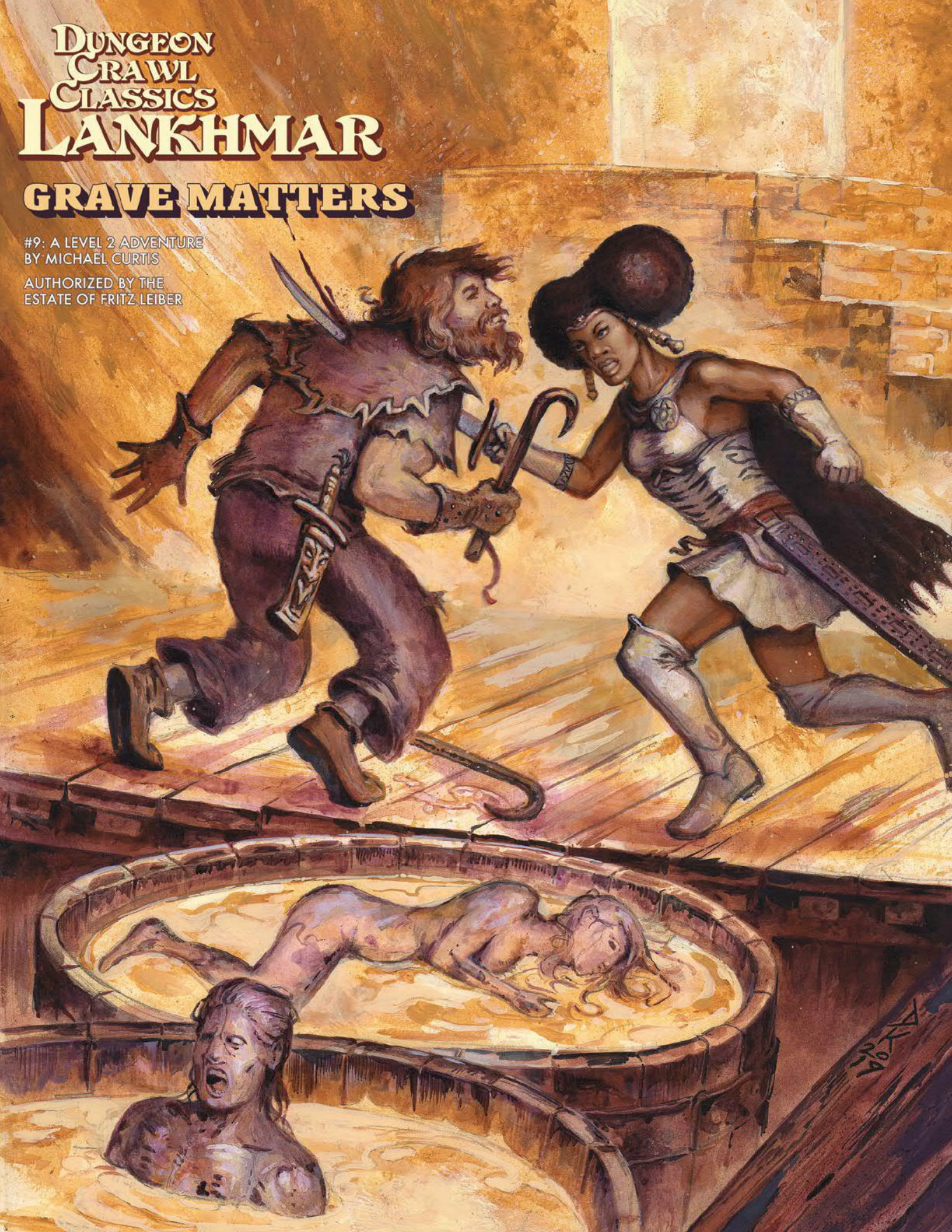
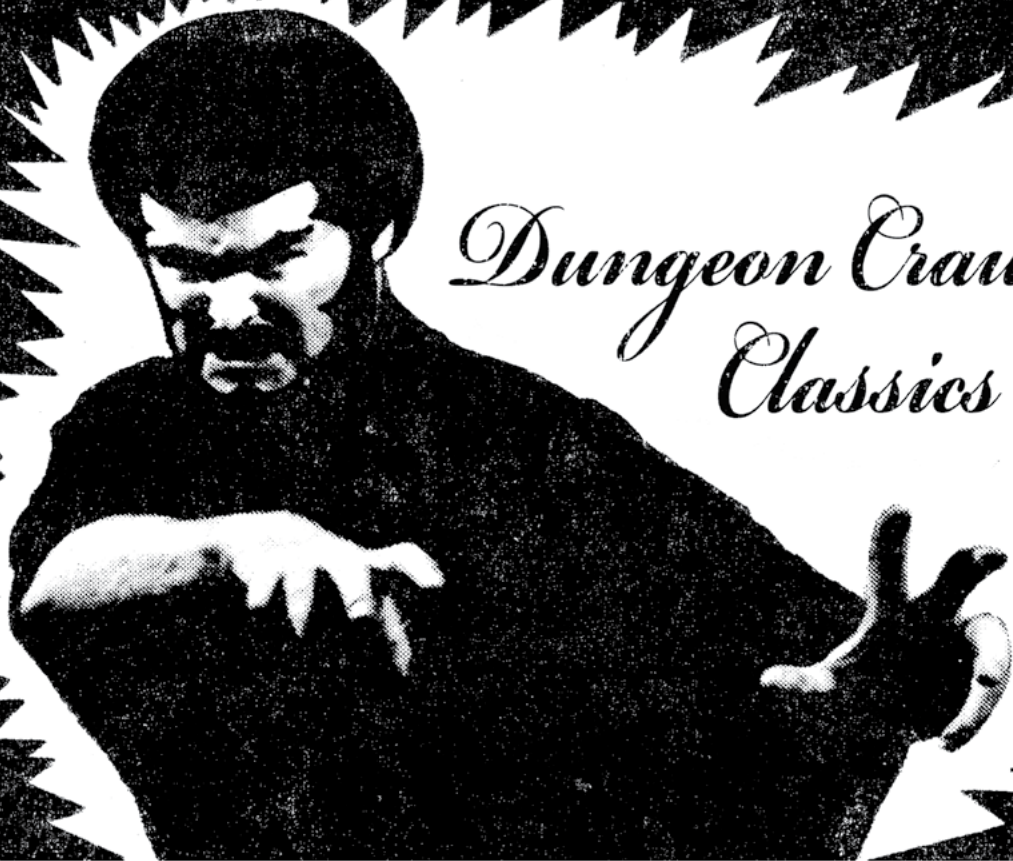


DUNGEON CRAWL CLASSICS LANKHMAR GRAVE MATTERS

#9: A LEVEL 2 ADVENTURE
BY MICHAEL CURTIS
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ESTATE OF FRITZ LEIBER





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GRAVE MATTERS

A LEVEL 2
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!

Grave Matters in Lankhmar is a short adventure for DCC Lankhmar designed for a group of two to three 2nd-level PCs. Details are provided for scaling the adventure to accommodate larger groups as well. In the course of the adventure, the characters confront a small gang of smugglers operating out of an embalmer's business in one of Lankhmar's run-down neighborhoods. The PCs must infiltrate the smugglers' base of operations to recover a stolen sarcophagus containing an Overlord's mummy before it vanishes from the city limits.

While a plot and goal is provided for this adventure, the embalming house and the Grave Men smuggling ring can be utilized in a more free-form manner by the judge. The group and their hideout make the perfect adversaries the next time the PCs need to recover a stolen item of the judge's devising or their own choosing. Simply replace the Overlord's sarcophagus with the required item. Likewise, the Grave Men provide a useful service should the PCs need to move things in and out of the city unobserved and may become allies instead of opponents depending on the campaign and the party's actions.

BACKGROUND

Hrazamix Twelve-Fingers was a legendary thief in his day, a contender for the title of Guild Master according to some. It was said there was nothing Hrazamix couldn't steal. His greatest theft was the gilded sarcophagus of Overlord Quintifrax V, pilfered from the Crypt of Overlords beneath the Rainbow Palace. Hrazamix has long retired from the Thieves' Guild, allowed to depart with honors and respect due to his long career and his reputation for secrecy. The mummified body of the Overlord remained in his possession, a trophy to his skill and renown.

Last night, however, one of Hrazamix's many enemies sent freelance thieves to steal the mummy from Hrazamix's home. This enemy, Gorven of Tovilyis, intends to decorate his own home with the Overlord's corpse. The theft was also meant as a blow to the old thief's pride, and succeeded perfectly. The thieves left a mocking note in the sarcophagus' place, informing Hrazamix exactly who is responsible. Deprived of his favorite trophy and incensed that someone could steal it from his very home, Hrazamix wants the mummy back. He called in some favors and tracked the freelancers back to their lair, only to discover they had already delivered the purloined corpse into the hands of smugglers hired to deliver the sarcophagus outside of the city proper.

Unfortunately, this puts the former thief in a hard position. He knows the smugglers, a band called the Grave Men, has ties to the Thieves' Guild, and that a blow against them would be a blow against his former brethren. Calling in the city watch is also impossible, as they would confiscate the Overlord's sarcophagus and corpse, depriving Hrazamix of his trophy. What else is there to do but find some desperate adventurers to act on his behalf? With no known ties to himself, if these hired agents get captured, he has nothing to lose and a valuable sarcophagus to gain...

STARTING THE ADVENTURE



The PCs are approached by one of Hrazamix's servants, an elderly former member of the Slayers' Brotherhood named Faulkel. Despite approaching seventy winters of age, Faulkel is still spry and has a muscled body equal to a warrior half his age. Faulkel quickly gets down to business:

"I serve an important man who wishes to remain nameless and unknown. He nevertheless has immense wealth and commands respect in certain shadowy parts of our smoke-blighted city. Something of his has been stolen and is scheduled to be smuggled from the city within the next two days. He wants that something recovered before it can leave Lankhmar. If someone – say, a group of bravos such as yourselves – were to accomplish that, the reward would be [100 gold rilks per PC in the party]. Would you know anyone interested in performing such a task?"

