

LANKHMAR™

City of Adventure



From the pages of Fritz Leiber's masterwork spring his greatest heroes, FAFHRD™ and the GRAY MOUSER™. Their adventures in the sparkling city of Lankhmar come to life in this complete city campaign pack from the Game Wizards of TSR.



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How to Use this Book

Whether you are a fan of Fritz Leiber's fascinating stories set in the bizarre city of Lankhmar, or a player of the **ADVANCED DUNGEONS AND DRAGONS®** game seeking new environments for adventure, this book has something to offer.

Leiber's stories, featuring that pair of roguish heroes, Fafhrd and the Gray Mouser, have entertained readers of fantasy for decades. The first story featuring the pair of brazen heroes to see publication was a novelette entitled "Two Sought Adventure," in the August, 1939 issue of *Unknown* magazine. This story was renamed "The Jewels in the Forest" and can be found in the second book of the Saga, *Swords Against Death*.

The characters of Fafhrd and the Gray Mouser were actually "born" in 1934, via a series of letters between Leiber and his good friend, Harry Fischer. Indeed, in his introduction to the series, Leiber takes great pains to inform the readers of the invaluable role played by Harry Fischer in the creation of the heroes.

From the first, it seemed that Fafhrd and the Gray Mouser were to be heroes not in the somewhat traditional mode of a Conan or a Tarzan, but unique among the many worlds of fantasy. The pair are shameless thieves as well as enthusiastic drinkers and womanizers. They love life with a raw gusto that cannot help but infect a reader with a little of the same enthusiasm.

Another aspect of these heroes, and these stories, that sets them apart from most fantasy is the never-ending sense of humor that pervades both the escapades of Fafhrd and the Mouser and the experiences that fate deals to them. The pair are eternally lucky at escaping from potentially magical foes, although they never seem to get their money's worth for all their skill at thieving.

A delightful facet of the lives of Leiber's two heroes is the mound of detail that can be gleaned about the city and the land they inhabit. Lankhmar is a marvelous city, full of mystery, danger, and death to be sure, yet also containing a full measure of beauty, excitement, and adventure. The land of Nehwon is no less mysterious nor dangerous, and holds promise of even more adventure in its uncharted and secret corners.

This book is designed to provide the reader with a key to all that is known about Lankhmar, and to a lesser extent Nehwon. Beyond this, however, you will find paths leading to adventures and escapades to come, bounded only by the limits of imagination.

Throughout this book, areas of shaded text indicate specific information used when playing AD&D® in the City of Adventure. These instructions are highlighted for ease of reference.

Brief summaries of the stories featuring our heroes start off this book, providing a reminder to anyone who has read them of the excitement to be found there. To the uninitiated, the summaries hint at what all the excitement is about. Of course, they are no substitute for actually reading (or rereading) the stories.

Next, we break the city into its many districts: the bustling busi-

ness area of the Mercantile District, the waterfront and wharves of the River District, the mysteries and delights of the Plaza District, the wealth and seclusion of the Noble District. Even the Citadel of the Overlord, with its fabled Rainbow Palace, is described.

These sections should prove useful to the reader who wishes to keep track of the convoluted and complex city, as well as to the gamer who explores and gets to know the city. A form, complete with a map of each district, is provided so that you can note any pertinent information in an easy-to-find location.

Next, we take you on a brief tour of the world of Nehwon, offering just a peek into its more mysterious corners and shadowy hideaways. Since the emphasis of the book falls predominantly on the city, details about the rest of Nehwon are provided more as a catalyst to the reader's imagination than as a complete guide to the world.

Making sure that we do not neglect the gamer, the next section goes into detail on the living city, explaining the kinds of changes that might be expected during the course of a role-playing campaign within Lankhmar's looming walls. Information on the financial systems of the city, as well as the necessary conversions for standard Advanced Dungeons and Dragons® game money systems are included. Also within the "Playing With Lankhmar" section can be found a unique system allowing the Dungeon Master to instantly determine the purpose of any building entered, its interior layout, and who or what can be found there.

After this, we offer a section of adventures for those bold characters who wish to take on the city and its many challenges. Here you will find jewels and gold just begging to be plundered, and villains both deadly and evil waiting to deal the unwary character an unpleasant and untimely death.

Neither have we neglected the characters who play out these adventures. Fafhrd and the Gray Mouser each fill a page of description. This section includes not only interesting biographical background on the pair, but also provides all of the information needed to play either or both of them as AD&D characters. Three other characters, to round out a potential party of adventurers, are also described.

Finally, you will find a sort of encyclopedia of Nehwonian lore, ranging from lists and descriptions of the significant characters in the stories, to a discourse on the various guilds and other factions in the City of Adventure, to descriptions (and game statistics) for the new and assorted creatures that inhabit the fantastic world of Nehwon.

For those Dungeon Masters who wish to set a campaign in the City of Adventure, we have provided some crucial conversion rules that can be applied to the AD&D system before moving to Nehwon. Most of these rules reflect the fact that magic works differently in Leiber's fantastic world than it does in the normal AD&D setting.

Welcome to Lankhmar! The gates to the City of Adventure are open and waiting. But remember, you'd better watch your step....

Chapter 1: Adventures in Lankhmar and Beyond

A History of Fafhrd and the Gray Mouser

The chronology which follows details the adventures of Fafhrd and the Gray Mouser from their very different youths through their first meetings and subsequent adventures. The main tales are chronicled in a series of six books by Fritz Leiber (see sidebar). Other tales of the Barbarian and the Gray One have appeared in short-story anthologies from time to time. While we cannot provide you with a comprehensive list of these additional tales, we do wish you great enjoyment in the searching.

There is no standard reckoning of the years in Nehwon. It is probable that each of its many and varied cultures had its own calendar and method of measuring the passage of time. Therefore, it is difficult to ascribe a specific date to any of the pair's adventures. At best, we can sketch the sequence of events and roughly suggest the time duration of each, following hints from within the stories. An event may be said to have happened "in the year of the rat plague," or "two years after the summer of the avian marauders," and thus we can judge the order in which they happened.

If you are both a Leiber fan and a Dungeon Master, your campaigns may already have developed a Lankhmarish flavor. The thieves, fighters, clerics, and sorcerers of the City of Adventure blend easily into an AD&D® game. While Nehwon's known inhabitants are almost exclusively human, there are large, unexplored areas whose natives may resemble dwarves, elves, or halflings. It is also reasonable to assume that, because Fafhrd and the Gray Mouser adventured in worlds other than Nehwon, those same dimensional portals may allow your own Player Characters to enter Nehwon.

To assist you in planning a Lankhmar campaign, the following story synopses detail the adventures of Fafhrd and the Gray Mouser in Lankhmar and beyond. Within these stories lies a wealth of detail which you can use for ideas for adventures. Suggestions for rounding out an AD&D campaign in Lankhmar are found within the chronology, in boxes shaded like this text.

If you have not yet read the adventures of Fafhrd and the Gray Mouser, please don't spoil your enjoyment by reading these synopses first. While these shortened tales are handy as memory-joggers, they cannot replace the wit, adventure, and imagination of Fritz Leiber's original creations.

The tales of Fafhrd and the Gray Mouser are chronicled by Fritz Leiber in six books, each of which has the word "Swords" in its name. The books, and the stories therein, follow the career of these two swordsmen-heroes in chronological order, although short stories found in other collections may fit anywhere in the history.

Swords and Deviltry

- "The Snow Women"
- "The Unholy Grail"
- "Ill Met in Lankhmar"

Swords Against Death

- "The Circle Curse"
- "The Jewels in the Forest"
- "Thieves' House"
- "The Bleak Shore"
- "The Howling Tower"
- "The Sunken Land"
- "The Seven Black Priests"
- "Claws from the Night"
- "The Price of Pain-Ease"
- "Bazaar of the Bizarre"

Swords in the Mist

- "The Clouds of Hate"
- "Lean Times in Lankhmar"
- "Their Mistress, the Sea"
- "When the Sea-King's Away"
- "The Wrong Branch"
- "Adept's Gambit"

Swords Against Wizardry

- "In the Witch's Tent"
- "Stardock"
- "The Two Best Thieves in Lankhmar"
- "The Lords of Quarmall"

Swords of Lankhmar

A novel in seventeen chapters

Swords and Ice Magic

- "The Sadness of the Executioner"
- "Beauty and the Beasts"
- "Trapped in the Shadowland"
- "The Bait"
- "Under the Thumbs of the Gods"
- "Trapped in the Sea of Stars"
- "The Frost Monstremer"
- "Rime Isle"

A Barbarian of the Cold Wastes

(from "The Snow Women")

Fafhrd was raised in the Snow Clan of the northern barbarians who inhabit the remote uplands bordered on the north by the Bones of the Old Ones and on the south by the Trollstep Mountains. His mother, Mor, was a strong-willed matriarch, a tribal leader skilled in the ice magic peculiar to the Snow Women. His father, Nalgron, was an equally strong-willed man who resisted the traditional ruling power of the women. Whenever Nalgron saw a high mountain, he climbed it. He climbed White Fang in disobedience of Mor's command, and he died there. (Fafhrd suspected the spiteful revenge of Mor's sorcery as the cause of his father's death.)

In Fafhrd's 18th year, the Snow Clan made its traditional mid-winter journey to Cold Corner to meet southern traders and enjoy the theatrical show that accompanied them. Here Fafhrd meets Viana, a showgirl and freelance thief who had a sworn vengeance upon the Thieves' Guild of Lankhmar. Fafhrd is smitten with Viana's charms, and his restless imagination is captivated by the lure of the civilized south that promises adventure and knowledge.

Fafhrd turns his back on his lover, Mara (pregnant with his child), and on his dominating mother and the narrow society of his clan. He accompanies Viana as her lover and lieutenant in seeking revenge on the Thieves' Guild. Fafhrd narrowly escapes the sorcerous vengeance of his mother as they travel south to Lankhmar.

This story offers many details on the culture of the northern barbarians and describes the traveling entertainment troupe that brings Viana and Fafhrd together. You may want to use either society as background for a Player Character. If your magic-user is female, she can investigate the mysterious and menacing ice magic of the Snow Women and their dominating matriarchal society. Characters of any class may join the rogues of the traveling troupe and share its adventures as they journey and perform among the varied and remarkable cultures of Nehwon.

The Dungeon Master can design an adventure in which the PCs join a youthful Fafhrd on his first pirate trip with the hardened

men of the north as they plunder the civilized south.

The child of Fafhrd and Mara may undertake a pilgrimage to find his or her father, with suitable adventures along the way. Mara or the child would also make an excellent hostage for any potentate or wizard who wished to extort cooperation from Fafhrd.

A Wizard's Apprentice of the Civilized South

(from "The Unholy Grail")

The Mouser's parentage and early youth are shrouded in mystery. When we are introduced to him, he is the apprentice of Glavas Rho, a gentle sage and practitioner of white magic, living east of Lankhmar in the forest lands of Duke Janarrl.

The Mouser (or Mouse, as he was called in his youth) had been sent by his master on a quest which carried him across the Lakes of Pleea and the Mountains of Hunger to the Outer Sea (where he apparently met Fafhrd who was on a pirate raid). When Mouse returns, he discovers his master slain and swears vengeance on the magic-hating Duke for his master's murder. Included in his hatred is Ivrian, the Duke's daughter and the Mouse's fellow apprentice and sweetheart, to whom he suspects of having betrayed Glavas Rho to her cruel father.

Unable to avenge himself on Jannarl through force of arms, Mouse resolves to employ the treacherous and corrupting powers of black sorcery in his vengeance. Ivrian unwittingly leads the Duke and his men to Mouse; he is taken prisoner and his black sorcery foiled. However, under torture, Mouse is able to focus his hate and rage. Channeling through a cooperative Ivrian, Mouse blasts the Duke with this current of black power, then escapes with Ivrian and heads for the city of Lankhmar.

In this story, some of the features of wizardly sorcery in Nehwon are described—hints of positive magics in tune with nature and dark magics which harness the black forces of death, hate, pain, and decay that trickle in from the outer reaches beyond Nehwon.

The DM may wish to plot an adventure for the Mouse's quest that precedes his discovery of the murder of Glavas Rho, or the unchronicled meeting of the young Fafhrd, pirate ship's boy, and Mouse, wizard's apprentice.

Any campaign in Nehwon can include a search for the Mouser's past—his childhood before his apprenticeship to Glavas Rho. Who are his parents? Why is the Mouser so mysterious about his past? Is he an orphan, ignorant of his origins, or is there some sinister truth which may account for his talent with dark magic? Could he be the offspring of some evil wizard, perhaps an ancient enemy overcome by Glavas Rho?

Tragic Destiny in Lankhmar

(from "Ill Met in Lankhmar")

Fafhrd and Vlana had been in Lankhmar only a month when Fafhrd and the Gray Mouser first introduce themselves formally to each other. The occasion is their coincidental selection of the same target for an ambush. Immediately drawn into fellowship by mutual respect and complementary dispositions, the two gather with their respective women at the Mouser's Bones Alley hideout.

Goaded by the taunting of their female friends and fortified by camaraderie and large volumes of wine, the newfound friends decide to pursue Vlana's vengeance against the Thieves' Guild by staging a raid on their headquarters. Adopting disguises as beggars, they bluff their way into the presence of Krovas, the Grandmaster. Hristomilo, the guild sorcerer, sees through their imposture, forcing them to flee, but they leave the reputedly impregnable headquarters in disarray and confusion.

When Fafhrd and the Gray Mouser return to Bones Alley, they discover their lovers slain by the sorcery of Hristomilo. Blinded by grief and fury, they storm the Guild Hall and attack Hristomilo,

only to be thwarted by his powerful sorcery. Vlana's silver dagger, however, is proof against Hristomilo's enchantments, and the Mouser casts it true into the eye of the sorcerer, slaying him and avenging Vlana's and Ivrian's deaths. Unconsoled, the pair leave Lankhmar and do not return for many years to the city haunted by the ghosts of their young lovers.

This story describes the typical watch routines, general layout, humble operatives, Guildmaster, and guild sorcerer of the powerful Thieves' Guild of Lankhmar. Hristomilo's familiar, Slivikin; the intelligent and deadly smog sent to slay Vlana and Ivrian; the rats sent to strip their flesh to the bones; and the trappings of Hristomilo's room in the Guild Hall are features of Nehwon magic which can be woven into your Lankhmar campaign.

An interesting adventure can be constructed around the Mouser's adventures as a thief in Lankhmar before his meeting with Fafhrd. The description of the Mouser's hideout in this story suggests thievery ambition and execution on an extraordinary scale.

The raid of Fafhrd and the Gray Mouser on the Thieves' Guild cannot go unpunished. PCs in your game may be guild operatives who are sent in pursuit. Some will find their quarry and encounter the perilous companions. Others will never find the pair but may find adventure in many other ways in the course of their search.

In Search of Forgetfulness

(from "The Circle Curse")

After the death of their first great loves, Fafhrd and the Gray Mouser embark on an extended tour of Nehwon, seeking distraction from their guilt and loss. Their wanderings encompass three years of travel and cover all of Nehwon except the western continent said to lie beyond the Inner and Outer Seas. During this time, they have their first encounters with their wizardly mentors, Sheelba of the Eyeless Face and Ningauble of the Seven Eyes.

Few details of this early period have come down to us in legend, verse, or ballad. At most, we have a bare outline of their travels, occupations, and more dramatic encounters. The pair visit the Cold Waste in a vain search for Fafhrd's Snow Clan who were rumored to have been massacred. Later they visit the beggar city of Tovilyis, which Mouser believes to have been his birthplace, though no conclusive evidence is discovered.

In time, the two friends realize that their travels have done nothing to relieve their grief or cure their restlessness. They finally return to Lankhmar, the city they despise, but the only place that offers them the excitement and variety that they crave.

This short story is probably the richest source of possible adventures for Fafhrd and the Gray Mouser. While numerous settings and situations are mentioned in passing, none are detailed. The three-year period described in this story is a menu for possible adventures outside Lankhmar, including:

—A visit to Horborixen in the Eastern Lands, citadel of the King of Kings, second only to Lankhmar in size and splendor.

—Uncharted lands east beyond Tisilinit, including the Empire of Eevamarensee, a decadent country where men, dogs, cats, and rats alike are hairless.

—Passage across the Great Steppes, narrowly avoiding capture and enslavement by the Mingols.

—Searching the Cold Waste for news of Fafhrd's Snow Clan, reportedly massacred by a horde of Ice Gnomes. (Could Fafhrd receive such news without an impulse to track down and revenge himself on the murderers of his once-love and first child?)

—In the service of Lithquill, the Mad Duke of Ool Hrusp, diverting him with mock duels, simulated murders, and other such "entertainments."

—In futile search of Mouser's origins and parentage in Tovilyis, the beggar city. (What dark truths might shroud the Mouser's past? What agents conspire to conceal the past from him?)



The Treasure House of Urgan of Angarngi

(from "The Jewels in the Forest")

In the library of the Lankhmar Lord Rannarsh, Fafhrd discovered the description of an ancient treasure trove. With his small companion, he sets out, following the description on an ancient parchment, but nearly falls prey to the guardian of the treasure. Urgan had designed the treasure house as a trap. A sorcerer and architect, he melded his skills to create a house of living stone. The jewels of his treasure became the mind of this mad and malevolent edifice. The building has two methods of attack: the hypnotic terror it inspires and the physical attack created by distorting its shape, using walls and towers to club and crush its victims. The adventurers are content to escape with their lives.

This is a classic AD&D® adventure—avoiding traps to gather a dead sorcerer's treasure amidst the ruins of his citadel—with the original twist of a living citadel as the primary trap and opponent. Whether or not the players are familiar with this story or have foreknowledge of the type of opponent they face, braving the treasure house of Urgan will make an excellent fantasy adventure.

One possible adventure element can focus on the original theft of the description of the treasure house from the library of Lord Rannarsh. Was it a burglary? Were the pair guests of Rannarsh or in his employ at the time? Rannarsh might have lived in Lankhmar City or in a neighboring region, allowing this adventure to range throughout the countryside.

The Bones of the Master Thieves

(from "Thieves' House")

Fissif of the Thieves' Guild tricked Fafhrd and the Gray Mouser into stealing the skull of ancient master thief Ohmphal from the temple of Votishal. He then stole the skull from the two and bore it to Krovas, the Grandmaster of the Thieves' Guild. Fafhrd and the Mouser pursue Fissif into Thieves House, where they find Krovas, strangled to death, and Ivlis, his mistress, escaping through a secret passage with the skull. When discovered and pursued by the thieves, the Mouser escapes, but Fafhrd loses his way and stumbles through a secret passage into the tomb of the ancestral master thieves of the guild. The spectral thieves threaten Fafhrd with horrible death if he doesn't recover Ohmphal's skull and return it to the tomb, its proper resting place.

Slevyas, the new Grandmaster of the Thieves' Guild, recaptures Fafhrd and threatens to kill him unless the Mouser returns the skull. The Gray One employs a disguise to get the skull from Ivlis and reenters the guild house through the secret passage. In a subsequent scuffle, Slevyas smashes the skull of Ohmphal. The spectral thieves appear to wreak their revenge on Slevyas and, in the confusion, Fafhrd, the Mouser, and Ivlis escape.

This story contains details about the Thieves' Guild and suggests extensive underground labyrinths beneath the guild house which have been neglected by the time of the story. These underground passages and vaults may be filled with ancient treasures and guarded by spectral creatures, traps, and the ghosts of the past masters of theft in Lankhmar—a perfect setting for AD&D® adventures.

Casually passed over in the story is the task of overcoming the fabled locks, traps, and guardian beast of the Crypt of Votishal beneath the Temple of Votishal. There is no description or location given for the temple, but it is presumably outside Lankhmar, a ride of ten days or so. Since Votishal's worshippers are devoted to stealing treasure from evil thieves, PCs might be drawn there either to steal from the accumulated treasures in the temple, or to become devoted thieves of Votishal—a perfect vocation for the skilled thief of good alignment.

Possible adventures include sojourns in the labyrinth beneath

the guild house, to explore, plunder, or assail (or free from torment) the undead who dwell there. Thieves devoted to Votishal may be sent to steal valued heirlooms to embarrass the Thieves' Guild. Brave and foolhardy souls who wish to challenge the authority of the Thieves' Guild might embarrass them by staging a raid into the currently occupied sections of the house.

To the Western Continent

(from "The Bleak Shore")

The two adventurers are driven by the powerful *geas* of a small, pale man with a bulging forehead to seek out their doom on the Western Continent. Ourph, their Mingol sailing slave, accompanies them and tells part of their story. After a passage over the weird and magical seas west of the charted oceans, they arrive at black stone cliffs. Fafhrd and the Gray Mouser abandon their ship, bidding Ourph to sail without them ("We are dead men. Return if you can.") and climb the cliffs.

There they encounter the doom ordained to them. From giant eggs hatch large reptilian creatures, like very tall fighting men but with long, sword-like claws at the end of each arm. Unable to kill the reptilian creatures in melee, the Mouser is inspired to smash an unhatched egg, which surprisingly contains the embryonic figure of the pale man with the bulging forehead. When the pale man is slain, the other creatures disappear. The barbarian and the Gray One are left with the problem of returning to the Eastern Continent without their boat.

This is the first of the stories in which Fafhrd and the Gray Mouser are driven to their fates like robots or puppets by powerful sorcerers, gods, and demi-gods. This is a good format for setting up simple adventures like this single melee encounter with overwhelming opponents. Often, as in this story, the key to success is not to fight, but to find the key to the puzzle.

In AD&D® adventures like the one in "The Bleak Shore," little consideration is given to why the PCs must undertake a task—they are ensorcelled or channeled by the will of the gods. In this story, they are driven halfway across Nehwon just to melee with some monsters. Similarly, the DM need only set up a terrible opponent or perilous journey, then tell the PCs that they simply have to go there, whether they want to or not.

The PCs, however, may feel like puppets rather than heroes. Leiber is trying to create a sense of tragic doom for his heroes, which requires robbing them of their free will. This technique, while effective in stories when used in moderation, robs the role-playing gamer of choice and seriously limits the players' sense of enjoyment. Playing the game involves making choices. Being a puppet is suitably tragic, but not always enjoyable gaming.

In moderation, however, such puppeteering can be fun. An occasional encounter set up like this story can be effective and challenging—a combat set piece or a single encounter with a central problem to solve. However, the best adventures allow the players to feel they have control of their characters.

Vengeful Spirits of the Astral Plane

(from "The Howling Tower")

Fafhrd and the Gray Mouser, drawn by sorcery to a remote stone tower, encounter a madman with sorcerer powers. Using a drugged potion, he sends Fafhrd to an immaterial plane to satisfy the hunger of spectral hounds which seek vengeance against the old man, who imprisoned and starved them to death. When he discovers the truth, the Mouser forces the old man to drink the drugged potion, then drinks it himself. They are transported to the astral plane where they find Fafhrd beset by the spectral hounds. When the old man arrives, the hounds gleefully forsake Fafhrd and savagely seek their revenge on the old man. When Fafhrd and the Mouser awake from their drugged state, they find

the old man dead, his spirit consumed by the astral hounds.

The hounds which become spectral haunts, magically created by their own hate and lust for revenge, suggest that other creatures which have died may sustain their existence after death on the strength of their passion for revenge, and other tombs and buildings may be inhabited by such enchanted creatures. In this story, however, the spectral creatures cannot have any physical effect on victims (other than the psychological effect of their howling) unless the victims have taken a potion which sends their spirits to the astral plane. PCs might take this potion voluntarily in order to explore the astral plane, or they may drink this potion accidentally or through trickery, leaving them vulnerable to the attacks of astral creatures.

Ancient Simorgya Rises from the Sea

(from "The Sunken Land")

Fafhrd discovers an ancient Simorgyan ring which magically entangles him in the fate of a group of sea raiders bound to search for a fabled land that supposedly sank beneath the seas in legendary times. Thrown overboard from his boat, Fafhrd is rescued but held prisoner by a galley full of barbarian sea raiders in an incredible (that is, fated and magical) coincidental mid-ocean encounter. The raiders are captained by Lavas Laerk, who has sworn a great oath to raid fabled Simorgya.

Drowned Simorgya rises from the sea that very night. Fafhrd is taken with the raiders when they reach this cursed land risen from the deep. They travel through slimy, phosphorescent halls until they reach a locked door. Lavas Laerk takes the ring Fafhrd has found and uses it as a key to open the fateful portal. Fafhrd recognizes the peril and flees instantly, avoiding the horrible fate that befalls the rest of the raiders. Fafhrd is rescued by the Mouser just as Simorgya sinks once again beneath the waves.

Ancient Simorgya can provide the setting for an undersea adventure seeking the sunken treasures of this lost civilization, but The PCs must have access to magics which permit them to breathe underwater.

The cloak-like creatures which overcome the sea-raiders may be the magical race which vanquished the ancient Simorgyans, or they may simply be the new inhabitants of the abandoned passages and towers of sunken Simorgya.

The PCs may find a ring similar to the one which Fafhrd found, or they may be tricked into swearing an oath to raid Simorgya. The sunken land may rise to greet them if they go questing for it.

The Sleeping God and the Blood of Heroes

(from "Seven Black Priests")

While traversing the Bones of the Old Ones, Fafhrd and the Gray Mouser encounter a half-slumbering remnant of the ancient earth god of Nehwon. Fafhrd plucks a gray diamond sphere from a great mound of earth (really the eye of the ancient earth giant), and he falls under its spell.

The god needs the blood of heroes to rejuvenate itself, to take the form of a human, and come forth to erase the vermin that infest Nehwon: Man. The diamond sphere and seven Kleshite priests try to deliver Fafhrd and the Gray Mouser to be consumed by Nehwon. They are almost successful, but at the last moment the Mouser manages to destroy the diamond, disrupting the earth god's control of Fafhrd and enabling them both to escape.

Two types of adventure are suggested by this story. In one, the heroes become the target of a group of Kleshite priests who seek to capture or kill them in order to deliver their heroic blood to Nehwon and enable it to rise and scourge the surface of its human population.

Alternatively, if Nehwon has already obtained the blood of

heroes that it needs, it will have formed into one or more great stone giants and will be marching across the continent, spreading death and havoc among barbarian and civilized cultures alike. Opposing such massive, magical creatures would provide a challenge for more powerful PCs.

Tyaa and Her Feathered Minions

(from "Claws from the Night")

Atya, the attractive wife of Muulsh the Moneylender, is in fact the avatar of Tyaa, a goddess long banned and forbidden in Lankhmar. She commands an army of evil, half-intelligent birds and is assisted by her Falconers, the male priests of the religion. She marshals her avian army in a reign of terror over Lankhmar, first as thieves of jewels and valuable trinkets, snatched in crow feet and flown to the temple, later as murderers and mutilators with poisoned claws and talons.

After stealing, then losing, Muulsh's fabulous ruby, Fafhrd and the Gray Mouser retreat to the supposedly forsaken temple of Tyaa along the River Hlal. Fafhrd falls victim to the effects of a poisoned claw and is captured by Tyaa/Atya, but the Mouser manages to rescue him by catching her off-guard and placing a sword to her chest. Though the two force Tyaa/Atya and her winged servitors to abandon the temple in Lankhmar, the birds and their priestess apparently manage to escape to their refuge in the Mountains of Darkness.

This story contains a description of the northwest corner of Lankhmar where the Street of the Gods meets the River Hlal. The home of Pulg the moneylender and the "abandoned" temple of Tyaa are also described.

Tyaa and her poison-clawed birds may someday return to Lankhmar for revenge, or they may be encountered in the Mountains of Darkness. Although no location is given for the Mountains of Darkness, it is possibly an ancient name for a more familiar mountain chain like the Mountains of Hunger or the Mountains of the Elder Ones.

There may be other forbidden gods and banned temples in Lankhmar. In times of turmoil, these old and evil gods may return to plague Lankhmar. They may be encountered accidentally or at the command of the Overlord. Jealous or competing gods may influence your PC's to attack the evil ones.

Shadowland and the Mask of Death

(from "The Price of Pain-Ease")

Troubled by the ghosts of their dead loves, Viana and Ivrian, Fafhrd and the Gray Mouser agree to pay any price if their mentors, Sheelba and Ningauble, will either return their loves to them or at least banish them from memory. The price set is the theft of the Mask of Death, and they must journey to Shadowland, the land of Death, to steal it. To further complicate matters, Duke Danius, Lankhmar aristocrat, who is terrified of Death, is journeying at the same time to Shadowland to slay Death and be forever rid of his fear.

Their itinerary carries the two adventurers east from Lankhmar across Nehwon, past Ilthmar and the City of Ghouls, past the Sea of Monsters and the Parched Mountains to Shadowland, bordered on the north by the lands of the Mingols, on the west by the Ghouls, on the south by the lands of the King of Kings, and on the east by the Empire of Eevanmareensee. Once in Shadowland, each hero encounters his lost love, who first praises him for faithfulness, then chides him for foolishness and commands him to leave and nevermore return. They do as they are told and continue on to the Blue Flame which marks the site of the home of Death.

They arrive to find Death is not at home. Duke Danius appears and slices the Mask of Death in half, conveniently providing a piece for each hero to return to his mentor. Death returns and

casually strangles Danius. The heroes escape and deliver their pieces of the Mask of Death to an annoyed Sheelba and Ningauble. They find that, while they have not forgotten their dead loves, the pain has receded, leaving only bittersweet memories.

Again, the heroes are the puppets of fate and their mentors leaving little room for interesting role playing. The beginning of the story, however, contains the rather ambitious theft of a complete house (the garden house of Duke Danius), stolen by Fafhrd and the Gray Mouser and carried by forty porters through the streets of Lankhmar to be installed in the empty lot behind the Silver Eel. Setting PCs a task such as stealing a house will certainly tax their wits and ingenuity.

The Devourers: the Ultimate Merchants

(from "Bazaar of the Bizarre")

The Devourers are mighty wizards from another universe. Masters of illusion, they manage to sell garbage by making it seem like objects of unimaginable beauty and value. The Devourers set up a shop—The Bazaar of the Bizarre—on the Street of the Gods, and Fafhrd and the Gray Mouser are summoned by Sheelba and Ningauble to rid Nehwon of this evil menace.

Unfortunately, the Mouser is early to the rendezvous and impulsively decides to scout the Bazaar before being briefed by his mentor. He is ensnared by the allure of the shop's illusory wares, and Fafhrd must rescue him (with magical aids from Sheelba and Ningauble). In the process, the two destroy the shopkeeper, and the Bazaar of the Bizarre abruptly disappears from Nehwon.

With the introduction of visits to Nehwon by beings from other universes, the scope of fantasy role playing becomes practically unlimited. The various mechanisms of dimensional travel—time warps, magic, dreams, high-tech devices, godly intervention—offer opportunities for importing adventure elements from practically any setting.

This story also introduces a familiar trapping of AD&D® adventures: magic items loaned by enchantment-sophisticated mentors. Sheelba and Ningauble loan Fafhrd the Cloak of Invisibility (now only a tattered ribbon from rough use) and the Blindfold of True Seeing (a gossamer spider web which reveals things as they truly are). The mentors promptly snatch these items back from the heroes as soon as the adventure is over, a sterling example to DMs who are too generous with magical items.

The Temple of Hate

(from "The Cloud of Hate")

From the Temple of the Hates rises a sentient cloud, a living fog of malevolence. Through the streets of Lankhmar it travels, gathering unto itself the instruments of its purpose. Gnarlrag of the Two Swords; Gis the Cutthroat; Kreshmar and Skel, the assassins and alleybashers—all are caught in the cloud and moved like puppets to do its will.

The Cloud of Hate moves toward the palace, its puppets suspended and guided by its malevolent will. While serving as watchmen for the Overlord Glipkerio's daughter's betrothal party, Fafhrd and the Gray Mouser are directly in the cloud's path. The cloud sends its puppets forth to slay the two adventurers, but they kill their ensorcelled opponents. Then, the cloud itself takes arms against the heroes, using the fallen weapons of its defeated minions in ten ectoplasmic tentacles. The Mouser, however, cleverly severs the silvery thread that connects the cloud with its source of energy and direction—the Temple of the Hates. The cloud instantly disperses, and the palace and Lankhmar are safe again—for a time.

The Temple of the Hates is another example of the covert temples of evil and forbidden gods that lie hidden throughout

Lankhmar. Various menaces and insane worshippers may issue forth from these temples into the streets of Lankhmar, and PCs may be sent to root out these vicious hives of evil or to defend against their spawn.

The Cloud of Hate itself is certain to return, and its ability to use mesmerized agents or to wield weapons itself makes it a particularly dangerous opponent. If the PCs avoid severing the silver thread and can follow it back to the temple, it may be possible to eradicate the religion, its priests, and worshippers once and for all.

Fafhrd gets Religion

(from "Lean Times in Lankhmar")

Boredom and insecurity overtake the two swordsmen-adventurers. Fafhrd breaks his longsword and becomes a humble acolyte of Issek of the Jug, a god of peace and very little temporal power. The Mouser enters the service of Pulg, the racketeer, as an enforcer.

As Fafhrd's talents and reputation cause the fortunes of the religion of Issek to improve dramatically, Pulg becomes more eager to shake down its priest, Bwadres, for a portion of the profits. Fafhrd is the protector of Issek, and the Mouser, as Pulg's enforcer, is obligated to confront him. Good fortune, old friendships, and the hand of fate intervene. Fafhrd inadvertently becomes a comically appropriate avatar of Issek, Pulg becomes a convert to Issekianity, and the heroes skip town, eager to return to their preferred occupations—*itinerant adventurers*.

This story describes the normal process of evolution of a typical god *in* Lankhmar (as opposed to the Gods *of* Lankhmar. A prospective deity starts with a few square feet near Marsh Gate and, depending on its popularity, the religion may advance a certain distance up the Street of the Gods. With increases in worshippers, wealth, and status, a religion may become an established cult with a substantial temple. If a religion is not popular, or if an established religion's popularity wanes, it progresses back down the Street of the Gods toward the Marsh Gate until it disappears into obscurity.

A Player Character may decide to try to establish a religion, starting at the Marsh Gate and trying to work his way up the street to wealth and status. Or an NPC may attempt to establish a religion, and the PCs may be attracted as followers, acolytes, priests, or hired minions. Such budding religions are always in need of heroic deeds (and martyrs) to spread the fame of their cult.

PCs may work for the other side, as leg-breakers for racketeers like Pulg. This extortion provides an occupation for less reputable characters, but it may also occasion the semi-heroic, Roaring Twenties-style gangster action of competing racketeers fighting for control of a territory (as Plug and Basharat compete in this story). The PCs may become little Caesars or Godfathers in their maneuverings for control of lucrative religions.

At Sea on the Sloop Black Treasurer

(from "Their Mistress, the Sea" and "When the Sea-King's Away")

After leaving Lankhmar in their sloop piloted by Ourph the Mingol, the two adventurers try their hand at pirating, only to be surprised by a bait-vessel and nearly trapped themselves. Their second attempt is more successful. They plunder a boat crewed by five elderly Mingol witches. The curse of those witches, however, may outweigh the value of any plunder they took.

After setting Ourph ashore, Fafhrd and the Mouser sail north for the land of the Eight Cities but are becalmed in the Inner Sea where they discover the enchanted land of the Sea-King. They find a magical tunnel that leads beneath the sea to the bottom, where they encounter the Sea-Witch and her guardians. Fafhrd

must overcome an octopus, and the Mouser must defeat three zombies. Before enjoying the sorcerous charms of the Sea-Queens. A tidal wave fortuitously interrupts the spell and, although the enchantments that protect the undersea kingdom dissolve, the heroes are able to escape.

Sea piracy is an option for intrepid PCs, but encounters with ambushing bait-ships and witch-crewed vessels make Nehwon piracy particularly hazardous.

