars of knives, marred by the occasional blood stain. The basement-level tavern is frequented at all hours by prostitutes, cutthroats, mercenaries, and bully boys – but despite its rowdy clientele, it tends to be fairly safe unless someone does something particularly foolish. Men cheer and roar at physical contests like the arm-wrestling "wrist game," while a large Rat-Snake circle takes up two tables near the stairs.

Due to the rough nature of the patrons, the Rat's Nest also is known as a place where eavesdropping is virtually impossible and is thus a frequent meeting place for freelancers and those engaged in skullduggery. Based on the early-morning din, its reputation is well-deserved.



RUMORS

Roll Result

- 0 An aging harlot, long past her prime and clad in a patchy fur cloak, is carefully watching you from her seat near the bar. Catching your eye, she furtively nods and mouths, "Where's Vigomia?"
- 1 The urchins of Lankhmar tell a story of one of their own, Twelm, who found his way into one of the forbidden temples ten years ago and was never seen again. His ghost still haunts the Quarter, appearing to urchins still out on the streets in the late evening hours. Those who see the "ghost of Twelm" die within one week.
- 2 Within the past several weeks, a small cult has sprung up, worshiping one of the forgotten gods and making blood sacrifices in his name. The streets near the forbidden temples are dangerous to travel alone for fear of being the next sacrifice.
- 3 Legend tells that the founders of Lankhmar broke into one of the temples and disturbed the Gods of Lankhmar. What happened during the confrontation between the founders and the eldritch powers is lost to history, but some believe that the founders had found their way into the temple via a series of caverns that wind their way beneath the city.
- 4 Not all of the forbidden temples are as empty as they appear. There are whispers that, although the gods of the temples may have been forgotten long ago, the guardians of the temples still remain and are brutally efficient in dealing with intruders.
- 5 The penalty for being caught trespassing within even the courtyards of the forbidden temples is death. The sentence is often summarily carried out by Lankhmar's black-clad city watch. If the interloper is particularly unlucky, they are already dead when the watch arrives.
- 6 The reason that the temples have been locked away from prying eyes is because of the sheer amount of wealth within. The upper crust of Lankhmar would never let the poor gain control of such riches.

If the PCs normally frequent the Rat's Nest, they will recognize the woman at the bar (Grumtrix) as a regular who generally keeps to herself. If quietly approached, she will speak to the characters in hushed tones, clearly worried – and with Vigomia not present, she is easily spooked. Grumtrix tells the party that Vigomia felt that someone had been following him during the past few weeks as he had been researching what he had told her was going to be "the big score." She knows very little of the particulars of the plans, but Vigomia mentioned to her that he and "his people" had to do the job tonight. She is unclear on the reasons, but he was very specific that it was tonight or never. She was to leave Lankhmar with him tomorrow morning.

Should she learn of the pawnbroker's death, Grumtrix begins to softly cry, drawing one or two men over from an adjacent table to ask if there is a problem. She waves them off unless she is given reason to believe that the PCs are responsible for Vigomia's death (at which point she will flee, as below).

Should the party aggressively confront or threaten Grumtrix, she immediately attempts to flee. In such a case, attempts to pursue her rouse the patrons of the Rat's Nest to action in a rare display of camaraderie. A table of mercenaries will move to block the party from directly following her, while a group of bully boys will move to block the stairs. If no further pursuit is attempted, the tension breaks after a few minutes when the patrons return to their seats (and drinks). Attempts to press the pursuit result in a tavern brawl, during which the patrons of the bar band together to batter the party unconscious, so as to carry them up the stairs and toss them out into Plague Alley. The mercenaries will start by using their fists. If confronted with non-lethal weapons, they begin using chairs. However, should the PCs inflict lethal damage instead of subdual, the mercenaries will not hesitate to respond in kind.

Mercenaries (3): Init +5; Atk punch +6 melee (1d3+3 subdual), stout chair +6 melee (1d8+3 subdual), or short sword +6 melee (1d8+3); AC 15; HD 3d12; hp 20 each; MV 20'; Act 1d20; SV Fort +4, Ref +4, Will +2; AL N.

Bully Boys: Init +1; Atk chaotic brawling +1 melee (2 subdual) or hurled tankards +1 ranged (2 subdual); AC 11; HD 8d8; hp 36; MV 30'; Act special; SP swarm-like attack (strike all targets within tavern); SV Fort +1, Ref +1, Will +1; AL N.

Alternate Encounter for Larger Group: Increase the number of mercenaries to match the size of the party while leaving the bully boys unchanged.

For the sake of theatrics, treat each 2 hp done to the bully boys as another combatant being knocked out, thus allowing the party to wade into the fray with impressive sounding results. If the party gets entangled in the brawl and manages to overcome the patrons of the Rat's Nest *without* resorting to inflicting lethal injuries, the gods smile on their boldness. Each PC should receive 1 point of fleeting Luck.

EVENT 2: ENTERING THE TEMPLE

There are a number of ways in which the PCs may gain entry to the temple, each posing its own potential risks. The players should be encouraged to draw upon all of their contacts and resources to gather more information before pressing on. Several benisons can be very helpful to the party if they wish to make a careful entry to the temple. The judge is encouraged to not limit himself to those listed below. If the player can find appropriate justification for how a benison (or even a doom) might come into play, embrace it.

- Characters with Trusted Contact (city constable) may attempt to get a patrol schedule from their contact. This requires a DC 13 Personality check.
- Characters with Trusted Contact (street beggar) may speak to their contact to learn the location of a concealed, ivy-covered opening in the wall surrounding the temple courtyard. This requires a DC 13 Personality check.

- Characters with Good Reputation in Certain Circles (city watchmen and police) may simply pass along a bribe (of no less than 100 gold rilks) to have the watch members simply reroute their patrol away from that portion of the neighborhood.
- Characters with a Minor Ally connected to the streets (e.g., urchin, gang member, or beggar) will discover that the now-adult Twelm has been seen recently in the company of several other men. Where they are seen, urchins go missing from the street.
- Characters with a Major Ally in the Thieves' Guild are able to confirm the existence of the caverns beneath the city and may convince their ally to provide them with a guide. The guide will meet the characters and insist that they are blindfolded as he takes them to an entrance to the "underworld of Lankhmar," a combination of man-made tunnels, twisting natural passages, and caverns. Once in the tunnels, the guide allows them to remove their blindfolds and leads them in a highly circuitous route beneath the city. Characters without the Direction Wise benison become hopelessly lost and could never hope to find their way to trace their original trail (which is the whole point of their guide's efforts). The party enters the temple via the trapdoor into area 1-5.

TEMPLE GROUNDS

The foggy conditions outside the temple provide +1d to stealth checks and -1d to ranged attacks.