Assuming the PCs agree to handle the task, Faulkel provides them with the following information:

- The smugglers use an embalmer's business in the Carousing Quarter as a front. They're known as the Grave Men and smuggle contraband in and out of the city using their funeral wagon, death cart, and even corpses.
- The object is a large, ancient sarcophagus crafted from black hardwood and bearing silver adornments. It contains a mummified corpse of great age. Neither the corpse nor the sarcophagus bear any form of enchantment or curse.
- The sarcophagus and corpse must be recovered before it leaves the city and the attention of the city watch cannot be aroused. These factors mean that the sarcophagus must be removed from the smugglers' base of operations before it leaves the premises.
- Stealth is advocated over outright violence. If violence is necessary, the employer would like fatalities kept to a minimum. Succeeding in retrieving the sarcophagus and the corpse without severely impacting the smuggling ring's ability to continue operations will result in an additional 100 gold rilk bonus to each party member.
- Once obtained, the sarcophagus should be brought to the Plaza of Dark Delights at the last tolling of the Great Bell of Aarth (about 10:00 PM).
- The party can utilize any means or plans to obtain the sarcophagus but no further aid or resources will be forthcoming. The sarcophagus must be retrieved by tomorrow night at the latest.

As a token of good will, Faulkel provides the PCs with 50 gold rilks as a down payment, hinting that accepting the money and failing to fulfill their obligations would be a poor decision. He then departs, leaving the party to pursue their own plans.

THE GRAVE MEN

The Grave Men are a smuggling ring that transports illicit or heavily-taxed goods in and out of the city. They move contraband daily, operating brazenly under the noses of the Lankhmar's city watch thanks to a cunning deception: the

Grave Men's front is a low-end embalmer's business that ostensibly serves Lankhmar's less fortunate residents.

Each day, the business' death carts and funeral wagons leave and return through the End Gate (a special civic stipulation allows funeral conveyances access to this otherwise wagon-restricted entrance). Hidden inside these vehicles are secret compartments, for the purpose of bearing contraband. The Grave Men then deliver or receive contraband in one of the many graveyards located outside the city walls. A healthy percentage goes to the Thieves' Guild, who sanctions the smuggling ring's operations and makes use of their services on a regular basis, free of charge.

THE EMBALMING HOUSE

The Grave Men bought out the embalming business' original owner a decade ago and have modified the building to meet their specialized needs. The smugglers still employ a number of actual embalmers, grave-diggers, and other practitioners of the funeral arts to maintain the ring's front. These employees are either unaware of the dealings that go on or are paid well enough to keep silent.

The business is a two-story wooden building situated on the corner of Cheap Street and Worm Court. It has a sharply-pitched roof covered with old slate tiles. Stout iron bars cover the building's first floor windows. A single door at the front of the building leads to the business' offices and meeting rooms where employees consult with grieving clients. A roofed-over and enclosed courtyard at the rear of the building is where the business' death cart and funeral wagons enter to collect their macabre cargo and illegal goods. A single weatherworn placard hangs on chains from a post above the front entrance. Written on the placard is "Brevak's Embalming and Funeral Arts."

GENERAL BUILDING FEATURES

The building is a drafty, timber and stucco structure. It has two stories, a large attic beneath a sharply-pitched roof, and a secret cellar. During daylight hours, the interior is well-lit, but at night only areas currently occupied are illuminated with thick candles and oil lamps. The entire building stinks of brine solution, decay, dust, and death.

Windows: The first-floor windows are barred and prevent even a child from squeezing through. Bending the bars requires a DC 20 Strength check. The bars can also be sawed through or chipped free from their housing, but doing so takes two turns and the appropriate tools. There is a 75% chance that the smugglers hear the noise and send 1d4 gang members to investigate. The second-floor windows are not barred but are covered by shutters during the evening. A DC 12 Strength check can break them open but have a 25% chance of attracting attention as above.

Locks: There are a number of locked doors and containers inside the building. All require either the appropriate key or a DC 10 Pick Lock check to open.

Employees: The embalming business employs six full-time

employees to carry out the various tasks of preparing bodies for burial, dealing with clients, building caskets, and digging graves. Four are unaware of the smuggling operations, while the other two (both superiors to the others) are well-paid by the Grave Men to not ask questions and ignore the smugglers. If the PCs attempt to interrogate one of the business employ-

ees during the adventure, roll 1d6. On a 1 or 2, they're dealing with one of the bosses. Getting them to reveal what they know requires either a payment of 100 g.r. or more, or a DC 13 Personality check accompanied by believable threats of bodily harm. All employees can provide a basic layout of the building's first and second floor, but not the attic or cellar.

FIRST FLOOR

Area 1-1—Reception: *A simple, business-like room occupies the front of the building. A table littered with papers and writing materials stands near the south wall and a rug that has seen better days covers the floor. A few stray chairs are positioned by the walls to accommodate clients. Three doors grant exit from the room.*

An employee occupies this room during business hours, meeting with clients, managing daily tasks, and similar business duties. He greets all who enter with a friendly, yet subdued manner, seeing them as potential clients. Services run from 10 bronze agols for a simple potter's grave outside the city to 25 silver smerduks for a casket, embalming, and burial.

He knows nothing of the illicit activities going on in the establishment. If attacked, he shouts for help and flees towards area 1-4.

Employee: Stats as Peasant (see DCC RPG p. 434).

During the evening hours, this area is empty and both the exterior door and the door to area 1-3 are locked.

The table holds ordinary paperwork, contracts, ink bottles, quills, etc. None of the documents pertain to the smuggling ring.

Alternate Encounter for Larger Group: No change.

Area 1-2—Meeting Room: *A simple wooden table decorated with a vase of fresh flowers and surrounded by four chairs occupies this room. A threadbare rug covers the floor. The white-washed plaster walls are slowly turning gray from Lankhmar's night smoke.*

Employees discuss arrangements with current or potential clients in this ordinary room. Important clients are met by one of the businesses' bosses rather than the run-of-the-mill employees. All the room's contents are ordinary and of no special value.

Area 1-3—Corridor and Stairs: *A well-used, windowless corridor connects the front and back of the building. Three doors, one at each end and a third in the north wall, are visible. The smell of pungent brine and less identifiable chemicals hangs heavy in the corridor's still air.*

The northern door opens onto a staircase leading to the building's second floor. It is supposed to be locked during the evening, but the embalmers sometimes forget (50% chance).

During the evening, one of the smugglers stands watch here near the door to area 1-4. He is likely to be bored and

complacent, granting anyone a +1d bonus to initiative rolls when trying to take action before he can respond to their presence. If approached from either the western or northern door, he shouts an alarm to his comrades in area 1-4 before fighting the intruders. If the party emerges from area 1-4, he must make a morale check; if failed, he flees to area 1-1 and out the front door.

Smuggler (1): Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or sling +1 ranged (1d4); AC 12; HD 3d6; hp 10; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +3, Will +0; AL N.

The smuggler carries 1d10 bronze agols and 1d6 silver smerduks. He also has a key to the door to area C-1.

Alternate Encounter for Larger Group: There are two smugglers present and they are more alert. PCs do not get the bonus to initiative rolls as stated above.

Area 1-4—Embalming Room: *The stench of brine and chemicals is thick in the air, and the scent of death is sharp as well. Three large wooden vats, likely once wine tuns, are situated side by side near the east wall. Raised platforms accessible by short ladders stand beside the massive barrels. A table covered with vials, bottles, tools, and other items is situated by the north wall. Doors to the north and west exit the room, and a stone staircase descends to a lower level by the west wall.*

During normal business hours, this room is occupied by three employees charged with embalming corpses and preparing them for burial. Bodies are soaked in the embalming vats for two days, soaking up a witch's brew of brine and other chemicals to stave off decay. They are then fished out and either wrapped in burial shrouds or placed in caskets, depending on the type of funeral paid for by the family. Each vat contains more than 200 gallons of embalming solution and 1d3 bodies of random gender and age at any given time. The raised platforms make it easier for employees to immerse and retrieve bodies from the vats' open tops.

Employees (3): Stats as Peasant (see DCC RPG p. 434).

The table holds a collection of bottles containing various preservative chemicals and reagents, as well as large carboys of brine. Knives, scissors, mattocks, gaff hooks for fishing bodies out of vats, and other tools lie on or next to the table. Anyone careless enough to sample the contents of one of the bottles must make a Luck check. If failed, the contents are poisonous and the drinker must make a DC 10 Fortitude save or suffer 2d4 points of damage from poison. Otherwise, they merely taste unpleasant.

After dark, this room is occupied by two smugglers. They are engaged in cutting open an embalmed corpse and slipping an oilskin bag containing contraband into the corpse's body cavity. They draw weapons and attack intruders immediately.

Smugglers (2): Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or sling +1 ranged (1d4); AC 12; HD 3d6; hp 10 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +3, Will +0; AL N.

The smugglers each have 1d10 bronze agols and 1d6 silver smerduks.

The oilskin sack contains a glass jar sealed with wax and containing taveesh resin, a powerful narcotic. It is worth 50 gold rilks. There is also a leather scroll case containing handwritten documents. The contents of these documents are left to the judge to detail, but could be instructions, blackmail material, treasure maps, or other adventure seeds.

The stairs lead down to the cellar (area C-1). The door at the bottom of the stairs is always locked to prevent the embalmers from snooping.

Alternate Encounter for Larger Group: There are four smugglers present. Two are watching the duo hiding contraband. If the fight turns desperate, one of the smugglers grabs a mallet from among the tools by the table and smashes the base of one of the embalming tanks. This unleashes a flood of embalming solution (and potentially a body or two) across the floor. Everyone standing in the room except the smuggler striking the vat must make a DC 10 Reflex save or be knocked prone. If the save is failed with a natural 1, the character is struck by an embalmed body and takes 1d4 damage.

Area 1-5—Preparation Room: Six wooden tables, each stained dark, are placed about this room. Three corpses – two men and a woman – lie stretched out on half of the tables, their bodies nude as on their birth day. A pair of buckets and wooden bins complete the room's furnishings. A large trapdoor is set into the ceiling above an angled ladder in the northwest corner of the room and a pair of double doors stand in the east wall. The stench of brine, blood, and death cloy the air.