If the undersea kingdom managed to survive the battering of the tidal wave and the interruption of its enchantments, it would provide a novel setting for fantasy adventures. Instead of rock-walled tunnels, PCs must explore water-walled tunnels. Damaging a wall might cause the sea to come pouring in. All sorts of interesting items may be accessible through these tunnels along the mucky bottom of the sea—ancient wrecks, lost civilizations, or undersea denizens like the Sea-Witch and the Sea-Queens, whose command of magic makes them formidable opponents, and whose wealth of enchanted objects would provide ample reward for the risk.

The Master Adept of Earth and a Castle Called Mist

(from “The Wrong Branch” and “Adept’s Gambit”)

After a number of misfortunes at sea convince Fafhrd and the Mouser that the Sea-King has cursed them for their intrusion into his realm, they approach Ningauble to have the curse lifted. Unfortunately, they follow the wrong turning in Ningauble’s cave and emerge on the coast of the eastern Mediterranean of ancient Earth, in the century following the death of Alexander the Great.

Here they become pawns in a struggle between Ningauble and an adept of Earth, Anra Devadoris. Anra places a curse on the two so that the women Fafhrd embraces are turned into swine, while the Mouser’s paramours become giant snails. Greatly distressed by this inconvenience to their love lives, the heroes seek Ningauble’s aid.

Ning cooperatively tells them what they must do: gather the Shroud of Ahriman, the powdered mummy of the Demon Pharaoh, the cup of Socrates, a sprig from the Tree of Life, and “the woman who will come when she is ready.” Then go to the Lost City of Ahriman, east or Armenia, and perform a ritual.

The woman who will come when she is ready follows the adventurers as they leave Tyre. In body, she’s Ahura, Anra’s sister. The Mouser detects a strangeness in her, but does not know that Ahura’s body is currently possessed by the spirit of her twin brother, Anra. They perform the required ritual in the Lost City of Ahriman, and Anra’s spirit is transferred to his own body, which has lain entombed here for some time, Ahura’s spirit trapped within.

Anra needs the mystical essence that makes Fafhrd and the Gray Mouser unique—their capacity to laugh and jest at horror, disillusionment, and death. This makes them fit to challenge even the gods, which Anra apparently has designs of doing if Fafhrd and the Gray Mouser will cooperate. Of course they refuse, and the Mouser is clearly outmatched in a duel with Anra. He is saved by Ahura’s laughter, which weakens Anra and allows the Mouser to slay his body.

Following Ningauble’s admonition that their task had not yet ended, the two, accompanied by Ahura, proceed north from the Lost City toward a final encounter with Anra at his Castle Called Mist. Again, they are saved by Ahura’s mocking laughter. Though Anra is destroyed, there is a hint that he has been reincarnated as a mouse, and that if he is determined and fortunate, he may someday be able to resume his adeptry.

By taking a wrong turn in Ningauble’s cave, one can travel from Nehwon to any number of worlds. Fortunately, in the process of traveling, one seems to magically learn the appropriate languages and assume the appropriate childhood memories.

Through Ningauble’s cave, PCs may be dispatched to a wide

variety of settings from fantasy literature and ancient history. This also permits (at the DM’s discretion) visitors to Nehwon from other settings, either allies for the PCs or evil antagonists, villains from fantasy or history. Ningauble’s cave permits the arrival in Nehwon of entire PC parties from other fantasy role-playing campaigns, a convenient transition device permitting established AD&D® campaigns to expand into the Nehwon setting.

The Transparent Treasures of Stardock

(from “In the Witch’s Tent” and “Stardock”)

Fafhrd and the Gray Mouser have been comrades in adventure for about a decade at this point in their history. Drawn by legends of valuable gems and accompanied by the cheetah-sized snow cat Hrisa, the two set out to climb Stardock, the loftiest peak in the Mountains of the Giants in the frosty and remote Cold Wastes. Their obstacles are numerous: the treacherous rock and ice of the mountain itself, the ambushes of Kranarch and Gnarfi who seek to beat them to the summit, the invisible Prince Farfoomar on his invisible flying mount, and the invisible soldiers of Oomforaafor, King of the invisible race that dwells on the frigid summit of Stardock. The two are threatened by collapsing ice cornices, stampedes of mountain goats, giant furred serpents, perilous overhangs, tumbling rocks, and the powerful trained bears of Kranarch and Gnarfi.

Of course, our heroes overcome all obstacles, but not without courage, ingenuity, luck, the plucky loyalty of Hrisa, and the invaluable aid of the invisible mountain princesses Hirriwi and Keyaira. The invisible pair become the lovers of our highly visible heroes. Mounted on their invisible flying shag rug, the girls rescue their paramours from certain death on the peak of Stardock. They are fortunate enough to escape with Stardock’s gems, which are, of course, invisible.

The Ice Gnomes, who it is rumored massacred Fafhrd’s clan, and the invisible folk inhabit the peak of Stardock. Though we get no more than a glimpse of windows on the rock cliffs gleaming in the night, the story hints at a complete civilization tunneled into these remote peaks. PCs can travel as emissaries, explorers, or adventurers into the Cold Wastes and encounter these two races.

Though Hirriwi and Keyaira are smitten with Fafhrd and the Mouser, and appear as loyal protectors in later stories, the invisible race seems generally hostile to other humans. Player Characters can experiment with the use of invisibility spells to permit a normal human to masquerade as one of the invisible folk of Stardock.

The Fences of Lankhmar

(from “The Two Best Thieves in Lankhmar”)

The gems of Stardock are invisible, but give off a varicolored glow in the dark. Such special items must be carefully presented to their best market. The Mouser chooses Ogo, the blind fence, who can’t see the gems. Fafhrd chooses Nemias of the Dusk, who conducts all her business in twilight and who will be attracted by their unique glow. Both adventurers take elaborate precautions to avoid being double-crossed, but their precautions are inadequate. The Eyes of Ogo, apparently only his servant girl, but in fact a ventriloquist who produces the voice of Ogo, steals the Mouser’s gems. Nemias of the Dusk likewise steals Fafhrd’s gems. Both heroes are so mortified at being outsmarted that they refrain from seeking revenge. Instead, they immediately sign on as mercenaries for the Lords of Quarmall. Unbeknownst to each other, however, they sign up on opposing sides in the conflict.

The fences of Lankhmar are treacherous and shrewd. PC thieves and treasure hunters will have a hard time getting their money’s worth for the items they obtain. The puzzles of protecting goods from theft and of getting a fair price for the goods

should become an element of each adventure.

Lankhmar fences have a great deal of wealth, and so it must be guarded. Whichever side the PCs find themselves on—guards hired by a fence, or thieves attempting to burglarize that fence—they will find plenty of action and challenge.

A Sorcerous Civil War

(from "The Lords of Quarmall")

The two heroes are hired as champions of the two warring heirs to the throne of Quarmall. The Gray Mouser is hired by Gwaay, the composed, restrained master of sorcery and willpower. Fafhrd works for Hasjarl, the choleric and sadistic master of domination. The two brothers wage a ceaseless but customarily limited war on each other. For example, Hasjarl's 24 sorcerers of the Second Rank send diseases at Gwaay too gruesome and various to list, while Gwaay's 12 sorcerers of the First Rank struggle with countercharms to protect him.

When the heroes arrive, there is an uneasy stalemate between the forces of Gwaay and Hasjarl. This balance of power is upset by the interference of Quarmall, their father and Lord of Quarmall. He stages his own death and funeral, throwing his two sons into a no-holds-barred conflict for the throne. The Mouser inadvertently tips the balance of power by accidentally atomizing all of Gwaay's twelve First Rank sorcerers. (Thus confirming the Mouser as a powerful, if unreliable, magic-user.)

With the demise of Gwaay's sorcerer-protectors, he is incapacitated by a plethora of ghastly afflictions. He manages, however, to retain his spirit by willpower proposes a meeting with the opposition. Hasjarl cheerfully accepts, hoping to gloat over his triumph. The Mouser poses as Gwaay's master sorcerer and champion, while Fafhrd accompanies Hasjarl as his fighting champion. When the Mouser and Fafhrd find themselves opposing each other, they stage a mock combat for the benefit of their employers. While they fight, Hasjarl tries to stab Gwaay's corruption-ridden body, but Gwaay uses his mind powers to dislodge a ceiling stone, which falls upon his brothers, squashing them and ending the contention for the throne. Quarmall reveals himself, discloses the existence of an heir-to-be in the womb of a concubine, pays off the heroes for their faithful service, and sends them on their way back to Lankhmar.

A full range of fantasy magic and sorcery is showcased in this story: sendings, countercharms, astrology, telekinesis, psionics, death spells, and more. The Lords of Quarmall and their servants are first-class magic-users who will provide challenging opposition for any PC magicians.

A journey to Quarmall will be enlightening, and possibly lucrative, for many character classes. Noble champions of freedom will be shocked to learn that Quarmall is a society where a small aristocracy has the power of life and death over their slaves, and where slavery, sadism, torture, and casual execution are commonplace. Collectors of fine arts (that is, thieves) will hear that Quarmall is an incredibly ancient culture, sure to possess valuable treasures and heirlooms of considerable value. Students of history and society will come to study the knowledge preserved by this ancient culture. Students of sorcery cannot fail to note the variety and power of the magical spells employed by the mages of Quarmall.

Quarmall is an underground labyrinth, whose numerous older passages and chambers were abandoned as the race grew decadent and infertile. Such a setting is perfect for traditional AD&D® dungeon crawls, for who knows what ancient treasures lie forgotten in those vast underground regions. What an easy place to get lost, or to get captured and made the permanent guests of Quarmall.

The Rat Empire of Lankhmar Below

(from "Swords of Lankhmar")

Upon returning to Lankhmar, Fafhrd and the Mouser are drafted to guard a grain convoy to Morvarl of the Eight Cities, a diplomatic offering from Lankhmar to enable Morvarl to feed his forces defending against a Mingol invasion. They are also assigned to escort Hisvet, the seductive daughter of Hisvin, a powerful Lankhmar grain merchant. Hisvet and her trained white rats are intended as a special gift to Morvarl.

The Mouser is infatuated with Hisvet, and he and Fafhrd defend her when the mariners suspect Hisvet's rats of taking part in the sinking of one of the grain ships. Invited to share Hisvet's hospitality in her cabin, Fafhrd and the Mouser fall victim to a drugged curry, intended by the sailors to incapacitate Hisvet and her champions. When the sailors try to break in, Hisvet, her maid Frix, and the white rats are revealed as villains.

The white rats, armed with tiny swords, spears, and crossbows, lead a hoard of black common rats in taking over the ship. Hisvin appears alongside in a boat and takes charge of the ship. The Mouser and Fafhrd are tied up on deck—Fafhrd still in a drugged stupor. The Mouser is still infatuated with Hisvet, and hopes she will spare his life. Hisvin, however, insists that both Fafhrd and the Mouser be slain, and Hisvet appears willing to comply.

Fortunate circumstances intervene. Karl Treuherz of Hagenbeck, time traveler and animal collector for Hagenbeck's Time Garden, appears riding his latest acquisition, a two-headed dragon that (most conveniently) dines on rats. Fafhrd, wakened from his stupor by the tormenting claws of the ship's black kitten, summons the dragon to sweep the decks of rats and drive Hisvin, Hisvet, and the white rat aristocracy from the ship. Though the rat conspirators escape, Fafhrd and the Mouser succeed in delivering the grain to Morvarl. However, Mouser has received a seemingly trivial wound—a silver crossbow dart in the temple—fired by Hisvet, which has magically placed Mouser under the compulsion of her charms.

Fafhrd decides to linger a while in Kvatch Nar, but Mouser returns immediately to Lankhmar, where he finds that Hisvin and Hisvet have convinced Lankhmar's monarch that Hisvin has the sorcerous power to rid all Lankhmar of its rat plague—just as soon as the stars are right. The Mouser finds himself unable or unwilling to reveal the conspiracy, so strongly is he smitten with Hisvet.

The rat plague of Lankhmar proceeds by degrees from a minor nuisance to a dire threat. Soon, citizens are injured and killed by rats who display an odd, almost human intelligence. The Mouser seeks aid from his mentor, Sheelba, and is given a potion that will shrink him to rat size. He uses this potion and enters the world of Lankhmar Below, the Rat Kingdom.

Lankhmar Below is, in many ways, a miniature reflection of the human society above, with an aristocracy, police, laborers, and lower class. Disguising himself as white rat Grig of the Supreme Council, the Mouser attends a war conference where he discovers the rats' plan for the conquest of Lankhmar.

The Mouser's disguise is penetrated, but he escapes up a passage which leads to the Rainbow Palace, pursued by Hreest (rat guard captain) and a squad of guards.

While the Mouser is uncovering the secret plans for the rat conquest of Lankhmar, Fafhrd is returning from Kvatch Nar on horseback.

Ning explains that Lankhmar and the Mouser are in grave danger. Fafhrd must make haste to Lankhmar and ring the bells atop the Temple of the Gods of Lankhmar. As Fafhrd climbs the temple bell tower, the Mouser emerges from Lankhmar Below into the Rainbow Palace, and the rats begin their full-scale assault on Lankhmar.

When Fafhrd rings the bells of the Temple, the Gods of Lankhmar appear, momentarily turning the tide against the rats, but fire arrows from the disciplined rat archers drive back the tinder-dry Gods of Lankhmar. Reinforcements appear, however: Fafhrd's ghoul-lover, Kreeshkra, and several ghoulish companions join the fight. Fafhrd's little friend, the black kitten from the

grain ship, arrives to remind Fafhrd of the tin whistle he has found in his travels. Fafhrd blows the whistle, summoning the War Cats, the military aristocracy of the feline races. Led by the kitten, they utterly rout the rat army, relieving the beleaguered garrison at the South Barracks and clearing the streets of Lankhmar of its rodent plague.

In the meantime, the Mouser appears in the Rainbow Palace and is attacked by rat guards enlarged to human size by magical potions. The Mouser is in a very tight spot when Fafhrd arrives to join the melee. The rat guards are quickly dispatched, but Hisvin and Hisvet escape to Lankhmar Below. Fafhrd, Kreeshkra, the Mouser, and Reetha, a palace slave girl, leave Lankhmar in search of adventure.

The multiple underground levels and the endless maze of passageways in Lankhmar Below (or in another similar rat city, notably Ilthmar, the city of the Rat God), are perfectly suited to dungeon-style adventuring. The fantasy theme of the magically diminutive adventurer provides a perfect selection of giant monsters in a plausible setting. Further, centuries of interbreeding between rats and men in Lankhmar Below has produced both human-like creatures (Hisvin and Hisvet, for example), and more horrible and unsightly monstrosities only hinted at in this novel. Instead of half-orcs, the enemy may be an intelligent half-rat. Finally, the rats themselves provide a complete intelligent culture as enemies, neutrals, or allies.

Hisvin and Hisvet are now fugitives in Lankhmar Below, but they may reorganize the rats and plan a second Rat War. Parties of PCs may be sent on punitive or exploratory expeditions into the underground mazes, to apprehend Hisvin and Hisvet for their crimes, or to extend diplomatic terms to the surviving rat government, proposing peaceful co-existence. Supply the Player Characters with a number of *potions of diminution*, but warn them that if they are not back within a certain number of hours, they will return to normal size and be smothered deep underground.

Suppose the rodent aristocracy of Lankhmar Below were to receive diplomatic promises of aid from the rats of Ilthmar in the form of trained troops, rat sorcery, or the benediction of the Rat God. A rat rebellion with better external support might be more difficult to suppress than the one Fafhrd and the Gray Mouser faced. If those two are not available to lend their heroic assistance, PCs can be sent to discover the nature and source of support from Ilthmar Below.

Another non-rat adventure idea suggested in this novel involves Karl Treuherz, the dimension-and-time-traveling zoo collector. Karl may seek out other Nehwonians to aid him in searching for exotic and magical creatures. Karl's high-tech equipment would appear quite magical to PCs, and the creatures he seek are marvelous and dangerous enough to provide entertainment and challenge for a safari expedition.

Other adventures may be set amid the conflict between Morvarl, the Mingols, and the Ghouls. A variety of military or diplomatic missions are appropriate for a select group of mercenary heroes. An embassy can be sent to offer terms to the Supreme Mingol, or an assassination squad may be dispatched to slay him or eliminate his master sorcerers and witch doctors. The Ghouls are generally hostile to normalboudo ir and their psychology is difficult to understand. A diplomatic mission to these people could be very dangerous, particularly if the PCs encounter obdurate hostility as they try to enter the territory. The only unopposed route to the City of the Ghouls may be across the Sea of Monsters, whose name suggests the perils that may be found there.

The Shadow of Death

(from "The Shadows of the Executioner," "Trapped in Shadowland," and "The Bait")

For the vast majority of Nehwon's population, from beggars to princes, Death comes with the cool impersonality of a Certified Public Accountant. For heroes like Fafhrd and the Gray Mouser,

Death has a more flamboyant, dramatic approach. Only the improbable, the magical, and the spectacularly deadly will do. Further, it is in the nature of heroes that they may cheat Death from time to time. Death is philosophical about this, acknowledging that gods may exist of which even he knows nothing, and that Chance may be as great a power as necessity.

In three stories, Death goes out of his way to arrange a special fate for Fafhrd and the Gray Mouser. He teleports a mad berserker into the presence of a just-awakened Fafhrd, while materializing a bewitching but homicidal maiden (armed with venom-dipped, spring-loaded darts concealed in her breastplate) into the boudoir of the Mouser. Fafhrd, of course, dispatches the berserker with hardly a blink, and the Mouser's cautious instincts preserve him from the darts, permitting him to use his rough charm to rescue the maiden from her own insanity.

In another instance, Death extends the boundaries of the Shadowland, the mystical realm of Death, as far as the borders of Lankhmar in an attempt to trap the heroes. With the help of their mentors, Sheelba and Ningauble, Death is once again cheated of his quarry.

In the final case, the bait (an exquisite nymphet) appears in front of the two, prompting them to leap forward...to find themselves opposed by two great demons. The demons are quickly dispatched, but unfortunately, the nymphet disappears with the demons, and the boys get nothing for their troubles.

The first and third of these stories offer the DM a blank check for visiting almost any kind of assassin or monster on a deserving hero in a fiendishly magical and implausible attack. Three guidelines are suggested: 1. Reserve this attention for veritable heroes of considerable prowess and notoriety. 2. Don't pull this stunt often. Once in a lifetime is a reasonable frequency, with rare instances of repeated attempts in the case of heroes of the legendary stature of Fafhrd and the Gray Mouser.

The second of these stories, along with "The Price of Pain-Ease," provides a setting for possible forays into the realm of Death. It is apparently possible to meet and speak with the dead in this land. It is not known from the Nehwon stories if it is impossible to bring someone out of the realm of Death. The DM may allow the use of AD&D® *raise dead* or *resurrection* spells only on the completion of a successful quest into Shadowland to bring out the spirit of the deceased. In addition to any impediments that Death may place in the path of trespassers, the greatest challenge will be to convince the spirit to leave the peace and contentment of Shadowland and return to the world of the living.

An in-person interview with Death might be entertaining for PCs. Perhaps they can become the first beings to have spoken with Death and lived to tell of it. What hospitality might one enjoy at Death's castle in the center of Shadowland? What wonders and mysteries lie in the dungeons of such a castle? Is there any way out of the castle of Death? Are there gods that even Death doesn't know about? Is Chance even more powerful than Necessity? Certainly only the greatest of heroes might escape from the Shadow of Death.

Toys of the Gods

(from "Under the Thumbs of the Gods")

Mog the Spider God, Kos the god of the barbarian north, and Issek of the Jug regard their one-time followers and decide to torture them a little to restore a proper sense of humility (and to encourage more dutiful worship). To achieve this, the gods take Fafhrd and the Mouser for an extra-dimensional excursion to visit all the women they have ever loved. After being rebuffed by each of them, the heroes are suitably humbled.

The use of gods as malicious pests can be amusing if done with humor and wit. Avoid abusing player characters with heavy-handed deathtraps and high-powered, capricious assaults, or the players will quickly tire of you as a DM. A trivial but distracting

course can provide an interesting context for an adventure. If the curse is sufficiently annoying, the PCs can be encouraged to seek out their mentors for a *remove curse* spell (which, of course, depends on their doing a little errand first...).

The Magical Metaphysical Tour

(from "Trapped in the Sea of Stars")

Fafhrd and the Gray Mouser, drawn on by bewitching will-o-wisps, are caught in the Great Eastward Equatorial Current which circles Nehwon south of the Lankhmarian continent. They see some marvelous magical meteorology and ruminate at length on metaphysics before they are released from the current to sail north up the Sea of the East.

While there is little inspiration for fantasy role-playing adventure here, students of Nehwonian nature philosophy may find the discussion of astronomy interesting.

Treachery of the Gods

(from "The Frost Monstreme" and "Rime Isle")

Khakhkt the Ice Wizard, Prince Farfoomar of Stardock, and two fleets of Sea-Mingols threaten tiny Rime Isle. Fafhrd and the Gray Mouser are hired as defending heroes by Cif and Afreyt, two lovely members of the island council. The Mouser gathers a dozen Lankhmart thieves and whips them into shape as a disciplined crew for his boat, Flotsam. Fafhrd turns a dozen berserkers into a disciplined fighting band and crew for his sailing galley, Sea Hawk. Fafhrd and the Mouser's rendezvous off Rime Isle is interrupted by a sorcery-spawned ice ship called the Frost Monstreme, and the heroes' two ships are almost crushed by this supernatural juggernaut.

They escape, however, and arrive at Rime Isle, where their welcome is less than enthusiastic. No one on the island believes in the threat posed by Khakhkt and the Sea Mingol fleets. Only Cif, Afreyt, and a few others know of the impending doom, which they learned of from the prophecy of two fugitive gods whom they discovered and nursed back to health.

The two women and our heroes find themselves dependent on these two gods, Loki and Odin, for the defense of the island against the Mingols, since the Rime Islanders, even if aware of their danger, would be no match against fearsome Mingols. However, these fugitive gods have their own purposes. They inspire Fafhrd, the Mouser, and all their followers with an unreasoning confidence in the power of the gods. Soon, all the islanders are infected with the god-frenzy.

Loki and Odin want a glorious doom, with the mutual annihilation of the Mingols and the Rime Islanders. After infecting the normally level-headed Rime Islanders with slogans and chants, the gods send them off to certain death against the Mingols. Fafhrd leads a party to confront the advance scouts of one fleet, while the Mouser plans to lure the other fleet into a great whirlpool. Neither the two heroes or their followers realize the absurdity of their half-baked plans for the defense of the island, so blinded are they by the influence of the gods.

Fafhrd and the Mouser come to their senses at the last moment and realize the perverted aim of the gods. The final conflict is averted when the Mouser is the fortunate and unintentional agent by which Odin and Loki are ejected from Nehwon. A storm springs up, sweeping the Mingol fleets away from Rime Isle, and there is no bloodshed.

Fafhrd unfortunately loses his left hand when the gods are banished from Nehwon, but he survives the maiming. Returning to Rime Isle, Fafhrd and the Mouser are content to remain there with Cif and Afreyt. Fafhrd plans to use Flotsam to sail to Ool Perns for timber, a scarce commodity on Rime Isle, and the Gray Mouser plans a trading adventure in Sea Hawk.

Again in this story, the characters are simply puppets of the gods and powerful sorcerers. While this can be effective in a story to show how callous and cruel the gods are in their dealings with men, in a fantasy role-playing adventure, the players will only become frustrated with the restraints on their freedom and with the DM's control of the action.

Rime Isle is a good jumping-off point for adventure, however. It is frequently remarked by Fafhrd and the Gray Mouser that many strange ships can be found docked at Cold Harbor, Rime Isle's main port. Many of these ships are unlike any ships of Nehwon. These merchants and voyagers may come from unknown regions of Nehwon or perhaps even from other worlds, as is commonly speculated by the islanders themselves. Characters might book passage or stow away on one of these vessels, or they might sail their own ships in search of the routes by which these strange vessels arrive in Nehwon. The knowledge or sorcery they use to chart their uncanny courses may only be guessed, but a curious and determined character might bribe a foreign navigator for the secret, or follow a strange vessel when it takes to sea.

Further tales of Fafhrd and the Gray Mouser in the World of Nehwon can be found in several short story collections. The following story is one such, which also takes place on Rime Isle.

Curses of Gods and Men

(from *Heroic Visions*, "The Curse of the Smalls and the Stars")

After a peaceful year on Rime Isle, Fafhrd and the Gray Mouser are mellowing, resting, and enjoying the simple pleasures of good food, fellowship, and feminine companionship.

Ningauble and Sheelba miss the excitement of their disciples' adventures, so they bring the heroes' indecent comfort to the attention of the gods. Scandalized, the gods immediately set about making the heroes uncomfortable again. Their curses are relatively minor but unique. Fafhrd becomes obsessed with stargazing, while the Mouser becomes fascinated with the tiniest details of everything he sees, turning him into a master pack rat and junk collector.

While the two are adjusting to their obsessions, Pulgh Arthonax, Overlord of Lankhmar, and Hamomel, head of the Lankhmar Thieves' Guild, conspire against them, hiring two assassins from the Slayers' Brotherhood to seek out and kill the heroes. The two assassins re-christen themselves the Death of Fafhrd and the Death of the Gray Mouser. They study and imitate the thoughts and habits of their intended victims so carefully that they become warped caricatures of the heroes.

When the assassins finally arrive in Cold Harbor, the two heroes have been afflicted by their strange obsessions for some time, and their friends have come to accept their peculiarities as mere eccentricities to be easily forgiven in two such charming characters. The arrival of the two assassins makes everyone suspicious except Fafhrd and the Mouser, who cordially invite their respective Deaths to view their greatest treasures. The assassins, driven by greed, stay their attacks until they can find out where the treasures are hidden. Of course, these great treasures are not what the assassins expect. Fafhrd's treasure is a beautiful star, while the Mouser is inordinately proud of his collection of odds and ends.

Good fortune saves Fafhrd, who steps aside at a fortuitous moment and helps his Death fall to his death from the top of a cliff. The Mouser is saved by Afreyt's dagger throw, which takes his Death in the eye. Alarmed by the near-tragic consequences of their little curses, the gods immediately lift them and permit the heroes to once again enjoy peace and comfort with their friends and lovers on Rime Isle.

These minor godly curses are good examples of the kinds of burdens a disgruntled god can place upon a less-than-dutiful worshipper—curses that are more of a nuisance than a life-threatening peril. The concept of assassins who study and grow

into twisted copies of their victims can be used in two ways.

The DM can send hired assassins on the trail of Player Characters, presenting them with the challenge of overcoming opponents who know their every move and specialize in the skills they favor.

The player characters themselves may be the assassins. Give them a target to study, then send them out after their victims. This can be a straightforward assassination adventure, or it may be a disguised perilous journey adventure, the victims having left every town just a few days before their Deaths arrive. Perhaps Hamomel and Pulgh will try again, and the PCs will be assigned to track down and kill Fafhrd and the Gray Mouser. This is a particularly attractive idea because it gives players an excellent excuse to pretend to be the barbarian and the Gray One. What might happen if the PCs and the two heroes meet? It might be best never to let that happen, although the two heroes can't live forever. It certainly is the supreme challenge for a DM and players in any Nehwon campaign.



Chapter 2: The City Districts

A narrow, tortuously winding alleyway debouches onto a crowded avenue. Merchants hawk their goods to any who will listen, and to a number who would rather not listen. Traffic, mostly pedestrian but including an occasional horse or a wagon drawn by plodding oxen, fills the road like a babbling stream.

You pass among the shops and stalls, dodging the clutching fingers of eager merchants. Strange odors of exotic spices and bizarre incenses fill the air. The noise constantly assaults you at a tumultuous level.

You turn a corner, and the clamor of commerce fades into the distance. Now the droning of chants fills the air. Folk in a variety of strange dress beseech the passersby to partake of the delights promised by any number of religions and cults. Indeed, virtually any imaginable god can find worshippers along these crowded blocks.

You walk further, and the air changes again, now carrying the scent of murky river water only slightly freshened by a salty breeze. The smells of fish and smoke join to dominate all other scents as you pass among the towering grain silos and crowded warehouses. The cursing of dockworkers, loading and unloading a dozen galleys and river barges, punctuates the background of city sounds.

A turn to the north takes you to the luxurious, tree-dappled estates of the wealthy and noble-born. It is possible to forget, for a time, that not far off steams a crowded ghetto as disease-infested and poverty-stricken as any in the world.

This is Lankhmar, City of Adventure, in all its glory. Rich, poor, religious, debased—all of these and more can be found here.

It all depends on where you look.

Adventuring in Lankhmar

To describe all of the buildings in Lankhmar in absolute detail would be a task beyond comprehension. Most of the important places and the people who inhabit them are located on the district maps and described here.

It is important for the Dungeon Master to realize that these are initial conditions. As your campaign grows, places change, people move, and the city evolves as a living entity. The condition of buildings should change as they are added to, fall into disrepair, or are demolished. The city should be a living, breathing structure.

The city maps have been divided into districts. The population

of Lankhmar uses these same district names, but the exact geographical boundaries are not as distinct.

Each district has a purpose. This does not mean, however, that only one type of business can be conducted in each district. The Mercantile District harbors other than retail enterprises, and merchants live and work in other districts as well.

On the district maps, most city blocks are open squares outlined with a dotted line. These blank areas are to be filled with geomorphs provided with this accessory. A geomorph can be rotated before being put into the block and can be used more than once.

When you wish to place a geomorph in one of these squares, roll 1d12 to determine which geomorph to use. Then roll 1d4 to determine which of the geomorph's four sides should face the top of the page.

Citizens of a large and complex city never know the whole area. Usually, they become extremely familiar with their own neighborhoods and knowledgeable about the major traffic areas of the rest of the city. Therefore this map shows only the streets and the buildings along these main routes.

As the players adventure in Lankhmar, you should fill in the empty spaces with geomorphs. Do not mark the big map, which is for the players to use. Rather, write in pencil on the district copies provided in this section. We recommend pencil so that your notations can easily be changed at a later date.

If the players do much adventuring in one neighborhood, let them see the geomorphs that fill it. They should be familiar enough by then to know the area completely.












Dungeon Masters should learn the simple random building and NPC generator system described in the Chapter 8, Adventuring in Lankhmar chapter. This generator can be used whenever characters enter a building for which no description is provided.

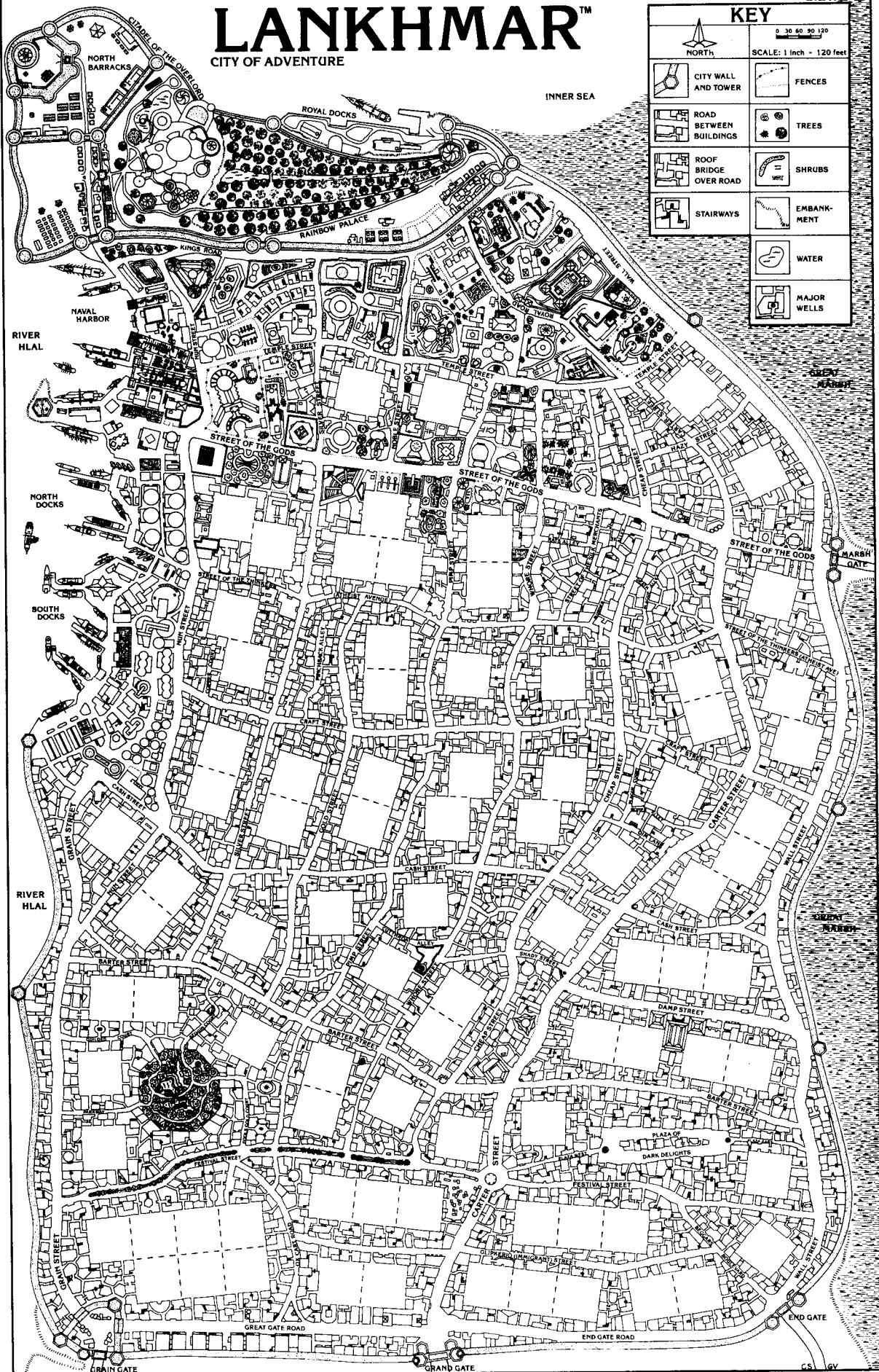
The blank spaces on each district form are intended for the DM's use, to record the establishments generated for Lankhmar. Pencil a small number onto the district map in this book, key that number to a space or spaces on the district form, and make any notes that you need about the building type, purpose, floorplan, and NPC occupants. Then, if the player characters return to the building later, you have a ready list of everything you know about the place.

Make Lankhmar your own city. Its rich background, detailed in the stories written by Fritz Leiber, can be used to complete the city, but the placement of everything in Lankhmar is yours to design.

LANKHMAR™

CITY OF ADVENTURE

KEY	
	SCALE: 1 inch = 120 feet
	
	
	
	
	



Park District

This district of Lankhmar takes its name from the infamous Park of Pleasure. This is the only park in the district; the rest of the territory is filled with the usual vendors and merchants.

Establishments along Grain Street sell goods and services for the grain merchants that cart their wares along that avenue up to the silos. Here can be found cartographers, wainwrights, and an office of the Laborers' and Toilers' Brotherhood.

23. The Forge: The proprietor, Blue-toes Baran, has an exclusive contract with the South Barracks militia. He does all their repair work which requires a blacksmith, and has grown modestly wealthy from this deal.

Outside his shop sits a large anvil which Blue-toes claims no man other than himself can lift. Since he is a stout individual, no one has seen fit to challenge this brag. Of course, he keeps the anvil secretly secured from underneath, just in case.

Baran's shop is on the first floor and his home is on the second floor of this five-story building. It is flat-roofed and in reasonably good condition.

26. The South Barracks: These long buildings are adjacent to the city wall and house the men-at-arms of Lankhmar. Three stories tall, these large structures are built like miniature fortresses. They are wooden, but sturdy. The doors are thick, and the windows are barred. These precautions are necessary in the event of civil disorder or revolt.