Area T-1 – Tabernacle of Kezotek: *Facing out towards Nun Street, this lonely tower of black stone stretches towards the sky. Heavy bars secure what windows are seen along the sides of the tower, its uppermost reaches lost in the dense fog that drapes the streets this evening. The temple is surrounded by a 20'-tall wall made of the same black masonry, broken only by brooding iron gates topped with florid spikes, and wide alleyways isolate this temple from its neighbors. Ivy grows thick on the outer wall but has not touched the tower itself despite the unkempt and overgrown conditions of the temple's gardens. Massive iron chains, covered in rust and fastened with an equally heavy lock, hold the gates shut.*

Climbing the masonry wall is easily done by thieves (no check required). Due to the fog's condensation upon the stones, non-thieves require a DC 10 Agility check to scale the wall. Failure results in falling from near the top of the wall for 1d6 damage (and potentially a great deal of noise to draw the watch's attention).

The poor condition of the lock makes picking it difficult, requiring a DC 20 Pick Lock check. If the attempt must be made in haste (such as to succeed before the arrival of the watch), the check is made at -1d.

If the PCs have obtained a watch schedule or have rerouted the watch, there is no risk of discovery while outside the temple grounds. If the PCs have made no such arrangement, have the unluckiest PC make a Luck check. Failure of this Luck check indicates the arrival of a watch patrol at some delicate moment (half the party is over the fence, a lock is being picked, etc.). The PCs will hear the watch a round before they arrive on scene, allowing them to hide or prepare an ambush.

City Watch Constable (1 per PC): Init +0; Atk cudgel +2 melee (1d4+1/1d10+1) or barbed dart +1 ranged (1d4+1); AC 13; HD 1d8; hp 4 each; MV 30'; Act 1d20; SP subdual damage without penalty; SV Fort +1, Ref +1, Will +0; AL N.

City Watch Sergeant (1 for every 3 PCs): Init +2; Atk cudgel +4 melee (1d4+2/1d10+2) or barbed dart +1 ranged (1d4+2); AC 15; HD 3d12; hp 13 each; MV 30'; Act 1d20; SP subdual damage without penalty; SV Fort +3, Ref +3, Will +1; AL N.

Area T-2 - Alleyway: *The walls lining the alleyway are choked over with thick ivy. The fog here swirls with eddies that originate with no noticeable breeze.*

Concealed behind the ivy is a hole in the temple wall where the masonry has given way. If the PCs are aware of the breach's existence it may be found with a round of searching; otherwise, a successful Luck check while passing through the alleyway will allow a PC to notice the disturbed greenery (Twelm and his followers have frequently used this access while coming and going).

Area T-3 - Gardens: *The gardens surrounding the temple, likely to have once been well-cared for and manicured, are overgrown with lush greenery. Thick ivies, unkempt shrubs, and trees dripping with strange mosses choke the area. Strange sounds come from the undergrowth and a loud rustling betrays the presence of something within the green.*

If the PCs have entered via the hole in the wall at area T-2 they find a narrow pathway running directly to the doors of the temple. The pathway to the front of the temple is narrow but passable. The temple doors are locked and overgrown with ivy. It requires either a successful DC 15 Pick Lock or DC 20 Strength check to open the door.

PCs entering from any other location are forced to plunge through the heavy growth. Due to the dense thickets, movement is halved and the party will need to hack their way through the brush. This commotion will draw the attention of a small number of the temple's outer guardians: a pack of giant wolf spiders. The spiders can be encountered multiple times as the party comes and goes.

Giant Wolf Spiders (3): Init +1; Atk bite +5 melee (1d7 plus poison) or leap +6 ranged (held, 20' range); AC 13; HD 4d8+2; hp 20 each; MV 40', leap 20', or climb 40'; Act 1d20; SP poison (DC 15 Fort save or additional 2d5 damage and lose 1 Stamina), leap attack (DC 13 Strength check to escape hold or target is automatically bitten each subsequent round); SV Fort +2, Ref +6, Will +2; AL C.

Alternate Encounter for Larger Group: For larger parties, double the number of spiders.

Here, closer to the tower, the PCs can see further up towards the top of the tower (a full 80' above them). Should the PCs wish, the tower can be scaled with the same difficulties as the outer wall, with a lowered rope negating the need for additional climb checks. It requires four rounds of climbing to reach the summit of the tower.

Scaling the tower more rapidly than one person at a time draws additional attention from the garden's residents and two wolf spiders begin racing up the tower walls on the second round,

catching up on the third. Combat while clinging to the wall or a rope is difficult, making most spell casting impossible and reducing all PC attack rolls by -1d.

FIRST FLOOR

Area 1-1 - Nave: *The entry of the temple opens directly into what once must have been the main area of worship. In each corner of the nave are large candelabras, each lit with near-extinguished candles. Garbage has been tossed freely about the room and the room smells as if it may also have been used as a latrine. Twenty feet above, the ceiling of this room is decorated with a faded fresco that depicts a massive man weeping black tears and vomiting a torrent of whole and unblemished food to a crowd of emaciated figures. The chamber is lined with ancient pews and a door on the far wall leads northwards. A railing and short set of stairs to the north divide the nave from the temple's sanctuary, but a massive, green altar and a mostly-enclosed spiral staircase ascending into the tower above can be seen from this lower level.*

PCs searching the room will find a number of signs that this area has been used for habitation, as recently as today. The southwest corner of the room has a bucket that smells of night soil, and bits of discarded bone and gristle are mixed with other trash and refuse. Signs of a recent cookfire are also obvious to those looking for signs of life. A successful DC 12 Intelligence check will allow a PC to determine that between 9 and 12 people are using the nave as living quarters.

Area 1-2 - Sanctuary: *This raised area contains a jade altar, behind which a spiral staircase rises. The staircase is covered in bas relief, depicting food falling from above in a fashion that echoes the fresco on the ceiling. The altar itself is an unadorned, rectangular block of solid jade, the top of which has a bowl-like indentation that bears the soot of countless ceremonial fires. The back wall of the sanctuary bears further frescos depicting thankful throngs of starving men and women devouring the blessed food raining from above, while tapestries line the east and west walls.*

Closely examining the frescoed wall will notice that several of the smaller figures at the back of the image are devouring bits of meat that are markedly human in origin: chewing on small, child-like hands; tugging on lengths of intestine; holding severed heads aloft and drinking the dripping blood. These figures are weeping what appear, at first glance, to be tiny black tears. The "tears" are actually small peepholes from area 1-5. Behind the tapestry to the west is a concealed door leading to area 1-3.