Bodies intended for embalming are brought here to be stripped, washed, and prepared for the vats in area 1-4. During the daytime, there is a 25% chance one of the employees from area 1-4 is in here preparing one of the bodies. The buckets contain bloodied, soapy water and sponges. The wooden bin holds a selection of soiled clothing stripped from corpses. These clothes are destined to be sold to secondhand stores and rag collectors.

The trapdoor in the ceiling measures 6' square and leads to area 2-3. The ladder below it is set at a 30° angle to make it easier for completed coffins to be lowered down from that room.

In the evening, there are always two smugglers present, assigned to watch duty. However, one may be encountered in the courtyard outside (see area 1-6).

Smugglers (2): Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or sling +1 ranged (1d4); AC 12; HD



3d6; hp 10 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +3, Will +0; AL N.

The smugglers fight any unrecognized individuals they encounter here, yelling for aid from area 1-4. The criminals there, if not already encountered, arrive 1d3 rounds after the alarm is sounded. Each smuggler has 1d10 bronze agols and 1d6 silver smerduks.

The guards are not above employing the bodies as impromptu cover, toppling tables over on assailants, or fleeing up the ladder and throwing caskets down at intruders if they feel outmatched. Treat these improvised attacks as +1 melee attacks (1d4 damage and target must make a DC 10 Strength check or be knocked prone).

Alternate Encounter for Larger Group: There are four smugglers present.

Area 1-6—Enclosed Courtyard: The pungent aroma of pickling brine and death is trapped inside this enclosed area. Once an open cobblestone courtyard, a wooden roof now covers the entire space and a gate of banded wooden doors closes off access to the street. A cart, its bed stained and reeking, stands to one side, resting on its tongue. A larger wagon, painted black and decorated with dried flowers, is parked beside a raised platform attached to the building. A pair of double doors level with the platform lead inside the business.

During business hours, there is always one smuggler present. The embalmers believe him to be a paid watchman charged with keeping the funeral wagon from being stolen. He chases off curious bystanders and street urchins, but if faced with dedicated opponents, must make a morale check or flee to the cellar (area C-1) to raise the alarm. He sleeps in the cellar during the evening hours.

There is a 50% chance a smuggler from area 1-5 is present here after dark. The smuggler is either catching a breath of (relatively) fresh air or checking on the wagon and cart. Unless dealt with quickly, he raises the alarm and his comrade(s) in area 1-5 rush out to assist him. In their haste, they fail to alert the rest of the gang members inside the building.

A string bearing a dozen small bells is strung along the underside of the roof. Anyone crossing the roof on foot causes the bells to ring, alerting anyone in areas 1-5 and 1-6 of their presence. However, the smugglers are used to children and others using the city's rooftops as clandestine thoroughfares. They ignore the chimes unless they ring several times in short order, indicating a large group on their roof. Then they send 1d4+1 gang members up to the roof via area 2-3 to investigate.

The cart is a death cart used to collect Lankhmar's nightly dead and haul them outside the city for burial. The cart stinks of death, blood, and other noxious bodily fluids that stain its wooden boards. A secret compartment measuring

4' long by 2' wide by 6" tall is built into the cart's bed and accessible from the rear of the vehicle. A DC 12 Intelligence check discovers the compartment. It is currently empty.

The wagon serves as the business' hearse and can carry two caskets at a time. It too has a secret compartment beneath the bed, detectable with a DC 12 Intelligence check. The compartment measures 6' long by 3' wide by 2' deep. It currently contains six bolts of Far Kiraayan silk, brilliantly patterned and highly taxed in Lankhmar. Each bolt is worth 50 rilkas.

The courtyard gate is always closed and locked. Due to the roof and surrounding walls, it is impossible to climb the gate to enter the courtyard.

SECOND FLOOR



This floor serves as office space and a wood workshop. It also grants access to the building's attic and the secrets found there.

Area 2-1—Common Room: *A number of plain wooden chairs and tables occupy this room. A pile of worn rugs covers the floor and dirty windows line the walls. A pewter pitcher rests on one table besides a quartet of wooden goblets. A stuffed raven watches over the room atop a wooden perch, its feathers dusty with age.*

Employees often take meals in the room and it doubles as a meeting room for staff when needed. During the daytime, there is only a 15% chance an employee is found here, enjoying a light snack.

The room is occupied by smugglers during the evening hours. A pair of the gang keeps watch on the street outside through the grimy windows. They keep the room dark during the night to better see what's happening outside and to obscure their presence.

Smugglers (2): Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or sling +1 ranged (1d4); AC 12; HD 3d6; hp 10each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +3, Will +0; AL N.

The smugglers have 1d10 bronze agols and 1d6 silver smerduks. One of them also has a key to the cellar door (area C-1).

If the watchmen notice someone attempting to break into the building, one of them alerts the guard in area 1-3, who in turn passes word along to the smugglers in area 1-4. Word quickly reaches the gang members in the cellar, who dispatch 1d4+1 gang members to ambush the intruders upon entering.

The pitcher holds watered-down sour wine. The stuffed raven is a good example of the taxidermy arts, but possesses no value or special properties.

Area 2-2—Bosses' Office: *This room is clean and well-ordered. A writing table, bearing an ink bottle and a tin holding three quills, dominates the room. A rack of pigeonhole compartments hangs from the north wall, each hole filled with precisely-rolled parchment.*

This is the office of the business' two (legal) bosses. It is well kept and organized. The pigeonhole rack contains contracts, accounting records, inventory documents, and so forth. None have any value.

During business hours, one of the two bosses is 50% likely to be found here, working away. At night, the room is empty.

Boss (1): Stats as Peasant (see DCC RPG p. 434).

A secret compartment under one of the room's floorboards (DC 14 Intelligence check to detect; opens by sliding the board to one side using a knot in the wood as a lever) is used to store the business' petty cash. A wooden casket containing 200 bronze agols, 55 silver smerduks, and 6 gold rilkas can be found there during the day. The bosses remove the casket and one brings it home with him at night.

Area 2-3—Workshop: *The smell of sawdust fills this room. Timber planks are piled in great numbers against the walls of the room and the floor is covered in sawdust. A small table holds a collection of chisels, hammers, nails, saws, and planes, along with a box of square-headed nails. Resting on sawhorses is a half-finished casket. Two completed coffins lean against the wall near a large trapdoor in the floor. A window in the east wall looks out onto the roof of the building's courtyard.*

Simple caskets for the city's lower class are fashioned here on an as-needed basis. This room is unoccupied both day and night unless the judge deems otherwise. The lumber and tools are everyday objects and the caskets are simply-constructed and harbor no special features.

The trapdoor leads down to area 1-5 and is unlocked.

Area 2-4—Supply Room: *Boxes, bolts of cloth, and large clay urns and glass carboys are stacked in this crowded storage room. A single grimy window, half-obsured by stacked supplies, looks outside.*

This room largely contains materials used in the embalming business. There are rolls of shroud cloth, sponges, slabs of soap, carboys of brine, urns containing herbs, seeds, spices, and other components of the embalming process, and similar ordinary if uncommon objects.

The window leads to the roof over the courtyard below. It is locked, but can be opened by force or broken as described above. However, the glass is grimy and the room is unlit, and anyone looking into this area from outside cannot see the stacked supplies in front of it. If the window is opened forcefully or the glass smashed from outside, the stacked supplies begin to topple. One person near the window can attempt a DC 12 Reflex save to grab the stack before it clatters to the floor. Failing to do so alerts anyone on this level and has a 50% chance of alerting anyone in area 1-5.

A search of this room uncovers a small wooden box decorated with elaborate arabesque designs (5 g.r. value). Inside are three small vials packed in cotton fiber. Each contains a single draught that renders the consumer unconscious and in a near-deathlike state for 1d4+1 hours if the drinker fails a DC 11 Fortitude save (this save can willingly be failed if the drinker desires this state). Under the draught's effects, the individual's heart and respiration are nearly undetectable (DC 15 Intelligence check to notice) and their pallor becomes corpse-like. The affected individual can be roused from this state prematurely with the powerful restoratives found in Drudres' office (area 2-5).

The smugglers utilize these rare draughts to sometimes smuggle people outside the city in caskets. Each is worth 50 g.r. to witches, alchemists, and nefarious individuals.

Area 2-5—Drudres' Office: The door to this room is locked when Drudres isn't inside. Drudres and Chakkralkla have the only keys.

This well-appointed office occupies the rear of the building. A large desk covered with curios, ledgers, and writing implements dominates the eastern end of the chamber. A pair of windows look out onto the street to the south. Large chests of drawers line the north wall and several stout chairs face the desk. A carpet of obvious Eastern origin covers the floor. There is a trapdoor in the ceiling in the northwest corner of the room.

The smuggler ringleader, Drudres, uses this room to conduct his operations. There is only a 10% chance he is here during daylight hours. After dark, he is either found here (50% chance) or in the cellar.

Drudres: Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or throwing knife +1 ranged (1d4); AC 15; HD 4d6+2; hp 25; MV 30'; Act 1d20; SP smoke bombs (DC 12 Fortitude save or blinded for 1d4 rounds [-4 penalty to hit, attacks vs. blinded target gain +2 bonus]); SV Fort +2, Ref +3, Will +0; AL N.

Drudres is a brawny Lankhmart with steel gray hair and a bushy mustache. He seldom raises his voice, able to convey menace with a few gravelly words. A former Lankhmarine before being drummed out for gross corruption—no small feat in Lankhmar!—Drudres still wears his browned iron cuirass from his soldiering days.

In addition to his gear, Drudres carries a keyring that opens any normal locked doors in the building and the vault chests in area A-1. He also possesses an ornate key of curious, in-

tricate design. This is for the vault door to area C-2. Drudres has 25 bronze agols, 13 silver smerduks, and 10 gold rilks in his belt pouch, and wears a silver pinky ring with a skull design worth 50 g.r.

If he is encountered in his office, Drudres assumes the PCs to be enemies unless they can spin an incredibly good cover story as to how they made it to his office without being escorted by one of his underlings. Should they manage to bluff him, he listens intently and respectfully, always on the lookout for new business opportunity, but leaps on any flaws in their story.