At maximum capacity, the South Barracks hold a thousand men. The four large buildings are quarters for the troops. The other buildings contain supply storage, mess halls, practice arenas, and the commander's quarters. The barracks closest to the Grand Gate house the cavalry. The first floor of this building contains the stables. A common insult in Lankhmar is to say that someone smells worse than a Lankhmar cavalry man.

51. The Blue Moon: This establishment is owned and run by Krownis the hag, who tells fortunes and predicts the future for a few bronze agols. The building is run-down and ramshackle, covered with faded blue paint. Her reputed abilities are likened to the Lankmart phrase "even a blind marsh leopard gets a bird every now and then."

Unknown to most of her patrons, she possesses actual ability. She is able to use the spell effect of an *augury* spell once a month. Each time she does this, she ages six months. Her charge for true *augury* is 50 to 500 gold rilks.

The building is only two stories tall, with a roof that slants gently down toward the back. Krownis's shop is on the first floor and she lives on the second. The building is in poor condition.

60. The Grain Gate: This is actually a small castle. All the grain merchants use this gate to bring their wares to the silos in the River District. The fortress's walls which face into the city are 40 feet high, with towers about 55 feet high. It is always manned by two dozen soldiers. See the section on taxes for more information about the Grain Gate.

81. House of Snarve: The nephew of Glipekieros Kistomerces (see NPCs), Snarve (see NPCs) is a nobleman by title, but does not live in the Noble District. He maintains a modest, but large, four-story home near the infamous Park of Pleasure.

The house is in excellent condition and is, for the most part,

ordinary. Snarve has a set of custom-made exercise equipment on the roof, where he works out for all to see. Included in the set are devices to improve his thieving skills.

86. Astrologers Consortium Hall: Housed in a wide, low, three-story building, this guild hall has a fantastical look to it. The walls are carved in zodiacal symbols with many mystic writings. The main entrance is shaped like a giant demon's mouth, a single eye nestled above it.

The guild hall is for administration and show. Only the guildmistress and her servants live there. For two silver smerduks, an apprentice astrologer will give a tour of some of the rooms. Tourists receive hints that, for a larger sum of money, the true future may be revealed to them.

88. Carpenters' Cadre House: Three guilds use this building as their headquarters: the Carpenters' Cadre, the Shipwrights' Guild, and the Wainwrights' Guild. They are all part of the same organization. The house's position on Grain Street makes it easily accessible to grain merchants and ship captains, those who use the guild's services most often.

The main building is three stories tall, made completely out of wood, whose grains and types are blended to form an abstract pattern which is pleasing to the eye. The guild also owns the buildings between its headquarters and the city wall.

95. The Jewellers' Guild House: This is the home for both the Jewellers' Guild and the Whitesmiths' Guild. It is a massive, five-story building which looks like a bank vault. The doors and windows are all reinforced. Armed guards from the Slayers' Brotherhood patrol constantly.

The guild has reason to be so careful. The guild house is a central depository for jewels and precious metal works. Any guild member who wants to store something in the guild house can do so for a small fee, which varies based upon the value of the item guarded.

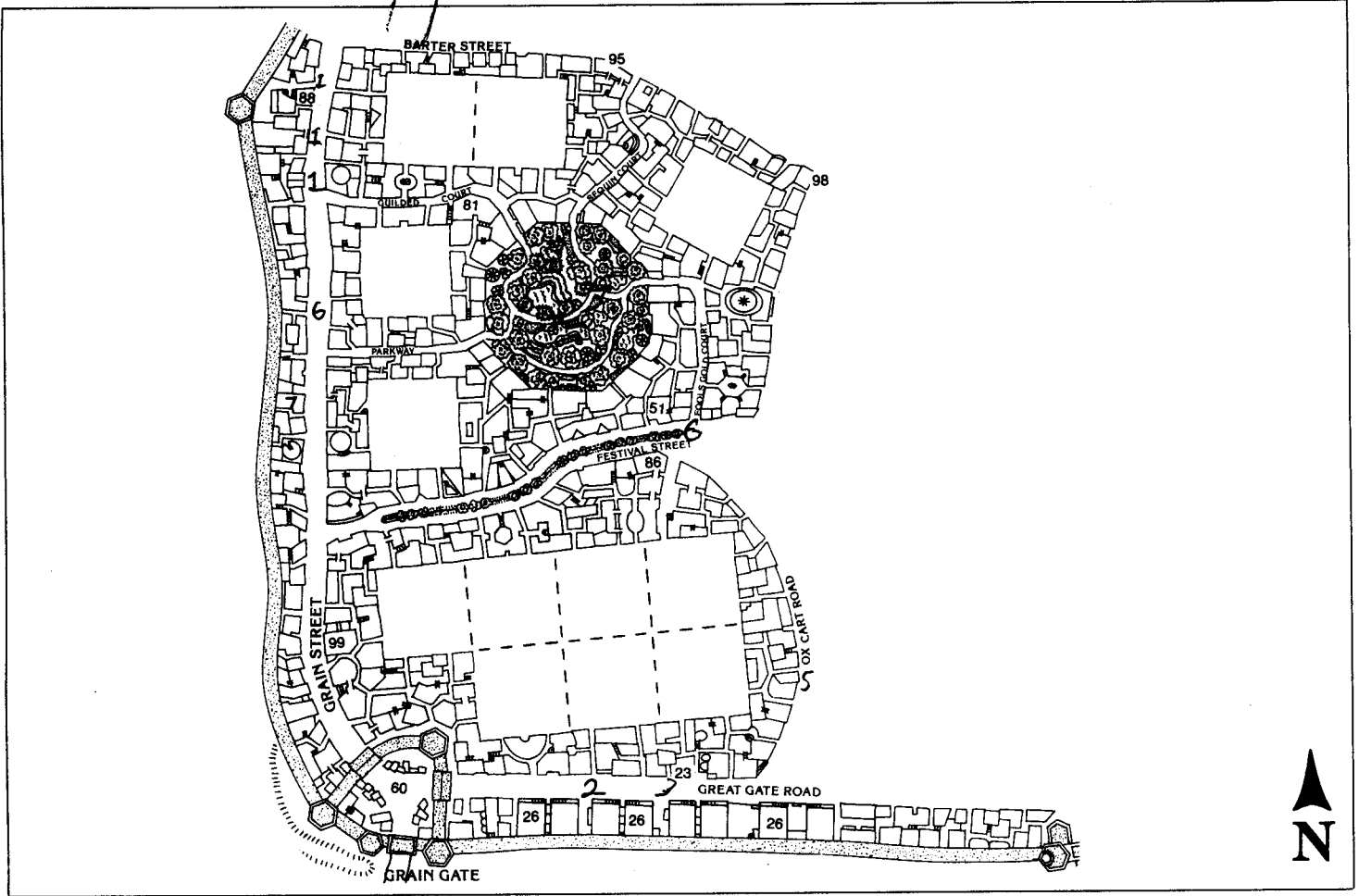
98. Tailors' Guild House: This five-story building is somewhat run-down. The Tailors' Guild, being rather poor, does not want to spend the money to have it fixed up. The building is narrow and shallow, getting most of its interior space from its height. The first floor is the shop of the guildmaster, a time-honored tradition in the guild.

The noblemen and wealthy citizens of Lankhmar shop here because the guildmaster is usually the best tailor in the city. The interior of the first floor is a sharp contrast to the outside. The shop is exquisitely decorated with fine art objects. The tailors pay tribute to the Thieves' Guild to keep the guildmaster's shop safe from theft.

99. Wainwrights' Guild House: This five-story building is set on Grain Street to attract the business of wealthy grain merchants as they cart their wares to the silos. Only the first three floors are used by the guild. The others are rented out, usually to apprentice wainwrights.

This building is the business headquarters for the guild. Actual construction is done at the Carpenters' Cadre House. There, wainwrights who wish to establish themselves in the trade work in rotation. All guildmember's names are posted on a master list. For cut-rate prices, a wagoner can receive the services of the wainwright at the top of the list. As each wainwright gets a job, his name is moved to the bottom of the list.

Park District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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Faction **Activity**

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_____	_____
_____	_____

Festival District

There is always a minor celebration in progress in this district, especially along Festival Street, which extends into the Park District. On major holidays, the street is choked with people. Vendors crowd the sides, hawking their wares. Street performers in multicolored garb try to entice a few coins from the populace.

Of course, no festival would be complete without a full assortment of pickpockets and cutpurses. The Festival District provides a small but constant income for the Thieves' Guild and its members.

24. The City Market: This market is the second-largest in Lankhmar. The only one larger is the Plaza of Dark Delights, which caters to a different clientele. The City Market specializes in filling the needs of the celebrating citizen or those newly arrived in Lankhmar. The prices are unusually high.

Add +2 to any bartering rolls in the City Market.

Because of its location, the City Market can serve both newcomers and partiers. It is located at the intersection of Festival and Carter Streets, across from the Spire of Rhan. Most newly-arrived visitors to Lankhmar seem to shop here.

The market is a random collection of stalls. Each season the layout of the stalls changes so the City Market can be rather bewildering to a non-Lankhmart.

32. The Black Rose: This apothecary and herbalist shop is run by Tonym, a guild member of the Order of Apothecaries. He specializes in unusual potions for the serious celebrator. Tonym's son, Glish, has a similar shop in the Plaza of Dark Delights. Tonym can also provide more common potions.

The building is four stories tall. Tonym uses three. The top story is rented out to boarders. The flat-roofed building is in excellent condition.

35. Black Nag Stables: Its owner, Ictio, is a small, feral-looking man. Ictio has two sources of income. He is paid to look after the horses of the South Barracks, although the soldiers themselves clean the stables. He also stables horses for people coming into Lankhmar. His prime location near the Grand Gate insures that his establishment is seen first by those whose horses require stabling. Ictio keeps a small selection of horses to sell and can be persuaded to buy a mount if he has room to keep it.

The building is a two-story structure with a small, three-story addition in the back, where the hired hands live. Ictio lives on the second floor in the back. The building is in fair condition.

59. The Spire of Rhan: Standing ten stories high, this monument is the tallest structure in Lankhmar. Rhan was one of the founding fathers of Lankhmar. A military man, he cleared the surrounding area of savage tribesmen. His body was entombed in the temple of the Gods of Lankhmar, before they held contempt for the citizens of Nehwon's largest city.

The spire is an elaborate cone, 25 feet across at the base. It is intricately-carved with the life story of Rhan. But time and the elements have blurred many of the carvings to illegibility. The tip of the spire is broken, and the structure is several feet shorter than when it was first built.

83. Carnival Costumes: This merry shop of festival garb and other accessories occupies the first floor of this three-story building. It is brightly decorated, and cheerful music always floats out the doorway. The proprietors dress in their shop's brilliant costumes to boost sales. The third floor is divided into a handful of

apartments, one of which is rented by Tork the cutpurse (see NPCs). He lives here to be near Festival Street, where he does most of his work.

84. Animal Handlers' Guild House: This four-story house is actually three connected buildings. Even the densest fool in Lankhmar can recognize this building as soon as he steps onto the block. The noise and odor are immediate clues. Most of the small- and medium-sized animals are kept and trained in this building. The larger animals are sometimes kept here, but they are generally trained outside the city walls, where there is more room.

This guild house has had few security problems. Few thieves are willing to cross a watch leopard or a great bear from the north, especially since the Animal Handlers' Guild is far from being rich.

85. Order of Apothecaries' Guild House: This tall, six-story building is used as an administration and meeting hall, and as a medieval-age research laboratory. Most new potions are invented by master apothecaries in their own shops, but apprentices in the guild shop occasionally stumble upon something new.

The building is in good condition, but the odors and stains from decades of mixing (and spilling) chemicals may never fade. The order pays the Thieves' Guild to leave them alone. Just in case, they also hire members of the Slayers' Brotherhood to watch the house.

Marsh District

Without a doubt, this is the smallest district in Lankhmar. It is also the most poverty-stricken. All the buildings are falling apart. A glazed window is considered a luxury here. Great holes open the walls in most buildings. In a few places, even the walls are missing.

Centuries ago, this district was attractive and prosperous, with large, well-kept buildings. Now, each five- to seven-story building is home to dozens of families. Small shacks and huts have been built onto their sides and roofs. Some people live in the streets, without even a roof over their heads.

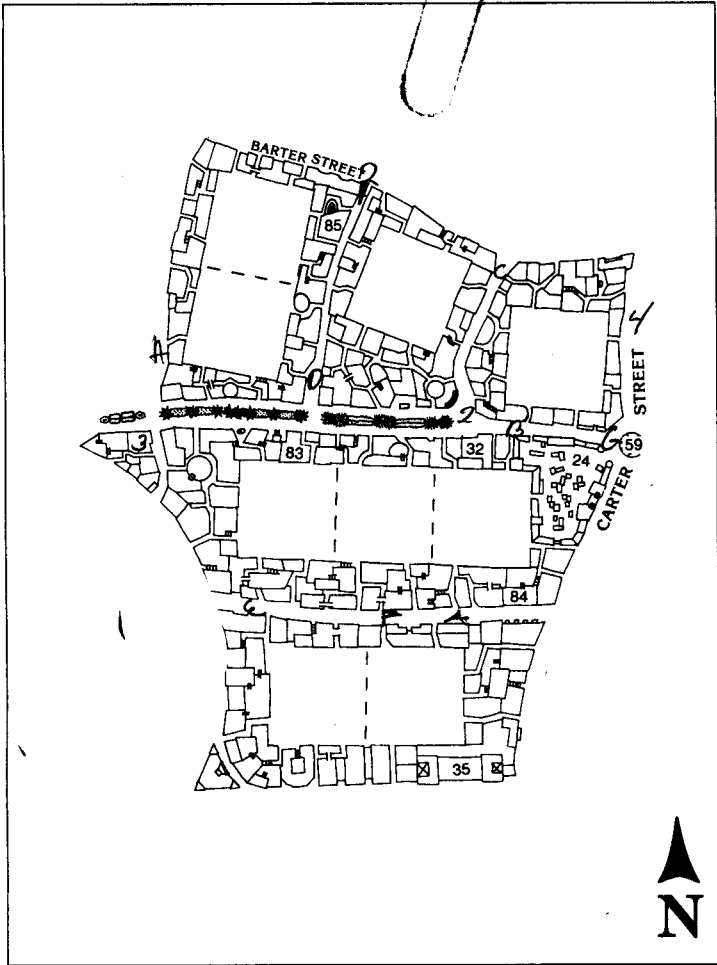
City guards are rarely seen here. They let the people of the Marsh District settle their own disputes. Gangs of ruffians make the laws, and only a fool would walk through the Marsh District without an armed guard.

62. Pulg's Tavern: This building is home, business, and secret office for Pulg the church extortionist (see NPCs). The building is in slightly better than normal condition for one of the Marsh District's large tenements. Pulg has turned the first floor into a tavern. His racketeering headquarters is behind the tavern. The second floor is Pulg's home, and above are the more common hovels and beggars' homes.

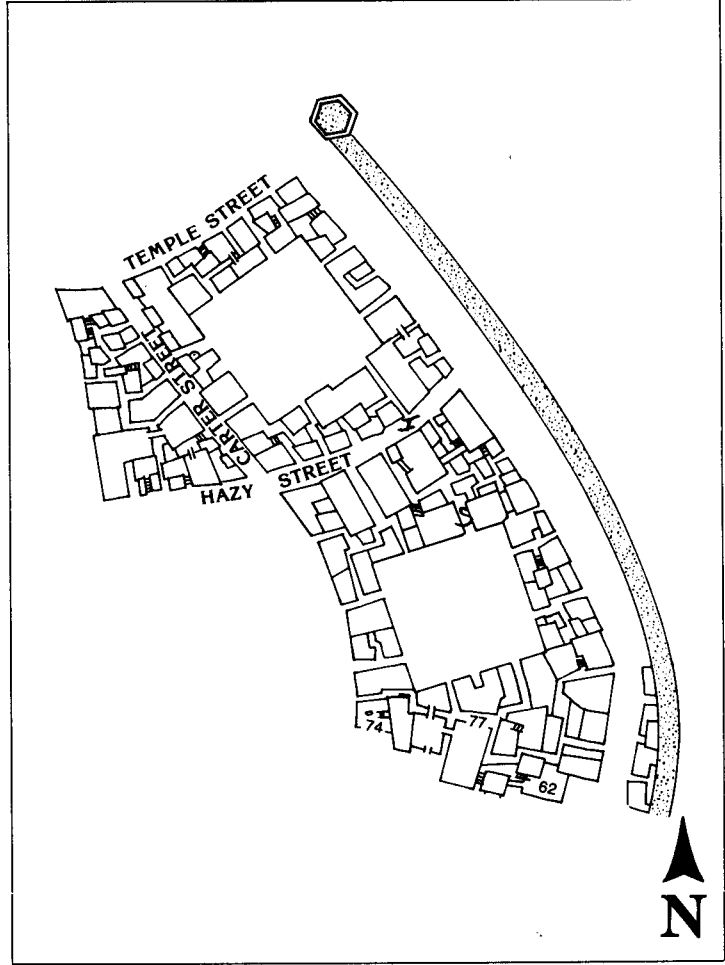
74. Hovel of Kreshmar and Skel: This single-story building is really only a hut. Its roof has a gaping hole, and the place is infested with vermin. Twin brothers Kreshmar and Skel sleep here when they can't scrounge better quarters. They steal enough money to live in better quarters in the Tenderloin District, but they spend it all on gambling and drink.

77. Beggars' Alley: The true beggars of Lankhmar sleep on the street here. These are not the phonies of the Beggars' Guild, but the true poor and downtrodden of Lankhmar. Naph the Beggar (see NPCs) sleeps here.

Festival District



Marsh District



Random Events: _____ on 1d_____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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<input type="checkbox"/>	_____	_____	_____
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Faction Activity

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Plaza District

One of Lankhmar's most notorious marketplaces is the Plaza of Dark Delights, from which the Plaza District takes its name. By day, the plaza is an exotic market. It is the largest in the city. At night, however, it undergoes a startling transformation.

In the moonlight, the Plaza of Dark Delights is a quiet and whispery place. Diffused, muted red light illuminates the faces of patrons who are frequently veiled or otherwise hidden. Nobody runs; the clientele shuffles or scuttles from place to place.

The wares sold at night are much more exotic and dangerous than those available during the day. Any form of drink or drug can be purchased here. Artifacts of strange gods can be found, many of which are forbidden within the city. No matter how strange a client's tastes in entertainment, there is always someone in the Plaza of Dark Delights who will accommodate them, for a fee.

Anyone venturing here at night has a high chance of being accosted by thieves or pickpockets, for the city guards generally give the plaza a wide berth. Because of the many and varied intoxicants available here, a wide range of strange behavior is tolerated and is no cause for comment or alarm.

The plaza is a common meeting ground for the black wizards, or fire magicians, of Lankhmar. These small, huddled groups of black-robed power are avoided by other visitors to the plaza. Magical items, though rare in Nehwon, are perhaps more common in the Plaza of Dark Delights than anywhere else.

27. Caravanserai: Run by Rasbuli the Honorable, this shop outfits adventurers for journeys outside the city. Rasbuli has everything you need for long trips. He has a reputation for being completely honest in his dealings. He is not, however, stupid or unduly trusting.

Rasbuli's shop comprises the first three floors of this six-floor building, one of the tallest in the district. His landlord charges outrageous rent which Rasbuli is barely able to afford. The building is in average condition.

For game purposes, virtually every item of equipment listed in the *Players Handbook* is available for purchase here, except livestock and water craft.

28. Bazaar of the Bizarre: This shop was open for only one day. Before its appearance, this stall had been vacant for many months. Since its hasty departure, no shop has remained on this spot for more than a few days. Merchants who persist here usually go insane, collecting bits of trash and waste, trying to sell them for the price of a king's ransom.

29. Shrine of the Black Virgin: Located at the east end of the Plaza of Dark Delights, the shrine is a life-sized statue of a woman with her arms outstretched. The statue is carved from black stone. It sits on a small pedestal in the center of the street.

During the day, the statue seems to beckon in a peaceful gesture. At night, when shadows fall upon the statue, she appears as a naked woman, inviting any man to share unthinkable pleasures. No one worships at the shrine. It is considered to be only a piece of history.

30. Fountain of Dark Abundance: This small fountain, about ten feet across, is decorated with more than a dozen water spouts carved to resemble demons and men in the throes of wild emotion. The water is a deep purple, sometimes even black.

Legend says that the fountain was once quite beautiful. A powerful visiting wizard was somehow pushed into it by the surge of the crowd. He cursed the fountain and all who would drink from it. To this day, people claim to see weird visions in its surface. Some of those who drink from it fall ill and die, their flesh turning a deep purple.

76. The Tall Mug: This tavern is run by Mannacor, father of Lilyblack (see NPCs). She lives at home whenever her money or her friends' charity runs dry. Mannacor constantly berates her for her street life, but he always takes her back.

The building is four stories tall, with the tavern on the first floor and a brothel on the other three. It is in good shape and painted bright colors to attract customers from the nearby theatre.

80. Sword's Gleam: The master swordsmith Ravis Rightby (see NPCs) runs a shop on the first and second floor of this four-story building. Persons seeking weapons of exceptional quality go to the Sword's Gleam. Ravis's shop is usually immaculate, because of the efforts of his three apprentices.

The third floor of the building is rented to a tinker, the fourth floor to a weaver. At Ravis's strong request, they also keep their shops extraordinarily neat and clean. They must also pay their rent on time. If they are even an hour late, Ravis will evict them.

A weapon forged by Ravis Rightby costs at least three times the weapon cost listed in the *Players Handbook* and has the potential to perform as a magical weapon. The blade is not actually enchanted, but through superior workmanship it performs as well as a magical weapon. It will not, however, hit creatures that can only be hit by magical weapons.

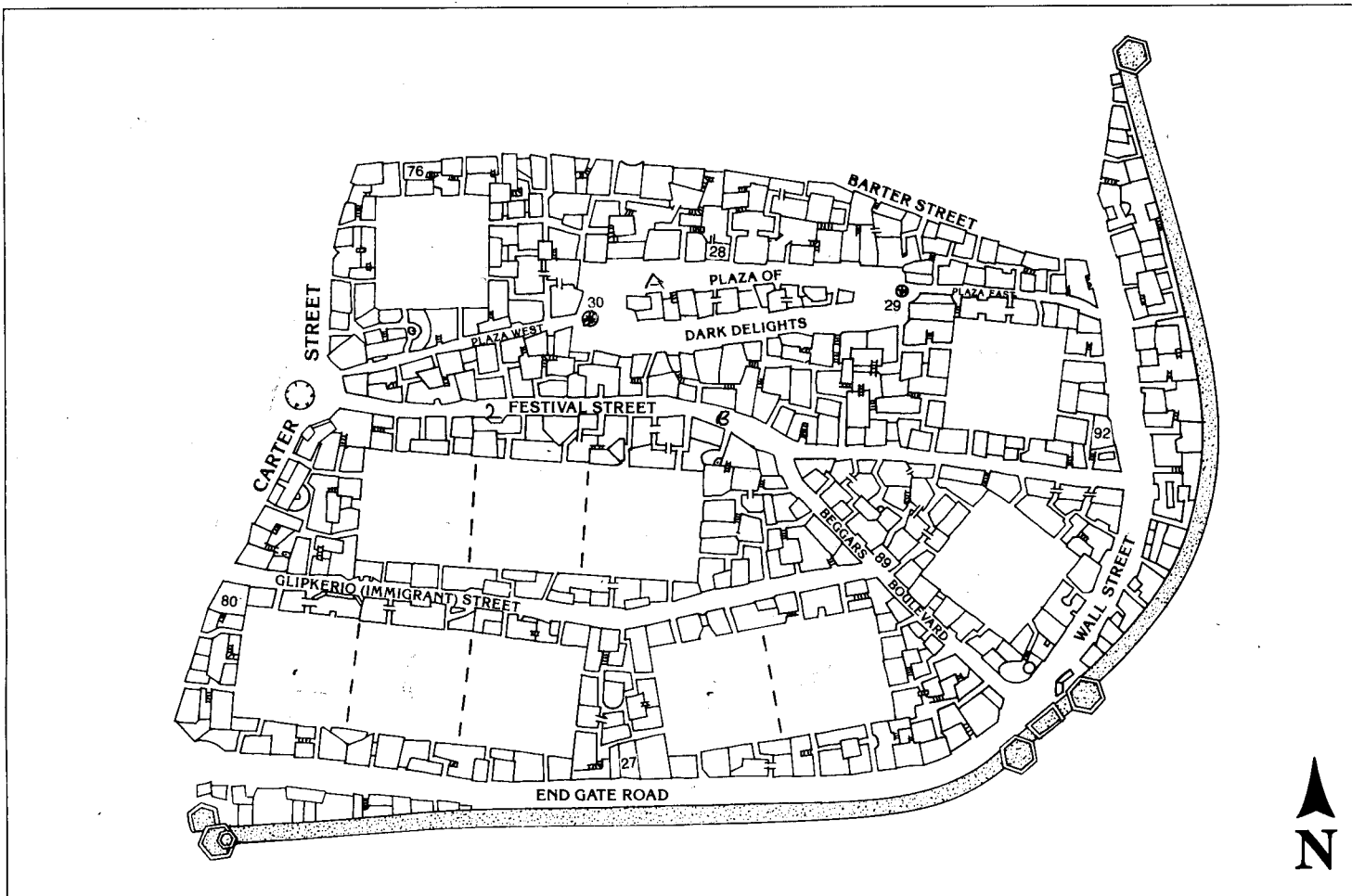
To determine the superiority of the blade, roll 1d6. On 1-3, it functions normally; on 4-5, treat the weapon as +1; and on 6, treat it as +2.

89. Fellowship of Physicians Hall: This hall is the home for two guilds, the Fellowship of Physicians and the Embalmers' Guild. The Embalmers' Guild House is directly behind the physicians' building.

This hall is the closest thing to a hospital that Lankhmar has. The fees are exceptionally cheap, reflecting the quality of the care. The attending physicians are all apprentices, overseen by an aging master. The price varies from a few iron ticks for removal of warts, to several gold rilsks to amputate a gangrenous limb.

92. Stonemasons' Guild House: The home of two guilds, Stonemasons and Architects, this house is one of the most impressive buildings in Lankhmar. Although it is only four stories high, this stone building is of the finest workmanship. The design of the building is intricate, with split level floors and several porches and balconies.

Plaza District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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Faction Activity

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Cash District

Some of the wealthiest people in Lankhmar live and work in the Cash District. Bankers, moneylenders, and moneychangers share the streets with fences, loan sharks, and pawnshops. This is the district of shady deals and operators as well as high finance and wealthy patrons.

31. The Golden Lamprey: Although it is in the wealthy Cash District, this is not a well-to-do tavern. The surrounding area is filled with loan sharks and run-down pawnshops. The Lamprey has a reputation for its tough customers and their remarkable quantity of brawling. It is Fafhrd's favorite drinking establishment.

Its barkeep, Balfus, is a fat man with a permanent sour expression on his face. He keeps a few hired toughs in the place to make sure that the fighting does not destroy any valuable property. Balfus is not a talkative man, but his employees are usually more communicative.

The tavern is on the first floor. Balfus and his family live on the next two floors. The remaining three floors of this six-story building are rented out to tenants. The fourth floor is rented by the hour, the others by the month. The building is in poor condition.

41. Jenago's House: A wealthy but not too clever gem merchant, Jenago makes his home in the Cash District. To the Thieves Guild's delight, he relies on various guard animals to protect his personal fortune. He considers men to be untrustworthy.

Jenago (see NPCs) is a common-looking man with a common-looking face. He has been known to frequent his competitors' shops without their knowledge, so that he can scout their prices and stock. He is married to a slightly overweight woman.

His house stands three stories high and is in good condition despite its age. It has a slightly tilted roof to allow rainwater to run off.

43. The First Steppes This trading and outfitting shop can provide complete service for wealthy patrons who wish to journey to far-away places. Run by Ooslip the Mingol, it is not considered the most tasteful place to be outfitted for a trip. However, Ooslip frequently has items of interest to those with unusual needs. Several rich men have made hasty and secret departures from Lankhmar with Ooslip's aid.

Ooslip's shop is on the first two floors of the five-story building. The next two floors are his home. The top floor is a stash for his secret goods and a hideaway for needy customers. The building looks ready to fall apart but is actually in excellent condition.

44. Rokkermas and Slaarg: These sculptors are considered by most Lankhmarts to be the best in the city. Their shop is of an unusual design. Rokkermas lives in the three-story house to the south, and Slaarg in the three-story building to the north. A second-story walkway, lined with many statues and sculptures, connects the two buildings.

Rokkermas is a tall, thin man with a hair-trigger temper. He is also a brilliant artist. Slaarg is a smooth-mannered, cool salesman. He is a good sculptor, but his true talent lies in constructing dioramas of statues. Most customers deal with Slaarg for fear of Rokkermas's temper.

48. Guild House of the Slayers' Brotherhood: This knife-shaped building is the central headquarters of the Slayers' Brotherhood. It is not the only building that they own and operate in the city.

Standing four stories tall, it has a round tower that rises an

additional two stories. West of the building, on Cutthroat Alley, is the Assassin's Circle guild house. To the south is the House of Pain. All part of the Slayers' Brotherhood, these three buildings are attached and have several connecting passages.

The wedge corner of the building at Cutthroat Alley and Whore Street is covered by a two-story, razor-sharp metal sheath. Each night, the apprentices of the guild must sharpen and polish the edge. It is always sharp enough to draw blood if a passerby brushes against it.

55. The Clean Chin: This is the barber and undertaker's business run by Nalegrim. He occupies the first floor and the two basement levels. The three floors above him are low-rent quarters. The building is in fair condition.

Nalegrim is a tall, cadaverous man who is now quite old and who walks with a habitual stoop. He is bald and clean-shaven. Nalegrim is extremely clever and can be very nasty. He has many dealings with the Slayers' Brotherhood. The lower basement is sometimes used to hide the bodies of their victims.

61. House of Pulgh: The infamous black hero Pulgh sometimes dwells here (see PCs). He always makes sure to do so under an alias. Because of his connections with the Slayers' Brotherhood and the Assassins' Circle, he does not want to be in the public eye.

The outside of the house appears to be a normal three-story building. The inside is quite a different story. The doors and windows are not as flimsy as they look, and most of them are booby-trapped.

Pulgh's cellar contains a target range and a small gymnasium. His servants are all members of the Slayers' Brotherhood and apprentices to the Assassins' Circle. Pulgh trains them in exchange for their services.

At one time, he had a secret tunnel connecting his home to the nearby Slayers' Brotherhood guild house. However, after an unsuccessful attempt upon his life by fellow guild members, the tunnel was sealed at both ends, although it was not filled in.

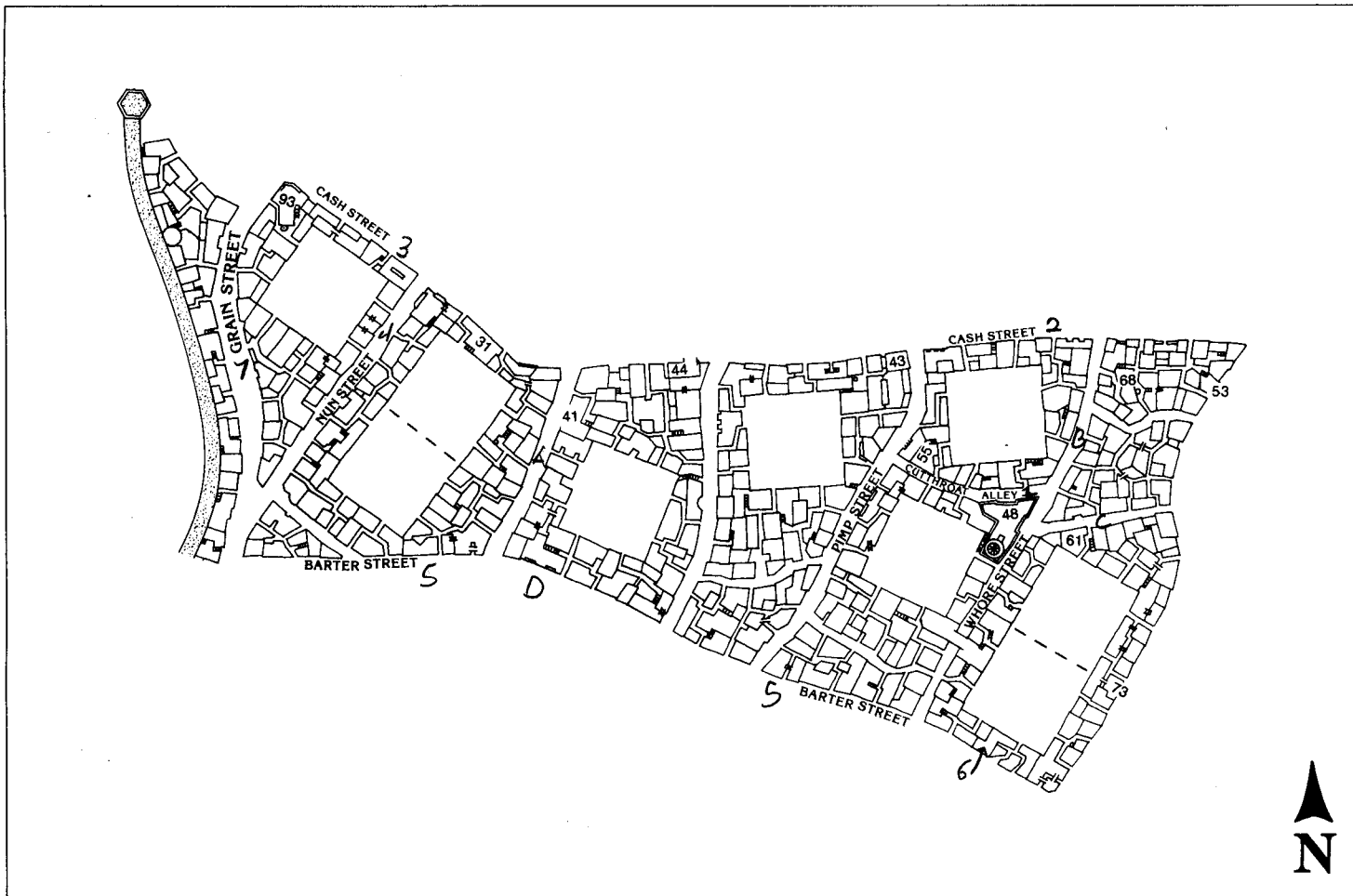
68. Fleeria's House of Pleasure: This lower-class brothel is run by the pretty, but aging, Fleeria. Her establishment caters to those with unconventional tastes in pleasure. Tres the courtesan (see NPCs) worked here until her death at the hands of Gis. Fleeria uses the first four floors of the six-story building. The fifth floor is the former apartment of Gis the assassin (see NPCs). He lived there for free in exchange for protecting Fleeria's interests.

73. The Broken Wheel: Owned and operated by Zsizsi, this run-down pawnshop also doubles as a small-time fence. Zsizsi is a huge, fat woman who sweats constantly. The top three floors of this four-story building are rented out, usually with no questions asked. At one time, the black wizard Hristomilo (see NPCs) lived here. No one knew him to be a sorcerer.

93. Moneylenders' Guild House: This opulent and officious-looking building is a modest four stories high. Here the moneylenders, moneychangers, and fences gather to decide the future economics of the city. Fortunately for Lankhmar, they are not as good at controlling the economy as they think they are.

Security here is extremely strong. The Thieves' Guild refuses to be bribed to stay away, so the Moneylenders' Guild must pay for elaborate locks, deadly traps, and armed guards. All this security might actually be useful if more money than just the guild dues were kept here.

Cash District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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Faction Activity

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Mercantile District

Clustered around Craft Street, this district is the center of common trade in Lankhmar. Everyday wares and services can be found here in abundance. It is strategically located next to the River District. Merchants and other visitors to the city have no trouble finding places to spend their smerduks and rilks.