Should any PC make a burnt offering of food in the indentation upon the altar, they receive a point of fleeting Luck. Further offerings grant no bonus. The raw jade altar itself measures 6'x3'x4' and weighs a whopping 7 tons. In the unlikely event that it is somehow removed from the temple in a fashion that doesn't draw the watch, it is worth 10,000 gold rilks. In the more likely event that players hammer off pieces of the altar to take with them, the value of such shards is at the judge's discretion. However, upon damage being intentionally done to the altar, all fleeting Luck is lost.

Area 1-3 - Sacristy: *This small room is rather plain and utilitarian. The wall is adorned with a number of hooks, upon which hang ancient vestments in varying states of decay. A powerful smell of incense fills the air, filling the room with the odor of delicious spices. Three wooden crates, marked "incense," sit upon a long table against one wall. In stark contrast to the vestments, the crates seem fairly new.*

The incense (actually balls of aromatic resins, such as dragon's blood) is purchased from Porterbi, a dealer in "less than reputable" religious goods frequently found in the nocturnal marketplace of the Plaza of Dark Delights. If the PCs later approach Porterbi, presenting him with a sample of the incense found here, he demands that they swear to secrecy for his safety as well as their own. So long as they agree, they win his confidence, and the PCs gain him as a Minor Contact benison within Lankhmar's less reputable merchants. If offered, Porterbi will purchase the incense from the PCs for up to 2 gold rilks per crate.

Thieves looking about the room and making a DC 12 Intelligence check notice that the room's dimensions do not conform to those of the tower, while careful inspection of the room (with a successful DC 10 Intelligence check) notices scrape marks on the floor that originate with the legs of the long table. The table is attached to the wall, and the opening and closing of the secret door has worn the legs to the point of barely resting upon the floor. The door opens into the next room, requiring only the slightest of effort (Strength 8 or greater) to move. If not held, the door slowly swings closed again.

Area 1-4 – Storeroom: *This room is lined with empty shelves and is littered with refuse. The garbage is disturbed where something has been dragged into the room, and a strong stench of rot emanates from a large, flyblown pile of garbage in the northwest corner.*

The pile of garbage is the final (if undignified) resting place of the former high priest of the cult of Kezotek. After murdering him, Twelm stripped his victim's corpse bare and hid him here, telling the other followers that their high priest had departed and elevated Twelm in his stead. Dead for a month, the body is still recognizable despite being bloated and discolored, jogging the memory of the primary PC (Handout #3). Close examination of the body reveals marks on the corpse's throat from being garroted.

Area 1-5 – Brood Chamber: *The northern wall of this hallway is lined with shelves, the dust on which shows that dozens of containers were stored here until recently. Now, only one jar remains. The jar is made of heavy ceramic and is marred by a crack that runs up one side, leaking some unknown fluid. The outline of a door, secret on the other side, is clearly visible on the south wall and a small rug has been shoved aside to reveal a trapdoor in the floor. Rungs, built into the wall, lead upwards through a hole in the ceiling while flickering light shines in from a number of small holes in the south wall of the chamber.*

The peepholes on the south wall look out into area 1-2, revealing a massive jade altar and what appears to be a pillar carved in bas relief depicting falling food.

The bulky 50-pound jar, if handled less than gingerly, will come apart and splash the PC with the foul-smelling fluids within. The jar contains a number of larval feasters of Kezotek, all dead. Cursory inspection mistakes them for dead leeches, and only close inspection (requiring handling of the creatures) reveals the beginning of wings and the tiny point of an emergent stinger. Handling the dead feasters requires a DC 12 Handle Poison check. Failure (or inability to make the check) results in the handler sticking himself with one of the tiny stingers (DC 10 Fort save or lose 1 point of Stamina).

The sight of the feasters of Kezotek jogs the primary PC's memory. Give them Handout #2.

If the PCs are arriving in the temple via the "underworld of Lankhmar," preface the room's description with the following:

Your guide leads you through the twisting underworld of the city, the dark and cramped passageways leading off in labyrinthine fashion. Your guide motions for your hand to halt, silencing you with a gesture as he cocks his head. The furtive sound of nearby footfalls can be heard, but they are moving away. He exhales in relief, turning to look you up and down in the dim light of his lantern. Frowning slightly, he gestures towards a roughly-made ladder leaning against the cavern wall. "This is the place, up the ladder you go. May the Gods of Trouble shelter you from that which lies within, and from the guards without."

The superstitious thief is no fool and will not ascend the ladder into the room above under any circumstances. Once the PCs are all upstairs, he departs. If asked about his mood, he comments that the ladder should have been concealed in a side passage, and that someone leaving it in place is a matter that will be dealt with. The footfalls heard were, of course, Twelm and his fellows on their mission to the Rainbow Palace.

SECOND FLOOR

Area 2-1 – Hall of Famine: *This room is decorated in the fashion of a lavish feast hall. An empty cabinet, its glass doors untouched by the ravages of time, is against the northern wall. The air is filled with a heady aroma and an enormous table bears platters heaped with succulent-looking food. Dim light from outside washes in, illuminating the sole figure seated at the table. Slumped down in her chair is a young urchin, gaunt form showing signs of starvation. The child's body is twisted from the contractions of death throes, her eyes wide in death, and a rictus of agony upon her face.*

A spiral staircase, its shell mostly enclosed with bas reliefs of food-stuffs raining from above, extends in both directions.

The food on the table is loaded with toxins acquired from the poisoned eels of the Great Salt Marsh. Tasting of the food will merely make a person mildly ill within an hour but dining on the poison-laden food is almost assuredly fatal (DC 20 Fort save or die; upon success, the diner collapses, helplessly writhing in agony for 3d3 rounds).

The child was poisoned as part of a rite to create a guardian spirit, the transparent form of which will rise from the child's corpse, moving to attack in an attempt to assuage its endless hunger. The spirit may be bribed (or a ravenous player may be sated) with large offerings of non-poisoned food (a supply of which is kept in area 2-3, should the followers of Kezotek need to enter this room).

Hungering Spirit: Init +2; Atk feeding grasp +6 melee (1d3 Stamina drain); AC 10; HD 6d12; hp 40; MV fly 40'; Act 1d20; SP un-dead traits, struck only by lucky or magic weapons, feeding grasp, hunger pangs, vulnerable corpse (attacks against the corpse do full damage to the ghost); SV Fort +2, Ref +4, Will +6; AL C.

Hunger pangs: PCs within 10' of the spirit must make a DC 10 Fort save or be so overcome by the pains of starvation as to be helpless for 1d5 rounds. Successful save renders the PC immune to this effect for the duration of the combat.

Victims of the spirit's grasp develop an insatiable hunger, becoming progressively more emaciated until such time as one

of their Stamina is reduced to 3, at which time the victim is overcome by hunger and will attempt to eat anything nearby – whether poisoned food or boon companions. Treat victims overcome by hunger as suffering from battle rage. Any lost attributes can be regained by dining on a full meal's worth of untainted food.