Drudres' first action in any fight is to hurl one of the smoke bombs he carries at the feet of a formidable-seeming enemy (no attack roll necessary, but a Fort save must be made as above). These non-magical missiles are of Eastern manufacture and contain a powder that bursts into a caustic cloud, temporarily blinding anyone in a 5-cubic-foot area. Drudres has four of these missiles. He then engages in melee, hollering for Chakkralkla to come to his aid if he appears in dire straits.

The desk's top contains ledgers related to the Grave Men's smuggling ring, but are written in numerical code so as to resemble accounting ledgers at quick glance. A DC 15 Intelligence or Read Languages check can break the code if studied for 1d4 days. The records include lists of contraband, the identities of receivers of stolen goods, scheduled deliveries, and more. The judge can flesh out this information as desired and the ledgers make great adventure seeds or blackmail material for a campaign.

The curios on the desk are souvenirs Drudres has kept from some of the ring's more unusual contraband. They include a small game piece carved from Quarmallian stone (25 g.r. value), an iron ring encrusted with barnacles (no value), a resin-filled pipe from Horborixen (15 g.r. value), a dagger with a blade of clear crystal (50 g.r. value, breaks on the first successful attack if used in combat and becomes worthless), and small buckler from the fighting arena of the Mad Duke (+1 AC bonus and can be used with a two-handed weapon).

Inside the desk are writing supplies, a trio of throwing daggers, and a large vial containing a blue, highly aromatic liquid. This is a restorative that counteracts the draughts hidden in area 2-4. There is enough liquid to counteract up to six draughts.

The chests of drawers hold records from the embalming business, but even a cursory examination of them reveal they are all several years old and no new business-related documents have been added in quite some time.

The rug is of exotic manufacture and is worth 100 g.r. It is bulky, measures 10' square, and weighs 50 lbs.

The trapdoor is unlocked and is 8' above the floor. It lead to the attic (area A-1), but unless proper protocol is followed (see below), a party making a lot of noise accessing the trapdoor alerts Chakkralkla.



ATTIC



he eaves of the building serve as both living quarters for the Grave Men's Ghoul ally and as a vault for valuables.

Area A-1—Attic Vault: *The building's attic has a high, steeply-angled ceiling and lacks windows. The air is close and stuffy, and the smells of dust and blood are prevalent. A number of strong boxes are arranged at the south end of the room. Also present are a wardrobe, bed, table, and traveling chest at the far north end.*

This room is occupied by Chakkralkla, a Nehwon Ghoul who is allied with the Grave Men. He sometimes deigns to play the role of a skeletal corpse in their schemes, but largely acts as enforcer and sometimes assassin for the gang.

Protocol decrees that Drudres announces himself before climbing up through the trapdoor from his office. If Chakkralkla hears someone preparing to enter (chairs being moved under the trapdoor or voices he doesn't recognize, for example), he moves into position behind the trapdoor and prepares to hit whoever comes through with his battleaxe. Unless the PC entering makes a Luck check, Chakkralkla attacks with surprise (+2 to attack and target loses any AC bonus from Agility).

Chakkralkla: Init +1; Atk battleaxe +2 melee (1d10+3) or cleaver +2 melee (1d5+3); AC 12; HD 3d8+2; hp 20; MV 30'; Act 1d20; SP ferocious (+1 to all melee damage [factored in above]), no flesh (foes -2 to incoming ranged attacks and +2 to melee attacks against ghoul); SV Fort +4, Ref +2, Will +2; AL N.

Chakkralkla wears a leather harness with a sheath for his cleaver and a pouch containing five human fingers (one

partially gnawed), a plain key to the cellar door (area C-1), and an ornate key of curious, intricate design. This is for the vault door to area C-2.

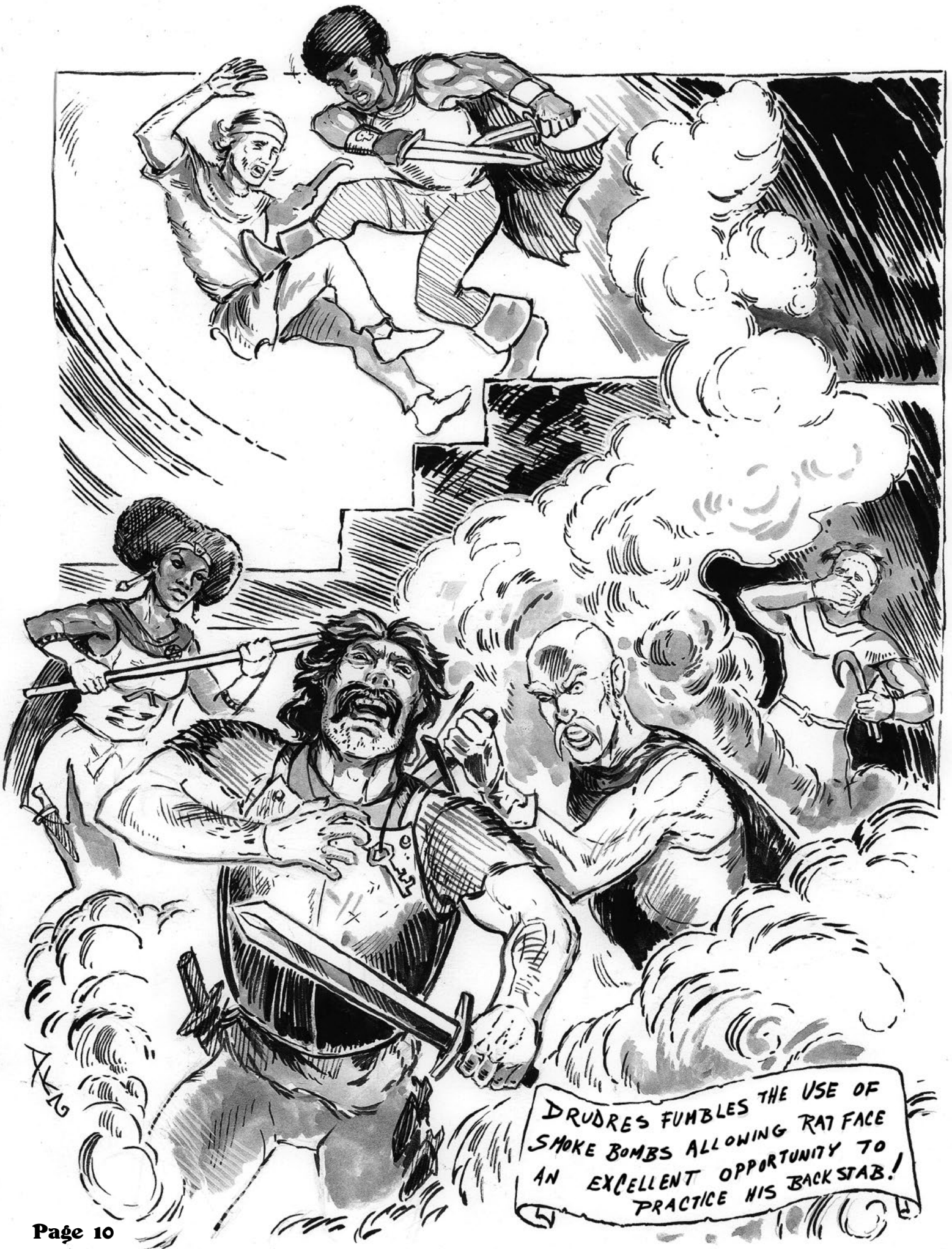
Chakkralkla is somewhat loyal to the gang, but in general considers humans food rather than colleagues. A sizeable bribe or an offer to spare his life if he leaves is gratefully accepted, and the Ghoul collects some of his things (including his treasure), and departs.

The north end of the room is Chakkralkla's living space. The wardrobe contains a handful of cloaks and harnesses for weapons, a longbow and a quiver of 20 arrows, and bone grooming implements worth 5 g.r. The traveling chest contains a dozen linen-wrapped portions of dried human meat, a skin of Tovilyis strong wine, and a sack containing 150 silver smerduks and 53 gold rilks.

There are four strongboxes, each locked with a stout lock (DC 15 Pick Lock check to open). Chest #1 contains sacks holding 1,344 iron tiks. Chest #2 has 567 bronze agols. Chest #3 has 366 silver smerduks. Chest #4 contains 24 ivory rods, each 1' in length and 2" diameter. These are trade currency from distant Klesh and worth 25 gold rilks each.

Alternate Encounter for Larger Group: Chakkralkla also has a guard dog with him with the following stats:

Guard dog (1): Init +2; Atk bite +1 melee (1d6) or overbear +2 melee (no damage, but target must make a DC 10 Strength check to avoid being knocked prone); AC 14; HD 2d5+2; hp 7; MV 40'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +1; AL N.



DRUDRES FUMBLES THE USE OF
SMOKE BOMBS ALLOWING RAT FACE
AN EXCELLENT OPPORTUNITY TO
PRACTICE HIS BACK STAB!

CELLAR



his is the Grave Men's main meeting place, temporary barracks, and storage vault. The sarcophagus and its grim contents are found here.

Area C-1—Common Room: The door to this room is locked. Drudres, Chakkralkla, and a few of the smugglers have keys.

A low ceiling hangs over this brick-walled chamber. The air is fetid with smoke, mildew, and the aroma of greasy meals left to rot. A trio of smoky oil lamps hang from sconces along the walls. A large table flanked by benches rests in the southwest corner, covered with dirty dishes. A handful of chairs surround a smaller table bearing goblets, a lamp, and a pile of dice. A cot with rumpled blankets rests in the northwest corner. An iron, formidable-looking door exits the room.

During daylight hours, a single smuggler is found here, sleeping. Loud noises—such as the door being broken open—awaken him; otherwise, he sleeps soundly through any surreptitious explorations of the room.

In the evening, three smugglers are present and there is a 50% chance Drudres may be here also (see area 2-5 for details). They are familiar with all members of the smuggling ring and attack anyone they don't recognize. A bluff by the party as being members of the Thieves' Guild come to do business with the gang, however, might be believed—especially if one of the PCs can prove membership in the Guild.

Smugglers (1 or 3): Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or sling +1 ranged (1d4); AC 12; HD 3d6; hp 10 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +3, Will +0; AL N.