The Street of the Thinkers is sandwiched between the Mercantile District and the Temple District, but does not truly belong to either. Not worldly enough for the one, nor holy enough for the other, the scholars and scribes of the Street of the Thinkers inhabit one of the poorer areas of Lankhmar. For simplicity's sake, the south side of this street is included in the Mercantile District, and the north side is covered in the Temple District.

25. Carroway the Cartographer: As the name suggests, this is the establishment of the scribe and map maker Carroway. He is an extremely nearsighted young man; anything further away than 20 feet is just a blur to him. Carroway has bright red hair, an unusual feature in Lankhmar, and is usually unkempt.

His shop is the first floor of a four-story building. He lives with his wife in a few rooms at the back. The floors above are apartments and rooms for rent, some changing occupants several times a night. The building is in poor condition, but his shop looks even worse because of the immense clutter. Somehow, Carroway can always find what he needs quickly, even though another man would have to search for days.

31. The Golden Globe: Here, Rathmar the glassblower works his craft. He makes glass objects of any size and shape, especially bottles. Occasionally he dabbles in alchemy, the guild of which he is a member.

Rathmar is a large-chested man with great amounts of hair. His voice is high and squeaky because of an accident he suffered as an apprentice glassblower. This is a source of great amusement for newcomers until they find his 6 foot, 4 inch frame towering over them. It is said, however, that he is all growl and no fangs.

The six-story building is in fair condition now, but is getting worse every year. His shop is on the first floor, his home on the sixth. The intervening floors are mixed shops and living quarters.

39. The Rat's Nest: This is a tavern of ill repute, out of place in the Mercantile District. It usually attracts people who might otherwise be found in the Tenderloin District.

The barkeep is a man named Kell. He is short, hairy, and dark-skinned. It is rumored that somewhere in his background there is Mingol blood. He is a darkly silent and moody man, and one of the best street fighters in the city. It is said that he learned this skill in a gladiator pit in some far-off land.

The tavern is shabby but sturdy. Above it are poor shops and a few apartments. The building stands four stories tall, but the fourth story is abandoned from fear of its imminent collapse.

40. The Needle's Point: This shop contains the mildly famous fine metal works of Eesafem (see NPCs). She is one of the few female craftsmen in Lankhmar. Her specialty is miniature mechanisms.

Eesafem's shop occupies the basement, first floor, and second floor of the building. She lives on the second floor. On the third floor lives a woman tattoo artist. Eesafem owns the building and will not rent to men.

42. House of Red Lanterns: Currently run by the infamous courtesan Lessnya (see NPCs), this is the largest brothel in Lankhmar. It is the guild's headquarters, and she is the guildmistress.

The House of Red Lanterns is really several buildings, all con-

nected by second-story, enclosed walkways. The buildings vary in height from three to six stories. The condition of the buildings is difficult to determine, because they are always freshly-painted in bright colors and wild patterns.

Lessnya makes sure that there are always several men from the Slayers' Brotherhood present to discourage arguments and bickering. So far, this precaution has been remarkably successful.

67. The Goose Downs: These apartments are rather run-down. They are artificer Sybil, a middle-aged woman with a violent temper. So far, she has lost three husbands, each of whom left her during one of her fits of anger. Flim, the night beggarmaster (see NPCs) lives on the third floor of this four-story building. His apartments are subtly and tastefully decorated. Flim is fond of metalworks and sculpture.

69. Bistro the Potter: This is the home and shop of the unremarkable Bistro. His pottery is also unremarkable. His single fortune in life is the inheritance of the four-story building in which he lives and works.

Bistro has taken over the first floor. The other three floors are rented out to make up for his annual losses as a potter. At one time, the ruffian Gnarlak (see NPCs) lived there.

70. Artful Hands: These apartments are completely owned and controlled by the Thieves' Guild. This seven-story building is filled with apprentice thieves who have nowhere else to live. At any given time, there are 50 to 70 of them living here. Griff and Moolsh (see NPCs) lived here as apprentices.

To test the apprentices, higher-ranking thieves set traps in the rooms and hallways. The locks are changed regularly, but the apprentices are never given keys. Occasionally, an apprentice may be given the task of stealing something from another apartment. Most apprentices would rather live somewhere else, but many cannot afford to move.

75. Wig Shop: Laaryana (see NPCs) sells wigs, makeup, and a few costumes in this shop. The building is five stories tall and in reasonable condition. The second floor is used by a tailor; the others are rented as apartments.

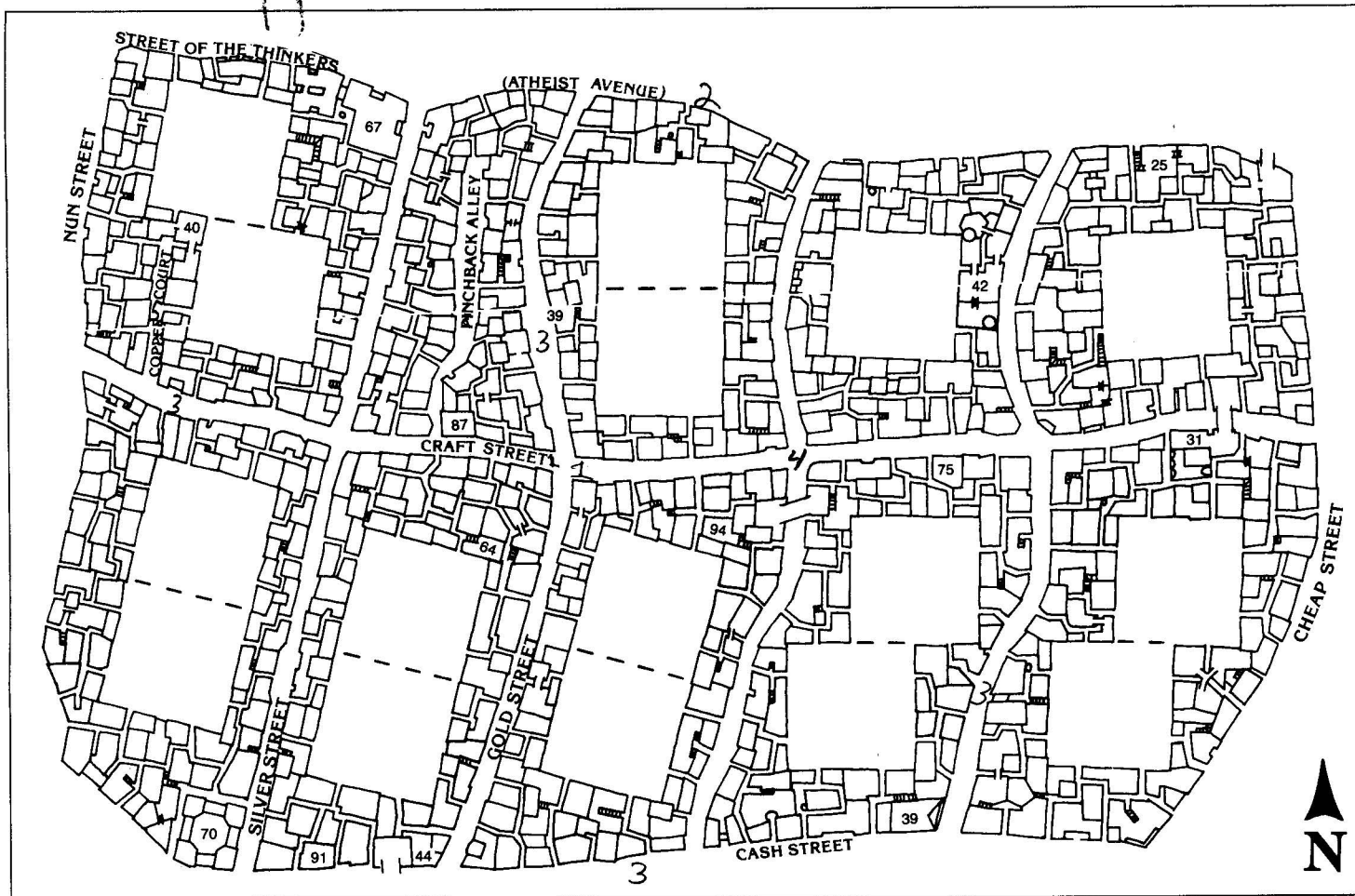
87. Blacksmiths' Guild House: This four-story structure is used mostly for political purposes. It is the center for both the Blacksmiths' Guild and the Artificers' Guild. The first two floors are a large meeting hall with a stage against the back wall. The upper floors are used for training apprentice blacksmiths and artificers, and the daily affairs of the guild.

91. Heralds' and Messengers' Guild House: Anyone who needs a herald or a messenger must contact this guild. Their building is seven stories tall, with a platform built on the roof to make it taller. Next to the platform is a bird coop. The guild uses only the first and seventh floor of the building.

By using mirrors, flags, birds, and other methods, messages are transmitted quickly across the city. Such rapid service is very expensive. The seventh floor is mostly used by coders and decoders. The first floor is used by runners and heralds.

94. Merchants' Consortium Hall: This three-story building contains a huge, two-story meeting hall with a third floor above. Many meetings take place in this hall, but very little gets done. The meeting hall is decorated with a litter of wares from various merchants. A silk hanging on one wall clashes jarringly with a pottery jug, and wood carvings in various styles clamor for visual attention.

Mercantile District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

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Tenderloin District

One of the most infamous areas of Lankhmar, it contains the dregs of the city. Its residents are not all poor, but most live on the wrong side of the law. Only a fool or a native of the district walks at night. Even the natives do so only in dire need.

This is where Fafhrd and the Gray Mouser spent most of their time and drank away most of their coin. They are well suited to its environment. In fact, they thrived on its underworld atmosphere.

Though mostly a residential district, there are quite a few shops. They are usually poorer places than those of the Mercantile District. The Tenderloin is the heart of the black market. It operates openly, selling its wares in the shops.

A great deal of adventuring is likely to occur in this district. Key the randomly generated buildings and NPCs to the form that deals with the appropriate section of the district.

8. Sorcerers' Guild House: On the very fringe of the Tenderloin stands the tall, ominous building of the Sorcerers' Guild house. It stands seven stories tall, seemingly carved out of a single piece of featureless black rock. It has a door and a handful of windows.

Each of the buildings adjacent to the guild house is abandoned. Only street beggars and the truly desperate live there. At odd hours, strange lights and noises can be heard from the building. Occasionally smoke or fire is seen on the roof.

Inside the single entry way is an unlit room with no visible doors. The visitor speaks his mind to the empty room. Sometimes he is answered, sometimes not.

The populace of the city do not know how many guild members there are, or who heads the guild. Even the powerful men of the city only know the guildmaster, not the guild's numbers. There are always 105 members. Apprentices are only accepted when a guild member dies or leaves the city.

33. Grand Playhouse: This large structure is on the largest street in Lankhmar, Carter Street. Here many of the plays and other theatre productions are run. It is also the guild house of the Society of Joyous and Sorrowful Comedians, Rapturous Playactors, Graceful Dancers, and Melodious Songsters. The citizens of the city call it the "Society."

The building is five-sided and three stories tall. The side furthest from the street is the stage, the others are balcony seating for the audience. The stage floor is wooden and raised three feet off the ground. It is filled with trap doors and other stage gimmicks. The walls behind the stage are built similarly.

For most productions, admission for the courtyard floor is one bronze agol. The second floor balcony is a silver smerduk, and the third floor balcony costs a gold rilik. Occasionally a nobleman's play is presented, where the fees are set much higher, and the courtyard is filled with seats instead of just bare ground.

The guildmaster is Samoua, nicknamed Sinuous. He is a multi-talented man, able to dance, sing, and act. He is even fairly adept at sleight of hand. He is clever and boastful, always the center of attention and the life of the party.

34. The Keyhole: This is a locksmith shop run by Jann Pickett. Being in the heart of the Tenderloin, he works both sides of the law. He is a retired member of the Thieves' Guild. They allowed him to retire only because he agreed to continue to work for them.

When a lock box or safe is stolen, the thief might bring it to Pickett, who is an expert at opening locks, and detecting and removing traps. In those skills only, he is the equivalent of a 15th level thief. His caution is such that he takes several hours to open any suspicious item.

The building is ramshackle and ready to fall apart. Unpainted and ugly, it is one of the few two-story buildings in the area. Jann lives on the second floor.

Jann Pickett is a small man with quick, nervous hands. He stutters and stammers when he is afraid. He can be a vicious opponent in times of need.

45. The Silver Eel: Perhaps the most famous building from the tales of Fafhrd and the Gray Mouser. This is the Mouser's favorite tavern in Lankhmar. In his early adventures, he lived on the fifth and top floor of the building. Since then, that floor has burned and not been rebuilt.

The tavern keeper is Braggi (see NPCs). He lives on the second floor of the building and rents out the other two floors. Usually no questions are asked about its use.

46. Nattick Nimblefingers: This is a tailor's shop run by Mouser's sometimes friend, Nattick Nimblefingers (see NPCs). Nattick is a small, wide man that is constantly sweating. Somehow, he never stains anything he works on with his perspiration.

The building is four stories tall and in fair condition. Nattick's shop is on the second floor. On the first floor is a bakery. The roof is severely pitched and difficult to climb.

47. Thieves' Guild House: The center of the most powerful guild in Lankhmar, this house stands four stories high. Made out of stone, it has a low wide doorway with two shallow steps leading up to it. The entrance is littered with traps for the unwary or uninvited.

The building has few windows, and while large, it is not the biggest in Lankhmar. Unknown to most of the populace, the guild owns most of the buildings on that block. It uses the basements, and all floors but the first of these buildings. The first floor of each building is a normal shop or residence.

The guild house extends over Murder Alley into the next block. Many of the houses on this block are also owned and controlled by the Thieves' Guild. Many buildings are connected by secret passageways and underground tunnels.

Below the guild house are layers of dungeons and basements. The thieves have never explored the extent of them. Rumors say that they connect to the storm sewers and run the entire length and breadth of the city.

Far below the house lies the crypt of the dead master thieves (see Gods of Nehwon). The thieves fear and worship these powerful creatures. Other unknown supernatural horrors probably prowl the bowels of the dungeons as well.

The roofs of that block are guarded by a watch of thieves, all armed with sling shots. In the dark, it is difficult to tell where a shot came from. This duty is usually drawn by the apprentices and low ranking thieves. Few Lankhmarts are foolish enough to try to break into the Thieves' Guild.

49. Squill's Tenements: One of many normal-looking apartment buildings in the Tenderloin. It is run by Squill, an ancient woman of unknown lineage, although she is obviously not native to Lankhmar. She is extremely clever and has a powerful influence in the affairs of the Tenderloin. What puts her tenements in an unusual position is her relationship with the Thieves' Guild.

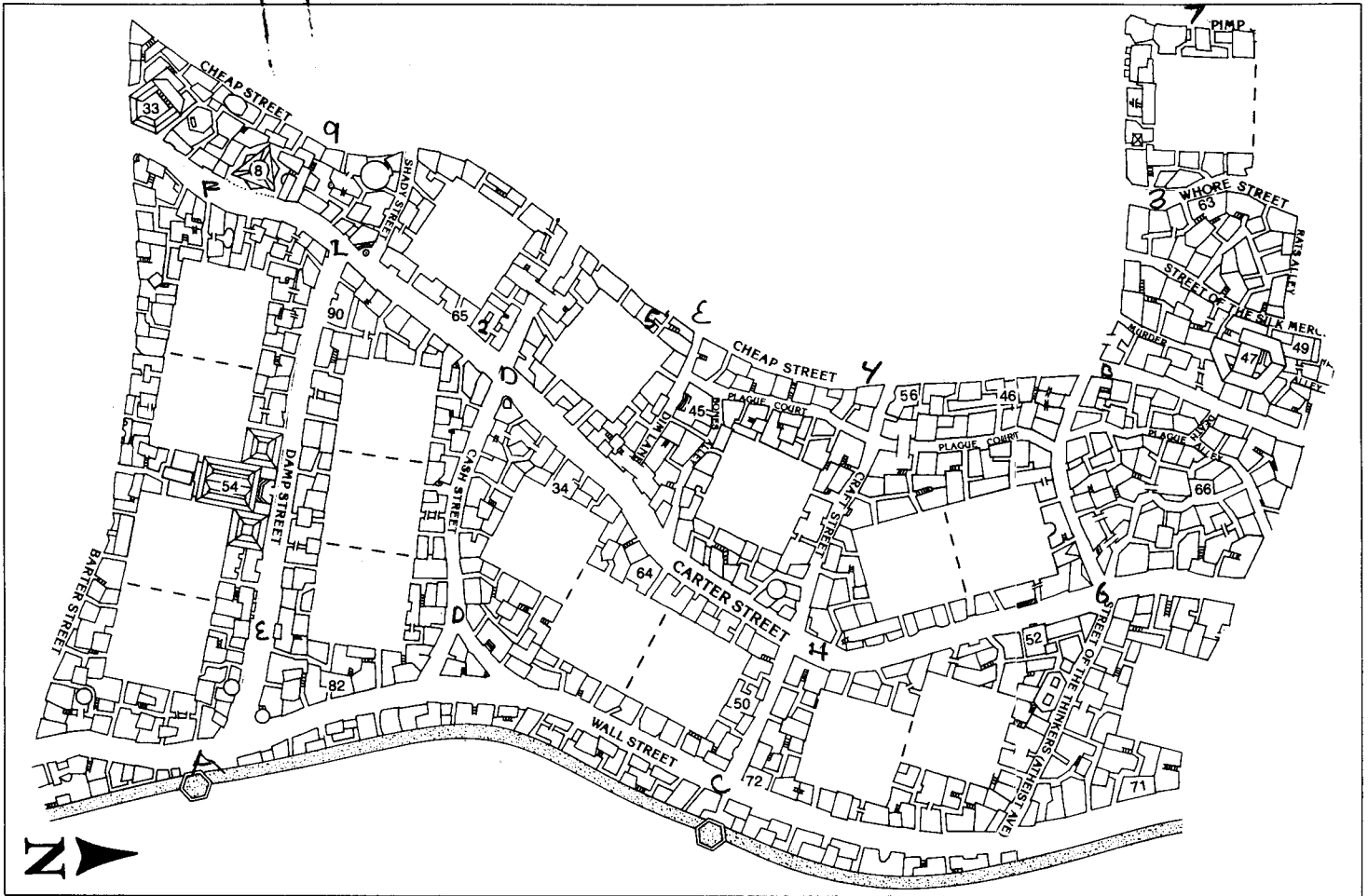
Her five-story building has direct secret passages to many parts of the Thieves' Guild house. The second floor apartment even connects to the guildmasters quarters. Ivlis, mistress of the guildmaster Krovas, once lived there. She had the first three floors and the other two were vacant.

50. Double Daggers: This establishment is an armorer's smithy. Foxglove the blacksmith lives and works here. He does any blacksmithing, but specializes in weapons, armor, and horse fittings. Next to his shop is a small barn which stands two stories tall. His building is three stories high and in excellent shape.

Foxglove is a large, well-muscled man. He is boastful and proud. When he is not working, he always wears many pieces of jewelry and fancy clothing far above his station. He is quite a ladies' man, and considers himself to be even more attractive than he really is.

52. Last Chance: This is one of the most popular gambling houses in the Tenderloin. Its manager, Fatty MacCome, is quite well off from its profits. He makes sure to never make too much

Tenderloin District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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Faction Activity

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money, or the various guilds of the Tenderloin might try to relieve him of his profits.

The building is five stories tall. Fatty lives on the top floor and his servants live on the fourth floor. The street level is the main gambling room. The other floors are for high stakes gambling and other illegal diversions. In the basement there is a special room for unusual, and sometimes gruesome, gambling contests. Particularly popular choices are dwarf tossing or cobra kissing.

54. Bath House: Owned and operated by Tremelo, these are the only public baths in Lankhmar. The demand for public bath houses is not great enough to support more than one.

Tremelo is a finicky fat man. He spends most of his time making sure that the shop is spotless and perfectly organized. He is almost always in good humor, especially when he is cleaning.

The building is three stories tall, and totally owned by Tremelo. The bath house is on the first floor. The other two floors are his living quarters. His home is incredibly neat and clean.

56. The Water Clock: This Artificers' shop is the working place of Glinthi the Artificer (see NPCs). In the front of the shop is a huge, elaborate water clock. His shop is on the first two floors of a four-story building. He lives with his family in a building behind the shop.

The building is in reasonable shape. The interior decor is unusual because Glinthi has a tendency to write his ideas and notes on the walls. Over the years, his walls have become covered with formulas, sketches, and figures.

63. Turkyl's Tenements: This is an undistinguished apartment building. It stands six stories high and is in fair condition. Turkyl is a slow-moving and slow-witted landlord. Few of the Tenderloin's disreputable inhabitants have any respect for him. Alyx the pick-pocket (see NPCs) lives in a room on the third floor. Her flat is neat, organized and surprisingly feminine for a thief.

64. The Begging Bowl: This lower class eatery is run by Mhiril, wife of Bannat, the day beggarmaster (see NPCs). They live on the second floor of this four-story building. Their rooms are surprisingly comfortable and well-decorated. This is because of Bannat's position in the guild.

Bannat does not spend much time here. He prefers the company of the women in the House of Red Lanterns. His wife tends to make life miserable for him at home.

65. The Caverns: A rather normal set of apartments. It is a well-to-do place, for the Tenderloin, and most people think highly of it.

The landlord, Gyrif, is a big burly man with hair everywhere. He is usually very jovial. The thief, Bashabeck (see NPCs), lives in a set of rooms on the fifth and top floor of the building.

66. Dickon's House: A simple four-story home, located in the heart of the Tenderloin, is the home of the arm chair thief, Dickon (see NPCs). Although it is tall, the house is narrow and not very deep. The house is not protected from break-ins, except for a simple lock on the door. Dickon's position in the Thieves' Guild is such that only a fool would attempt to break into his home.

71. The Ferret Hole: The first floor of this building is a Scribe's shop, run by Kivis. He is also a forger of some modest skill. The remaining floors of this five-story building are apartments. Grilli (see NPCs) lived here until his unfortunate demise at the Gray Mouser's hand.

The residents of The Ferret Hole are some of the worst in Lankhmar. Many people would sooner walk into the Slayer's Brotherhood guild house denouncing its guildmaster, than walk through The Ferret Hole armed to the teeth.

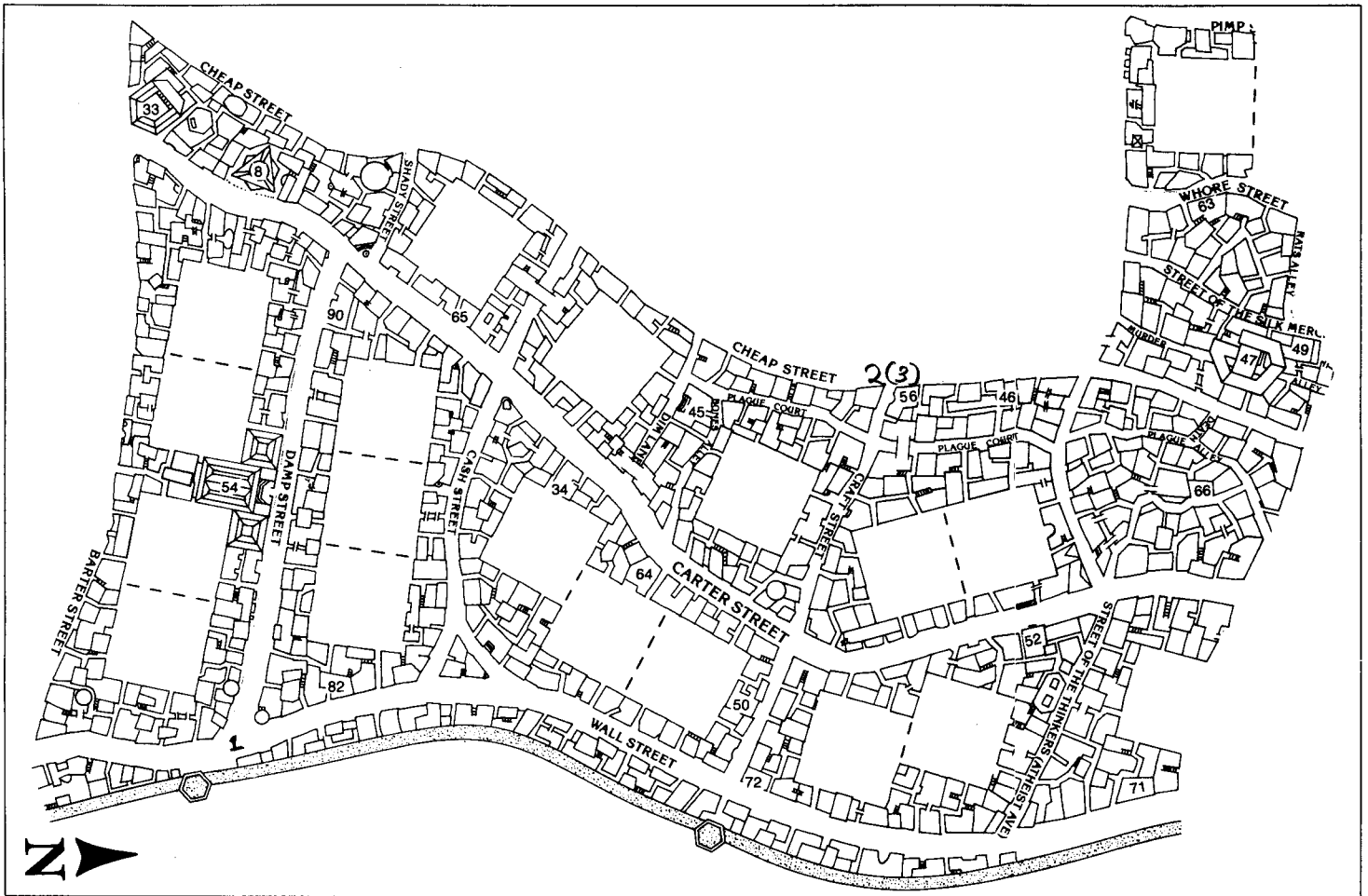
72. House of Grom: This is the home of the noted arm chair thief Grom (see NPCs). It is an unassuming place because Grom does not wish to call attention to himself. Being a cautious man, the three-story house is extremely secure. The locks and traps on the doors and windows are elaborate. Grom is more afraid of his fellow guild brothers than he is of strangers off the street.

78. House of Basharat: The six-story building contains the home and "office" of Basharat (see NPCs), the second most powerful church extortionist. He owns the entire building, but only uses the top three stories. The ground floor is a Shoemaker's shop, the second floor is a broom merchant's place of business. The third floor is currently vacant.

82. Eagle's Nest: This modest six-story apartment building does not deserve its glorified name. It is only in fair condition, and badly in need of roof repair. The thief Stravas (see NPCs) makes his home on the second floor. His roof does not leak.

90. Extortionists' Guild House: This five-story building is supposedly a moneylender's shop. That is only a cover for the true purpose of it. This building is a clearing house for all the extortion that goes on in Lankhmar. The top floor is the residence of the guildmaster. Because of severe animosity toward the Thieves' Guild, the security is very strong in the house.

Tenderloin District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

River District

This is perhaps the busiest district in Lankhmar. The city lives and dies by trading its grain by sea to other cities and nations. The river district is where the ships load and unload, and where the grain is stored in Lankhmar's famous silos.

The district is divided into two parts, separated by a finger of land with a tower on it. The north harbor is strictly navy property, where ships are built or repaired. The navy does not dock their ships here. They use the opposite shore of the Hial river for docking, or just weigh anchor in the river. Quick loading and unloading can be done here by docking a galley right at the docks.

Few merchant ships dock at the city's port because of its small size. Most ships weigh anchor in the river and shuttle crew and cargo to the city. There is a nominal fee for such portage. The ferrying must be done by guilded Lankhmarts.

Grain merchants cart their grain in the summer and fall through the Grain Gate, down Grain Street to the grain silos of the river district. For a small fee the grain is stored and sold by the silo keepers.

7. Punishment Square: Affectionately called The Pit by the people of Lankhmar, all public punishments and executions take place here. It has not been used much in recent years because the last few Overlords have been kinder souls. However, it is always kept in good condition.

It is a squarish pit with sloping sides. The sides have many narrow ledges carved into them for the audience to sit or stand upon. The center square is always kept clear. That is where the criminal is punished before all of Lankhmar, so that they are reminded of the consequences of a crime.

Usually there is no admittance fee. However, if a spectacular criminal, or an unusual punishment might flood the square, the city enlarges its coffers by charging to see the event.

11. Hisvin's House: Hisvin is a wealthy grain merchant (see NPCs). He lives in his small mansion with his daughter, Hisvet. Situated on the corner of Nun Street and the Street of the Gods, it presents a wide curving face to the public. While obviously a house of great wealth, this three-story building is not overly decorated. It is flat-roofed and in excellent condition.

Hisvin has seen fit to dramatically enlarge the basements and dungeons of his home. He has connections into the major underground networks of Lankhmar, including the storm sewers and the Thieves' Guild's tunnels. There are many rats in Hisvin's dungeons.

17. Muulsh's House: Muulsh is a wealthy moneylender who chose to live in this out-of-the-way place. His former wife Atya coerced him into it. The stone building is three stories tall and flat-roofed. The square, small-windowed structure is built with harsh, angular lines.

Muulsh filled his home with jewels and valuable art objects in an effort to keep his shrill, sharp-tempered wife happy. Most of these valuables have been given away to other women that Muulsh has taken a fancy to, or have been stolen by Guild Thieves.

18. Starsman and Navigators' Guild House: This showplace

building is a place of great beauty in an otherwise ordinary wharf community. Made from dozens of exotic woods from across Nehwon, it is shaped to look like a multi-pointed compass. It is the legacy of a vain and foolish guildmaster. He squandered the entire treasury to build the house.

It stands three stories high. The first floor is for the common guild members. The other two floors are reserved for high ranking guild officials. On top of the central spire is a look-out tower standing five stories off the ground. It can be reached by a central staircase from the ground floor.

19. Warehouses: These groups of buildings are the warehouses of the river front. Anything can be stored here for years. It costs extra to insure that no guild thief breaks in.

20. The Great Silos: Built by a far-sighted Overlord, these silos are run and owned by the city of Lankhmar. For a fee, farmers can store their grain here. Grain merchants buy the grain and barter among themselves and other foreign merchants.

21. Hester's House: A wealthy grain merchant, Hester decided to make his home near the source of his wealth. His house is only three stories tall, but is exquisitely built. Hester himself professes to be a patron of the arts, particularly sculpture. He is considered an oddball by the community, because of his eccentric life style and habits.

Hester is a small man who acts as if he were ten feet tall. He always tries to dominate whomever he is talking to, through his expressions and mannerisms. Few people in Lankhmar can stare him down.

22. Temple of Tyaa: In this ancient cathedral the people of Lankhmar once worshipped the goddess Tyaa (see Gods of Lankhmar). Centuries ago, her cult was banished from the city, and the temple was left to the whims of nature.

Its architecture is unlike that of other buildings in the city, because of its great age and its arcane origin. It stands five stories tall, seven to the top of the bell tower. The roof is curved and has several windowed gables protruding from it. All the doors and windows have been covered with wooden planks.

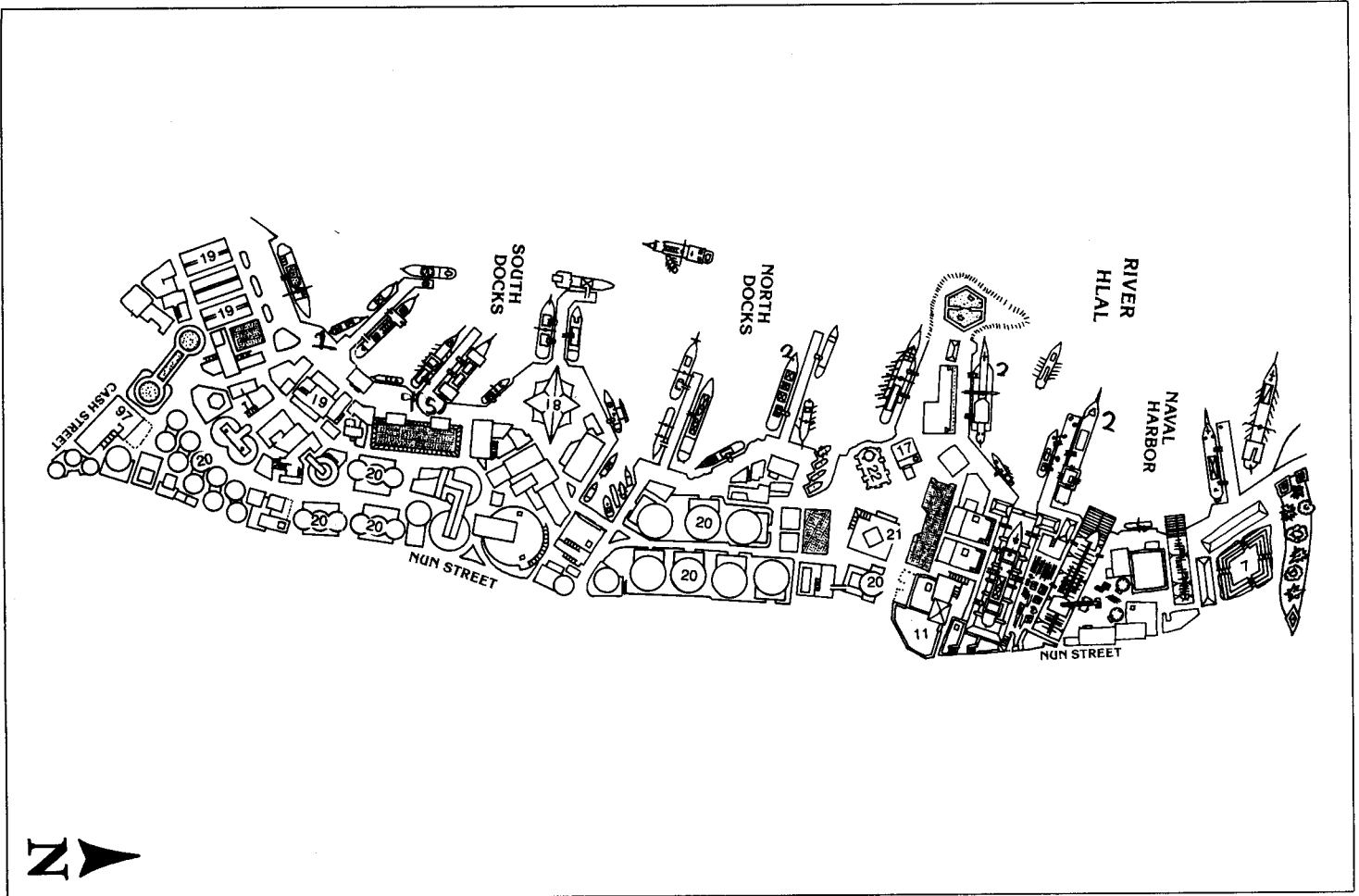
Most of the citizens of Lankhmar avoid the temple whenever they can. It is a haven for evil birds, such as crows, ravens, and vultures. They have been known to defile passersby and swoop down on them.

97. Shipwrights' Guild House: This three-story building is home to the Shipwrights' Guild. Although they are a part of the Carpenters' Cadre, the guild is strong enough to have its own guild house.

The building is made completely of wood. It is painted and decorated in the style of sailing ships. The first floor is a tavern, the Mermaid, where the shipwrights and dock workers come for refreshment. As a rule, only members of the Shipwrights' Guild and the Starsman and Navigators' Guilds are allowed inside. Strangely enough, carpenters are never seen there.

There is a broad entrance on the side of the building for people with guild business. It leads directly to the second floor. There is another stair inside the tavern, not nearly as wide or well-decorated.