Alternate Encounter for Larger Group: Substitute the spirit's stats with the following – Init +4; Atk feeding grasp +6 melee (1d4 Stamina drain); AC 12; HD 8d12; hp 52; MV fly 40'; Act 2d20; SP un-dead traits, struck only by lucky or magic weapons, feeding grasp, hunger pangs, vulnerable corpse; SV Fort +2, Ref +4, Will +6; AL C.

The secret door into this room is concealed within the cabinet, and only can be found by opening the cabinet and searching. Simply pressing against the back of the cabinet will cause it to swing into the hidden corridor beyond.

The door to area 2-2 is locked, requiring a DC 18 Pick Lock or DC 20 Strength check to open.

Area 2-2 – Priest's Chambers: *Obviously this room was once draped in opulence, the faded and stained remnants of which are still visible. Once-priceless silken draperies are tattered and blowing in the faint breeze coming through the barred window. The furnishings of the room, consisting of a large bed and a writing desk, have been pushed into the center of the room and the walls are wholly covered with cryptic scrawls. The very atmosphere of this room feels...unclean.*

Wizards entering this room and seeing the writing immediately make a DC 15 Intelligence check (with black magicians gaining +1d and white magicians suffering -1d on the rolls) to recognize the import of the arcane writings. If deciphered, the wizard realizes that the writings are a highly complex mystical formula for some sort of nutritional bath. The recipe details what would be a viscous slime, to be used for the gestation of some sort of creatures, referred to as "the Feasters."

Searching the desk reveals a number of papers mentioning a plan to strike at the foundation of Lankhmar. While the notes are sparse on details, there are several items of note: a map of the streets around the Rainbow Palace (home to the Overlord); a note that mentions a meeting of the Overlord's Inner Council, taking place this evening; and a map of tunnels beneath the Rainbow Palace (the route through the underworld that Twelm and his disciples plan to follow).

Twelm's plan is quite simple: at midnight the beacon atop the temple will be lit, drawing the watch towards the commotion at the forbidden temple. As the watch is on the move, he and his men will release a massive swarm of feasters through a trapdoor and up into the Rainbow Palace where the Overlord and the Inner Council are meeting. Should this plan be carried out, Lankhmar will be rocked to its very core.

The secret exit from this room was originally concealed behind the desk. With the furnishings moved and the walls covered in writing, it only requires a successful DC 10 Intelligence check to spot the secret door.

Area 2-3 – Concealed Storage: *The east portion of this cramped chamber is filled with sacks of grain, piled near a door that swings into the hall. The western portion opens into an empty space with a panel that pushes southwards into the room beyond. Near the center of the hallway, two sets of rungs grant access in both direc-*

tions – descending through a hole in the floor, as well as leading upwards to a trapdoor in the ceiling.

The sacks of grain are kept on hand should the cult of Kezotek need to bribe the spirit within the Hall of Famine (area 2-1). A single sack of grain will keep the starving spirit occupied for 2d3 rounds.

The trapdoor (leading upwards to area 3-2) has been barred from above. Forcing it open requires a DC 18 Strength check.

THIRD FLOOR

Area 3-1 – Chapel: *The spiral staircase continues in both directions from here, the opening in its cylindrical casing letting out into an ornate chapel. The stairway, covered in bas relief, is topped with the image of a gigantic man. The figure is depicted retching a shower of foodstuffs that lines the rest of the stairway. The face of the man is covered in black tears which appear as a streaming flow from his eyes.*

Unlike the rooms below, this area is not littered with rubbish. The corners of the northern wall are dominated by large candelabra, their candles lighting the room. The southern wall of the room is taken up by a sacrificial table, above which rests an altar treasure worthy of the risks. The table is stained with blood and other fluids, some still glistening in the dim light of the room. On a shelf above the table sit four chests, each overflowing with gold and jewels. The faint smell of incense still hangs in the air.

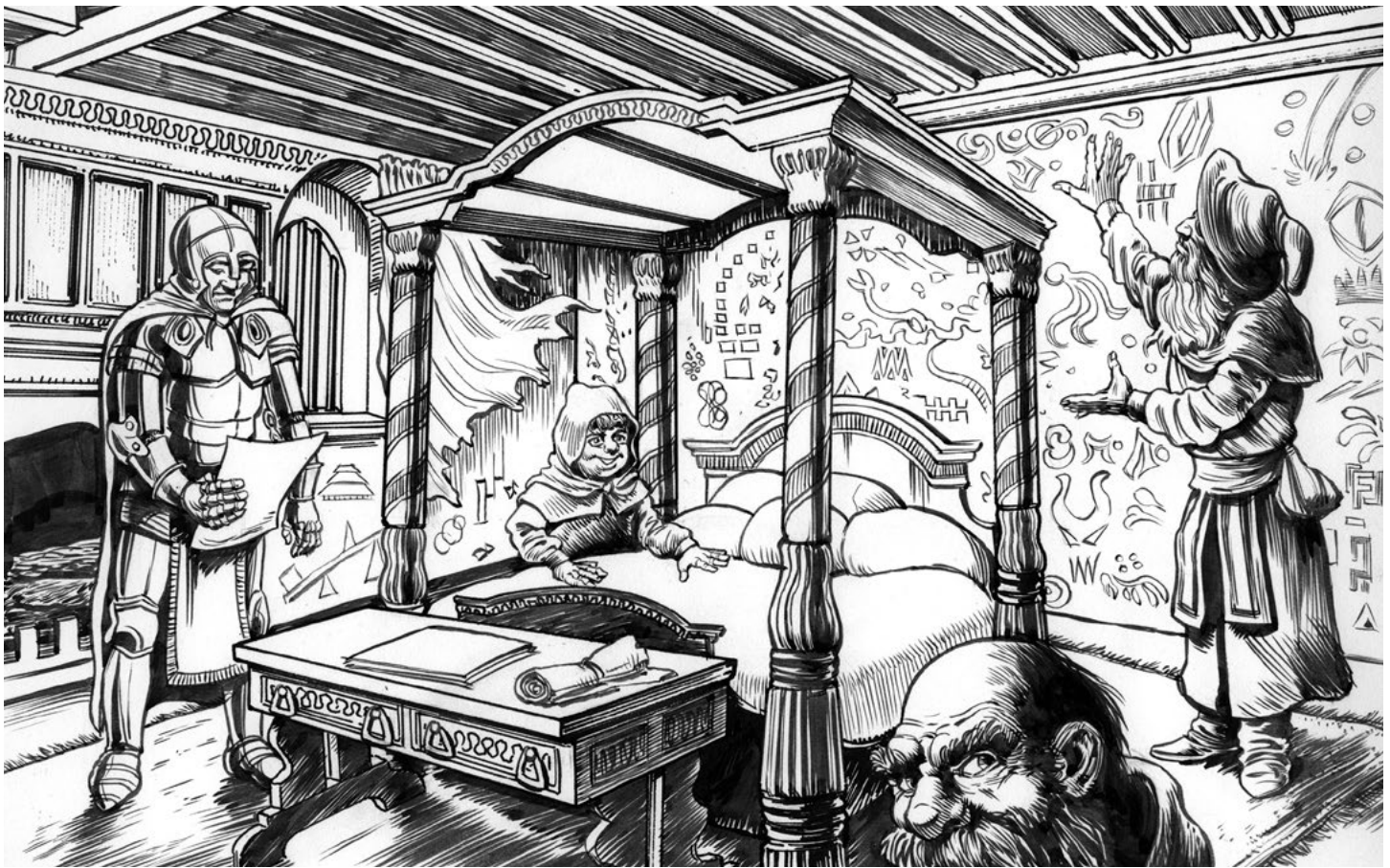
The secret doors behind the candelabra push open at a touch, revealing the holding cells beyond. Thieves looking about the room and passing a DC 10 Intelligence check notice that the room's dimensions do not conform to those of the tower. If the corners are directly searched, or the room is more generally investigated with a DC 15 Intelligence check, the secret doors will be found.