Drudres: Init +1; Atk dagger +2 melee (1d4+1) or short sword +2 melee (1d6+1) or throwing knife +1 ranged (1d4); AC 15; HD 4d6+2; hp 25; MV 30'; Act 1d20; SP smoke bombs (DC 12 Fortitude save or blinded for 1d4 rounds [-4 penalty to hit, attacks vs. blinded target gain +2 bonus]); SV Fort +2, Ref +3, Will +0; AL N.

Alternate Encounter for Larger Group: If Drudres is encountered here, make no changes. If he is absent, increase the number of smugglers present in the evening to five.

If Drudres is present when the party arrives, he commands his men to fight, hurling his smoke bombs and throwing knife from the rear, not caring if he hits a fellow or two. If his underlings are defeated and the fight looks dubious, Drudres flees through the secret door into the sewers. Unless he is killed or immobilized within four rounds, he quickly loses any pursuers in the dark tunnels under the city—tunnels he's intimately familiar with.

The formidable door is made from iron and bears a complex lock with two keyholes—a specially-designed device manufactured by Glinthi the Artificer. The door is trapped (DC 15 Find/Disable Trap checks; if not deactivated, opening the lock without the proper key triggers a spray of acidic

mist that does 1d6 damage each round for two rounds to all within 10' of the door [DC 12 Fortitude save for half damage, but the save must be repeated again the second round]).

The vault door requires two keys to be used simultaneously to open it. One is found in the attic (see area A-1) and the other resides with Drudres. If one of the keys is unavailable to the party, the locks can be bypassed with a successful DC 18 Pick Lock check performed while the available key is used on the other lock. If the locks are not opened simultaneously, the door trap automatically activates, spraying anyone in front of the door as above.

A secret door in the west wall leads to Lankhmar's sewer system. It can be found with a DC 15 Intelligence check or by lifting the sconce holding the lamp next to it. The door is one-way and only opens from this side.

The small table holds five pewter goblets (5 b.a. value each), an oil lamp, and eight Rat-Snake dice.

Area C-2—Former Crematorium: *This small room is lined with brick and may have once been a kiln or crematorium. The walls are dark with soot and the ceiling is low and domed. A pair of brick risers, each large enough to hold an outstretched human body, rest against the east and west walls. The eastern riser bears a number of small boxes. The western riser holds a large sarcophagus made from dark wood and adorned with silver flourishes.*

Anyone inspecting the ceiling notices a quartet of small round holes set in a straight line down the center of the room. Likewise, inspecting the western riser discovers a single keyhole on the northern side of the shelf. These are parts of the vault's trap.

The sarcophagus is that of the Overlord. It is not undefended, however. It rests atop a pressure plate which triggers a trap if the sarcophagus is removed without disarming it. As soon as weight is lifted from the plate, a "click" is heard from the ceiling and a blast of fire strikes the aisle between the two risers, inflicting 3d6 damage (DC 10 Reflex save for half). The fire originates from the ceiling holes so stuffing them closed mitigates the damage. If stopped up, anyone in the aisle failing the save suffers half damage and those who make their save take no damage. The keyhole in the riser accepts either vault door key. Turning the key disarms the trap; otherwise, a DC 12 Disable Trap check deactivates it.

If opened, the sarcophagus contains the mummified body of an elderly human male dressed in a rotted black toga. A circlet of silver fashioned in the shape of flowering vines (200 g.r. value) adorns his head and a massive gold medallion encrusted with onyx (500 g.r. value) hangs around his neck.

Stealing either of these is a bad idea. Firstly, no fence in the city will touch them as they are obviously property of the Rainbow Palace. The party will have to venture far and wide (to at least the Eastern Lands) before they can find someone willing to fence them. Secondly, anyone removing either object must make a DC 15 Will save or fall under the effects

of a geas. This geas demands that they bring the object to the Temple of the Gods of Lankhmar on the night of the new moon and venture inside the forbidden, black fane. What they encounter inside is left the judge's fiendish imagination...

The crates on the eastern riser contain an assortment of bulky contraband (heavily-taxed spices and cloth, illicit substances, etc.) and are worth 1d6x100 g.r.

ENDING THE ADVENTURE



If the party successfully retrieves the sarcophagus and delivers it to Faulkel, they each receive the rest of their promised payment. If they complete their assignment without crippling the smuggling ring (Drudres survives, no more than 50% of the smugglers are slain, and the ledgers in area 2-5 are left alone), they each receive the promised 100 gold rilk bonus. The judge should also award each PC one point of permanent Luck for their ingenuity and subtlety.

The sarcophagus and its contents are carted away by Faulkel, never to be seen again. Faulkel's employer, Hrazamix, is left with a good opinion of the party and may seek to employ them again. He may even call in a favor or two bail out the party if they get into hot water with some of Lankhmar's power blocs, making him a perfect *deus ex machina* the next time the PCs really go off the rails and require saving, in the form of the Trusted Contact benison.

A party that unwisely decides to keep the sarcophagus for themselves soon finds that they've earned the enmity of a

powerful and unknown force in Lankhmar. Hrazamix's network of underworld allies quickly discover the PCs' homes and a hired band of killers from the Assassins' Order is sent to dispatch the party. These attacks continue to come until either the sarcophagus is returned to Hrazamix or every PC is slain (akin to the Major Foe doom).

Successfully absconding with the sarcophagus has its advantages, but it also may lead to further consequences. While Drudres might be content to let matters lie so long as he can continue his business, stealing his ledgers from his office or breaking up the smuggling ring earns the party his enmity and he could become an ongoing foil of theirs. Likewise, Gorven of Tovilyis—deprived of both the Overlord's corpse and his revenge on Hrazamix—becomes an adversary should he discover the PCs' identities (which is likely if Drudres survives and has seen the party). A powerful figure in the Beggar City, the judge is free to assign whatever resources desired to Gorven to make the party's future interesting. Such is life in the City of Sevenscore Thousand Smokes and the world of DCC Lankhmar



THE MADHOUSE MEET

A DCC LANKHMAR ADVENTURE BY MICHAEL CURTIS


Playtesters: Drew Beharelle, Jeff Crowson, Dan Domme, Brett Gibson, Tony Roll, and Adam Thornton (Gary Con VIII)

The Madhouse Meet was originally a special adventure for Free RPG Day 2016, designed to introduce players and judges alike to the world of DCC Lankhmar, an exciting new setting for Dungeon Crawl Classics based on the works of Fritz Leiber. This short scenario is intended to serve as an introductory adventure, or a “Meet,” for 1st-level characters to kick off a campaign set in Nehwon.

The Madhouse Meet throws a group of beginning adventurers together, requiring them to work in concert to escape the clutches of a bizarre sorcerer from lands far beyond Lankhmar. The adventure is designed for groups of four to six 1st-level PCs, but can be easily adapted to accommodate as few as two PCs.

Although *The Madhouse Meet* is designed for use with the new rules found in DCC Lankhmar, it may be enjoyed with the core DCC RPG rules without difficulty. Simply ignore any references to unfamiliar rules (such as fleeting Luck) and play as normal.

BACKGROUND

ulmakiz the sorcerer came to Lankhmar from the half-legendary Empire of Eevamareensee, a place known to be “so decadent and far-grown into the future” that all the men and beasts there are hairless. Tulmakiz left his home in pursuit of ancient tomes said to reside in the City of the Black Toga, bringing a cadre of loyal servants to assist him.


Tulmakiz has searched fruitlessly for the lost tomes for several weeks while keeping himself occupied with the arcane experiments he practiced in Eevamareensee—horrible tortures intended to utilize the dying screams of living creatures to fuel his sorcery. His servants acquire experimental subjects from Lankhmar’s underbelly, drugging and abducting persons they believe will not be missed. Rumors of the abrupt vanishing of beggars, street walkers, the mad, and other lost souls have spread through the city’s demimonde.

The abducted are brought to Tulmakiz’s temporary home, a crumbling former asylum for the insane erected long ago by one of Lankhmar’s more progressive Overlords. In the wake of that potentate’s death, the asylum fell into disuse and now lies crumbling, surrounded by one of the city’s many slums near the Marsh Gate. The victims are held in the asylum’s cellar, imprisoned there until Tulmakiz subjects them to his vile experiments.

The evening before the adventure begins, Tulmakiz’s men scoured the city for a batch of new experimental subjects, choosing the PCs as candidates. When the characters were not looking, subtle drugs were administered to the heroes and, once incapacitated, they were spirited away to the asy-

lum’s cells to await their fate. Through a mixture of luck and cooperation, these disparate heroes may escape their doom and form a strong bond that will see them through many future adventures in DCC Lankhmar.

STARTING THE ADVENTURE

he PCs awaken in the cellar of the abandoned madhouse, imprisoned in one of the barred cells. They are each manacled to the stone walls of the cell, their arms pinioned above their heads on short, rusty yet sturdy chains. Read the following:

You climb slowly out of blackness, the darkness giving way to a dim gloom and the stink of damp stone. Faintly, you sniff out the stench of the Great Salt Marsh somewhere far off in the distance. Your head is fuzzy and throbbing, your arms sore and aching.

Startled, you find yourselves shackled to the damp stone walls of a dim cell, lit only by a flickering torch set into a wall beyond the cell’s metal bars. One of the cell’s walls is a barrier of bars with a single gate; the remaining walls are old, wet stone.

You are not alone in the cell: a handful of other prisoners are shackled, their arms pinioned above their heads like yours. Aside from these other unfortunates, you see no one else in the immediate vicinity of your cell.

The cell is dimly-lit by a single torch burning at area 1-2. The air smells of old masonry and the lingering stench of the Great Salt Marsh, hinting the PCs are imprisoned somewhere in the eastern end of Lankhmar.

The PCs awaken with nothing but the clothes they were wearing at the time of their abduction and bear no weapons, armor, money, or useful objects. At the judge’s discretion, PCs who previously noted they carried concealed items on their persons may still have the object with them if they succeed in Luck checks. Otherwise, assume the PCs were well-searched by their captors and the item is locked in area 1-5 with the rest of their possessions.

Obvious spellcasters are gagged and their fingers wrapped with tight bandages to prevent intricate motion. PCs who possess spellcasting abilities but are not readily identified as wizards (such as those with the Former Wizard’s Pupil benison) can make a Luck check. If successful, they are not gagged nor are their fingers bound. However, the manacles impose a -1 die penalty on any spell checks made while chained.