River District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction **Activity**

_____	_____
_____	_____

Temple District

This is the second oldest area of Lankhmar. Only the noble's lands predate it. This region includes only those buildings that front on the Street of the Gods. However, to more easily describe the districts, buildings have been included that are not fronting on the Street of the Gods.

The temples and religions of Lankhmar have an old and honored history (see Lankhmar's Gods). A new religion entering Lankhmar usually starts out with a small building or stretch of street space near the Marsh Gate. As the church gathers a following, and consequently more money, it moves along the street toward the Hlal river.

If attendance begins to slack off, a temple may have to start sliding back down toward the Marsh Gate. Eventually this can lead to its disappearance, literally falling off the edge of the street and out the gate.

6. Great Library: Located on the Street of the Thinkers at the edge of the Temple District, the library is a huge structure, sprawling out along the street. It is three stories high in most places, only two in others. It has two known basements and at least one secret basement. At first glance, the building seems run-down and an eyesore. Upon closer examination, it is apparent that long ago it was a great structure. The Great Library is not like the libraries of modern times. It is an archive of histories and other written works. Only the nobles of Lankhmar are allowed to take anything from the premises. Other citizens must pay a fee to enter.

There is no catalog available to help researchers find the scrolls they want. Scribes and other scholars will assist in finding the desired tomes, but they too must be paid. Most searches take days, unless the subject is very common. The longer it takes to find a text, the higher the fee. Fees are always negotiable.

Innumerable records of the city, dating back hundreds of years, are stored in the basements. Access to these records is denied to the average citizen. Usually a scribe must be bribed to let someone see them. Every affair of state, however minor, is recorded for posterity.

5. House of Pleadors: This building is a guild center for the lawyers of Lankhmar (see Guilds). It is conveniently situated between the nobles and the temples. To the entire city, this symbolizes where the guild stands on any issue. They always agree with either the nobles or the temples. When those two groups are at odds, the guild becomes mysteriously neutral.

This opulent structure rises five stories high. Nobody lives there permanently, but the guildmaster does have his home adjacent to the guild house. The inside is decorated with impeccable taste. Several rooms are strictly devoted to making the wealthy feel comfortable while they discuss their problems with a pleader.

Only current documents and often-used texts are kept here. The rest are kept either in the Great Library or in the Pleadors Guild library on the Street of the Thinkers.

9. Temple of Aarth: By far the largest and most successful temple in Lankhmar, it sits at the very end of the Street of the Gods. It has held this prestigious position for several decades. The worshippers of Aarth (see Lankhmar's Gods) are among the wealthiest of Lankhmar.

The entrance to the temple is a semi-circle of pillars, beyond which lies the vestibule. The cathedral itself rises five stories, the central chamber is open to the ceiling. On the sides are many smaller rooms on each of the five stories. It is an impressively-decorated building.

The remaining buildings on the temple property house the priests and materials of the temple. All the buildings are connected by several tunnel networks and large basements.

10. Temple of Mog: The spider god Mog (see Lankhmar's Gods) has an unusually large temple in Lankhmar. By scraping the bottom of the temple coffers, the priests have managed to hold onto their precarious position on the Street of the Gods.

The building is a large outdoor amphitheater. The main cathedral is a gently-sloping cone, on which the worshippers stand or sit during ceremonies. At the top and center of the cone is the altar where the priests perform their rites. It resembles a spider web.

Under the cone are the rooms which the servants of Mog use to run the church. There is a basement, although it is not very extensive. The building is in need of repair, which the priests cannot afford.

12. Temple of the Gods of Lankhmar: Without doubt, this temple is the most feared in Lankhmar. It is the crypt of the powerful Gods of Lankhmar (see Lankhmar's Gods). This black, squat building rises only three stories, but seems to dominate everything around it. Atop the crypt is a belfry which rises another story and a half.

The temple has a small, uncovered stone porch a few feet high, which leads to the front doors. Nobody in Lankhmar has ever seen what lies beyond the worm-eaten, copper-bound doors. In the belfry, the bell is made of copper. There is no obvious way into the temple from the belfry or the roof.

13. Temple of Issek: A jug-shaped temple, it is the center of worship for Issek of the Jug (see Lankhmar's Gods). This temple is on the downslide, heading toward the Marsh Gate, and out of the city.

The two-story building is done in smooth, curved lines, with no sharp corners. It is painted in metallic colors, to resemble a brass and silver jug. The doorway is the mouth of the jug, with the altar at its bottom.

15. Temple of Kos: Originally a normal place of worship, the priests have covered it with artificial icicles and decorated its pillars to resemble snow drifts. In most other respects, it is an ordinary temple. The god Kos is not the most prominent of deities in the city.

The altar inside has a large sword hanging over it. It is suspended from the ceiling by thin rope, which does not look like it could support the weight of the great weapon. Actually the rope is wound about a strong wire to prevent any unplanned disasters.

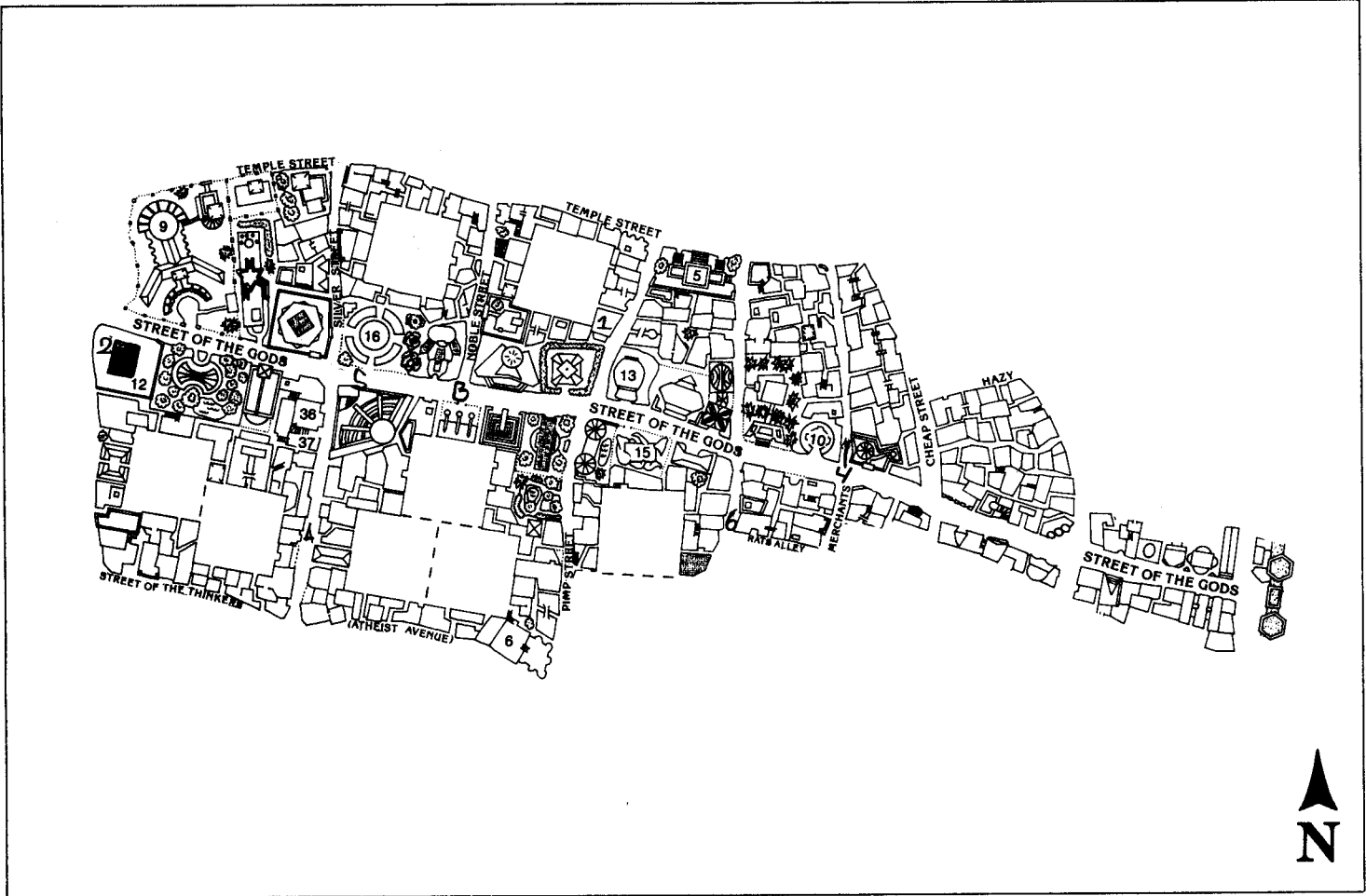
16. Temple of the Rat God: This religion is far more popular in neighboring Ilthmar. But the rat god (see Lankhmar's Gods) has a strong following here. The temple is a circular cathedral, surrounded by four low curved buildings. As might be expected, the entrance resembles a rat hole.

Inside, the lighting is always dim. The hallways and passages are narrow and twisting. Even the central worship chamber feels confining in its width. Rats can be seen underfoot everywhere in the temple.

36. Shop of Ogo the Blind: Positioned prominently on what is nicknamed Fences Avenue, Ogo is known as one of the city's best fences. Ogo's shop is publicly portrayed as a small curio shop of religious artifacts. It has the symbol of a pupilless eye on the door. See the NPC section for further details.

37. Shop of Nemias of the Dusk: Immediately adjacent to the shop of Ogo the Blind, the two buildings are connected by a secret passage. Nemias's shop is publicly known to sell potions and incense for religious and other exotic needs. Actually she is one of the best known fences in Lankhmar. See the NPC section for further details.

Temple District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

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<input type="checkbox"/>	_____	_____	_____
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Faction **Activity**

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_____	_____
_____	_____

Noble District

It is rare for anyone to move into the noble's district. It is not so uncommon for someone to move out. All the estates there are inherited properties. They belong to the ruling families of Lankhmar.

A nobleman must have money and a title to live in the Noble District. The title is a position granted to the family by the Overlord. Most titles were granted many centuries ago. The head of the family usually inherits the title, with lesser members of the family having related, but lower stature titles.

A title means that the noble has certain privileges and few responsibilities. A noble is considered to be superior to any ordinary citizen. Therefore, a noble is usually correct in speech and behavior, regardless what he does. The limiting factor is usually the Overlord, who is considered as far above nobles as nobles are above citizens, and other nobles of equal or greater rank.

The noble is allowed to take a hand in running the city. Each Overlord delegates some of his authority to various nobles. For example, a duke might be in charge of the army, or a baron might be responsible for collecting the taxes. The noble usually has the ear of the Overlord, and can recommend courses of action to him.

Most nobles own land outside the city. This land is given into their stewardship by the Overlord. They are responsible for its upkeep. Of course, they must also pay its tithes and taxes. The city gets a percentage of everything produced on the land (see Taxes).

A noble family can be quite large; all the extended relations may be living on the estate. A family member who falls out of favor may have to leave. Sometimes he may keep his title, but usually he is penniless.

On very rare occasions, an act of valor performed by a sufficiently wealthy citizen may prompt the Overlord to grant him a title. With the title comes the right to live in the noble district, and a parcel of land outside the city walls. The new noble must purchase his home in the noble district, which may prove difficult.

To walk through the noble district without permission is a crime in Lankhmar. Usually the guards are lax about this rule. If the trespasser is making himself obvious, they chase him off. However, if he is discreet, and has a plausible excuse, they do not bother him.

During the night, it is a different matter. The guard is extremely alert. They maintain a strong vigil against thieves and other trespassers into the district. The Overlord, at the prompting of the nobles, has seen to it that guards that fail live to regret it. Nobles do not like to be victims of the powerful Thieves' Guild.

For game purposes, player characters venturing into the noble district must play very carefully to avoid the frequent guard patrols in this part of the city. The encounter chances given apply to nighttime only; reduce them to 1/2 the frequency during daylight hours.

Each turn the PCs spend in the noble district carries a 50% chance of a guard patrol encounter. The guards move along the streets of the district, so they do not automatically spot the characters if the PCs take steps to conceal themselves.

A guard patrol will include 3-12 guards and a guard leader. If less than 7 guards are encountered, the leader is a sergeant. If 7 or more guards are met, they are accompanied by a sergeant and a captain. These worthy protectors of the noble district have the following attributes:

Guardsmen: AC 5; MV 9"; F1; hp 7 each; #AT 1; D 1-8 (longsword); AL LN

Sergeant: AC 4; MV 9"; F4; hp 25; #AT 1; D 3-10 (longsword + STR bonus); AL LN

Captain: AC 3 (Chainmail + 1); MV 9"; F8; hp 45; #AT 1; D 5-12 (longsword + 2 + STR bonus); AL LN

The officers leading these patrols might be corrupt enough to accept a bribe, but generally the patrols in the Noble District are assigned to the most reliable sergeants and captains. As explained in *Adventuring in Lankhmar*, bribery attempts should be handled through role playing. If you determine that a guard will accept a bribe (through the NPC reaction chart, DMG page 63, or through your own estimate of the situation), he always tries to get as much money as he can.

4. Estate of Duke Danius: The previous duke made the estate into a miniature fortified castle. His obsessive fear of death led Duke Danius to attempt to kill Death himself (see NPCs and Lankhmar's Gods). The new duke has yet to see fit to bring down the walls.

Unlike many of the noble's estates, the duke's buildings and walls are new. Only parts of the central house are of any great age. The walls and house are in excellent condition, designed and built by the best architects and stone masons of Lankhmar.

The old duke had the walls, doors, and windows covered with arcane symbols and nameless dark stains. All of these were to prevent Death from entering his home and taking him. The new duke has painted some of them over. However, he fancies himself a wizard and is studying the inscriptions before completely erasing them.

59. Estate of Countess Kronia: Nicknamed Countess Kronia of the Seventy-Seven Secret Pockets (see NPCs), she is an amateur thief and quite insane. Apparently it is hereditary, because half of her children are also deranged.

The Countess has a unique home in the Noble District. Most of her property is water, in the form of a small lake. In this lake are eight islands, connected by eight bridges. Each island has a building on it devoted to a single purpose. Their functions are kitchen and dining area, sleeping and living quarters, museum and gallery, entertainment (parties and leisure activities), affairs of state, artisans, and servants' quarters.

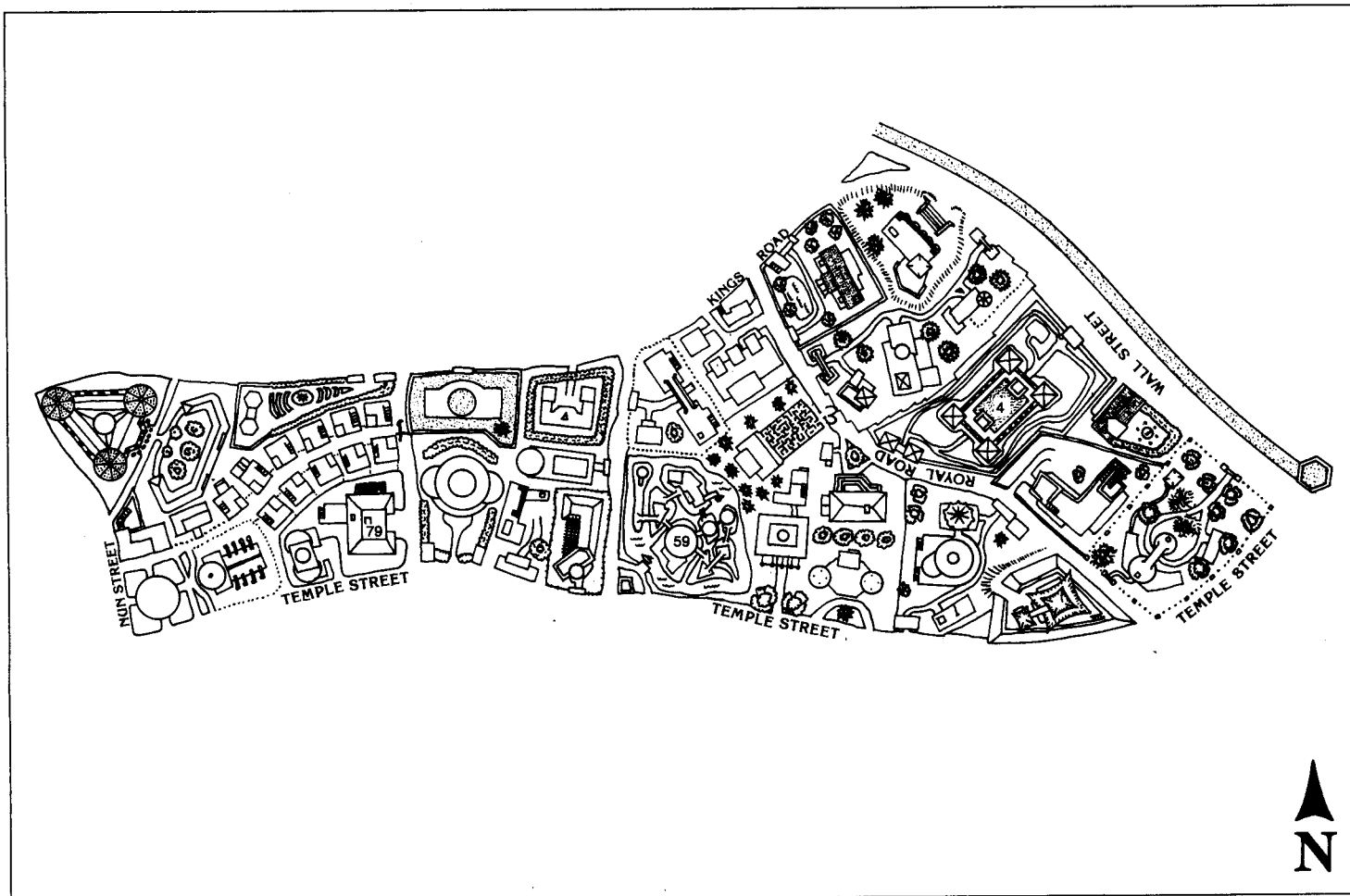
Only seven of the buildings are mentioned in the list above. Being quite mad, the countess has chosen seven as her personal number. Unfortunately there are eight buildings. Therefore one must always be vacant and not in use. Any servant caught even mentioning the existence of the eighth island and building is punished severely.

To make the situation worse, the Countess is continually moving. One day she will race screaming through the estate that the stars, or some other arcane source, have declared that they must switch islands. A new building is now taboo, and the functions of the others have been shuffled. The Countess's parties are of great amusement to her fellow nobles because of this.

79. Estate of Lord Rannarsh: The nobleman Lord Rannarsh (see NPCs) and his family live here. The old lord kept a huge vault in the basement, with a lock to rival that on the great vault of the temple of Votishal.

Now that he is dead, his family has let the four-story mansion fall into disrepair. Each has his own pleasures and distractions which keep them from participating as active nobles of Lankhmar. Many nobles have predicted that in another decade the House of Rannarsh will cease to be a ruling family.

Noble District



Random Events: _____ on 1d_____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction **Activity**

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_____	_____
_____	_____

The Citadel of the Overlord

The citadel is usually considered to be the entire walled area north of the Noble District. It contains the North Barracks, the Rainbow Palace, the palace grounds, and the royal docks.

The citadel sits on a low hill overlooking the city. It is bordered on two sides by water and cliffs. The cliffs are only 75 feet at their highest. However, they are almost totally vertical. The rock is hard and not easily worn down by the sea. It is an excellent place to build a citadel.

The great walls around the citadel are the same height and size as the city walls. The curtain walls which surround the docks are only 25 feet high and five feet thick. The gates are stout and well-maintained. Somehow, the Overlord always finds enough money to fund his citadel.

The palace grounds are one of the great beauties of Lankhmar. The trees which line the main avenue from the docks to the palace are specially chosen. Each row is a different tree which blossoms in a unique color. In the spring, the effect is that of a rainbow.

In the southeast corner of the citadel, just below the docks, is the servants' village. Those servants and slaves who work the grounds and docks live there. Some have been born, lived, and died without even setting foot outside the citadel.

This is the most heavily guarded region of Lankhmar. The Overlord's personal bodyguards maintain frequent patrols throughout the citadel. If PCs should enter this area without permission, make a check every 1/2 turn (5 melee rounds) for an encounter with a guard patrol.

If a patrol is encountered, it may contain from 2-20 (2d10) guards. If at least four guards are present, one is a sergeant. If 12 or more guards are present, two are sergeants and one is a captain.

These guards have the following attributes:

Guardsmen AC 4; MV 9"; F1; hp 9 each; #AT 1; D 2-9 (longsword + STR bonus); AL LN

Sergeant: AC 4; MV 9"; F4; hp 30; #AT 1; D 3-10 (longsword + STR bonus); AL LN

Captain: AC 2 (Chainmail + 2); MV 9"; F8; hp 62; #AT 1; D 6-13 (longsword + 3 + STR bonus); AL LN

These guardsmen are nearly incorruptable. For any group of guards, there is a base 75% chance that they are completely immune to bribery, and any attempts at such will get the perpetrators in even worse trouble.

For the remaining 25%, use your usual procedure for NPC reactions to determine if they will consider a bribe, if it is offered.

The Powers of the Overlord

The Overlord rules the city, and to a lesser extent, the surrounding lands of Lankhmar. However, he represents only one of the three legs upon which Lankhmar's stability rests; the other two are the Mercantile interests and the Guilds. See the Factions section of Chapter 8 for more details on the relationships between these groups.

The Overlord has the power to tax the citizens of his city as necessary, though never allowed to claim more than 50% of a person's wealth as tax. Of course, he can claim the rest in fines, if a

vaguely reasonable crime can be attached to the individual.

Ownership of slaves is another of the Overlord's rights. The exact procedures for sending someone into slavery are not clearly defined; the only thing all Overlords have agreed upon is that members of the nobility cannot be sentenced to slavery.

The Overlord is, by title, commander of the city's armed forces. Very rarely does the ruler exercise this command, however, generally leaving it in the hands of his generals and admirals.

Any new laws that the Overlord desires must be negotiated with the members of the other factions. Generally the representatives of two of the three factions must agree that the law is desirable. Unlike the other factions, however, the Overlord has veto power over laws desired by the Guild and Mercantile factions.

1. Rainbow Palace: This sprawling structure is a seemingly random assembly of towers and minarets. The towers are different heights, some reaching eight stories above the ground. Each is painted brilliant colors. Once again, the total effect is of a rainbow. This is the home of the Overlord.

Every conceivable service can be found in the rainbow palace. The Overlord never needs to step outside for anything.

The rooms inside the palace are exquisitely decorated. Each room is dedicated to a color. No two rooms are exactly the same color. Usually the function of the room is reflected in its color. For example, the baths are a pale blue, the library is brown. There are a few exceptions. The royal audience chamber is a royal blue, almost purple.

Below the rainbow palace are vast dungeons. Few men have ever explored their full extent. Secret tunnels and passages riddle the rock. Some of these underground chambers are jails, some are storerooms. Other areas cater to the more bizarre tastes of past Overlords.

Servants of the Overlord live inside the palace. A small wing is set aside for their quarters. Most of the palace servants are slaves. Few will ever leave his service.

If, during an AD&D game, Player Characters should somehow find themselves alone in the Rainbow Palace, the DM should use the Random Flow Chart included with the accessory sheets to determine pathways between rooms and hallways of the palace.

2. North Barracks: This is the ultimate fortress of Lankhmar. Behind several walls sits the central keep. Its walls are twice the thickness of the citadel walls, and 20 feet higher. The tower within is only five stories high, but has very stout walls.

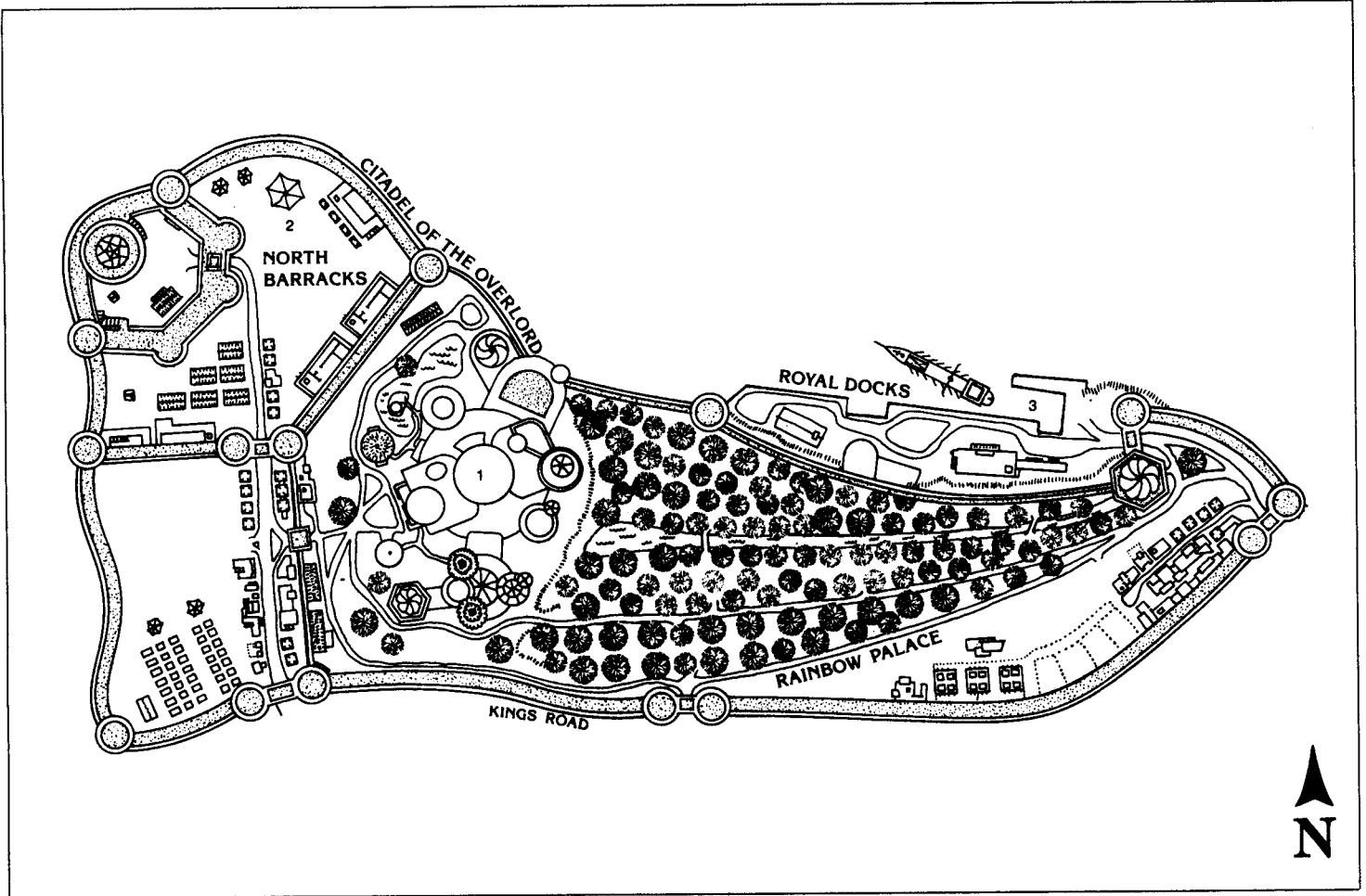
This central keep is where the Overlord goes when the city is truly threatened. Although Lankhmar has been successfully occupied for brief periods of time, the keep has never been taken. It is considered by all to be impregnable.

The north barracks hold soldiers. Their alliance is not so much with the city, as it is with the Overlord (see Armies of Lankhmar). They maintain a patrol of the walls, palace, palace grounds, and the royal docks.

3. Royal Docks: Although it is just a small set of docks, it has everything needed to load, unload, and service ships. The dock is used primarily by the Overlord and the royal marines. The occasional visiting dignitary docks here on his way to meet with the Overlord.

The single building on the docks is two stories high, but only one story inside. It is used for storage and the various repairs the ships might need.

Citadel District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

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NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
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Faction Activity

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Chapter 3: Nehwon Beyond Lankhmar

Although the City of Adventure offers many unique and unusual experiences for the adventurer, wanderlust will eventually draw many of them into the vast world of Nehwon lying beyond Lankhmar's walls. While much of this world is uncharted and mysterious, the travels of Fafhrd and the Gray Mouser have shown many lands (and seas) to us.

Many different lands, of all climates and terrains, sprawl across this mysterious world. The known details on each are given here. As an additional feature, primarily for the AD&D gamer, we have included a list of random encounter charts for areas outside of Lankhmar, located in Chapter 10. These charts can be used to randomly generate the creatures that adventurers might encounter in their travels throughout Nehwon.

Seas

Much of Nehwon lies beneath the waves of a great number of seas, some of them incredibly vast while others are contained within clearly defined borders. All of Nehwon's seas contain salt water.

1. Outer Sea

Nehwon's mightiest sea could probably be termed an ocean, for its vastness exceeds any other body of water. Huge storms are common on the Outer Sea, and large sea monsters have been known to dwell there, occasionally attacking the vessels of those courageous enough to brave these waters.

The Great Equatorial Current sweeps along the southern edge of the Outer Sea, pulling all that drift into it to the east.

1a. Simorgya: This legendary region was once a continent but sank beneath the ocean for unknown reasons. Legend suggests that the Simorgyans were powerful magicians. They had the power to rule over wind and sea, and the creatures dwelling therein. Occasionally, remnants of the continent rise above the waves for brief periods of time. Simorgya is one of Nehwon's most pervasive legends, shared by nearly all sea-faring cultures.

The present inhabitants of Simorgya dwell in watery seclusion, wishing for the prosperity and prestige of bygone days. They retain some vestiges of the power held by their ancestors, allowing them to shapechange from fish into human form. The most powerful Simorgyans burn with rage and jealousy directed at the free, air-breathing peoples of the world. A great deal of this rage is directed at the folk of Rime Isle, who have come to possess some of the most powerful arcane items manufactured by the Simorgyans.

2. Inner Sea

The most-traveled body of water in Nehwon serves as a hub for the world's major cultures. Lankhmar, Ilthmar, and the Land of the Eight Cities all use the Inner Sea as a trade route and source of food. It tends to be much calmer than the Outer Sea, and the appearance of sea monsters is very rare.

2a. Sea King's Domain: This is a mysterious underwater kingdom west of Ool Hrusp. Chambers and passages are magically held apart from the sea, so that air-breathing creatures can freely pass through and live in them. The Sea King is capricious, however, and his domain is ever-changing. It is not the kind of place in which a landsman would enjoy spending time.

3. Sea of the East

This sea is larger than the Inner Sea but much smaller than the vast Outer Sea. Although relatively sheltered from terrible storms and only rarely hosting any truly horrible sea monsters, the Sea of the East does not serve as a very important trade route. The

southern entrance to the sea is screened by the Great Equatorial Current, and the north by the Sinking Lands, so access to the sea from other areas of Nehwon is difficult.

4. Sea of Monsters

This aptly-named body of water carries no shipping traffic. It is inhabited by large numbers of serpentine monsters. Watchers on the shore can often see the creatures cavorting about, but fortunately, the monsters do not leave the water.

5. Frozen Sea

This arctic body of water extends northward from the Outer Sea into Nehwon's northern polar region. The ice cover on the Frozen Sea fluctuates seasonally, as shown on the World of Nehwon Map. Although narrow, the Frozen Sea is often stormy. Great schools of fish are common here, as well as an occasional monster who has come to feed on them.

5a. Rime Isle: The northernmost known settlement on Nehwon is the home of a hardy breed of seafaring fishermen and traders. The island is volcanic, dominated by the two peaks of Hellfire and Darkfire. Each of these volcanos is riddled with subterranean passages and steamy caverns, and neither is dormant. Eruptions are not common, but the mountains are often smoking or steaming.

Two settlements, Salthaven and Cold Harbor, occupy southern and northern harbors on the island. Cold Harbor, to the north, is little more than a ramshackle fishing village, but southern Salthaven offers a larger harbor, ship repairing facilities, and a wide variety of vessels and people from throughout Nehwon (and perhaps beyond).

Most Nehwonians think of Rime Isle as little more than a legend. Very few people actually visit there or have spoken to someone who has.

Rime Isle is an ideal location for AD&D® game adventures. The network of passages riddling the island is virtually unknown to man and offers great opportunity for exploration and underground adventure. A mysterious whirlpool, reputedly of magical origins, forms daily off the east coast of the island, dragging unwary seafarers to a watery doom.

The Ice Cap

A vast ice cap, much more expansive than that over our own North Pole, covers the far north of Nehwon. Although its expansion and contraction cannot be measured in the scale of a normal human life, the ice cover seems to be expanding, over periods best marked in centuries. Very likely, Nehwon is experiencing the beginning of an ice age that may have a dramatic effect on the far future of the world.

The ice cap over the Frozen Sea expands during the winter season, approaching to within a few dozen miles of Rime Isle. This expansion is accompanied by winter gales and blizzards of savage intensity, making travel across the Frozen Sea and the northern reaches of the Outer Sea virtually impossible during the four winter months.

The Steppes

The Steppes are a huge region of grassy plains extending far to the east of the known lands. This is the land of the Mingols, the savage breed of nomadic horsemen who often terrorize the more civilized lands of Nehwon. The northern border of the Steppes is generally considered to be the polar ice cap, while to the south they are blocked by the Sea of Monsters and Eevanmareensee.

Travelers across the Steppes are very likely to encounter bands of marauding Mingols, intent upon murder and pillage. These savage folk are so incredibly warlike that encounters with them, within their own territory, nearly always lead to bloodshed. The Mingols have great respect for fighting prowess, however, and there is a chance that a captive who proves himself superior

in combat to one or more Mingol champions might be allowed to go free.

Mingols are nomads. Their villages are generally established for only one year in any area. If timber is available, a stout log barricade will be erected around the village; otherwise, an earthen breastwork will be dug. Although wars between tribes of Mingols are not uncommon, the truly fearsome power of this race is revealed only when the tribes combine to perform a mass invasion of adjoining civilized lands.

The Cold Wastes

Fafhrd hails from the Cold Wastes, a frigid region of lofty pine forests, deep gorges, and heavy winter snowfall. Nestled between two vast and forbidding mountain ranges, the Cold Wastes are a remote and nearly inaccessible region. The only regular inhabitants are the sturdy barbarians of Fafhrd's clan.

6. Cold Corner

A traditional midwinter camp of Fafhrd's clan, Cold Corner is probably the most accessible region of the Cold Wastes. Merchants and entertainers from the civilized lands come to Cold Corner in midwinter to trade with the barbarians and conduct other moneymaking opportunities.

7. Trollstep Mountains

Rugged and craggy peaks mark the entire expanse of this northern range. Although not as high as the Bones of the Old Ones, the Trollstep Mountains are extremely difficult to travel because of steep cliffs and deep gorges. They are completely impassable in winter.

8. Bones of the Old Ones

This range is the highest and most forbidding in Nehwon. Screening the northwest border of the Cold Wastes, the Bones of the Old Ones sprawl, uninterrupted by passes of any kind. Life is scarce in this range, except for the magical presence of the Ice Gnomes and the invisible beings dwelling atop Stardock.

8a. Stardock: The tallest peak in Nehwon, Stardock offers a deadly challenge to any who would climb it. A family of invisible creatures possessing bizarre magical abilities lives in a series of caves at the top of the mountain.

8b. Obelisk Polaris: This peak, adjacent to Stardock, is the second tallest in Nehwon.

8c. White Fang: Another lofty peak in the range, White Fang claimed the life of Fafhrd's father, Nalgron, when he attempted to climb it.

Land of the Eight Cities

A loosely-knit kingdom of eight nearly-independent cities, the Land sprawls across the northern shore of the Inner Sea, extending up the coast of the Outer Sea to No-Ombrulsk and into the interior of the continent. Movarl is Overlord of the Land of The Eight Cities.