The contents of the chests certainly look like a legendary haul, but the treasure within is a bit misleading. The chests hold a grand total of 75 gold rilks' worth of poor-quality gemstones, 3,105 iron tiks, 3,945 bronze agols, 145 silver smerducks, and 89 gold rilks. The mere act of touching the chests has grave repercussions: the moment anyone lays hand on one of the chests or their contents, the "tears" on the wall – actually a mature swarm of feasters of Kezotek – fly from the walls and attack. Characters failing a DC 12 Will save are overcome by horror and revulsion, receiving no action in the first round of combat. This also triggers Handout #4.

Adult feasters of Kezotek are horrific to behold. Best described as 3" leeches with scorpion tails, held aloft on dragonfly wings, these creatures launch into a swarm and are relentless in their feeding. They cannot be controlled by outside forces and they always feed unto the death.

Feasters of Kezotek (swarm): Init +8; Atk swarming bite +4 melee (1d3), sting +4 melee (Stamina drain); AC 12; HD 4d8; hp 18; MV fly 40'; Act 2d20; SP bite and sting all targets within 30'x30' space, consistent swarm, Stamina drain (DC 13 Fort save or lose 1d3 Stamina), half damage from non-area attacks, immune to critical hits, sleep, and charm effects; SV Fort +4, Ref +4, Will +0; AL N.

Consistent swarm: Feasters of Kezotek roll one action die for each of their attacks, applying the results to all targets within the swarm.



Alternate Encounter for Larger Group: Increase the swarm's HD to 6d8 with 27 hit points.

Area 3-2 - Holding Cells: *The stench of unwashed bodies kept in close quarters is a physical assault on the senses. Cages, large enough for a child but filled with a mixture of children and cramped adults, festoon the northern wall of this narrow passageway. A trapdoor sits in the center of the hall, barred from this side. Urchins, beggars, and other unfortunates raise their heads to look at you as you enter. Hope glimmers in their eyes and they reach through the bars towards you, clamoring for release.*

The locks holding these cells closed are mere child's play to a thief (requiring a DC 13 Pick Lock check) but make up for their simplicity with sturdiness. Breaking them open requires a successful attack against AC 20 (with unsuccessful attacks striking the lock but merely glancing off the heavy iron). There are a total of 8 prisoners here: 5 urchins, 2 beggars, and a dandy who was grabbed after having too much to drink. While all of the former are profuse in their gratitude, the latter initially accepts his rescue with a much more studious and cautious approach. Instead, he observes the PCs closely, as if appraising their abilities with an experienced eye. His behavior should be a bit out of character for someone of his station as a young man of wealth and fashion. Despite his apparent status, he is neither condescending nor overtly rude. When freed he will immediately give the PCs a gold rilk each for his rescue.

The young "dandy" is actually a well-heeled smuggler by the name of Vamortes Kiviesgay. Vamortes is utterly terrified by what he knows of the situation and fears that the PCs are members of the cult come to trick him with false hope. Should he be convinced otherwise and learn that the PCs are potentially willing to kill for money, he'll give them the all of the details

that he is aware of and attempt to hire the PCs with an offer of 5 diamond-in-amber glulditches each (negotiable to 10 d.g. each with a successful DC 18 Personality check). If pressed, he may infer that he may be able to get much, much more from other wealthy luminaries of Lankhmar (though he cannot). If the party seems interested, read the following:

The young man gives a smile and a knowing nod. "You will need to act quickly, for they plan to carry out their plot this very night—" <sniff> "-and time to stop them must be fast running out. The so-called 'priests' of this unholy place have been making sacrifices to the foul powers in return for something that they have been calling 'the tears of Kezotek.' Their plan is to light a beacon above so as to draw a large watch presence here – thus keeping potential reinforcements away from their true target, the Rainbow Palace of the Overlord himself."

He begins to pace as he speaks. "Something about these 'tears' is apparently very deadly, and heavy. I could hear them complaining about the weight from up here. They plan on using them to slay the Overlord and his Inner Council of advisors. This must be stopped! It would plunge all of Lankhmar into chaos and wreak havoc throughout the city's trade. They are using the concealed underworld of Lankhmar to avoid detection. If you hurry, you can stop them!"

Vamortes will hesitantly give the PCs rough directions through the underground passages leading from beneath the temple to the cellars of the Rainbow Palace. Under no circumstances will he draw them a map, sniffing that, "Saving Lankhmar is of no use to me if I'm too dead to enjoy it, and dead I would be if it were ever known that I gave the map to outsiders. I'm sure you can understand my predicament. I'm certain that you are skilled enough to overcome the issue." He is willing to lead them as far as the trapdoor in area 1-5.

Area 4-1 - The Beacon: *The sides of the tower's pinnacle open to the thick air of the Lankhmar night. The majority of the tower's top is taken up by a massive furnace glowing a deep orange. Heat shimmer fills the air around it and the air here is uncomfortably warm despite the doors to the furnace being closed. A spiral staircase descends into the tower from here while above a heavy stone roof caps the structure.*

It is important to note that there are two ways for the party to have arrived at the beacon. If the party has ascended the tower as their point of entry, the area is unoccupied as they enter and the priests of Kezotek emerge from the spiral staircase in one round (attempting to take the party by surprise if forewarned by loud PCs or combat outside). If the party has ascended the tower from within, the priests are already present and are in the process of opening the furnace doors (thus lighting the beacon). In this case, the roar of the massive fire within the furnace keep them oblivious of all but the most blatant entrances to the room. Should the priests fail a DC 18 Will save they are surprised.