EVENT ONE: MAKING ACQUAINTANCES

Allow the players time to role-play their characters and learn a bit about each other. PCs attempting to recall the

circumstances leading to their current situation have little to go on. Their memories are foggy, as if dulled by sorcery or drugs, but each can recall being in familiar surroundings such as outside a favorite tavern, in their bedroom, aboard their ship, or similar locale before a wave of lightheadedness overcame them. Each PC was alone when this occurred and they have awakened in chains in this place—wherever this may be. Characters native to Lankhmar or who have connections to the city's underworld and/or lower class might remember rumors of street people vanishing mysteriously over the past few weeks with a successful DC 8 Intelligence check. Aside from these bits of data, the party is clueless as to where they are or who captured them.

Remember to award fleeting Luck points to the players for role-playing or for further complicating matters by invoking any appropriate dooms.

EVENT TWO: VISITORS

After the PCs have had a chance to familiarize themselves with each other, the sound of a key turning in a lock is heard. The door at area 1-2 swings open on newly-oiled hinges and a hulking, misshapen figure enters the area.

A monstrous figure emerges into the dim light of the torch set by the door, throwing a grotesque shadow onto the wall beside him. This creature stands nearly 7 feet tall and is dressed in a well-worn smock stained with blood and other filth. Its head is obscured by a black cloth hood, obscuring any signs of humanity. The creature pulls a lever set in the wall by the door and a loud click is heard from the cell's closed door. The hulking figure approaches your cell, a sack in one hand and a pail in the other.

Jailor (1): Init -1; Atk cudgel +2 melee (1d6+1); AC 10; HD 3d8; hp 18; MV 30'; Act 1d20; SP none; SV Fort +3, Ref +0, Will -2; AL C.

An utterly loyal brute bred in the servant pits of Eevamarensee, the jailor stands 6'10" tall and is hairless beneath his black hood and blood-stained smock. His physique is one of gnarled muscles, broad but hunched shoulders, and spade-like hands and feet. He wears a broad leather belt beneath his smock that holds a sheathed dagger, a knobbed cudgel, and a keyring with keys to the doors at areas 1-2, 1-3, and 1-5. Like all Eevamarensee-bred servants, the jailor's tongue was removed as a youth and he can only communicate with grunts and watery, guttural sighs.

The jailor's sack contains stale, crusty bread and the pail holds a dipper and slightly stagnant water. He ignores any questions from the PCs and his long arms and legs allow him to stay out of range of the PCs' kicks or other feeble attacks possible while shackled. After feeding and watering each PC, he departs, closing the cell door behind him, throwing the lever back in place to seal it, and exiting the area.

Midway through the jailor's ministrations, each PC can make a DC 13 Intelligence check. If successful, they notice a second figure has entered the room and stands at the edge of the torchlight, its features obscured by a hooded cloak thrown over a shapeless robe. This is Tulumakiz, come to

evaluate his next batch of test subjects. The wizard does not speak and departs soon after being noticed. His brief appearance hints at larger forces at work in the PCs' predicament.

EVENT THREE: ESCAPE!

Escape is obviously the PCs' first priority. There are several means to escape the cell, and the most likely methods are covered below. Players, however, may concoct unforeseen escape plans and the judge must adapt to their schemes accordingly.

- **The Manacles:** The locks on the manacles are simple, but given the PCs' lack of tools to pick them, they pose a severe obstacle. Picking them is a DC 25 Pick Lock check without any tools; attempting to open them with even an improvised tool reduces the DC to 10. Ferocious PCs can break the shackles free from the wall with a DC 16 Strength check, but the feat only yanks the chains loose from the old masonry, leaving their hands still bound in chains. Breaking the manacles requires a DC 20 Strength check.
- **The Cell Door:** The cell was designed to hold dangerous madmen and features a remote locking mechanism to impede escape. A lever at area 1-2 operates the door; it lacks any accessible lock to be picked. The door can be forced with a DC 18 Strength check, however. The locking lever is 15' away from the closest point of the cell. If the PCs attempt to lasso the lever using a makeshift rope, the lever is AC 15. Lassoing the lever allows it to be pulled, opening the cell door.
- **Unnoticed Assistance:** Lying in a mortared groove of the flagstone floor is a bronze hairpin measuring 4" long. The ornament was worn by a now-deceased captured courtesan pulled from Lankhmar's streets. The pin came free when she was placed in the cell and has so far been overlooked. The pin is noticed with either a Luck check by the PC with the best Luck score if the party thinks to examine the floor, or is automatically detected if the jailor visits the cell more than twice and the PCs remain imprisoned. The exact location of the pin is left to the judge, but if a PC hasn't had the opportunity to contribute to the escape efforts, it's suggested the pin be just barely within reach of that character, allowing him to aid the party's escape.
- **Overpowering the Jailor:** The mute man visits the PCs twice each day to ensure they remain chained and to feed them hunks of stale bread and a dipperful of water. He has become complacent with his charges (none have managed more than a token escape attempt) and is neglectful. PCs freed from their manacles can conceal this fact from the jailor with even moderate trickery, allowing them to ambush their guardian when he approaches them with their daily rations. They automatically surprise the jailor.

The most likely course of events is that the PCs will escape their manacles, then either lasso the lever to activate the door lock or ambush the jailor when he enters the cell.

STEALTH OVER STEEL

The PCs are under-equipped and outnumbered in this adventure and the potential for calamity is high, especially early on. As was the case with Fafhrd's and the Gray Mouser's initial foray into Thieves' House in *Ill Met in Lankhmar*, guile will get the PCs further than violence.

The judge should encourage the PCs' attempts at subtlety and stealth, rewarding each of them with a point of fleeting Luck every time they overcome an enemy by employing stealth or cunning rather than simply drawing swords and hewing away at their enemies. Not every encounter can be overcome through stealth, but when they can be, the party should be rewarded.



LEVEL 1: THE UNDERCELLS



The lowest level of the asylum was built to contain the maddest inmates and is the most secure area in the crumbling madhouse. Tulmakiz chose it to hold his captives for this very reason. The air stinks of the Great Salt Marsh, old stone, mildew, fear, and madness.

Area 1-1—Cells: *Bare cells lie behind stout bars kissed with rust. The doors are open, but hardly inviting.*

These cells are empty but functional. The PCs begin the adventure in the cell indicated on the map. The door locks are operated via the levers at area 1-2 and details on escaping the cells are provided in Event Three above.

Area 1-2—Guard Post: *A stout banded door stands in the south wall, apparently recently repaired and reinforced. A metal plate with three levers protruding from it is set into the east wall. An old table and chair, dry-rotted and aged, stand beneath a smoky burning torch.*

The levers each control one of the cell doors in this section of the asylum. The one furthest from the door operates the PCs' cell door. The remaining two open the other cell doors in this space.

The torch is the sole source of illumination in this area. The southern door is locked (DC 10 Pick Lock check) and is opened with the jailor's keyring.

Area 1-3—Average Cells: *Open, empty cells bearing the tattered remains of padding line the passageway of this area. They appear unused and cold and are more like animal cages than prison cells.*

These cells housed the less dangerous inmates and were padded for their protection. Unlike the cells in area 1-1, these doors have inset key locks on their doors. If a PC was slain during the party's escape attempt, one of these cells contains any replacement characters to fill out the group's ranks. Their cell door is locked, but can be picked with a DC 10 Pick Lock check or with the jailor's keyring.

Area 1-4—Impromptu Mortuary: The smell of decaying flesh is noticeable from behind this door. PCs examining the door notice blood and other fluid stains on the floor. If opened, read the following:

This former storeroom is now a nightmare of rotting bodies mangled beyond recognition. Heaped about, haphazardly, the corpses are nearly naked and their flesh gashed, seared, and boiled. The few inches of unmarred skin remaining on each corpse bear strange symbols branded into the flesh.

There are fifteen corpses here. A DC 10 Intelligence check identifies the bodies as bearing signs of hard living, making them likely to be members of Lankhmar's lower classes. A character with training in the magical arts recognizes the symbols as sorcerous in nature mixed in with uncommon letters in an esoteric language. A DC 15 Intelligence check identifies the letters as those of the Eevamarenssee alphabet.

A 4'-long piece of timber, gore-streaked but solid, leans against the wall. The jailor uses it to lever bodies into position when loading his wheelbarrow. The timber can be used as an improvised weapon (1d6 damage).

Area 1-5—Jailor's Quarters: This door is locked and requires either the jailor's keyring or a DC 10 Pick Lock check to open.

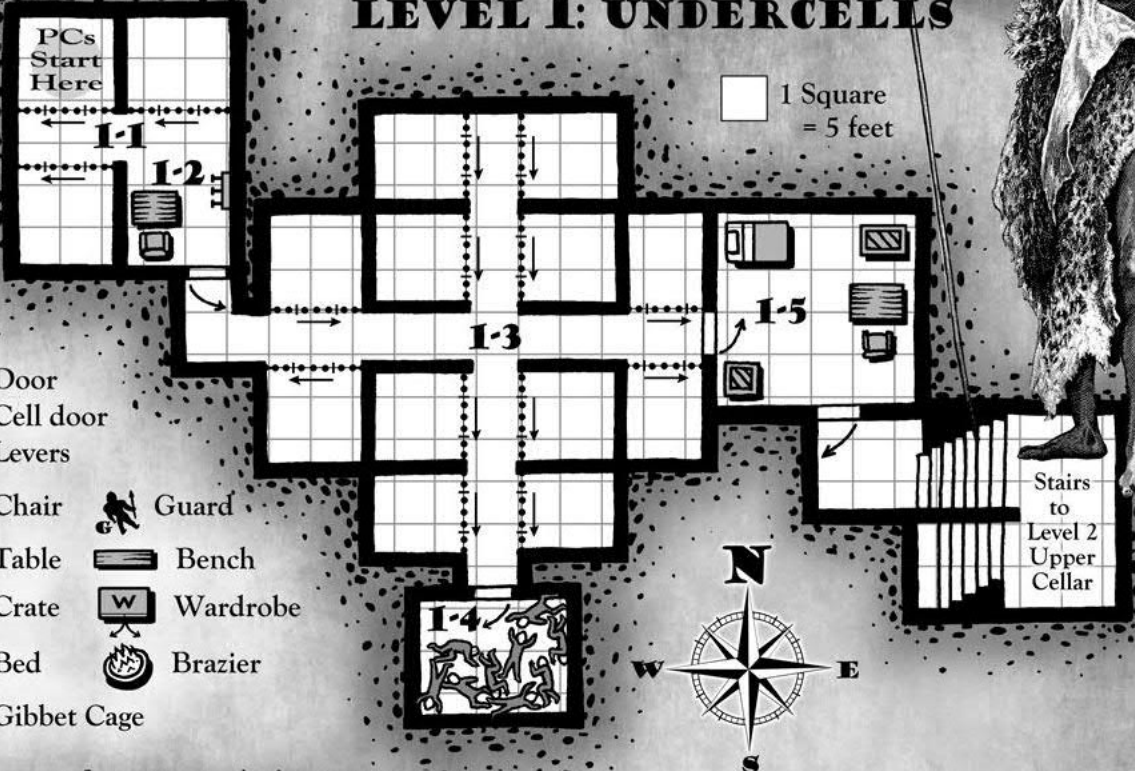
A simple 20' square room, walled and floored with stone slabs and lit by a flickering oil lamp, awaits you beyond the door. A plain wooden table and chair, a crude pallet bed, and two worn packing crates comprise the room's furnishings. A worn wheelbarrow leans against the east wall. Doors stand in both the west and south walls.