9. Great Forest

The largest region of woodlands in known Nehwon, the Great Forest fills most of the land between the Cold Wastes and the Inner Sea. Although the forest is fairly open, with frequent settlements near the coast, it becomes quite dense and wild as a traveler moves inland. Savage groups of mercenary fighters roam freely in the forest's northern reaches.

10. Barrier Mountains

This range of low mountains blocks the eastern edge of the Great Forest from the open reaches of the Steppes. Although not nearly so forbidding as the Trollstep Mountains or the Bones of

the Old Ones, the Barrier Mountains present a formidable obstacle to caravan and wagon traffic. The mountains are heavily wooded except at their highest altitudes.

11. No-Ombrulsk

This far-northern city is an all-weather port on the Outer Sea. The northernmost of the Eight Cities, No-Ombrulsk is home to a hardy breed of seafaring and warlike folk.

12. Ool Hrusp*

One of the smaller of the Eight Cities, Ool Hrusp is primarily known for the reign of its Mad Duke, a bizarre and twisted ruler who delighted in the torture and torment of captives in the gladiatorial arena. *Called Ool Plerns in *Swords in the Mist*.

13. Kvarch Nar

This is the largest of the Eight Cities and lies directly across the Inner Sea from Lankhmar. Much trade passes between the two cities.

14. Illik-Ving

Illik-Ving is the smallest of the Eight Cities and the closest to the Cold Wastes.

15. Kleg Nar

Kleg Nar is another of the port cities on the Inner Sea. During the time of the rat plague, the city was besieged by the Mingols but survived unburned.

16. Gnamph Nar

A port city lying across the Inner Sea from Lankhmar, Gnamph Nar is famous for its brawling waterfront district and wide variety of imported goods for sale. It does not suffer under the governmental restrictions that burden nearby Kvarch Nar.

17. Mlurg Nar

Mlurg Nar is the only other inland community (along with Illik-Ving) among the Eight Cities. It lies in the northern reaches of the Great Forest and is a lawless and mercenary wilderness town.

Mlurg Nar exists because of the nearby presence of valuable mineral ores in the Trollstep Mountains, and for the wealth of furs that trappers harvest from the depths of the Great Forest. Silver, gold, and copper are all mined near Mlurg Nar in considerable quantities, contributing to a high standard of wealth within the city. Unfortunately, the wealthier a man is in Mlurg Nar, the less likely his chances of living through the night; thievery is as much a way of life here as it is in Lankhmar. The thieves of the City of Adventure, however, are a courteous and generous lot compared to their brethren in Mlurg Nar. A Lankhmar thief is usually content to steal your purse. The robbers of Mlurg Nar will murder their victims as often as not.

Another distinguishing feature of Mlurg Nar is the wide variety of people to be found there. A pass leads from the city to the Steppes, so many Mingols come to Mlurg Nar to trade or otherwise acquire objects. Although the road from the Cold Wastes is treacherous, barbarians of Fafhrd's clan are also fairly common here. Mlurg Nar offers the traveler a small sampling of the delights of civilization, without overburdening him with restrictive customs and laws.

18. Sarheenmar

Sarheenmar is the most remote of the Eight Cities from the central hub of the Land, so it sees more influence from other regions of the world. It lies in a more temperate climate than any of the other cities and is not too distant from the City of the Ghouls. Sarheenmar was sacked by the Mingols and Ghouls during the rat plague.

Ice Cap

WORLD of
NEHWON

Steppes

Cold Wastes

Great Forest
Land of the Eight Cities

1

30

1a

11

8

8a

8c

8b

14

6

9

19

17

10

12

13

16

15

18

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


40

42

Key

50 Miles



-  Forest
-  Mountains
-  Winter Ice Cap
-  Permanent Ice Cap
-  Undersea Realm
-  Marsh
-  Canal

DIESEL

19. River Mangrishik

This broad stream drains most of the Great Forest and the southern regions of the Trollstep Mountains into the Inner Sea. It provides the only regular trade route between Mlurg Nar and Kvarch Nar, although the northern reaches of the river freeze in winter.

The East

Under this general heading are grouped all of the known regions to the East of the Sea of the East and south of the Steppes.

20. The Eastern Lands

The exotic and mystical kingdom of the Eastern Lands is one of the oldest countries in Nehwon. Much of the Eastern Lands are covered by desert, and little trade passes between here and Lankhmar.

21. Horborixen

The fabled Citadel of the King of Kings, Horborixen is probably the second largest city in Nehwon (after Lankhmar, of course). It is a splendid and crowded capital, sheltering the ruler of the Eastern Lands.

22. River Tilth

This river is the lifeblood of the Eastern Lands. Running from the Mountains of the Elder Ones to the Sea of the East, and passing Horborixen on its path, the Tilth provides the main region of fertile land and easy transportation in this part of Nehwon.

23. Mountains of the Elder Ones

This range of tall mountains lies between the Eastern Lands and the Sea of Monsters. Although mostly arid and treeless, the highest reaches receive enough rainfall to form the headwaters of the River Tilth.

24. Ilthmar

This city of thieves and assassins is nearly as notorious as Lankhmar, although somewhat smaller. Unlike Lankhmar, Ilthmar has one predominant religion, the worship of the rat-god. Mercenaries can be found and hired quite easily in Ilthmar. It is said that even breathing is taxed in Ilthmar; the city government has set up tolls for virtually all movement and transactions.

25. Caves of Ningauble

These passages offer pathways between Nehwon and other worlds. The unwary traveler who explores these caves without the guidance of Ningauble is almost certain to wind up at a destination other than the one desired.

The caves of Ningauble provide the perfect mechanism for bringing PCs from another campaign into Nehwon. Because of their maze-like nature and the tortuous windings of their many passages, the caves of Ningauble can form a link with virtually any dungeon setting from an AD&D® campaign. The link need not be permanent. Players may find themselves lost in an area they had previously explored and mapped.

26. Tisilnilit

This is one of Nehwon's most exotic cities. A distant outpost of the kingdom of the Eastern Lands, Tisilnilit is fabled for its slim spires and colorful banners. Its appearance is like no other in all Nehwon.

27. Empire of Eevanmarenssee

Once a great empire, this culture has decayed; its capital city is all that remains of its former grandeur. Its decadence is so extreme that all men and women, and even creatures living within the city, are completely hairless.

28. The Parched Mountains

This is one of the most inhospitable regions of Nehwon. Barren, craggy peaks loom high over the surrounding countryside, and nary a drop of water can be found there. The only forms of life found here are dried-up lichens and a few hardy insects. Immediately to the east of the Parched Mountains lies Shadowland, the domain of Death.

29. City of the Ghouls

Primarily known for the bizarre appearance of its inhabitants, the City of the Ghouls lies on the western shore of the Sea of Monsters. Its ghoulish inhabitants are distinguished by their completely invisible flesh, appearing as animated skeletons. They ride horses of the same nature.

30. Shadowland

Lying to the east of the Parched Mountains and south of the Steppes, this is Death's domain. His dark castle lies at the very center of circular Shadowland.

Continent of Lankhmar

31. Lankhmar City

The City of Sevenscore Thousand Smokes, Lankhmar is without a doubt the most fabulous city in all of Nehwon. A focal point of trade and commerce, it is also known as a den of thieves and ruffians.

32. Grain Fields

The mainstay of Lankhmar's economy is its vast fields of wheat, barley, and oats, which stretch across hundreds of miles of rolling fields. Most fields are tended by individual families with the aid of an ox or horse, although a few are owned by huge merchants' consortia. Family-owned fields average only one or two dozen acres, but the land is so fertile that a farmer can feed his family and still export nearly half his crop to Lankhmar. Consortium fields may cover a thousand acres or more, and are generally tended by sharecroppers or indentured servants.

33. Great Marsh

A vast region uninhabited by humans, the Great Marsh (or Great Salt Marsh) provides an effective barrier to the eastern approaches to Lankhmar. Various unfriendly creatures such as the white salt spider and the marsh leopard make travel here hazardous. Of course, the presence of Sheelba of the Eyeless Face can always surprise a traveler. Movement through the marsh is slow and treacherous except along Causey Road, which links Lankhmar's Marsh Gate with the road across the Sinking Land.

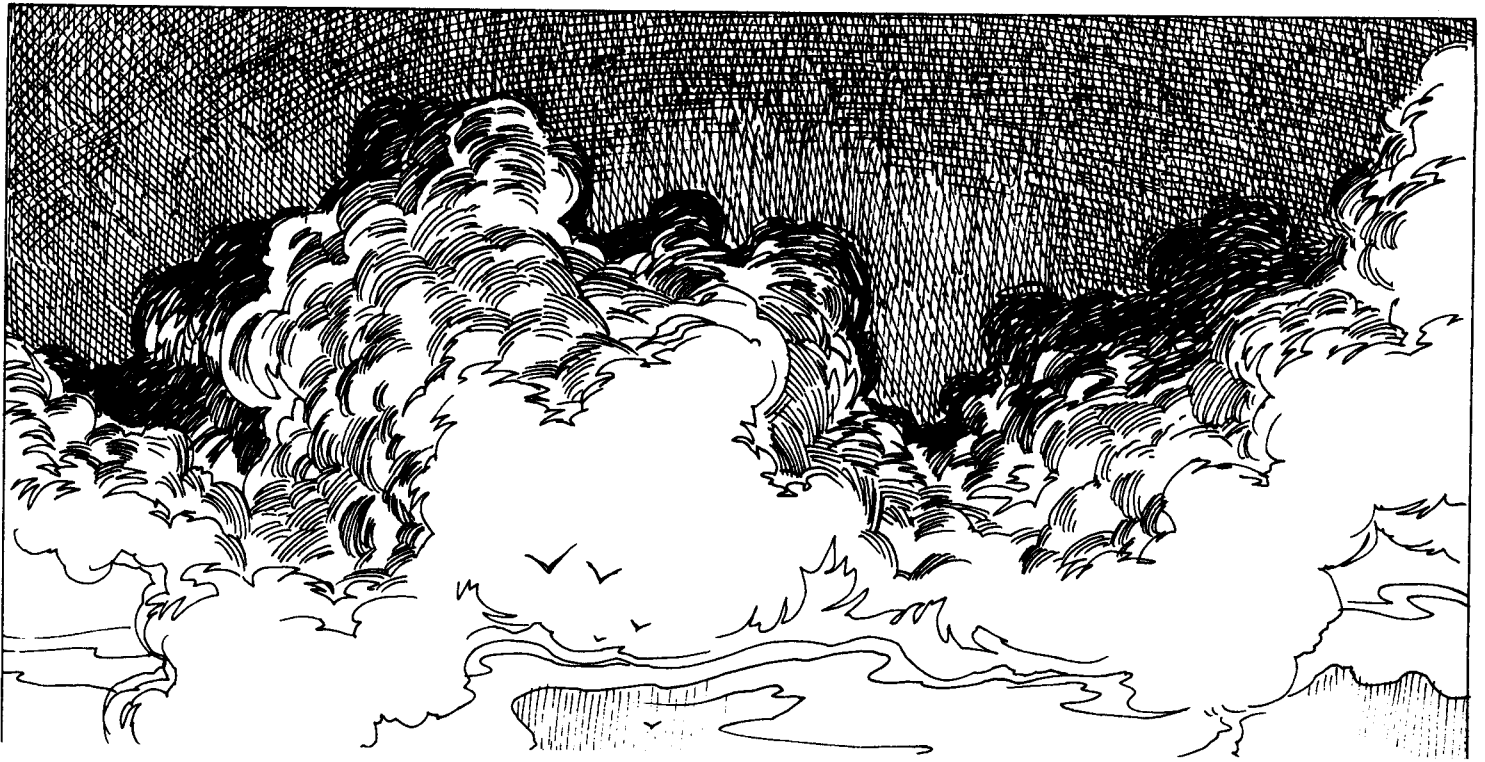
34. Sinking Land

The Sinking Land is one of the geological wonders of Nehwon. It is said that a large bubble of gas regularly builds up within a subterranean dome of rock below the Sinking Land. When the pressure reaches the bursting point, the gas escapes into the sea and the land above sinks about 12 feet, creating a water passage (for shallow draft vessels) between the Inner Sea and the Sea of The East. The land slowly rises again, making the water passage shallower by the hour, until it emerges to re-form the land neck linking Lankhmar and Ilthmar.

This isthmus is thirty miles long, requiring travelers to hurry along if they wish to avoid swimming. To add to the challenge, the length of time the land remains above water varies unpredictably. When the land submerges, the center of the area sinks first, and a rolling wave of water advances from the center in both directions at about 20 miles per hour until the entire land falls once again under water.

For game purposes, the DM rolls any die when the player characters first arrive at the border of the Sinking Land. If the result is an even number, the land is above water; if an odd result, it is currently submerged.

If the land is submerged, the DM rolls 1d12. The result is the



number of feet of water covering the land, and the number of hours until the land rises above water level.

If the land is raised (or rises as the PCs watch), the DM rolls 2d8 to determine how many hours the land will remain above water. If the land was above water when the PCs arrived, subtract 1d6 from this result for time that has already passed. If a 0 or less results, the land begins to submerge immediately.

35. Earth's End

This narrow promontory of land marks the end of Lankhmar's Great Dike, erected to hold the tides and storms of the channel between the Inner and Outer Seas back from the grainfields of Lankhmar. A relatively desolate and uninhabited spot, Earth's End sees few visitors.

36. Lakes of Pleea

These large lakes provide the headwaters for the broad River Hlal. Nestled among the foothills of the Mountains of Hunger, the lakes are deep and cold. Small fishing villages border most of the lakes, taking advantage of generous catches of trout and salmon.

37. River Hlal

This broad and muddy stream flows from the Lakes of Pleea to the Inner Sea. From a spot near the river's headwaters, a canal leading to the Sea of the East has been cut across a narrow strip of the continent. Because of the sporadic nature of the Sinking Land, this canal and the river itself provide the only reliable shipping route between the Inner Sea and the Sea of the East.

The river provides a main highway for Lankhmar's commerce; huge barges continually drift downstream carrying grain from the fields to the city's monstrous silos. A lesser import is the fish caught in the Lakes of Pleea, regarded by Lankhmar as a pleasant change of pace from the saltwater products of the Inner Sea.

38. Mountains of Hunger

This mountain range is not high by Nehwonian standards, but is extremely barren. Little plant or animal life exists on the rocky and volcanic slopes of the Mountains of Hunger. Although most of the volcanos that gave birth to the range now lie dormant, a few have been known to issue occasional bursts of steam and ash.

39. Quarmall

Quarmall is the bizarre capital of a decadent and formerly great culture. At one time, ships from the Empire of Quarmall sailed to

all corners of Nehwon. Now, Quarmall is a slave-holding society that has retreated within its huge, domed city. Every member of Quarmallan society lives underground in a series of vast interconnecting tunnels and chambers. The culture is ruled by a handful of powerful and corrupt aristocrats who have some of the most potent sorcerers and astrologers in Nehwon under their command. During the time of Fafhrd and the Gray Mouser, Quarmall was split into upper and lower levels. These warred against each other in a magical civil war.

40. Klesh

This country lies south of Quarmall on the coast of the Outer Sea. A land of tropical jungles between the coast and the vast inland deserts, Klesh is inhabited by a race of dark-skinned humans.

Very little about Klesh is known to the outside world, for its people are secretive and mysterious. Certain products valuable to the rest of Nehwon, notably ivory, rare spices, and tobacco, originate there. Although the only Kleshite communities seen by outsiders are isolated fishing and trading villages along the coast, rumor tells of several fabulous cities of rare beauty and ancient architecture which lie within the impenetrable Kleshite jungles. Although the people of Klesh are not outwardly hostile, no expedition into the interior of the country has ever returned.

41. Quarmall Barrens

A vast desert occupying most of the eastern portion of the continent of Lankhmar, the Quarmall Barrens are an uninhabited region of towering sand dunes, splintered red rock, and little water.

42. Kokgnab

Located at the opposite end of the Lankhmar continent from the City of Adventure, Kokgnab is a small country of both farmers and seafaring folk. The country is known for its exotic spices and customs.

Godsland (Not Shown on Map)

Thought to be located near or over Nehwon's South Pole, Godsland is the home of all the gods. Warm and balmy all year, Godsland is apparently not subject to the vagaries of climate that belabor the rest of the world. However, Godsland is widely believed to be a part of the world rather than removed from it.

Chapter 4: Player Characters

Lankhmar is a city of fascinating plazas, bizarre marketplaces, every imaginable type of store or shop, a countless variety of taverns and inns, and warehouses stocked full of unusual goods. Yet, much more importantly, Lankhmar is also a city of people!

A great many of these people are minor characters in the heroic stories acted out for our entertainment by Fafhrd and the Gray Mouser. The magicians, thieves, whores, bartenders, tailors, merchants, and ship captains of Lankhmar are people that our heroes encounter throughout the wealth of adventure Fritz Leiber has provided for us. Some of these "minor" characters are villains, providing worthy adversaries to the pair of swordsmen; while still others are their friends, trusted comrades who accompany them through their adventures.

Then there are those who give us a reason for the adventure: damsels in distress, or dishonest fences. And of course, many characters appear in simple "cameo" roles: the barmaid that serves our heroes a pitcher of ale, and catches a gleam of interest in the Mouser's eye; or the tailor who stitches together a disguise when Fafhrd decides to travel incognito.

But the characters of greatest interest to readers, and to game players, are the heroes themselves. Of course, readers have the simple task of enjoying the stories and participating vicariously in the adventures of the mighty and, thus far, invincible pair.

If the City of Adventure will be used as a gaming aid, however, the proper use of Player Characters rises to utmost importance. Of course, PCs from other AD&D® campaigns may well travel to Lankhmar to sample the mysteries, terrors, and delights of that unique city. In this case, your own gaming background will account for how they get there and where they come from.

If you want to use characters native to the world of Nehwon, this section provides a few suggestions. Of course, Fafhrd and the Gray Mouser head the list. Do not think, however, that a Dungeon Master or player cannot create new characters, from and of Lankhmar, to adventure and grow in the city.

Before creating Player Characters for the Nehwonian campaign, both player and Dungeon Master are referred to Chapter 9, AD&D® conversions for Nehwonian campaigns. That chapter explains some significant differences between the normal AD&D campaign world and the campaign world of Nehwon, as created by Fritz Leiber. The most significant differences are the absence of the demi-human races (elves, dwarves, and halflings) and the increased rarity of magic-using people and magic items.

For use as a shortcut, or for those players who wish to recreate the stories and the characters used in those stories, five player characters from the stories are presented. Use all or some of the characters, and do not hesitate to create additional characters unique to your own campaign.

Following are the recommended characters for playing a Nehwonian or Lankhmarian adventure or campaign. The order they are presented is the recommended order for using them. For example if there are only two players, use Fafhrd and the Gray Mouser. If there are four players, the best group would be Fafhrd, the Gray Mouser, Vlana, and Pulgh. Characters from other campaigns can be played with these Nehwonian characters. This might be necessary if there are more than five players for an adventure.

There are three age groups assigned to each player character. These reflect their abilities at different times in their lives. All the adventures in this book are rated for the set of levels to use. Any adventure should use player characters of the same age; youth, mature, or peak.

If these player characters are used on a long term basis in a campaign, they earn experience points and levels in the normal fashion. In the case of multiple character classes, the one in capital letters is the current class in which the character is earning experience. This means that if a character starts as a youth he will not have the same class levels as the peak when he is high level. The player characters should not be forced into the same growth directions as those of the stories.



Fafhrd

	Peak	Mature	Youth
Ranger	15th	10th	5th
Thief	5th	3rd	1st
Bard	5th	4th	3rd
Alignment	Neutral Good		
Strength	18/75 (+2, +3)		
Intelligence	15		
Wisdom	10		
Dexterity	17 (+1, -2)		
Constitution	19 (+5, +1)		
Charisma	17 (+30%, +30%)		
Armor Class	6		
Hit Points	130/110/60		

Standard equipment: Leather armor, bastard sword, dagger

Born in the frozen northlands of Nehwon, Fafhrd was raised by his mother, Mor, in the matriarchal society of Cold Corner. There he learned fighting, hunting, archery, sailing, mountain climbing and Skald talents. A Skald is the Nehwon term for Bard (See Appendix *AD&D conversion*). Like most northern barbarians he has a small talent for thievery.

This red-haired northern barbarian stands 6' 11" tall; all of it muscle. He favors a beard and tends to wear his hair in a single braid down his back. Fafhrd dresses the part of the barbarian in furs and manly jewelry. He takes great pleasure in correcting the opinions of those who call him uncivilized.

As a ranger Fafhrd favors a bastard sword and a dagger. He always names the sword Graywand and calls the dagger Heart-seeker. On several occasions Fafhrd has been known to use a battle axe balanced for throwing, instead of a sword or hand axe. He has been known to use a long bow for hunting. He strictly follows the armor and shield restrictions (PH 118) for Bards. As noted, he does not obey the weapons restrictions.

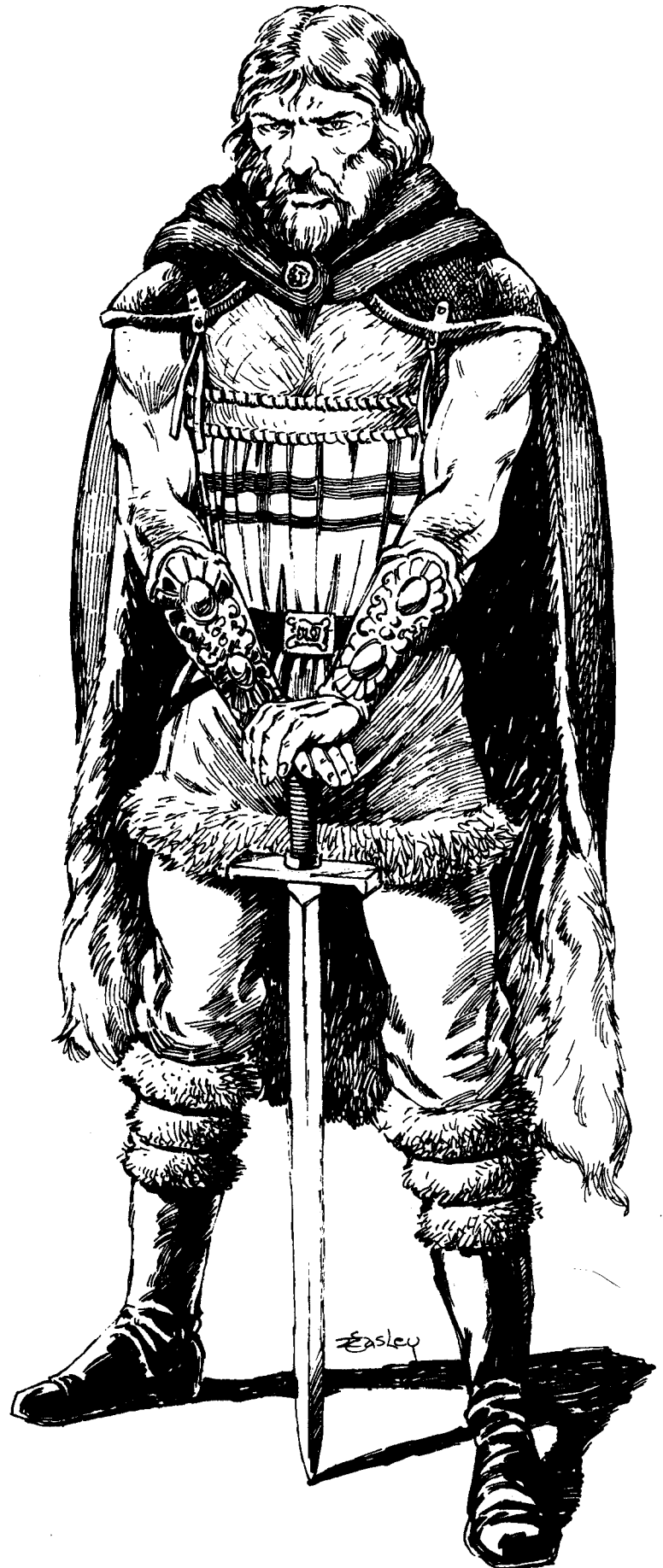
All the men of Cold Corner are expert climbers and Fafhrd is no exception. He climbs as a 15th level thief and is not subject to any modifiers for ice and snow when cling.

The mighty northern barbarian both fears and hates wizardry. As a result he has none of the spell casting abilities normally associated with rangers and bards. Even if he had them he would not use them. This restriction does not apply to the other natural abilities of these classes which have spell-like effects. For example, Fafhrd is as fully capable of charming creatures with song as a bard.

Having lived much of his life in the frigid northlands, Fafhrd is adept at survival in that environment. He gets +3 on any saving throw against cold. He knows all the tricks for finding food, shelter, and safety in winter and northern wilderness areas.

Like his companion the Gray Mouser, Fafhrd is susceptible to the charms of beautiful women. When he is an NPC, any woman with a Charisma of 16 or 17 has a 50% chance of *charming* him. A woman with Charisma 18 automatically *charms* him. As a PC, Fafhrd loses 1-6 status points if he does not act as if *charmed* in the presence of a woman with a Charisma of 18. There is a 50% chance of losing 1-6 status points for not acting as if *charmed* in the presence of a woman of Charisma 16 or 17.

Fafhrd loves to spend money on silly things, like drink, women, and worthless baubles. As a result, he must spend twice as much to maintain the same social level as normal inhabitants of Lankmar. It costs him twice as much to attain the next social level compared to most Lankmarians.



Gray Mouser

	Peak	Mature	Youth
Fighter	10th	6th	3rd
Thief	15th	10th	5th
Magic-User	3rd	3rd	3rd
Alignment	Neutral		
Strength	15		
Intelligence	16		
Wisdom	11		
Dexterity	19 (+3,-4)		
Constitution	17 (+2)		
Charisma	17 (+30%, +30%)		
Armor Class	4		
Hit Points	90/70/35		

Standard equipment: Leather armor, rapier (treat as a long sword), dagger (balanced for throwing)

The Gray Mouser's origins are shrouded in mystery. Even he does not know where he was born or who his family is. He was raised by a hedge wizard that practiced white magic. Mouser chose to peer into his mentor's books on black magic rather than study the white. See the chapter on AD&D conversions for more information on white and black magic. Upon the hedge wizard's death he firmly allied himself to black magic and ended up in Lankhmar.

The dark-skinned Mouser is probably of southern extraction. He stands 5' 4" tall, all wiry muscle. He enjoys clothing himself in mystery and so wears concealing garments all in gray. He wears a cloak and hood, tunic and trousers with soft boots for his feet. He is fond of gray gloves, so long as they don't encumber him.

Gray Mouser's favorite weapons are an edged rapier and a throwing knife. If he has had a particular rapier for over two weeks he wields it with a +3 on all Hit rolls because of his particular proficiency. The rapier is treated as a long sword and the throwing knife as a dagger. He always names the rapier Scalpel and the throwing knife Cat's Claw. When Mouser fights with one in each hand he gets 2 attacks per round, one with each weapon, and no penalties. He strictly follows the weapons and armor restrictions of the thief class except that he does not use poison.

Cities, especially the nastier parts, are Mouser's natural environment. He is extremely streetwise, particularly in Lankhmar, receiving a +2 bonus on all rolls for finding information, bargaining and dealing with bureaucratic systems. He is well-known to the underworld of Lankhmar.

The Gray Mouser is fascinated and drawn to anything magical. Unfortunately he is rarely able to keep hold of these things. As a result, he has no spell book even though he is a 3rd level black magician. This means he cannot cast any spells in the normal course of an adventure. Should he happen upon a spell book, he can use any spells it contains. Keeping the book for any length of time is virtually impossible in thief-ridden Lankhmar.

Like his companion Fafhrd, the Gray Mouser is susceptible to the charms of beautiful women. When he is an NPC, any woman with a Charisma of 16 or 17 has a 50% chance of *charming* him. A woman with Charisma 18 automatically *charms* him. As a PC, the Gray Mouser loses 1-6 status points if he does not act as if *charmed* in the presence of a woman with a Charisma of 18. There is a 50% chance of losing 1-6 status points for not acting as if *charmed* in the presence of a woman of Charisma 16 or 17.

Mouser has a great love of spending money on silly things, like drink, women and worthless baubles. As a result, he must spend twice as much to maintain the same social level as normal inhabitants of Lankhmar. It costs him twice as much to attain the next social level compared to most Lankhmarts.





Viana, Thief

Peak: 15 Mature: 10 Youth: 5
 Alignment Neutral (Evil)
 STR 12 DEX 17 (+1,-2)
 INT 16 CON 12
 WIS 14 CHA 17 (+30%, +30%)
 Armor Class 5 Hit Points 48/40/21

Standard equipment: Padded armor, short sword, dagger, long bow, 12 arrows
 Born the daughter of a farmer in Lankhmar's grain fields, she watched her parents starve to death supporting Lankhmar's greed. Vowing vengeance, she took up the life of a thief with a female partner in the city of the black toga. Eventually the Thieves' Guild caught and murdered her partner and mentor. Vowing yet again for vengeance, she fled Lankhmar to plot against the guild.

While traveling as an actor and mime, she met Fathrd. She returned with him to Lankhmar to wreak her wrath upon the powerful Thieves' Guild. Soon after arriving in the city, she was killed by a sorcerer as Fathrd's punishment for illegal thievery.

Viana was a masterful actor and mime. She could disguise herself as male or female. She was brave and resourceful in any situation. While away from Lankhmar, she learned skill with the bow to rival most warriors.

In the Fathrd and Gray Mouser stories Viana died very early. In game terms she never surpassed Youth. Her other ages have been provided so that adventures can be played where Viana may have survived.



Pulgh, Fighter/Assassin

Peak: 15/6 Mature: 10/4 Youth: 5/2
 Alignment Lawful Evil
 STR 17 (+1, +1) DEX 17 (+2,-3)—
 INT 14 CON 16 (+2)
 WIS 15 (+1) CHA 8 (05%)
 Armor Class 3 Hit Points 90/75/40

Standard equipment: Studded leather armor, long sword, short sword, 7 throwing daggers (3 poisoned), 6 darts (all poisoned), catrops, strangling wire

A very mysterious figure, Pulgh keeps himself out of the public eye unless he is on a job. Nothing is known of his background or private life. He is a high member of the Slayer's Brotherhood; maybe even its leader.

Pulgh always dresses in black. Even the hilts of his weapon are wrapped in black leather. When performing an assassination he wears a black hood and face mask.

Poison is Pulgh's favorite tool. He is a master poisoner, capable of mixing a poison to suit almost any purpose. He makes frequent trips outside Lankhmar to collect the rare ingredients for them. Upon his return, he spreads rumors of his adventures, painting them to be heroic and good deeds.

The public of Lankhmar sees Pulgh as a hero of good alignment that must occasionally stoop to evil deeds to keep bread on the table. He is actually a wealthy man that is evil but performs good deeds by accident or to improve his public image.

He is intelligent enough to realize that he needs Lankhmar. If the city is in danger, he will do his utmost to save it, making a profit if possible.



Kreesktra, Fighter

Peak: 12 Mature: 8 Youth: 4
 Alignment Chaotic Good
 STR 17 (+1, +1) DEX 16 (+1,-2)
 INT 15 CON 14
 WIS 12 CHA 12
 Armor Class 8 Hit Points 60/45/25

Standard equipment: Long sword, hand axe, long bow, 20 arrows, ghoul horse

Kreesktra is a ghoul, but not the normal AD&D undead monster. A Nehwon ghoul is a normal human with one major difference; the are not. They are called ghouls because their religion requires them to eat human flesh.

Like most ghouls, Kreesktra abhors wearing clothing. She is proud of her bones and enjoys displaying them, often terrorizing normal humans. While in Lankhmar she consents to wearing a cloak and for special occasions might wear make-up to give her a normal appearance. If an unprepared person sees a ghoul, he must make a Saving Throw vs. Fear.

The society of the ghouls is very war-like. They are usually at war with one or more cities and are always hunting stray humans. Kreesktra has learned to use the sword, axe, and bow very effectively. She never wears armor but might use a shield in combat if one is offered.

Fathrd met and loved Kreesktra after he was an established hero. In game terms both are considered Mature. Her abilities are given for all three ages for those who might want to play a different story line.

Kreesktra is intensely loyal to her friends and lovers. Some would say she has a wide streak of jealousy. She would not be above killing a rival. Do not mistake strong emotion with stupidity. Kreesktra is very smart and can curb her emotions if necessary.

Non-Player Characters

The characters listed below are not for use as player characters. They are for the Dungeon Master to use as people for the PCs to meet and interact with.

Some of the following NPCs have outstanding attributes. These are indicated in parentheses with the following abbreviations.

S = Strength
I = Intelligence
W = Wisdom
D = Dexterity
Con = Constitution
Ch = Charisma

Alyx the Pickpocket

Thief: 4th level
Social level: 2
Alignment: Neutral

She is a pretty woman (Ch 14) with jet black hair. Alyx operates as a thief in defiance of the Thieves' Guild's rules. She is not a member and they do not admit women. She specializes in pick pocketing. Alyx is reasonably smart (I 12) and does not talk much.

Atya

Human: 0 level
Social Level: 8

Alignment	Lawful Evil
Strength	10
Intelligence	13
Wisdom	15
Dexterity	11
Constitution	8
Charisma	16 (+ 20%, + 25%)
Armor Class 10	Hit Points 10

Atya is a beautiful black-haired woman. She wears expensive black clothes with some red or white ornamentation. She rarely has any jewelry with her. She never wears armor, but always carries a jeweled knife which does 1d3 damage on a hit.

Her temper is well-known throughout Lankhmar as one of the shortest. She enjoys taunting and insulting men, especially rich ones. Atya is smart enough to curb or channel her anger if necessary. Usually her taunts are designed to produce a certain reaction. She hen-pecked her husband Muulsh, the moneylender, into giving her wondrous jewels and doing anything she wished.

Atya is the priestess of the goddess Tyaa (see Gods of Nehwon). She is a direct descendant of the old priestesses before the worship of Tyaa was outlawed in Lankhmar. Atya has been granted certain abilities and powers by Tyaa.

The priestess can talk to any evil birds, such as ravens, crows, and vultures. She has the power to control ravens and the special Birds of Tyaa (see Monsters of Nehwon). Once a week Atya can polymorph into a giant raven.

Atya's favorite tactic is to have the talons of her birds poisoned. Any successful hit by a raven requires a Saving Throw vs. Poison. If it is failed, the victim dies in 2d10 rounds. She is smart enough to vary her tactics if necessary. Her goal is to have the entire world worship Tyaa.

There are still a few believers in the city. Atya has worked hard to contact as many of them as possible. At most she may have 20 totally dedicated servants. Roll 1d6 for each servant to determine his level as a fighter. These servants will kill or die for their goddess and priestess.

Bannat

Thief: 2nd level
Social Level: 2

Alignment: Lawful Neutral

He is the daytime beggarmaster for the Beggars' Guild. Like most beggars, he has some minor thieving abilities. Bannat is tall and lean with hair the color of used dishwater. His face is pock-marked from a childhood disease (Ch 5). His favorite begging method is pretending starvation and disease.

Bashabeck

Thief: 9th level
Social Level: 4
Alignment: Lawful Evil

He is a respected member of the Thieves' Guild. He is well-known for always wearing an orange turban. He is a large man (S 16, C 15) and unafraid of combat. He once received a crushed collar bone for his attempts to kill Fafhrd.

Basharat

Thief: 2nd level
Social Level: 2
Alignment: Lawful Evil

He is a racketeer that specializes in extorting money from Lankhmar's various churches. At one point he was the city's biggest extortionist. He is a short, non-descript, red-haired man. He is always extremely polite, even to those he is torturing.