Regardless of the timing, combat in the close quarters around the beacon's enormous furnace poses an additional hazard. Melee combatants must make a DC 12 Reflex save every round or brush against the scorching metal for 1d3 points of damage. Successful mighty deeds, such as pushing a priest directly against the furnace, deal an additional 1d6 damage. Combat-

ants unfortunate enough to find themselves *within* the furnace suffer 4d8 points of damage per round and immediately ignite, continuing to blaze once removed from the furnace (2d6 damage per round until extinguished).

Priests of Kezotek (2): Init +2; Atk Kezotek'n dagger +3 melee (1d5/1d12 plus bleeding wound) or shove +3 melee (1d3 subdual plus furnace damage); AC 14; HD 3d10+3; hp 19 each; MV 30'; Act 1d20; SP backstab +7, bleeding wound; SV Fort +2, Ref +1, Will +2; AL C; Crit d14/II.

Bleeding wound: With wide, triangular blades of solid metal, Kezotek'n daggers punch holes in flesh rather than merely slicing into a victim. Target must succeed in a DC 15 Fortitude save or suffer an additional point of damage per round from the wound for 1d4 rounds. This effect is cumulative in the case of multiple wounds.

Alternate Encounter for Larger Group: There are 4 priests present.

Any priest taken prisoner will show complete disdain for the party, openly bragging about the plot against the Overlord and his Inner Circle and spilling details about the route taken by Twelm's group—mistakenly thinking that they are further along the route than they actually are.

PART TWO: THE PLOT

At this point, whether or not the PCs choose to take action to halt the plot against the Overlord remains wholly in their hands. If the PCs wish to pursue Twelm, but have not yet discovered the route through the underworld of Lankhmar, give the primary character Handout #5. If they decide to take no further action (reasoning that the Overlord is no friend of theirs), proceed to **Part Three: Concluding the Adventure.**

EVENT 3: PURSUIT THROUGH THE UNDERWORLD

Once the PCs know to look for it, signs of the priests' passage are obvious. Catching the cultists in the darkness of the tunnels and caverns that wend their way beneath the city is another matter. While the PCs will eventually find their way to the Rainbow Palace, they do have an opportunity to catch Twelm and his compatriots prior to their arrival at the Palace.

Unaware that they are being pursued through the tunnels, Twelm and his followers are moving at a cautious pace with their dangerous payload. Carrying the heavy jars reduces their

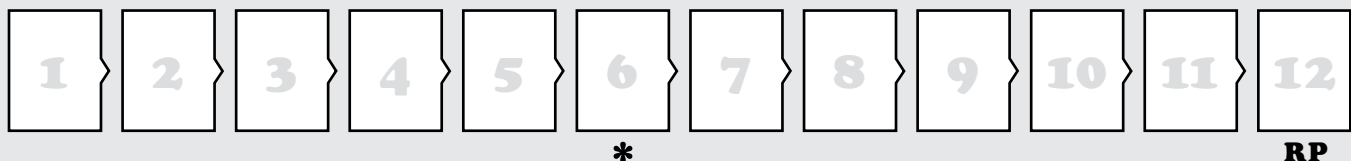
movement by half, and gives the party an advantage in any pursuit. Twelm's group begins six successes ahead of the party. Allow the party to nominate one PC to blaze their trail and, if that PC succeeds in a Luck check, the party manages to close the gap, gaining one success without Twelm and his henchmen being alerted to the pursuit. Allow the leading PC to make up to 4 Luck checks, with failure immediately notifying Twelm of pursuit and beginning the chase in earnest. Once they have closed within two successes, Twelm and his men become aware that they are being followed.

During the chase, participants make either a Stamina or Agility check each round. Each check represents ten minutes (one turn) of pursuit and, for this tunnel chase, the DC is 13. Twelm and his followers have a +1 modifier to their check regardless of type.

- Because of the reduced speed of Twelm's group, PCs automatically gain one success each turn and may elect to make a Stamina/Agility check (as above) to accumulate another.
- If Twelm and his followers make six additional successful checks, they reach the catacombs beneath the Rainbow Pal-

KEEPING TRACK OF THE CHASE

In Event 3, Twelm's group starts in the 6th box (*). The 12th box denotes arrival at the Royal Palace.



If a PC intercepts Twelm's group, he catches them before they arrive and combat occurs. See **Keeping Track of the Chase** (above) for ease of tracking.

- Any of Twelm's men can stop fleeing and engage a PC in combat. If the PC chooses to fight, he cannot make a Stamina/Agility check to gain successes in the chase until the combat is over. A PC can also choose to evade the cultist by making either a Reflex save vs. the henchman's attack roll or with a Mighty Deed of Arms. If successful, the PC rushes past and continues the chase without interruption (making a Stamina/Agility check as normal for the turn). The cultist may either pursue or attempt to hinder other PCs, but attacks at -1d while holding the jar of feasters.
- If a participant rolls a 5 or less on his check, a complication happens. See below for potential complications.

Complications (roll 1d5)

1. The participant takes a turn down a dead end. They must double back to find the trail to the Rainbow Palace and lose one acquired success from their total.

2. The participant's route brings them to a small chasm, the leaping of which requires a DC 10 Reflex save. If failed, the individual takes a tumble and suffers 1d6 points of damage. If the result of the Reflex check is a natural 1, the participant falls hard, suffering 2d6 damage and losing one acquired success from their total.

3. The participant encounters another individual surreptitiously crossing beneath the city. The thief is not pleased to be encountered and will attack the participant to seek their silence unless a successful DC 12 Personality check is rolled.

Thief: Init +2; Atk short sword +2 melee (1d6) or dagger +2 melee (1d4/1d10); AC 13; HD 1d6+1; hp 7; MV 30'; Act 1d20; SP backstab +8; SV Fort +2, Ref +2, Will +1; AL C.

4. Darting through the tunnels the participant dislodges part of an ancient archway, releasing a rockfall. The participant must make a DC 10 Reflex save or suffer 2d6 points of damage. Further, any participants further behind make their next check vs. DC 15.

5. Racing through the tunnels, the PC comes upon a pocket of bad air. Any flame carried for light is immediately extinguished and the PC must make a DC 14 Stamina save or pass out for 1d3 rounds (and lose an equal number of successes).

[Optional] If including the portents of days, remember to communicate the effects on PCs accordingly, depending on the time of pursuit (see **Calendars, Forgotten Gods, and Fleeting Luck**, above).