If the jailor hasn't been dealt with previously, he is present here, eating a simple supper of bread, gruel, and watered wine. See Event Two above for stats. If he is clearly out-matched, he attempts to flee to area 2-6 for help.

MADHOUSE



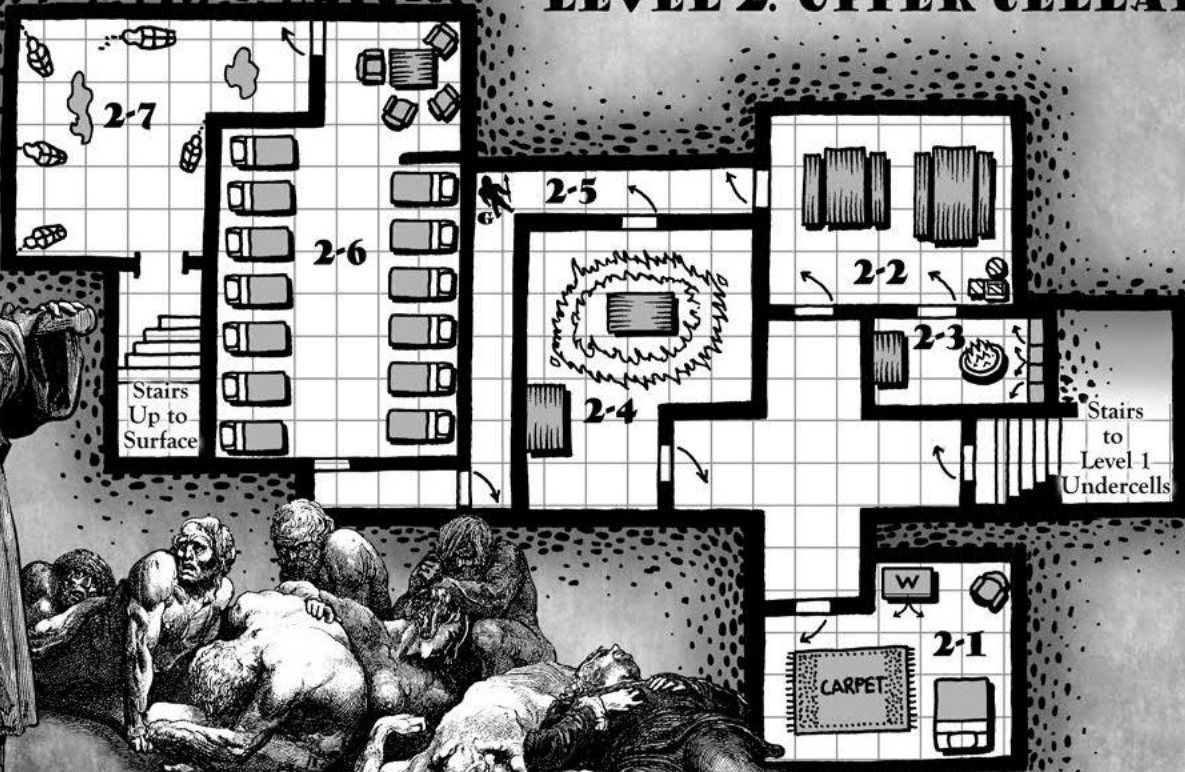
LEVEL 1: UNDERCELLS



- Door
- Cell door
- Levers
- Chair
- Table
- Crate
- Bed
- Gibbet Cage
- Guard
- Bench
- Wardrobe
- Brazier



LEVEL 2: UPPER CELLAR



Shoep

One of the packing crates serves as the jailor's wardrobe and holds worn and dirty trousers, tunics, aprons, and jerkins. A small purse containing 15 iron tiks, 19 copper pennies, 2 silver smerduks, and a single coin of green stone is hidden at the bottom. The green coin is an Eevamarensee curiosity worth 20 gold rilks to numismatists.

The second crate contains useful items taken from abducted test subjects, destined to be sold or redistributed amongst Tulmakiz's men. The crate contains the PCs' personal effects (any object, weapon, or armor listed on their character sheets).

In addition to the characters' personal effects, it also holds six sets of worn, dirty clothing, a silver Thieves' Guild dagger (10 gold rilks value but worth far more to the right people), two crutches, a small tray holding crude handmade cloth dolls, and a brass ring with a secret compartment behind its non-precious stone ornament. The compartment (DC 12 Intelligence check to locate) holds a small folded piece of parchment. The parchment is a message written to the Overlord's Chief of Spies and details the movements of a minor Lankhmart noble. The contents of the letter can be used by the judge to introduce new adventure potentials as desired.

LEVEL 2: THE UPPER CELLAR



This floor contained support facilities for the asylum, but now serves as Tulmakiz's base of operations. The PCs will need to confront or avoid its inhabitants to achieve their freedom.

Active Patrol: A trio of guardsmen patrols this level at all times, walking in unpredictable routes throughout the Upper Cellar. Each time the PCs enter a new area, roll 1d6. On a 1 or a 2, the patrol will walk through/investigate that area shortly after the PCs' arrival. The judge can roll 1d4+1 to determine how many rounds pass before the guards arrive or simply choose an appropriately dramatic time for the guards to patrol the room.

If the PCs are being alert, allow the PC with the best Luck to make a Luck check to hear the guardsmen's approach. If the party isn't demonstrating caution, however, the PC with the worst current Luck makes the check. A successful Luck check indicates the party hears the guardsmen just before they arrive, and can take appropriate steps to hide or ambush the patrol. A failed Luck check means both the PCs and guardsmen are potentially surprised (2 in 6 chance; roll for both groups) when the patrol stumbles upon them.

Guardsmen (3): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

If the patrol is overcome, they will not be encountered again.

Area 2-1—Tulmakiz's Quarters: The door to this room is locked with a higher-quality padlock. It requires a DC 15 Pick Lock check to open or DC 20 Strength check to break.

This unassuming room of bare stone contains only a few furnishings: a poster bed with drawn curtains, a wardrobe decorated with carvings of monstrous faces, and a large cloth rug splayed out across the flagstones.

The sorcerer's personal chambers, he seldom visits it aside from a few hours in between his relentless experimentation. Tulmakiz is paranoid about his personal space and protects his chambers via an ensorcelled rug. Anyone stepping onto the rug with shoes, boots, or other footwear triggers the rug's magic—wisps of purple vapor rise up to entwine around the interloper's body. A DC 12 Reflex save allows the trespasser to escape the smoky grasp; otherwise they are ensnared. The entrapped PC loses 1 hit point each round as the wisps drain his vital essence. The bonds can be broken

with a DC 15 Strength check or cut automatically with a silver blade (such as the Thieves' Guild membership dagger). Warriors can perform a Mighty Deed to break the bonds, rolling their deed die in addition to their action die when making the Strength check and totaling the dice results.

The wardrobe contains a number of silk robes, trousers, shirts, and slippers, all of pale pastel coloration. A hidden compartment (DC 13 Intelligence check to locate) in the base of the wardrobe's interior hides a number of scrolls and a small brass coffer. Most of the scrolls (scribed in the Eevamarensee tongue) describe an arcane process of amplifying sorcery via physical pain (see sidebar). One other scroll contains the spell *Mouse's painful suffering* (see *Judge's Guide to Nehwon*, p. 18) or another of the judge's choosing. The coffer holds 326 copper pennies, 125 silver smerduks, and 76 gold rilks. A small key (which unlocks the cabinet in area 2-4) is also present in the coffer.

The poster bed is comfortable and decadent, but is otherwise normal.

EEVAMARENSEE PAIN SORCERY

The writings hidden in area 2-1 detail an esoteric process that allows a wizard to utilize another for the purposes of spellburn. If the writings are deciphered and studied for one month, the wizard can utilize another living creature when performing ritual magic to amplify his spellcasting. The creature must be brutally injured or even killed during the ritual, but doing so add a bonus to the spell check equal to the creature's hit dice.

Harming another for the purposes of spellcasting is extremely dark magic. If the spellcaster ever acquires corruption when casting a spell with Eevamarensee pain sorcery, the caster always rolls on Table 2-4: Nehwonian Greater Corruption (*Compendium of Secret Knowledge*, p. 28) when determining the type of corruption gained. In cases where this table would normally be used in any event, the caster rolls twice on the table, acquiring both forms of corruption.



Area 2-2—Dining Hall: Two long trestle tables flanked by benches occupy this room. Tall candelabras, coated in dripped wax, stand unlit about the area. The tables are littered with pewter plates and wooden goblets. Barrels, small boxes, and modest sacks are stacked in the southeast corner. Doors exit the room to the south and the west.

Tulmakiz's henchmen dine here, treated to meals of native Eevamarensian cuisine cooked by the wizard's personal chef. The room is currently empty of occupants.