Bawdres

Human: 0 level
Social Level: 2
Alignment: Neutral Good

This tall heavily-bearded man was the head priest of the church of Issele the Jug. Most of the time he is only marginally devote and is frequently drunk. This has led to his pot belly and slovenly appearance. He is cowardly and easily manipulated by those around him.

Bawdres disappeared when the temples of Issek were razed by the Gods of Lankhmar. All the priests of that temple vanished that day.

Braggi

Human: 0 level
Social Level: 3
Alignment: Neutral

He is the strong (S 17), but fat, owner and barkeep of the Silver Eel tavern. Like all barkeeps in thief-ridden Lankhmar, he is extremely tight-lipped, although he can be bribed. Braggi's most pressing concern is his continued existence and good health.

Duke Danius

Fighter: 3rd level
Social Level: 12
Alignment: Chaotic Neutral

This famous nobleman of Lankhmar was obsessed with a fear of death. This obsession drove him to insanity. He tried to kill Death in the god's Shadowland Castle, but was killed himself.

Dickon

Thief: 4th level
Social Level: 4
Alignment: Lawful Evil

He is often called an armchair thief because he plans thefts that others carry out. He is the guild's master floor planner (I 17). He is responsible for all floor plans used to aid thefts. At one time Dickon was a great thief (11th level), now his physical skills have left him.

Elakeria

Human: 0 level
 Social Level: 14
 Alignment: Neutral

She is the niece of the Overlord Glipkerio Kistomercies. Elakeria was fat for most of her life until the side effect of a magical potion of shrinking left her slim and beautiful. She has always been extremely fond of male companionship, though usually for no longer than a single evening.

Eesafem

Human: 0 level
 Social Level: 3
 Alignment: Chaotic Evil

She is small, thin, and beautiful with almond eyes sharp as needles. In her native city of Horborixen she was tutored in metal working by her master craftsman father, Gorex. Upon reaching puberty Eesafem was forced into the harem of the king.

Her brief stay there was marked with violence, for which she was marked with tatoos. All of her hair was shaved off and fantastical blue and green tatoos put in their place. She was insane for a brief time until magically transported to Lankhmar where an early morning seduction by the Gray Mouser returned her mind.

She now resides in Lankhmar on Copper Court behind Silver Street. Eesafem is one of the city's finest jewelers and metal smiths. She has a secret business of making deadly ornaments, specializing in poison-fanged rings.

Eyes of Ogo

Thief: 5th level
 Social Level: 2
 Alignment: Neutral Evil

Publicly she is the servant girl of the wealthy fence Ogo the Blind. Actually she is the mastermind (I 17) of his operation. Ogo does not exist. Since all interviews take place in a totally dark room, no one has ever seen Ogo. His voice is projected by Eyes. See Ogo the Blind for information on how her operation is run.

Eyes has pale straight hair and somewhat darker skin. Her overlarge eyes, small chin, and pouting lips give her the appearance of a young girl, even though she is older. She is a master ventriloquist and actor. She is calm and collected in dangerous situations.

Fissif

Thief: 8th level
 Social Level: 3
 Alignment: Neutral Evil

This fat thief slowly worked his way up in the Thieves' Guild. His specialty is double dealing. His sharp mind (I 16) is always looking for ways to turn any situation to his advantage. He is rarely trusted, even by his fellow thieves.

Flim

Thief: 3rd level
 Social Level: 2
 Alignment: Lawful Evil

He is the night beggarmaster of the Beggars' Guild. He is a portly man with a severe limp. He has a gilded staff and usually wears turbans with golden decorations. Flim is slow and deliberate in everything except a fight (Dex 15). It is almost impossible or hurry or intimidate him. Like all beggars, he is a master of disguise and deception.

Fralk

Human: 0 level

Social Level: 10
 Alignment: Neutral

She is one of the twin daughters of Duke Danius. After his death, she inherited half of his considerable estate.

Freg

Human: 0 level
 Social Level: 1
 Alignment: Lawful Neutral

She is the pretty (Ch 14) maid of the thief Ivlis.

Friska

Human: 0 level
 Social Level: 2
 Alignment: Lawful Neutral

She is a pretty (Ch 15) female slave rescued from Quarmall by Fafhrd and Gray Mouser. The one-time lover of Fafhrd, she now lives in Lankhmar.

Frix

Djinn (see MM 28)
 Social Level: 2
 Alignment: Chaotic Good

A princess on her home plane of Arilia (air), she was enslaved by Hisvet for a while. She was forced to serve Hisvet until such time as she had saved her mistress's life three times. While in this service Frix took human form (S 18, D 18, Ch 16). Hisvet knew some of Frix's abilities, but the canny Djinni took great efforts to hide most of them from her. Whenever possible she used normal human methods to accomplish the tasks Hisvet set to her.

Fro

Human: 0 level
 Social Level: 10
 Alignment: Neutral

She is one of the twin daughters of Duke Danius. When he died she inherited half of his considerable estate.

Gavs

Ranger: 6th level
 Social Level: 3
 Alignment: Lawful Neutral

He is one of Fafhrd's crew on the ship Sea Hawk. He was formerly a barbarian of the Steppes. He stands almost as tall as Fafhrd, and is physically capable (S 18, Con 18).

Gib

Thief: 6th level
 Social Level: 2
 Alignment: Lawful Neutral

He is one of Gray Mouser's crew on the ship Flotsam. He was once a thief in Lankhmar.

Gis

Assassin: 10th level
 Social Level: 2
 Alignment: Slayers' Brotherhood.

He is a sadistic knife-throwing specialist and member of the Slayers' Brotherhood. He carries a belt of 14 throwing daggers with him at all times. Gis's skill is such that he gets +2 on Hit rolls and damage with his daggers when he throws them.

Gis frequently spent his free time with the courtesan Tres. She was an expert knife thrower, although not in his league. He killed

her while under the influence of the *cloud of hate*. Shortly afterward he died with the Gray Mouser's knife in his eye socket.

Glipkerio Kistomerces

Human: 0 level
Social Level: 15
Alignment: Chaotic Evil

A nobleman, he became the Overlord of Lankhmar. He committed suicide during the rat plague. He was nicknamed the "beanpole monarch" for his tall, slender build. He was a weak-willed and effeminate Overlord who enjoyed watching his slaves whipped. He was dominated by his wife Samanda.

Glavas Rho

White Wizard: 5th Level
Social Level: 2
Alignment: Lawful Good

This gentle old man first tutored the Gray Mouser in magic. He was known as a hedge wizard because of his seeming lack of ability. His belief in peace was so strong that he did not even attempt to fight Duke Jannarl when the lord slew him.

Glinthi the Artificer

Fighter: 2nd level
Social Level: 4
Alignment: Neutral

He is a metal and weapons smith (S 17, C 16) of Lankhmar noted for his high quality work. Unfortunately it always takes twice as long as he says to make a requested item. He is bald and sports a well-manicured mustache.

Gnarfi

Thief: 8th level
Social Level: 3
Alignment: Neutral Evil

This stocky, boar-faced man is a thief and treasure hunter of Lankhmar. He always wears brown leather armor. Gnarfi is skilled in animal training, having once trained and led two brown bears on a mountain climbing expedition. The invisible lord of the mountain, Stardock, slew him.

Gnarlag of the Two Swords

Fighter: 8th level
Social Level: 2
Alignment: Chaotic Evil

This burly-muscled (S 16) ruffian is fond of using two swords, one in each hand. He has practiced long and hard with this technique (Dex 7) and does not suffer the usual Dexterity penalty. He was killed by Fafhrd while under the control of the *cloud of hate*. Few people mourned his passing as he was known for being a cruel and vicious killer.

Griff

Thief: 6th level
Social Level: 2
Alignment: Chaotic Evil

He is a middle-sized, red-haired apprentice thief that is fond of using grease to escape from his pursuers' grasp. The level shown is Griff's peak ability several years later.

Grilli

Assassin: 4th level
Social Level: 2
Alignment: Lawful Evil

This small, greasy weasel of a man is an expert assassin. He always wears leather armor and carries two long razors. He is so agile (Dex 18) that he can make two attacks per round with the razors which do 1d4 damage each.

Once every three rounds he can attempt to instantly kill his opponent with a razor slice. This attempt replaces his normal two attacks per round. Use the assassination table (DMG 75) to determine his success. His chance of success is altered 5% for each defensive adjustment of the victim's Dexterity (PH 11). To use this attack form, his opponent must be humanoid, man-sized, not wearing metal armor (chain, banded, plate), and be armed with weapons no larger than a short sword.

Grilli is vicious and mean. He likes to cut people with his razors. As a result he always seeks work as a henchman for someone that needs his skills. Even the toughest Lankhmarts leave Grilli alone.

Grom

Thief: 5th level
Social Level: 4
Alignment: Lawful Evil

He worked his way up to sub-treasurer of the Thieves' Guild. Since attaining that position he has let his skill lapse. At one time he was a 10th level thief. These days he plans embezzlements, financial con jobs and swindles. As a result he is known as an armchair thief.

Grom is a tall lean man with a pock-marked face. He is totally devoid of any sense of humor. His high, squeaky voice seems out of place with his general appearance.

Hammomel: The grandmaster of the Thieves' Guild during the reign of Pulgh Arthonax.

Harsel

Thief: 2nd level
Fighter: 5th level
Social Level: 4
Alignment: Lawful Evil

He is a one-eyed bandit chief that the Gray Mouser served for a time. Harsel and his band of two dozen preyed upon unwary merchants traveling to Lankhmar.

Hisvet

Wererat
Social Level: 9
Alignment: Chaotic Evil

Strength	8
Intelligence	17
Wisdom	13
Dexterity	12
Constitution	9
Charisma	18 (+40%, +35%)
Armor Class	6
Hit Points	12

This evil woman prefers to keep the shape of a human. She only changes if absolutely necessary. As a human she is short (5'3") and slender. Over her pointed chin is a small mouth with a pouty upper lip which reveals two front teeth slightly larger and longer than the others. Her straight, fine hair is pure white, shot through with silver, and grows further down on her forehead than considered fashionable. Hisvet usually wears loose, white silken garments.

Hisvet has an endless fascination with exotic love games and tortures. She rarely participates herself, but prefers to watch the antics of others. This occasionally distracts her from the purpose at hand, but usually she is willing to put off her pleasures to forward her goals. Hisvet is endlessly clever and always has a plau-

sible excuse for any behavior or event.

She was born the daughter of Hisvin (a wererat) and a queen of the rats (see Creatures of Nehwon). While she is not a member of the ruling 13, she is considered royalty by the rats. Hisvet is always plotting to increase her power in the world outside of the rat kingdom.

Her curiosity about all things magical has led to some interesting results. While she had no aptitude for spell casting, she collects magical items, particularly potions. Hisvet is an alchemist capable of creating any potion. The process takes from 1 to 10 months depending upon the type of philter. Like all alchemists, she must have the proper ingredients on hand.

There are two magical items that Hisvet has in plenty. One is a *potion of diminution* which lasts for $8 + 1d6$ turns. This potion obeys the law of conservation of mass. When shrinking, a puddle of pink slime is left behind for the flesh the imbiber sheds. When the potion wears off extra mass is taken from the nearest similar source. Flesh is obtained from nearby people if the character is not close to his puddle. Metal or wood are taken from objects at hand.

The second common magical item are bolts for a miniature (rat-sized) crossbow. Hisvet has 2d6 of them handy at the beginning of any adventure. When the bolt hits it does no damage. Once lodged, the magical bolt cannot be taken out, even with surgery. The victim acts under a philter of love (DMG 127) of extra power. He remains charmed and enamored toward the firer until the person firing the bolt touches the wound and wishes it removed.

Hisvin

Wererat

Social Level: 9

Alignment: Lawful Evil

Strength	10
Intelligence	16
Wisdom	14
Dexterity	14
Constitution	13
Charisma	16 (+20%, +25%)
Armor Class	6
Hit Points	14

Like his daughter Hisvet, he prefers to stay in his human form. He is of medium height with a constant stoop. He has a long pointy nose and a face full of wrinkles. His hair is mostly gray, as one would expect from a man of 60. But he is agile and in good health. He is extremely fond of black leather garments and usually wears black leather armor.

Hisvin has a sour personality that does not tolerate humor or frivolity. He finds any discussion not relevant to his plots or business annoying. His daughter's activities irritate him in particular. In his human guise, he is a successful merchant in Lankhmar.

Hisvin is the chairman of the council of 13 for all rats. His title in the rat kingdom is Lord Null. His desire is to extend his personal power into the lands of men. He tried once to conquer Lankhmar with rat legions.

This rat nobleman's sole talent is political maneuvering. He maintains his position on the council of 13 and improves his lot in the city with this skill. He keeps a artisans to do any necessary work. Like his daughter, he keeps a constant supply of *potions of diminution* which she concocts.

Hristomilo

Black Magician: 10th level

Social Level: 4

Alignment: Neutral Evil

Since birth he has been taunted about his appearance (Ch 4). He is tall and severely hunchbacked. His clubhands are unnaturally thick in the palm with huge knuckles and fingers only an inch long (D 3). His nose is long and pointed, shadowing his almost



chinless mouth. His complexion is a yellow-gray. His stubbly gray beard grows almost up to his eyes.

His appearance is what took him to the Wizards' Guild to learn the black arts. He made his mind (I 18) do what his body could not. At the time of his death at Fafhrd's hand he was a powerful wizard working for the Thieves' Guild under Krovas.

Hristomilo has a weasel familiar. Through the use of magic he has improved the creature's Intelligence and given it the ability to speak. He owns 2d6 potions, 1d4 scrolls and 1d8 miscellaneous magic items.

Ilaia

Human: 0 level

Social Level: 4

Alignment: Lawful Neutral

She is the high priestess of Aarth. Still reasonably young, she has become slightly bored with her existence. She was once caught in a romantic interlude with the treasurer of the temple. They had been quarrelling about the division of some temple relics.

Innesgay

Human: 0 level

Social Level: 14

Alignment: Neutral

She is the daughter of Overlord Glipkerio Kistomercies. She was promised as a bride to the prince of Ithmar. The betrothal was called off after Glipkerio committed suicide.

Ivivilis

Human: 0 level

Social Level: 1

Alignment: Neutral Good

She is a pretty (Ch 15) former slave of Quarfall. She was rescued by the Gray Mouser and became his lover for a time. Ivivilis is a slim girl with pale white hair and skin to match. She is soft-spoken and easily frightened. She is now a serving girl in Lankhmar.

Ivils

Thief: 4th level

Social Level: 2

Alignment: Neutral Evil

This red-haired wench was the consort of Krovas until he was killed. She is beautiful (Ch 16) and willing to use her body to gain what she desires. Her goals are to amass as much wealth and power as possible.

Ivrian

Human: 0 level

Social Level: 1

Alignment: Chaotic Good

This beautiful (Ch 15) and frail (Con 5) daughter of country Duke Janarri is the Gray Mouser's first love. He killed the Duke and ran off with Ivrian to Lankhmar. Shortly afterward, she was killed by Hristomilo's magic. Throughout her life she depended upon men to provide for her and defend her.

Duke Jannari

Fighter: 4th level

Social Level: 5

Alignment: Chaotic Evil

He is the sadistic, wizard-hating father of Ivrian. He was killed with sorcery by the Gray Mouser before the hero ever set foot in Lankhmar. The duke ruled a portion of the countryside.

Jenago

Human: 0 level

Social Level: 4

Alignment: Lawful Neutral

He is a rich jewel merchant whose business and home is on the corner of Cash and Silver. He is noted for his elaborate, although fruitless, precautions against theft.

Karstak Ovamortes

Fighter: 2nd level

Social Level: 15

Alignment: Lawful Neutral

He was the Overlord of Lankhmar during the early years of Fafhrd's and the Gray Mouser's adventures. The only notable item of his reign is that the Thieves' Guild was at its peak of power and then cast down to one of its all time lows of influence. At the peak he was a puppet of Krovas, the guildmaster.

Khakhht

Black Wizard: 18th Level

Social Level: NA

Alignment: Chaotic Evil

Move	9"
Armor Class	0
Hit Points	100

Khakhht is a powerful sorcerer of unknown origin. He may have been a Mingol many centuries ago, but now is almost alien to the races of Nehwon. As such, the normal abilities and limits of the creatures of Nehwon do not apply to him. He does not have Strength, Dexterity, Constitution, or Charisma. His Intelligence and Wisdom are far above the human norm.

The wizard, Khakhht, lives in a hollow sphere of black ice almost 10 feet across. He has all the continents of Nehwon depicted in black greens, the seas in black blues. The black ice ball is lit by a pale glow with no visible source. Khakhht's home floats a hundred feet above the ice at the northern pole. He has trap doors built into the sides and bottom.

Khakhht can only leave the sphere with the use of powerful magic. All who want to speak to him must fly to his sphere where he leans out of a trap door.

The invisible race living on the mountain Stardock, are in league with Khakhht. He created them out of the invisible flying manta rays that inhabit the mountain. Other than the Mingols these are the only creatures friendly to Khakhht.

Any cold-based spell cast by Khakhht has four times the effect. This includes range, duration and a -4 to all saving throws. Khakhht cannot cast any heat or fire based spell. Any spell he casts has some snow or ice basis.

Kranarch

Thief: 8th level

Social Level: 2

Alignment: Neutral Evil

This lank, black-bearded, elk-faced is a hardy adventurer. In Lankhmar he is a member of the guild. He frequently travels outside of the city where he conveniently forgets his guild brothers. His most constant adventuring companion is Gnarfi, also a thief. Kranarch is fond of the long bow and has some skill with it. He died on Stardock while he and Gnarfi tried to steal a cache of invisible gems.

✱ **Kreshmar**

Assassin: 5th level

Social Level: 2

Alignment: Chaotic Evil

He is an assassin and alley-basher. He always works with his twin brother, Skel, stealing from beggars and downtrodden folk of Lankhmar. They do anything for money and their price is cheap.

Countess Kronia of the 77 Secret Pockets

Thief: 7th level

Social Level: 12

Alignment: Chaotic Neutral

This noblewoman is one of Lankhmar's few freelance thieves. She is tolerated by the Thieves' Guild because of her position and her obvious lack of mental stability. The countess is considered mad by most citizens of the city.

Krovas

Thief: 14th level

Social Level: 6

Alignment: Lawful Evil

He was the crafty grandmaster of the Thieves' Guild during its most powerful years. Upon his death at the hands of the dead master thieves, the guild lost many members and much of its political influence. Krovas is a black-bearded, crop-haired man whose every motion is reminiscent of a snake (D 18). His eyes are deep sunken and lips are razor thin.

Krovas always had guild members practice extreme caution when on a job. Frequently they were required to hire several members of the Slayers' Brotherhood for protection. His sole weakness was women. He took the woman thief, Ivivis, as a lover for a while. Her greed proved to be his undoing and death. He is the only grandmaster in 150 years to sanction the use of black magic to aid thefts.

Laatyana

Human: 0 level

Social Level: 2

Alignment: Neutral

This old crone (S 4, Con 5, Ch 4) sells wigs. Although she is not the best wig maker and seller in Lankhmar, she certainly is not the worst. The Gray Mouser frequently buys his disguises from her shop.

Larlt

Fighter: 1st level

Social Level: 1

Alignment: Lawful Neutral

He is one of the four Mingol slaves that Fafhrd and the Gray Mouser liberated from the Forbidden City of Black Idols. He was freed after sailing the pair to the far shore of the sea. Larlt is an expert sailor. He is short and bow-legged, although still strong.

Lessnya

Human: 0 level
 Social Level: 8
 Alignment: Chaotic Neutral

She is a beautiful (Ch 18) courtesan of Lankhmar favored by many of the noblemen. She had some dealings with Fafhrd when he was an acolyte of Issek of the Jug. For a time she was a follower of Issek.

She has two double-spiraled bracelets which are gifts from the twin Dukes of Ilthmar. She usually gives one to the man she favors. When he falls out of favor, he returns it whether he wants to or not. Fafhrd destroyed one while an Issek priest. During the bird thefts in Lankhmar, Lessnya had her right eye pecked out. Now there is a finely-crafted golden orb in its place. Most noblemen say that this enhances her appeal.

Lukeen

Fighter: 9th level
 Social Level: 8
 Alignment: Lawful Neutral

This lean, slant-shouldered man is 6' 7" tall (Con 18), almost as big as Fafhrd, with dark hair and eyes. He is all sinewy muscle (S 18/25) from years of fighting. He is one of Lankhmar's high-ranking naval commanders. His men are loyal and know him as a hot-tempered fighter who never backs down. He favors browned iron clad chain mail and broad sword in combat. Lukeen is also a master of the quarter staff (D 16).

Lilyblack

Human: 0 level
 Social Level: 2
 Alignment: Neutral

She is a street dancer (D 15, Ch 16) and beggar who enjoys the company of dangerous men. She has had the Gray Mouser as a lover, but dumped him for Grilli, a weasely assassin that favors straight razors. Lilyblack's skin is as pale as a lily and her hair is raven black.

Mannimark

Ranger: 7th level
 Social Level: 3
 Alignment: Lawful Neutral

He is one of the twelve barbarians recruited by Fafhrd to sail the Sea Hawk against the Mingols in the Rime Isle adventures. He is taller than Fafhrd, standing fully 7 feet tall (S 18/76, Con 18). As one of Fafhrd's three lieutenants, he is loyal to him.

Moolsh

Thief: 2nd level
 Social Level: 1
 Alignment: Lawful Evil

He is a lackey of the Thieves' Guild and is frequently used as a roof lookout. When he is not on a job, he is stationed on the roof of the guild building.

Movarl

	Peak	Mature	Youth
Fighter:	12th	8th	4th

Social Level: 14
 Alignment: Lawful Neutral

Strength	17 (+1, +1)
Intelligence	13
Wisdom	15 (+1)
Dexterity	16 (+1,-2)

Constitution	17 (+3)
Charisma	18 (+40%, +35%)
Armor Class 1	Hit Points 90/70/35

Standard equipment:

Plate mail, two-handed sword +1, short sword

He is the Overlord of the Eight Cities; see "Places of Nehwon" for more details. He inherited the throne from his father who is now dead. He stands six feet tall and is in excellent physical condition.

As a crown prince, Morvarl's father made sure that he was well-trained in the arts of war and statecraft. Most of his war experience is in great naval battles. This is sensible considering that his throne resides in Kvarch Nar on the shores of the Inner Sea.

Movarl's favorite foreign relations tactic is to do a military favor for a city or country that did not request one. He then asks for a substantial reward. If the reward is not forthcoming, he performs a military favor for their enemies, namely marching on the miserly city that could not afford to reward him. At one point he swept the Mingol horde from the sea, saving Lankhmar. He demanded a large grain shipment for his reward. When it was delayed, he threatened to side with the land Mingols and take Lankhmar by force. Presumably he would have requested a reward from the Mingols afterward.

Muulsh

Human: 0 level
 Social Level: 3
 Alignment: Lawful Evil

He is a wealthy, influential, and heartless moneylender. He is fat and ugly (C 7, Ch 4) with horrible taste in clothing. He has two great loves in life other than money; jewels and beautiful women. He tries to obtain them with his money.

His home is a square, flat-roofed, three-story house on the edge of the grain merchant's district and the warehouses. It stands next to the abandoned temple of Tyaa. His former wife, Atya, was secretly the high priestess of that evil and forbidden cult. She hen-pecked Muulsh into total submission to her.

Naph

Thief: 1st level
 Social Level: 1
 Alignment: Chaotic Neutral

He is a blind beggar. His appearance (Ch 3) and odor are revolting. Most people give him money to go away, but not out of pity.

Nattick Nimblefingers

Human: 0 level
 Social Level: 3
 Alignment: Neutral

He is an expert tailor with his business and home on Plague Court near the Silver Eel. He is the friend of Gray Mouser and occasionally, Fafhrd. He is a skillful disguise maker.

Ningauble of the Seven Eyes

Black Wizard: 20th level
 Social Level: unapplicable
 Alignment: Lawful Neutral

Move 9"
 Armor class 2
 Hit Points 150

Ningauble is a powerful alien sorcerer. He is not limited by the normal constraints of humans and other Newhonians. Abilities such as Strength or Charisma do not apply to him. His Intelligence and Wisdom are well above the human maximum. Ningau-

ble is not limited by the 15th level restriction of Nehwon.

Nobody, except maybe Sheelba, knows what dimension he comes from or when he arrived in Nehwon. He has lived in a series of caves near the sinking lands longer than anyone in Lankhmar can remember.

At first glance, Ningauble hardly seems like a powerful wizard. He wears a voluminous robe that covers his entire body, hands, and feet at all times. The hood which conceals his head and face only reveals seven glowing lights which seem to move in random patterns. On one occasion Fafhrd saw a tentacle with an eye on its tip emerge from the hood. If he were human it would be said that Ningauble has a huge pot belly. On his nine-foot-tall body this is very impressive. He is usually seen sitting rather than standing up, and is fond of smoking a large water pipe.

Ningauble's nickname is the "gossiper of the gods." He loves stories, gossip and conversation. His philosophy is that a thousand words paint a picture and he has a lot of pictures to paint. But he can also listen in rapture for hours to a well-spun story.

His goals are unfathomable by humans. Most of his actions seem to indicate that he is somewhat protective of Nehwon, Lankhmar in particular, and Fafhrd especially. He can only be found in his cavern if he wishes to be found. In those cases he has a particular task in mind for those who that he was persuaded into giving them the quest.

The wizard has only once been known to leave his caverns. That particular instance was to attempt to save the universe from sure destruction. Anybody seeking him must find and enter his caves. Sometimes this is easier than it seems.

Ningauble lives in a vast series of caves with many entrances and exits. The place constantly changes because of a powerful magic, and therefore it is inherently unmapable. Worse yet, all of his hundreds of entrances and exits lead to different times, dimensions, and places. Those people that Ningauble wants to find him always seem to know which way to turn next. Ningauble of course never gets lost there.

In his caverns Ningauble has at least one, and probably more, of every magic item possible. The problem is to find the one he wants. He is so disorganized and his caverns so maze-like that it can take him days or weeks to find a particular item. Each week there is a 75% chance of Ningauble finding the item he is looking for.

Fafhrd has sworn service to Ningauble in exactly the same way as the Gray Mouser did to Sheelba. The only difference is that Ningauble's agreement took three hours to say while Sheelba's took only 30 seconds. Fafhrd has agreed to serve Ningauble not more than twice a year for quests that take no more than three months out of the year.

Ogo the Blind

Thief: Not applicable

Social Level: 6

Alignment: Lawful Neutral

Publicly he is known as a wealthy and clever fence for stolen



goods. In reality he does not exist. His servant girl, the Eyes of Ogo, is a master ventriloquist. She projects a voice in a pitch black room to give the illusion of a fat old man. He is given a social level and alignment to reflect what the Lankhmar public thinks of him.

When a client visits Ogo, he is conducted into a room that is pitch black. This supposedly puts him on equal footing with the blind fence. It is said that Ogo evaluates the stolen goods by touch alone. Actually the Eyes of Ogo takes the goods into another room and examines them. She uses ventriloquism to imitate the sounds of someone opening and closing the boxes.

If a client is a member of the Thieves' Guild, he is not swindled. A guild member must bargain well to get a decent price, but Eyes does not steal from the guild. If the client is not a guild thief there is a chance that Eyes will attempt to steal the goods and not pay him. For every 100 gold riks the goods are worth, there is a 10% cumulative chance she will attempt a swindle.

Ogo, Eyes of: see Eyes of Ogo

Olegnya Mingolsbane

Fighter: 5th level

Social Level: 9

Alignment: Lawful Good

He is a decorated and publicly-celebrated general of the Lankhmarian army. He is best known for his battles against the Mingol hordes. Currently he is known for his incredibly boring personality and speeches. He was killed during the rat plague. He was over 80 years old at the time.

Ourph

Fighter: 3rd level

Social Level: 2

Alignment: Lawful Neutral

He is a Mingol; dark-haired, dark-eyed, and dark-skinned. He is short and bowlegged but still strong (S 16). Once a slave in the forbidden city of the Black Idols, he was freed along with three other Mingols by Fafhrd and the Gray Mouser.

Ourph is an expert sailor and is completely loyal to Fafhrd and the Gray Mouser. They set him free of his bondage and he returned of his own free will to sail their sloop. He speaks Mingol and Lankhmarese fluently and knows bits of other languages.

Ouwenyis

Fighter: 2nd level

Social Level: 2

Alignment: Lawful Neutral

He is one of the four Mingol slaves that Fafhrd and the Gray Mouser liberated from the Forbidden City of Black Idols. He was freed after sailing the pair to the far shore of the sea. Ouwenyis is an expert sailor. He is short and bow-legged, although still strong.

Pelly

Ranger: 6th level

Social Level: 3

Alignment: Lawful Neutral

He is one of the twelve recruited barbarian crewmen of the Sea Hawk captained by Fafhrd. He is almost as tall as Fafhrd (S 18, Con 17). Pelly is loyal to his captain.

Pshawri

Thief: 7th level

Fighter: 3rd level

Social Level: 3

Alignment: Lawful Neutral

This small man was the Gray Mouser's second in command

aboard the Flotsam in the Rime Isle adventures. Formerly a cast-off guild thief in Lankhmar, he was recruited for one major reason: he is shorter than the Gray Mouser.

Pulg

Thief: 3rd level
Social Level: 3
Alignment: Chaotic Evil

He is a vile and evil racketeer of the churches of Lankhmar. The Gray Mouser was his lieutenant for a short while until Pulg was converted to Issekianity. Pulg believes that he saw an earthly visitation of Issek. He became the Chief Vizier of that church until his ambition did him in. He plotted to overthrow not only the Gods *in* Lankhmar, but also the Gods *of* Lankhmar. Three years after Pulg's conversion, the Gods *of* Lankhmar razed all of Isseks temples. All the priests vanished including Pulg.

Pulg is a big man with fat features and pig-like, red-rimmed eyes (Ch 5). He is fond of good food and good clothes, especially hats to cover his bald pate. He has a tendency to become philosophical about anything, even crime.

Pulgh Arthonax: He is the penny-pinching Overlord of Lankhmar in the later years of Fafhrd and the Gray Mouser's adventures. He is no relation to Pulgh, the hero and assassin.

Quatch

Fighter: 3rd level
Social Level: 2
Alignment: Lawful Evil

He is a henchman of Pulg the racketeer. He is a stocky man (S 16) not noted for his intellectual capacity (I 7). He quit Pulg's service when the head extortionist converted to Issekianity.

Radomix Kistomerces

Human: 0 level
Social Level: 15
Alignment: Neutral

He became the Overlord of Lankhmar following the suicide of Glipkerio Kistomerces during the rat plague. He was an eccentric scholar known widely for his love of cats.

Lord Rannarsh

Fighter: 6th level
Social Level: 11
Alignment: Lawful Evil

He was a cruelly handsome man with black wavy hair (Ch 16). He was constantly greedy and suspicious. He died in the treasure house of Angarngi trying to steal the treasure.

Reetha

Human: 0 level
Social Level: 1
Alignment: Chaotic Neutral

She was a pretty (Ch 15) slave of Glipkerio Kistomerces while he was Overlord. The Overlord's wife kept her naked and completely shaven at all times. She has grown to enjoy that state. She was rescued by the Gray Mouser who was her lover for a time.

Rivis Rightby

Fighter: 2nd level
Social Level: 3
Alignment: Lawful Neutral

He is a swordsmith used by Fafhrd and the Gray Mouser. He is always wary of doing business with them because they rarely pay for his work.

Samanda

Fighter: 2nd level
Social Level: 14
Alignment: Lawful Evil

She was the sadistic and domineering wife of Glipkerio Kistomerces while he was Overlord of Lankhmar. She was fond of abusing and punishing the palace slaves and servants. She frequently provided whippings and tortures for Glipkerio's pleasure. She was a large, obese woman (Ch 4) with a vile temper.

Sheelba of the Eyeless Face

Black Wizard: 20th level
Social Level: not applicable
Alignment: Lawful Neutral

Move 15"
Armor Class 2
Hit Points 150

Sheelba is a powerful alien sorcerer. As such she is not limited by the normal constraints of humans and other Nehwonians. Abilities such as Strength or Charisma do not apply to her. Her Intelligence and Wisdom are above the human maximum. She is not limited by the 15th level restriction of Nehwon.

Nobody, except maybe Ningauble, knows what dimension she comes from or when she arrived in Nehwon. She has lived in the Great Salt Marsh longer than anyone in Lankhmar can remember.

Sheelba always wears a black robe with a hood. The robe completely covers her body, hands, and feet. Even in the brightest light there is only impenetrable blackness under her hood, hence her nickname. Sheelba is usually thought of as female because of her voice and mannerisms. Nobody has ever proven otherwise.

This great wizard is not a likable person. She is sharp-tongued and prone to thinking all men are idiots. Just the opposite of Ningauble, she believes that one word can define a thousand pictures. As a result she says little and gives away no information unless necessary. Her voice is said to sound like "the clank of small boulders moved by a sullen surf."

Her goals and desires in Nehwon are unknown. From past experiences it would seem that she is somewhat benevolent toward her adopted dimension. Frequently her quests make little sense and seem ridiculous. Her hut can only be found if she wishes it. In those cases she has a quest in mind for the finder, although she may let him think it is his quest.

Only once has Sheelba been known to leave her magic hut. In that instance, the fate of the entire universe was being decided. Her magic hut is considered to be the artifact Baba Yaga's Hut, although this one is Sheelba's hut, of course. The only difference is that it has four legs instead of two. The hut's prime power is BB (DMG 162) and the side effect is B. All other powers and effects can be determined by the Dungeon Master. The interior of the hut has a permanent illusion on it of a barren hut interior.

Any potion or scroll can be found in the hut. During any week there is a 75% chance of Sheelba having any other particular magic item there. She has been known to lend a magic item to a hero in exchange for a quest. Usually the quests are long and filled with danger. At one point the Gray Mouser promised to obey her faithfully. She promised to call upon him no more than twice a year and take no more than 3 months per year of his time.

Skel

Assassin: 5th level
Social Level: 2
Alignment: Chaotic Evil

He is an assassin and alley-basher. He always works with his twin brother Kreshmar, stealing from beggars and downtrodden folk of Lankhmar. They do anything for a price and their price is cheap.

Skor
Ranger: 7th level
Social Level: 4
Alignment: Lawful Neutral

He is one of the twelve barbarians recruited by Fafhrd to sail the Sea Hawk against the Mingols in the Rime Isle adventures. He is taller than Fafhrd, standing fully 7 feet (S 18/60, Con 18). As one of Fafhrd's three lieutenants, he is loyal to him.

Skullick
Ranger: 7th level
Social Level: 4
Alignment: Lawful Neutral

He is one of the twelve barbarians recruited by Fafhrd to sail the Sea Hawk against the Mingols in the Rime Isle adventures. He is taller than Fafhrd, standing fully 7 feet (S 18/80, Con 18). As one of Fafhrd's three lieutenants, he is loyal to him.

Slevyas
Thief: 13th level
Social Level: 6
Alignment: Lawful Evil

This tall, thin-lipped master thief worked his way up to become grandmaster of the Thieves' Guild. He was deposed from his seat and his life the next day by the revenge of the dead masters of the guild. He was especially skilled in breaking into multiple story buildings.

Snarve
Thief: 4th level
Social Level: 11
Alignment: Chaotic Neutral

He is a nobleman, thief, and dandy, but not a member of the guild. He is tolerated by the Thieves' Guild because he is Overlord Gliplerio Kistomerces's nephew. When Gliplerio died, his activities became more clandestine.

Sliinoor
Fighter: 4th level
Social Level: 7
Alignment: Lawful Neutral

He is the captain of the merchant ship, Squid. He is a sleek man of middle years, fond of wearing the ever-present black toga of Lankhmar. He is close-mouthed and shrewd (I 15). Sliinoor is constantly suspicious and superstitious. He distrusts anything and anybody that he is unfamiliar with.