Area 5-1 - Battle in the Underworld: If the party catches Twelm and his men in the tunnels beneath the city, the cultists will shatter their jars and fight to the death in hopes of allowing Twelm to win his way free to complete his plan (see area 5-2).

Area 5-2 - Rainbow Palace Rumble: *Before you is the cult. Bent on slaying the Overlord and the Inner Council, they have managed to prop open a trapdoor that presumably leads into the Rainbow Palace above. One figure, easily identified as the leader of the group, holds an earthenware jar aloft in his hands, a glimmer of*

madness in his eyes. "I am a defenseless child no more! Behold, I lay Lankhmar to ruin in the name of my god, Kezotek!"

If the PCs have failed to halt Twelm and his followers prior to their reaching the Rainbow Palace, absolute chaos ensues. Refusing to be denied his revenge, Twelm moves to shatter his jar in the first round of combat, releasing the first of the swarm. Seeing this attempt, his followers must immediately make a morale check. The swarm will feed on every living target (save for Twelm) prior to rising up into the palace.

PCs slaying or otherwise incapacitating Twelm or the cultists must make a Luck check lest the jar held by their victim fall and break open, increasing the swarm.

- *If Twelm succeeds in shattering his jar:* Those failing their morale check drop their jars (50% chance of each vessel breaking) and flee, while those who succeed intentionally smash their jars of feasters prior to entering combat. For purposes of Stamina drain, treat the followers of Kezotek as having 10 Stamina.
- *If Twelm does not succeed:* Those failing their morale check immediately surrender, setting down their jars and raising their hands. If the opportunity arises, they will flee into the tunnels. As above, those succeeding in their morale check dash their containers to the ground.

Twelm, Usurper Priest of Kezotek: Init +2; Atk Kezotek'n dagger +2 melee (1d5 plus bleeding wound) and spell; AC 11; HD 5d4; hp 17; MV 30'; Act 1d20+1d14; SP bleeding wound, may spellburn up to 8 points total; SV Fort +2, Ref +1, Will +3; AL C.

Bleeding wound: Target must succeed in a DC 15 Fortitude save or suffer an additional point of damage per round from the wound for 1d4 rounds. This effect is cumulative in the case of multiple wounds.

Known spells (+6 spell check): *color spray, confounding glamour, Ekim's mystical mask, force manipulation, sleep, mirror image, scorching ray, turn to stone.*

Kezotek'n Cultists (6): Init +1; Atk short sword +2 melee (1d6); AC 12; HD 2d8; hp 9; MV 30'; Act 1d20; SP attack with 1d16 if holding a 50-lb. jar of feasters; SV Fort +0, Ref +1, Will +2; AL C.

Feasters of Kezotek (per jar): Init +8; Atk swarming bite +4 melee (1d3), sting +4 melee (Stamina drain); AC 12; HD 2d8; hp 9; MV fly 40'; Act 2d20; SP bite and sting all targets within 30'x30' space, consistent swarm, Stamina drain (DC 13 Fort save or lose 1d3 Stamina), half damage from non-area attacks, immune to critical hits, sleep, and charm effects; SV Fort +4, Ref +4, Will +0; AL N.

Consistent swarm: Feasters of Kezotek roll one action die for each of their attacks, applying the results to all targets within the swarm.

Alternate Encounter for Larger Group: Add an additional cultist (and jar of feasters).

The sounds of combat draw the Overlord's guards, who arrive, in force, one round after the combat ends. These soldiers, clad in the livery of the Overlord, will seek to detain the PCs until the facts of what has occurred can be determined.

Overlord's Guard (20): Init +2; Atk polearm +2 melee (1d10); AC 14; HD 2d8; hp 11 each; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L.

PART THREE: CONCLUDING THE ADVENTURE

- If the PCs manage to defeat the cult while still en route to the Rainbow Palace, award them a permanent point of Luck (in addition to any fleeting Luck that has been converted by the judge). The gods of Lankhmar (and perhaps the Gods of Lankhmar) have smiled upon them.
- If the PCs defeat the cult in the tunnels directly beneath the Rainbow Palace without the entire swarm being released, and they have evidence to back up their claims of being innocent, they are welcomed as heroes. The Inner Council quietly thanks the party for their actions. While they cannot openly acknowledge the services provided by the party, they fête them with a grand party and each PC gains the benison, Toast of the Town. Further, the Overlord will turn a blind eye to the party having trespassed on the grounds of a forbidden temple and will ensure that all funds gathered are taxed (15%) before declared as legally belonging to the party.
- If the PCs defeat the cult in the tunnels directly beneath the Rainbow Palace after the entire swarm has been released, attack the Overlord's men, or have no evidence of their innocence, they are accused of having taken part in a plot against the Overlord. The Overlord's soldiers attempt to arrest the un-sung heroes. If the PCs go willingly, the judge is urged to start the next session with a jailbreak. Wanted by the forces of the Overlord, the PCs are forced to lay low

until the heat dies down, if they do not flee the city outright. Additionally, the PCs gain the doom, Enmity of the Overlord.

- If the PCs choose to allow Twelm and his cult to carry out their plan unimpeded, read the following.

Thick smoke blooms from the direction of the Rainbow Palace, and commotion fills the streets as rumors of the Overlord's death spread through Lankhmar. Whispered tales of swarms of strange biting swamp flies, capable of stripping men to their bones, are passed from person to person, growing ever more outrageous and horrifying with each retelling. The coming days will be interesting, as rumbling and unrest grows within the city.

Whether or not the Overlord and his Inner Council survive is left to the judge's discretion. The swarm will have done a great deal of damage, killing hundreds—even thousands—of Lankmarts as they spread through the street before vanishing, seemingly without a trace. The one thing that Twelm did not account for was the ingenuity of Lankhmar's poor in dealing with the massive swarm. In the weeks to come, several vendors within the slums are offering a special sausage made from secret ingredients. It is said that they taste quite delicious and that even one sausage can fill the hungriest of men. If Kezotek were not forgotten, he would be proud.

APPENDIX A: NEW BENISONS & DOOMS

Benison - Toast of the Town (5 Luck): Whether through bold action or dumb luck, the PC is regarded as a hero by Lankhmar's elite. The minor nobility are all eager to be seen with the PC and so shower them with appropriate societal invitations. The PC gains a +1d bonus to all Personality rolls when dealing with the nobility of Lankhmar and a +2d bonus when dealing with members of the city watch. However, the newfound notoriety comes at a cost, with the PC suffering a -1d penalty to Personality rolls when dealing with the common folk of Lankhmar and -2d with the Thieves' Guild. Such fame, just as Luck, can be fleeting. If the PC ever commits a crime that can be traced back to him, this benison is immediately lost.