The collection of containers hold a mixture of dried fruits, grains, smoked meats and fish, and other culinary ingredients purchased in Lankhmar. There is one small wine barrel that contains Eevamarensian Emerald wine, named for its brilliant green coloration. It is a dry, crisp wine that revitalizes the body. PCs consuming Eevamarensian Emerald wine when recuperating automatically regain maximum hit points for their hit die (e.g., a warrior would regain 12 hit points, adjusted by his Stamina modifier). There is a total of two gallons (32 8-oz. drafts) in the barrel.

The cook in area 2-3 is busy preparing the next meal, but is used to guards coming into the dining hall and foraging for snacks among the barrels, boxes, and sacks. He only emerges from the kitchen to investigate if the PCs make an unusual amount of racket or otherwise draw attention to themselves.

Area 2-3—Kitchen: A burning brazier of glowing coals both illuminates this small room and slowly broils skewers of succulent meats. A worktable littered with kitchen utensils, cutlery, and bowls stands to one side. Travel-battered strongboxes are stored beneath it. A whip-thin, hairless man, dressed in tight leather garments, tends to the two-foot-long skewers.

The cook is Tulmakiz's faithful servant and a master of the culinary arts. His curious leather clothing is a sign of his

cooking mastery in an esteemed brotherhood of Eevamarensian chefs. He is sworn to ensure no harm comes to his master via his meals; members of the brotherhood whose employers perish from poison or similar assassination technique delivered via meals suffer horrible torment before execution. He fights to the death to protect the kitchen and its contents, wielding the two skewers as weapons.

Eevamarensian Cook (1): Init +1; Atk skewer +1 melee (1d5); AC 13; HD 2d6; hp 10; MV 30'; Act 2d20; SP attacks twice per round with skewers at no penalty to dice chain; SV Fort +1, Ref +2, Will +1; AL N.

If captured alive, the cook stubbornly refuses to reveal information about his master. Magical or aggressive interrogation can break his will, but even then he can offer no information other than the fact he works for a wizard from Eevamarensian named Tulmakiz who has come to Lankhmar for magical research and that he cooks meals for the sorcerer and his sixteen henchmen.

The strongboxes beneath the work bench contain an array of rare Eevamarensian spices, smoked meats, preserved fruits, and other delicacies. These rare groceries would fetch up to 200 gold rilkis if sold to epicureans or dealers in rare foodstuffs. A DC 12 Intelligence check identifies them as luxury items.

Area 2-4—Sorcerous Workshop: Liquid blue fire churns in the air of this room, illuminating the space with cerulean light. The eldritch glow reveals a broad wooden slab with rusty iron restraints at each corner. Its face is discolored with dried gore and other fluids. A worktable, bearing perfectly and precisely arranged arcane tools stands nearby, a closed cabinet above it. The smell of fear, sweat, and blood is heavy in the air.

There is a 50% chance Tulmakiz is present in this room when the PCs enter. If so, he engages the party with spells while

shouting for reinforcements from area 2-6. Those guards arrive in 2d4 rounds. Should he not be present, he will be encountered in area 2-7 as the party leaves the madhouse.

Tulmakiz, Eevamarensian Sorcerer: Init +1; Atk spear +1 melee (1d6); AC 13; HD 3d4+3; hp 12; MV 30'; Act 1d20; SP lashing tendril (DC 10 Reflex save or 1d4+1 damage), *ray of enfeeblement* and *magic missile* (spell check +3), smoke form; SV Fort +1, Ref +2, Will +1; AL C.

Tulmakiz is a hairless human male possessing a gaunt build and long-fingered hands. His eyes are pale amber and seem to reflect light like mirrors. He dresses in soft pastel colors and typically goes about barefoot. When confronted by enemies, he snarls in Eevamarensian, cursing his foes for their meddling, and then transforms his left arm into a lashing fleshy tendril capable of reaching foes up to 15' away. Those who fail a DC 10 Reflex save are caught by the tendril and suffer 1d4+1 damage each round until the sorcerer is slain or forced into his smoke form. Tulmakiz can cast spells with his other hand, using *ray of enfeeblement* or *magic missile* (which manifests as ghostly crows that tear the victim's flesh), or bring his spear against enemies. If brought to 4 hit points or less without being slain, he transforms into a wisp of smoke and flees to area 2-7 for reinforcements. Tulmakiz carries a pouch containing 56 gold rilks, 10 curious green Eevamarensian coins (as described in area 1-5), and a key to area 2-1.

The liquid fire is a form of Eevamarensian magic detailed below. It produces no heat and is harmless.

The dozen tools are ancient Eevamarensian arcane implements and necessary to utilize the magical lore found in Tulmakiz's library. They are worth 50 gold rilks if sold for their material value, but will fetch up to 200 gold rilks from members of Lankhmar's Sorcerers' Guild.

The cabinet above the worktable is locked (opens with the key found in area 2-1 or a DC 12 Pick Lock check). It holds eight small vials, three of which are glowing electric blue. The four normal vials contain green powder—doses of Eevamarensian slumber poison (upon contact or ingestion: DC 15 Fortitude save or sleep for 2d6 hours). One vial contains a healing unguent that restores 1d4 hit points (or 1d6 hp if administered by someone with the Healer benison). The three glowing vials hold Eevamarensian liquid fire.

EEVAMARENSEAN LIQUID FIRE

This substance becomes an 8'-diameter ribbon of cool floating fire that produces light equal to a lantern when exposed to air. The liquid fire floats to a point 8' above the ground directly above the user and remains in place until it burns out in 1d24+12 hours. Each vial can be used once.

Area 2-5—Guard: A guardsman stands in the corner keeping watch over the corridor. He automatically notices a party if they make no attempt at stealth. If the party is mov-

ing stealthily, allow the PC with the worst Luck to make a Luck check. If successful, the guard is looking down the other corridor from the way the PCs enter and the party has one round to act before they are noticed. If the check fails, the guard notices the group and reacts immediately (roll initiative as normal).

Guard (1): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Area 2-6—Guard Quarters: *Several pallets covered with simple bedclothes line the walls of this dank, chill room, leaving a central aisle leading to the opposite door. Cloaks and other clothing hang from the walls and an octagonal table flanked by chairs stands in the northeast corner. A pair of hairless men dressed in mail cast dice at the table, while the air rings with the sonorous sounds of snoring coming from motionless forms in the beds.*

There are sixteen cots present, four of which hold dozing guards. The two guards playing dice are concentrating on their wagering and only notice a stealthy party entering on a 2 in 6 chance. They holler to awaken their comrades if they spot the PCs, and the dozing guards join the battle two rounds later.

Guardsmen (6): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 4 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Each guard has 2d12 iron tiki and 2d10 silver smerduks.

Areas 2-7—Exit: *Barrel arches support the roof of this wide, low-ceilinged chamber. Puddles of stagnant water collect on the dingy stone floor. Several gibbet-style cages lie in a rusting pile against the western wall. A staircase, its length illuminated by diffused sunlight shining from outside, is visible beyond an archway in the far wall to the south. Several hairless men stand between you and the exit.*

Four guardsmen are always on duty here to prevent the curious from entering the asylum's cellars. If Tulmakiz wasn't encountered in area 2-4, or if he fled from combat in the workshop, he is found here with his men, either preparing to engage the PCs or discussing plans for the evening abductions.

Guardsmen (4): Init +0; Atk short sword +1 melee (1d6); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will +0; AL N.

Tulmakiz: See area 2-4 above.

Both the guards and Tulmakiz fight to the death to prevent the PCs from escaping—the guards out of loyalty, Tulmakiz because he is confident his adeptry will save him (see below). Each guard has 2d12 iron tiki and 2d10 silver smerduks.

The gibbets once held inmates, but are now rusting relics. The stairs lead to the overgrown grounds of the asylum and freedom. The PCs need only ascend the crumbling stairs to escape their captivity and successfully complete the adventure.



THE END?

“She said that, if an adept chances to die, his soul is reincarnated in a mouse. If, as a mouse, he managed to kill a rat, his soul passes over into a rat. As a rat, he must kill a cat; as a cat, a wolf; as a wolf, a panther; and, as a panther, a man. Then he can recommence his adeptry. Of course, it seldom happens that anyone gets all the way through the sequence and in any case it takes a very long time.” – Adept’s Gambit

The adventure likely ends with the death of Tulmakiz, slain by the PCs for daring to imprison them. However, this needn’t be the end of Tulmakiz if the judge desires. The Eevamarenean sorcerer could prove an excellent ongoing enemy of the party, serving as a regular foe and a reminder of why the PCs need to continue their acquaintance. Luckily, Tulmakiz mastered odd magics in his time, one of which is known only to adepts, which can be invoked to prolong his menace in the party’s lives.

Should the judge wish to make Tulmakiz a reoccurring enemy, read the following at some point after the PCs have slain the wizard, preferably at a time when they are otherwise occupied (such as when looting his lair):

You catch a subtle motion out of the corner of your eye, turning your attention to the corpse of the dead wizard. Perched on the

corpse’s chin is the strange sight of a hairless mouse, motionless and staring in your direction. The tiny vermin almost appears to gaze at you with hatred, before leaping off the body and scurrying swiftly away.

The PC with the worst Luck can make a Luck check. If successful, a random character is in position to make a single attack against the hairless mouse (AC 15, 1 hp, -3 to all saves). If the attack kills the mouse, the soul of Tulmakiz is cast into whatever realm awaits it, putting an end to his existence. However, if the mouse survives the attack, it scurries into a crevice, mouse hole, or other escape route that the PCs cannot pursue. At some point, Tulmakiz will return...

This concludes *The Madhouse Meet*. By the end of this scenario, a new band of questionable heroes has arisen in the fog-shrouded streets of the City of the Black Toga, ready to take on a host of new adventures. Will they follow up on the mysterious communiqué discovered in a seemingly-ordinary ring, seek to find specialized merchants to turn their unusual treasures into coin, or rally together to track down Tulmakiz before he begins his experiments anew? These are just some of the potential adventures awaiting judges and players alike in the fantastic world of Nehwon and DCC Lankhmar.

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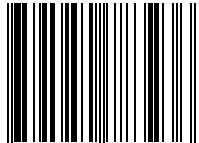
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