Doom - Enmity of the Overlord: The Overlords of Lankhmar are not known for their forgiving nature. The PC committed some offense (whether an incidental slight or egregious conspiracy) towards the Overlord, resulting in the Overlord setting his mind to the utter ruination of the character. This makes the PC an enemy of the Overlord and his Inner Council, with the guard of Lankhmar being ordered to kill the PC on sight. The reach of the Overlord is a long one—even if the PC should flee Lankhmar, he finds himself pursued by bounty hunters and guardsmen looking for promotion (these appearing when and where the judge decides). This doom may be temporarily negated for 1d4 weeks by successfully laying low (see *Judge's Guide to Nehwon*, p. 85).





HANDOUT #1

Your head is still pounding from last night's overindulgence, but snippets of the evening are coming back to you. You remember spending much of the evening with Vigomia, the pawnbroker.

The two of you were fairly drunk by the time you arrived at the Rat's Nest tavern, where he told you of a great treasure to be had, sitting nearly abandoned within one of the forbidden temples. As his description of the treasure grew greater and greater, so too grew your determination to aid him in his endeavor.

"It needs to be tomorrow night. We can get in, grab the treasure, and be gone before anyone is the wiser." Vaguely, you remember agreeing and sending word to your companions to meet you at the Rat's Nest near sundown.



HANDOUT #2

The sight of the strange leeches sparks a memory.

You and Vigomia are in the night market. As he taps on a jar filled with leeches, the apothecary looks unamused. The old pawnbroker turns his glassy gaze to you, "Something like these...they are supposed to be a guardian of some sort." The apothecary interrupts...

HANDOUT #3

Looking down at the body, you have a sense of familiarity.

Vigomia idly doodles a face on a piece of parchment. "This guy right here, he's the one. He used to bring me all sorts of stuff and he's vanished. I'd followed him one night and saw him slip into one of the forbidden temples." The pawnbroker rubs his hands together. "With him gone, everything inside that old temple is ours for the taking. We just need to be quick about it before his friends clear the place out."

That face...the corpse....they could be one and the same.

HANDOUT #4

...but Vigomia raises a finger to his lips to loudly shush the apothecary. "They look like these, but they aren't, see?" He taps the glass again. "They call them the feasters – or some such – and they have teeth and stingers and can strip a man down to nothing pretty fast."

Sure, now you remember that part.

HANDOUT #5

The haze of the night clears fractionally, and you grab hold of another memory:

Vigomia is so drunk, and you are both near passing out. He leans forward conspiratorially and loudly whispers about a secret series of tunnels that run beneath the streets of Lankhmar. He is sure that the temple can be reached via those tunnels. He giggles, "I hear even the Rainbow Palace itself sits atop the underworld of Lankhmar!" Looking you in the eyes and nodding slowly, Vigomia blacks out, his head loudly striking the table. You rise unsteadily to your feet...

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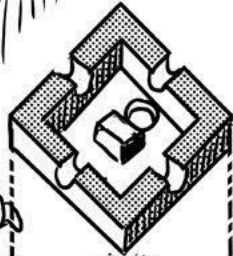
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A Lankhmar Adventure

Beacon (4-1)



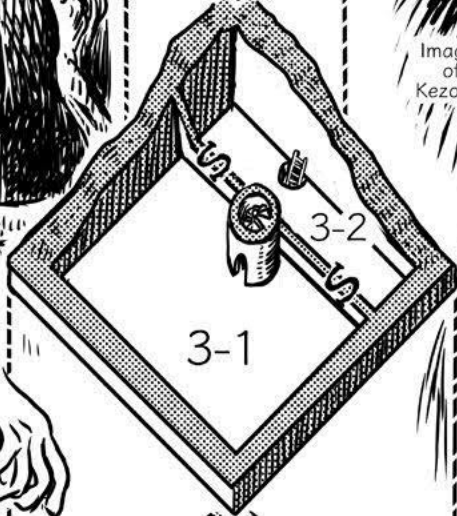
Blasphemy & Larceny in LANKHMAR

Image of Kezotek

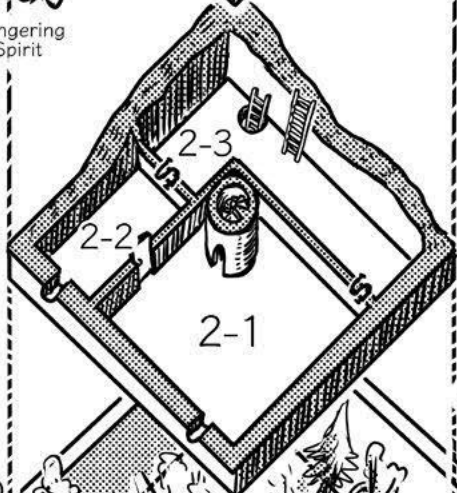


Third Level

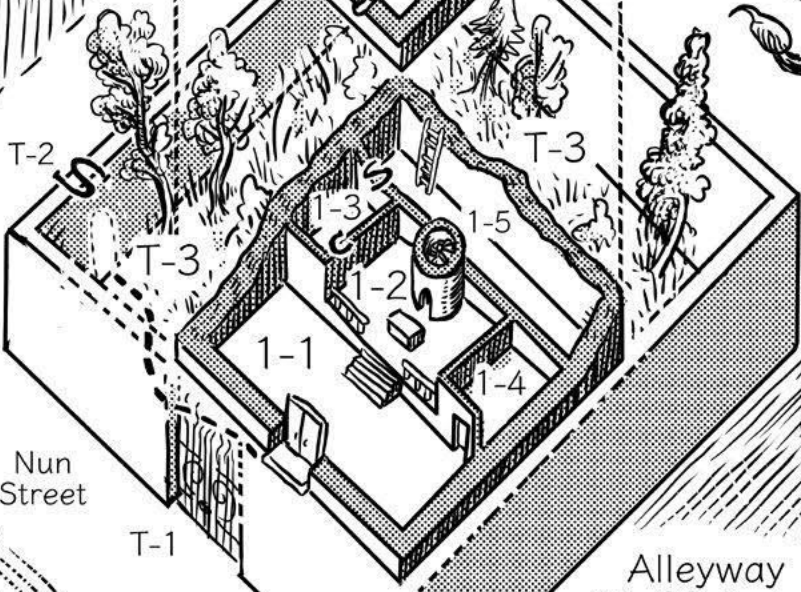
Hungering Spirit



Second Level



Feaster of Kezotek



Ground Level

Nun Street

Alleyway with 20 foot tall Garden Wall

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BLASPHEMY & LARCENY IN LANKHMAR

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BY BOB BRINKMAN

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