Srith of the Scrolls
Human: 0 level
Social Level: 9
Alignment: Lawful Neutral

He is the long-dead scholar of Lankhmar. His works and writings are valued above all other scholars. Many bets and arguments have been settled by referring to his texts.

Stravas
Thief: 6th level
Social Level: 2
Alignment: Lawful Evil

He is a bald, pock-marked, heavy-featured member of the Thieves' Guild. Although he gained his reputation as a cutpurse, he dabbles in second-story work as well.

Teevs
Fighter: 2nd level
Social Level: 2
Alignment: Lawful Neutral

He is one of the four Mingol slaves that Fafhrd and the Gray Mouser liberated from the Forbidden City of Black Idols. He was freed after sailing the pair to the far shore of the sea. Teevs is an expert sailor. He is short and bow-legged, although still strong.

Tork the Cutpurse
Thief: 6th level
Social Level: 2
Alignment: Chaotic Evil

He is one of the guild's middle-rated thieves. His specialty is theft on the busy streets of the city.

Trenchi
Thief: 6th level
Fighter: 2nd level
Social Level: 2
Alignment: Lawful Neutral

He is crewman of the ship Flotsam under the command of the Gray Mouser. Trenchi was formerly a thief in Lankhmar.

Tres
Assassin: 5th level
Social Level: 3
Alignment: Lawful Evil

She is a pretty courtesan (Ch 13) with an unusual clientele. She draws two types of jobs. First, those men with a desire for knife-wielding women. Secondly, she is occasionally hired to kill a man while he is enjoying her feminine charms. The only weapon she uses is a dagger or knife. She was killed by Gis the knife thrower when he was taken by the *cloud of hate*.

Vlek
Thief: 14th level
Social Level: 5
Alignment: Lawful Neutral

He was the guild's star operative for some time. His technique was without flaw (S 16, I 18, W 15, D 18), and his thefts were highly creative. He retired with the change in grandmasters of the guild. The new grandmaster was jealous and fearful that Vlek wanted his position.

Wiggins
Fighter: 2nd level
Social Level: 2
Alignment: Lawful Evil

He is a stocky and not-too-bright (I 7) henchman for Pulg the racketeer. He left the extortioner's service when Pulg converted to Issek of the Jug.

Zizzi
Human: 0 level
Social Level: 2
Alignment: Neutral

He is the barkeep for one of Pulg's taverns. He is good at watering down the wine for partially drunk patrons.

Chapter 5: Factions and Guilds of Lankhmar

The city of Lankhmar has existed for centuries. Despite the rather turbulent appearance of things within the City of Adventure, such a record requires at least a minimal amount of stability.

Lankhmar maintains its stability through a tripod of powerful factions, each of which serves to hold the other two factions somewhat in check. Although the factions do not manifest themselves blatantly during the day to day affairs of the city, they are nonetheless a powerful driving force "behind the scenes."

These three factions fall into the rough categories of the city government, symbolized by the Overlord, the mercantile interests, best represented by the powerful Merchants' Consortium, and the mass of the population, generally seen as the organization of the guilds.

Competition and negotiation between the members of these factions provides most of the motivation behind policy decisions, laws, and taxes in Lankhmar. Each faction maintains certain positions in all debates (the merchants, for example, will always attempt to keep retail prices as high as possible), but other positions are subject to negotiation and compromise.

Each faction, together with its most significant members and motivating values, follows. The motivating values for each faction are listed with the most important concerns first, in descending order to the least important concerns. For example, it is more important to the Overlord to maintain a steady income from taxes than it is to keep wages and prices down.

I. Government Faction

Members:

Overlord, his family and staff
Nobles
City guard
Lankhmarian armed forces

This faction can probably best be described as the "law and order" faction. Change is discouraged, and the current balance of power steadfastly defended. These are the people with the most to lose if Lankhmar should undergo some tumultuous evolution.

Motivating Values:

- * Maintain the security of the government
- * Continue to gain a regular tax income
- * Keep Lankhmar at peace with the rest of the world
- * Maintain at least minimal control over the affairs of the city
- * Maintain communications and trade with nearby cities and nations
- * Do not allow conditions in the city to change rapidly; i.e. maintain the status quo
- * Keep wages and prices reasonably low
- * Keep most of the citizenry reasonably content

II. Mercantile Faction

Members:

Jewellers' Guild
Merchants' Consortium
Moneylenders' Guild

The mercantile faction is primarily concerned with profitability and the health of Lankhmar's economy. Members of this faction might be regarded as quintessential capitalists.

This faction works hard to insure that Lankhmar remains a thriving business center. This activity is reflected in the profitability of the various areas listed above. The Merchants' Consortium is a collection of many different types of sellers, bound together by their desire for profit.

Motivating Values:

- * Maintain an active market within Lankhmar; i.e. see that much buying and selling occurs
- * Keep the activities of thieves to a tolerably low level
- * See that goods stored within Lankhmar are protected from harm
- * Keep prices as high as possible
- * Keep taxes as low as possible
- * Keep wages as low as possible
- * Keep government's involvements with the affairs of business to a minimum
- * Encourage unregulated trade between Lankhmar and surrounding nations
- * See that any change in the status quo occurs gradually, in a controllable fashion

III. Guild Faction

Members:

Virtually all of the guilds listed in this section, except the few under the Mercantile Faction, count their members as part of this faction.

The Guild Faction certainly has more individual members than either of the other two, but does not possess as much overt power as either the Overlord (through his armed forces) or the Merchants (through their vast financial reserves). Ideally, the Guild Faction should speak for the rights and desires of the common people of Lankhmar; more often than not, however, this faction represents the wishes of the powerful Guildmasters, which are not necessarily those of the members.

Motivating Values:

- * Keep wages as high as possible
- * Keep taxes as low as possible
- * Minimize the amount of government interference within the guilds
- * Control price levels so that most items of necessity are affordable
- * See that neither the merchants nor the Overlord become unduly powerful in the operations of the city

Temples and Religions

Note that the general category of religion does not fall under the heading of any of these factions. Instead, each religion represented by a temple in Lankhmar generally finds a niche within one of the factions, based on the tenets of its god, or (as often as not) upon the political leanings of the high priest or priestess.

Interfactional Competition

While the primary form of interaction between the factions is the open debate allowed on most matters of city policy, certain more sinister tactics are occasionally employed.

If the guildmasters, for example, hear rumors that the Merchants' Consortium is about to purchase large quantities of cheap imports that will directly compete with city workmen, spies will certainly be employed to learn the details of the transaction. If a reasonable plea on the guilds' behalf yields no results, sabotage of the incoming goods is a likely expedient. In rare cases, assassination of important persons in a rival faction may even be employed.

Guilds and Other Organizations

A guild is like a labor union. In order to work in Lankhmar, a person usually must belong to a guild. Some occupations are not guilded, but these are rare exceptions. For example there is no guild for farmers.

To become a guild member, the applicant must pay an entrance fee. The size of the fee depends upon the prestige of the guild. Every season the members of guild must pay dues to the guild. This money is to be used to advance the guild and the profession it represents. As one might expect in Lankhmar, much of it ends up lining the wallets of the guild officials.

Most guilds provide training programs and facilities for their apprentices. This is in addition to working full time as an apprentice for a journeyman or master of the guild. The apprentices are usually youths.

Anyone caught working at a guilded profession that is not a guild member is dealt with harshly. Usually a few rented bullies from the Slayers' Brotherhood are sent to threaten the abuser and give him a chance to enrich the coffers of the guild. If that doesn't work, those same bullies might rough him up and damage his property. Failing that, the guild breaker is killed.

If a person only works occasionally at a guilded profession he might be left alone; it costs guild money to hire toughs from the Slayers' Brotherhood. Some other exceptional circumstances are recognized. For example, if the guild breaker is a noble, the guild usually looks the other way. In general if it is more trouble to deal with the guild breaker than it is to leave him alone, the freelancer is left alone.

Most guilds are broken into four ranks: apprentice, journeyman, master, and guild officials. A guild member must work his way up the ladder, spending several years at each rank. Each guild has its own method of choosing its guild officials. Some do it by vote, others do it by personal competition. In typical Lankhmarian fashion, usually the most influential candidate gets the position.

Each of the four ranks has an associated social rank. This is the minimum social rank that a member with that guild rank has. These numbers may change as the guild's overall influence changes. The guildmaster is always one social rank above the other guild officials. The guildmaster operates as the dictator or the king of that guild.

Animal Handlers' Guild

Entrance fee & dues: 10 GR/1 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Official: 5th social rank

This guild is a part of the Society of Joyous and Sorrowful Comedians, Rapturous Playactors, Graceful Dancers, and Melodious Songsters (Entertainers' Guild for short). They can train animals of any size or type. Every year this guild puts on a circus to raise money. Occasionally they are called upon to perform for the Overlord.

Apothecaries, Order of

Entrance fees & dues: 20 GR/2 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Official: 5th social rank

Members of this guild are qualified to make balms, potions, and draughts. They are a part of the Fellowship of Physicians. On occasions they have been known to make poisons for prestigious individuals or the Assassins' Guild.

Architects' Guild

Entrance fees & dues: 50 GR/3 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 3rd social rank
Master: 5th social rank
Guild Official: 6th social rank

As a part of the Stone Masons' Guild, they design floorplans for buildings and other structures. By Lankhmarian law, any building higher than one story or larger than four rooms must have a floorplan designed by the Architects' Guild. The floorplan is not necessarily used, but the guild lobbied hard for this law to draw extra revenues.

Artificers' Guild

Entrance fee & dues: 80 GR/5 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 3rd social rank
Master: 5th social rank
Guild Officials: 6th social rank

These skilled metal workers build intricate devices. Locks of all sorts and sizes are the majority of their trade. However, any type of mechanical device can be attempted. This guild is attached to the Blacksmiths' Guild, but occasionally works with precious metals.

Assassins' Circle

Entrance fee & dues: 10 GR/1 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 3rd social rank
Guild Officials: 4th social rank

This guild is a part of the Slayers' Brotherhood. There is a fine but definite distinction between a slayer and an assassin. A slayer is any hired thug that is willing to kill. An assassin murders his victim according to the specifications of the client. Usually this requires great stealth and ingenuity. No women are allowed in the Assassins' Circle.

Astrologers' Consortium

Entrance fees & dues: 5 GR/ 1 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 5th social rank
Guild Officials: 7th social rank

The members of this guild are very independent. It is difficult to get a decision from them as a group. Normally this would result in a very low influence. However, since their profession is to predict the future, they actually have tremendous influence. The guild master is usually the personal astrologer of the Overlord. This guild is attached to the Sorcerers' Guild.

Beggars' Guild

Entrance fees & dues: 1 GR/ 1 BA
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 2nd social rank

The members of this guild have a sense of dignity that is unusual considering their profession. They practice and study the art of disguise and acting. Although they are a part of the Thieves' Guild, women are allowed to join the Beggars' Guild. To pacify

the chauvinistic thieves, there are separate quarters for men and women.

Blacksmiths' Guild

Entrance fees & dues: 10 GR/ 2 GR
Attached Guilds: Artificers'
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 5th social rank

These smiths work with base metals such as iron and copper. They mostly make weapons, armor, and horse shoes. No women are allowed into the guild. Most of the guild's members dislike those of the Whitesmith's Guild because of the Whitesmiths' arrogance and sense of superiority.

Carpenters' Cadre

Entrance fees & dues: 10 GR/ 2 GR
Attached Guilds: Shipwrights', Wainwrights'
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 3rd social rank
Guild Officials: 4th social rank

By Lankhmarian law, all wooden structures higher than one story and having more than four rooms must be built by members of the Carpenters' Cadre. They contract out to the Architects' Guild for floor plans. Many times in the past this has led to bad blood between these guilds. The carpenters would rather be able to make their own floor plans, but the law (see Architects' Guild) forbids it.

Deck Hands' Clan

Entrance fee & dues: 2 GR/ 2 SS
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 3rd social rank

This is a small guild in Lankhmar. There are many deck hands in the world, but few of them claim a home in any single port. Those sailors that do belong to the Deck Hands' Clan. It consists of rowers, swabbies, rig setters, etc. The higher ranks are cargo masters, and helmsmen. This guild is attached to the Starsman and Navigators' Guild.

Embalmers' Guild

Entrance fee & dues: 2 GR/ 2 SS
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 2nd social rank

The members of this guild are grave diggers, pall bearers, embalmers, and funeral choreographers. They contract out to the Carpenters' Guild and the Order of Apothecaries for supplies. This guild is a part of the Fellowship of Physicians. All embalmers are considered unclean and low in the social order of the city.

Extortioners' Guild

Entrance fee & dues: 20 GR/ 4 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 5th social rank

At one time this guild was attached to the Thieves' Guild. A

small guild war caused them to join the Slayers' Brotherhood en masse. This inflamed the thieves' guildmaster so much that the Overlord's garrison had to step in to end the violence. To this day, thieves and extortioners avoid each other.

Fences, Fraternity of

Entrance fee & dues: 80 GR/ 15 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 6th social rank

Most stolen goods are sold to a fence. He then puts the goods either into the hands of private collectors or onto the open market through legitimate businesses. This guild is attached to the Moneylenders' Institute. The Thieves' Guild has been trying to annex the Fraternity of Fences for decades.

Heralds' and Messengers' Guild

Entrance fee & dues: 10 GR/ 2 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 3rd social rank

This is a small, but useful guild. It was founded by an extortionist who forced wealthy people and organizations to pay him to leave their messengers alone. Anyone not complying had to deal with an irate partner when a false message was delivered. Eventually it became its own guild. It no longer extorts money, but merely offers a service. In recent times neighborhood criers have been included in the guild.

Usually the messenger is protected against falsification by either memorizing the message or carrying it coded. The best codemakers and decoders in Lankhmar work for the Heralds' and Messengers' Guild.

Jewellers' Guild

Entrance fee & dues: 120 GR/ 25 GR
Attached Guilds: none
Apprentice: 2nd social rank
Journeyman: 4th social rank
Master: 6th social rank
Guild Officials: 8th social rank

This guild consists of buyers and sellers of gems and jewelry. The Whitesmiths' Guild is a part of the Jewellers' Guild. They are among the wealthiest and most socially accepted guilds in Lankhmar; money and social rank go hand in hand in the city of the black toga.

Joyous and Sorrowful Comedians, Rapturous Playactors, Graceful Dancers, and Melodious Songsters, Order of

Entrance fee & dues: 4 GR/ 1 GR
Attached Guilds: Animal Trainers'
Apprentice: 2nd social rank
Journeyman: 4th social rank
Master: 6th social rank
Guild Officials: 7th social rank

The name of the Entertainers' Guild was changed by a recent longwinded guildmaster. He had all signs and billboards in the city changed. Further, he required that the master of each troupe have the new guild title painted and embroidered onto its equipment. To date, the cost of changing the title has not been worth the effort. That may change in the future. Entertainers are very popular in Lankhmar.

Laborers' and Toilers' Brotherhood

Entrance fee & dues: 1 GR/ 1 SS
Attached Guilds: Toters' and Carters'
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 2nd social rank

Groups of unskilled laborers are hired from this guild. Unlike other guilds, the brotherhood gets most of its money from outside sources hiring its members. Its member's dues are insignificant. Although they are not a powerful lobbying force, the brotherhood did manage to get a law instituted. It reads that any group of five or more laborers working for more than one day must be members of the Laborers' Guild.

Merchants' Consortium

Entrance fee & dues: 40 GR/ 10 GR
Attached Guilds: Architects'
Apprentice: 1st social rank
Journeyman: 3rd social rank
Master: 6th social rank
Guild Officials: 9th social rank

This guild is a very loose organization. It exists mainly to milk foreign merchants of their money and to provide legal protection for Lankhmar's merchants. The consortium sets their dues and entrance fees so that they are slightly less than the city's tariff on foreign merchants. As a result, most of the incoming foreign merchants must join and pay dues to the consortium to avoid the city's price. The Overlord is not pleased about this, which is why much of the guild's money is spent on legal protection.

There are several major factions within the Merchants' Consortium. They are organized by their type of trade. Some common factions are the spice merchants, silk and finery merchants, and precious metals merchants. These factions account for the looseness of the Merchants' Consortium. If they all had the same interests, they would have more influence in Lankhmar.

Moneylenders' Guild

Entrance fee & dues: 100 GR/ 25 GR
Attached Guilds: Fences'
Apprentice: 2nd social rank
Journeyman: 3rd social rank
Master: 5th social rank
Guild Officials: 6th social rank

This wealthy and influential guild is Lankhmar's equivalent of a bank. They loan money at high interest rates, usually 10% to 30% a month. Any foreign currency can be exchanged for Lankhmarian coin or vice versa by members of this guild. The price is usually 10% of the amount being changed.

The guild has an excellent working relationship with both the Slayers' Brotherhood and the Thieves' Guild. The first to insure regular payments on loans, the second through the attached Fences' Guild. Moneylenders are thought of as being dirty, despite their wealth. This is not helped greatly by their association with the two guilds mentioned. The social ranks listed above reflect these facts.

Pain, House of

Entrance fee & dues: 10 GR/ 1 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 3rd social rank

As a division of the Slayers' Brotherhood, this guild is responsible for all tortures and public executions. In a future world, it might be said that they have a government contract. By

Lankhmarian law, only a guild member may perform official tortures or executions of prisoners. The city must, of course, pay for their services.

Fellowship of Physicians

Entrance fee & dues: 25 GR/ 4 GR
Attached Guilds: Apothecaries, Embalmers
Apprentice: 2nd social rank
Journeyman: 4th social rank
Master: 6th social rank
Guild Officials: 8th social rank

Medical science in Lankhmar is not very advanced. Most treatments are ineffective, although physicians always claim that other circumstances were to blame. A physician can remove an arrowhead or other foreign object from a person's body so long as it is close to the surface. They frequently use leeches and potions from the Order of Apothecaries. Unlike the other treatments, the potions can be remarkably effective.

Pleaders, House of

Entrance fee & dues: 20 GR/ 5 GR (x soc. rank)
Attached Guilds: none
Apprentice: 2nd social rank
Journeyman: 4th social rank
Master: 7th social rank
Guild Officials: 9th social rank

This guild consists of professional pleaders. They perform the dual role of lawyer and lobbyist. Any case that needs to be pleaded to the government is done through a pleader. Most of them are experts at bribery. The street name for a pleader is a "mouth." The House of Pleaders frowns upon that term.

Red Lanterns, House of

Entrance fee & dues: 8 GR/ 1 GR
Attached Guilds: none
Apprentice: 1st social rank
Courtesan: 2nd social rank
Madam: 3rd social rank
Guild Officials: 4th social rank

These people sell their bodies for the pleasure of those who can afford their services. The guild controls and protects its members very effectively. They have a good relationship with the Slayers' Brotherhood which provides some of the protections.

Scribes' Guild

Entrance fee & dues: 8 GR/ 2 GR
Attached Guilds: Thinkers'
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 3rd social rank

The only money-making part of the Thinkers' Fraternity, the scribes are the official recorders of the city. By law one must be present to record the happening of any official occasion, regardless of how trivial or silly. For example, the events of every parade in Lankhmar are duly written down by the scribes, but not one has ever been used. The guild is responsible for the storage and upkeep of these records.

Shipwrights' Guild

Entrance fee & dues: 16 GR/ 3 GR
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 5th social rank

All ships of any size are built by this guild. They are a part of the Carpenters' Cadre. Boats are an exception to the law that requires architects plans to build large wooden structures. Once, for a year, they were forced to follow the architect's plans. The resulting ships were so unseaworthy that few of them made it out of the harbor. The Overlord allowed the shipwrights an exception to the law.

Slayers' Brotherhood

Entrance fee & dues: 40 GR/ 10 GR
Attached Guilds: Assassins', Extortionists'
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 6th social rank

This guild is one of the most powerful in Lankhmar. Most of the city's professional ruffians belong to it. When a person or organization needs fighting men they call upon the Slayers' Brotherhood (since the Overlord only lends his garrisons to nobles with extreme and legitimate causes). The brotherhood is on good terms with the guilds in Lankhmar, usually because of their sinister reputation. The Thieves' Guild is one of the few that can challenge them.

Sorcerers' Guild

Entrance fee & dues: 80 GR/ 15 GR
Attached Guilds: Assassins', Extortionists'
Apprentice: 2nd social rank
Journeyman: 3rd social rank
Master: 4th social rank
Guild Officials: 5th social rank

This guild is hated and feared by most of the citizenry of Lankhmar. The sorcerers in the guild are true black wizards. White wizards and women are not allowed into the guild. Since they spend most of their time practicing their spells and investigating ancient arcana, they leave Lankhmar alone.

Once, hundreds of years ago, an ambitious guildmaster tried to gain political power in the city. The Overlord and all of the larger guilds immediately hired top level assassins to eliminate him. Legend has it that 101 assassins were given the assignment. The bodies of 43 were never found, 27 others were maimed beyond recognition, 13 committed suicide, 7 were found insane. The remaining 11 assassins filled the guildmaster with enough poison to kill 30 men. It took him 14 days to die.

Starsman and Navigators' Guild

Entrance fee & dues: 40 GR/ 10 GR
Attached Guilds: Deck Hands
Apprentice: 2nd social rank
Journeyman: 3rd social rank
Master: 5th social rank
Guild Officials: 6th social rank

This guild actually extends its sphere of influence throughout the Inner Sea. Guild members are trained to use the stars and the weather to chart courses across the seas of Nehwon. Since they control the Deck Hands Clan, no sailor in the Inner Sea will work on a ship without a guild member at the wheel. This puts most merchants and military ships at a tremendous disadvantage. In one case, the guildmaster accepted an enormous bribe and determined the outcome of a battle.

The guild always has a few harbor pilots working at the harbor of Lankhmar. No ship is allowed to guide itself in except for navy vessels. A harbor pilot goes out to the incoming ship and guides it into the harbor, for a fee. Harbor pilots are always Master Navigators.

Stonemasons' Guild

Entrance fee & dues: 20 GR/ 5 GR

Attached Guilds: Architects'
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 5th social rank

All stone structures over one story high or with four rooms or more must be built by members of the Stonemasons' Guild. Since stone buildings are more expensive than wooden ones, they often serve the wealthy citizens of Lankhmar.

Tailors' Guide

Entrance fee & dues: 2 GR/ 3 SS
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 2nd social rank

Most clothing in Lankhmar is made by members of the Tailors' Guild. The Gray Mouser has had many clever disguises made by guild members. On occasion they work with the Artificers' Guild to make leather garments to work with armor.

Thieves' Guild

Entrance fee & dues: 20 GR/ 5 GR (olds: Beggars'
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 4th social rank
Guild Officials: 6th social rank

Unquestionably one of the most powerful guilds in Lankhmar, the Thieves' Guild has had good and bad times recently. They virtually controlled the city until the dead master thieves revived the ancient worship of themselves, at the cost of some living master thieves.

No women are allowed into the Thieves' Guild. A thief must be a guild member to work in Lankhmar. Consequently, Fafhrd and the Gray Mouser are constantly in trouble with the guild.

Thinkers' Fraternity

Entrance fee & dues: 1 GR/ 1 SS
Attached Guilds: Scribes
Apprentice: 1st social rank
Journeyman: 2nd social rank
Master: 3rd social rank
Guild Officials: 4th social rank

This is a poor guild, consisting of scholars and historians. Most of its members are also in the Scribes' Guild, although few scribes are thinkers. The thinkers are unusual in Lankhmar in that they did not form a guild to protect themselves or make money, but rather to share information and ideas. Occasionally they commission adventurers to investigate lost histories. Any treasure is supposed to be divided equally with the Thinkers' Fraternity, but they are easily deceived.

Toters' and Carters' Guild

Entrance fee & dues: 2 GR/ 3 SS
Attached Guilds: none
Apprentice: 1st social rank
Journeyman: 1st social rank
Master: 2nd social rank
Guild Officials: 3rd social rank

This guild moves large quantities of goods from one place to the other within the city and between the city and nearby agricultural districts. They use a variety of vehicles, ranging from horse-drawn wagons to wheelbarrows. Sometimes they even use backpacks or toting poles. This guild is affiliated with the Laborers' and Toilers' Brotherhood.

Wainwrights' Guild

Entrance fee & dues: 10 GR/ 1 GR

Attached Guilds: none

Apprentice: 1st social rank

Journeyman: 2nd social rank

Master: 3rd social rank

Guild Officials: 3rd social rank

A wainwright builds wagons, carts, and any other wooden vehicle. They are a part of the Carpenters' Cadre. Although they are not an influential guild, they can exert some influence through their parent guild.

Whitesmiths' Guild

Entrance fee & dues: 40 GR/ 10 GR

Attached Guilds: Jewellers' Guild

Apprentice: 2nd social rank

Journeyman: 3rd social rank

Master: 5th social rank

Guild Official: 7 social rank

A whitesmith works only with precious metals such as gold and silver. As part of the Jewellers' Guild, they are frequently contracted to make fine jewelry or other ornaments. Many whitesmiths receive stolen goods from fences and sell them in their legitimate shops. Some items are melted down and the gems sold to jewelers.

Other Guilds

There are many guilds in Lankhmar that are not mentioned here. Most guilds do not influence the play of a role-playing adventure. We have only described those that might be used by the characters or interact with the characters. Below is a listing of some common guilds in Lankhmar that perform the dull and ordinary functions of the city.

Bakers'
Candle Makers'
Carpet Makers'
Charcoal Burners'
Coopers' (Barrel Makers')
Dye and Ink Makers'
Glassblowers'
Gravediggers'
Lamplighters'
Leatherworkers'
Net Makers'
Paper Millers'
Perfumers'
Potters'
Rope Makers'
Sail Makers'
Salters' (Food Preservers')
Sculptors' (Artists')
Shinglers' (Roofers')
Shoe Makers'
Soap Makers'
Spinners and Weavers'
Sweets Makers'
Tanners'
Taverners'
Toy Makers'
Vermin Catchers' (rats)
Vinters'

Other Factions

Some groups in Lankhmar have self-serving interests that are not guilds. They fill their own special niche in the culture and soci-

ety of the city. Most of these groups are extremely powerful.

House of Nobles

Anyone born into a family with a title (duke, count etc.) is automatically a member of the House of Nobles. Barring unusual circumstances, the minimum social rank of a noble is 10. The highest possible social rank is 15 among the nobles. As a rule, it is easier to lose social rank than it is to gain it. In general, player characters should not begin the game as nobles.

A noble need not have an occupation or a skill. He can survive on his inherited monies. Most nobles either attempt to manage their money or hire a moneylender or merchant to do it for them. Amassing large quantities of money is one way to improve social rank.

Only the Overlord of Lankhmar can give a person a noble title or change the title of a noble. This happens very infrequently, maybe once every couple of years.

The House of Nobles is an actual group that meets and makes group decisions. Because each of them is so independent, they rarely accomplish anything as a group. Although the meetings are only held once a season, they are poorly attended. When the new Overlord is being chosen, no one stays home. The nobles as a group choose the new Overlord.

Churches

Religion irreverently permeates the entire society of Lankhmar. Every citizen claims to be a member of at least one church. That same individual might change his affiliation as often as he changes his socks. To understand this better, one must understand the nature of the church in Lankhmar.

There is a street in Lankhmar, appropriately called the Street of the Gods, along which all the churches are found. This street extends the length of the city, all the way from the Marsh Gate to the River Road along the Hlal. It is rumored that there are 1,001 different churches in Lankhmar. The actual number is probably about half that.

When a new religion first starts in the city, its priest stakes out a small piece of street next to the Marsh Gate. The length of street he can hold is directly proportional to the number of people that attend the services. By sheer brute force the more popular churches work their way up the street toward the Hlal.

About a street block away from the Marsh Gate, small buildings replace the barren streets. These must be rented by the priest. The church's advancement depends on attendance. People from all walks of life own property which they rent along the Street of the Gods.

When a church is large enough to rent a building, it becomes prey to the church extortioners. They offer protection against other churches for a fee. If the extortioners are turned down, the priest usually gets roughed up a bit.

Truly popular churches can make it down to the river Hlal itself. There the buildings are huge cathedrals and temples. At the end of the street is the low, dark temple of the Gods of Lankhmar. They are not worshipped, but rather feared and avoided. Their temple is at the end of the Street of the Gods to remind all of Lankhmar that they are above all other churches.

The churches rarely organize together, because each has its own interests. However, the biggest churches have influence equal to the most powerful guilds. The church closest to the Hlal, except the temple of the Gods of Lankhmar, is where the Overlord always worships. For the past few decades this has been the church of Aarth.

Garrisons and Regiments

In peace time there are about 15,000 soldiers and sailors of Lankhmar. In war time this number can more than double. Each regiment has no more than 500 soldiers in it. The navy organizes around the ship which has a smaller number of sailors. As a rule,

the men in the regiment are more loyal to their leader than they are to the Overlord. More than a few Overlords have been former generals and admirals. The threat of a serious coup is usually enough to make the House of Nobles consider a military man for Overlord.

Southern Barracks Garrison

Number of soldiers: 2,000 (6,000)

During peaceful times, this garrison consists of four regiments, each containing about 500 soldiers. Their normal duties are to man the city walls, man the harbor walls, man the gates and maintain peace inside the walls. Most of the garrison commanders in Lankhmar's history have considered this to be about half of what is needed. This helps explain the large degree of lawlessness in the city. From the Overlord's point of view, a weak garrison is not a threat to his rulership.

The commanders of the south barracks garrison are usually well-decorated but near-senile generals. Once again this reduces the threat of a political danger to the Overlord. However, occasionally it has meant that the army's best minds have ended up as garrison commanders.

One of the major peace time duties of the southern barracks is to fight fires. They can call upon the northern barracks for help during major fires. Since a fire requires man power to put out, this means that fewer guards are policing the city. Any time a fire breaks out, there is a rash of break-ins in Lankhmar. Starting a fire intentionally is severely punished.

North Barracks Garrison

Number of Soldiers: 1,000 (4,000)

In peace time there are only two regiments here, each with about 500 soldiers. Their sole duty is to protect and serve the Overlord. In states of emergency, the north barracks garrison does aid in restoring peace in Lankhmar, but usually they stay away.

Command of the North Barracks Garrison is considered the easiest job in the Lankhmarian army. To get the post, the Overlord must feel that the candidate is completely loyal to him. Usually this means that he can be blackmailed or bribed.

Navy

Number of Ships: 20 (100)

Number of sailors: 3,000 (18,000)

Lankhmar is noted throughout the Inner Sea for the quality of its navy, second only to the Eight Cities navy. Usually only about 20 ships are afloat at a time during peace. The rest are moth-balled in port. Each ship has a crew of over 20 sailors and between 100 and 250 rowers. The navy is also responsible for patrolling the river Hlal. Although the Marines are the better fighting force, the Navy has more prestige.

Marines

Number of Soldiers: 3,000 (8,000)

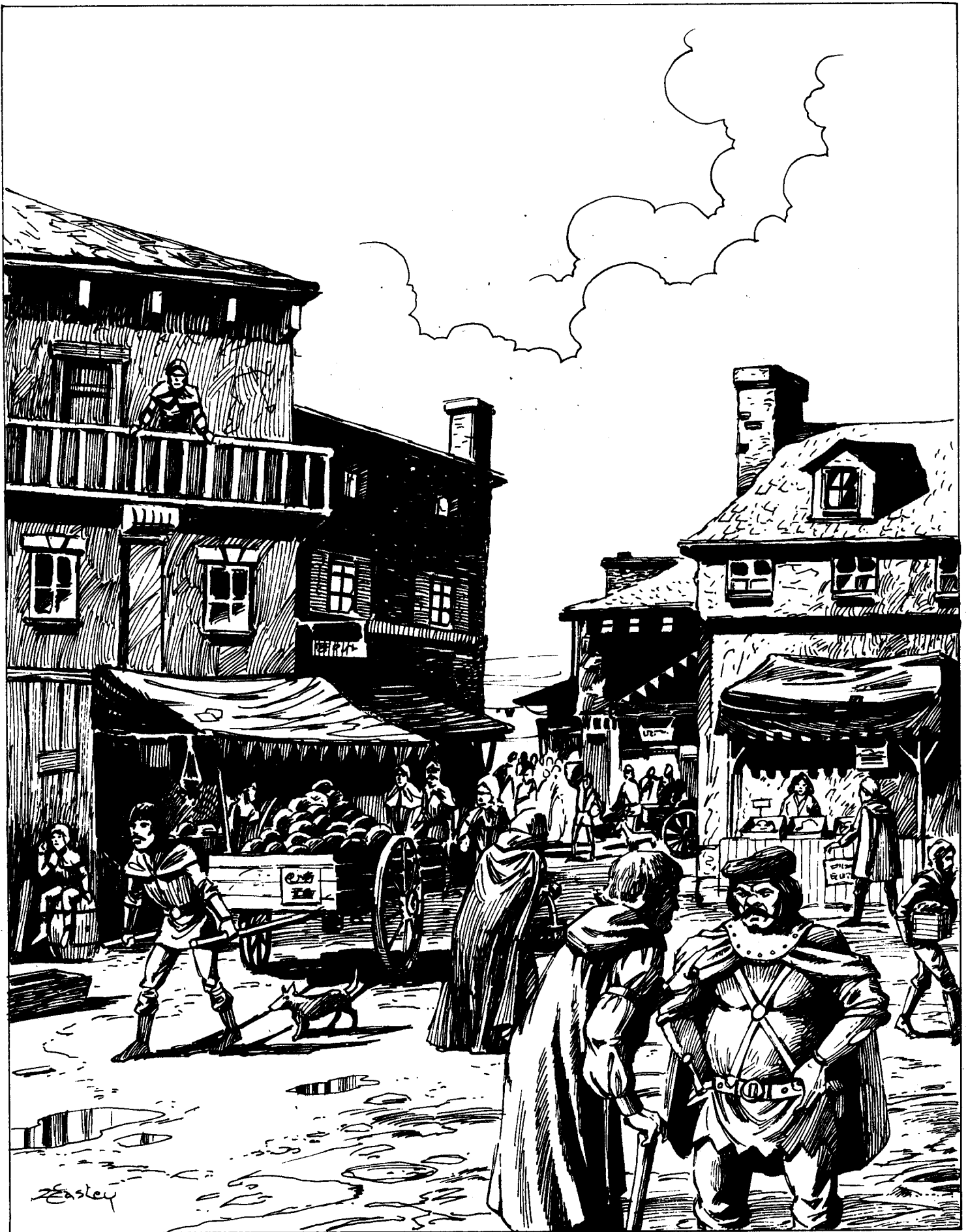
Although they are not the most prestigious force in Lankhmar, the marines are certainly its best military force. Lankhmar's marines are the best in Nehwon. The only defeats at sea the city has had were because of overwhelming numbers of ships. Lankhmar mounts 100 marines aboard each ship. Not all the ships are filled with marines. At least half of the navy is used for catapults and fast ramming. In peace time most of the active marines are stationed in bases or in foreign ports.

Army

Number of Soldiers: 8,000 (15,000)

During peaceful times the army patrols and mans garrison forces outside the city. The famous grain fields across the river and south of the city are a prime area for protection. There are occasional small fortresses on the shore and a couple near the narrow land bridge south of the grain fields. The marsh road is a secondary area for garrison forces. There are no permanent forts because of the sinking land, but the road is patrolled during low tides.

The commanders of the armies get restless and soft during their duties. Sometimes this breeds a desire for political power. Most generals dabble in politics. Rarely does one plot to seize total power over the city.



Death, Gods, and the Hand of Fate

Death lifted his gaunt head and stared at the objects of his malice: two heroes, ambling casually through the shadows of Carter Street on their way to some nocturnal appointment.

These were not just any heroes, however. Death had a special interest in the pair, for they had thwarted him more than once in the past. Death intensely disliked having his plans altered by the normally insignificant actions of mortal beings.

And now the opportunity had returned. His quota called for a pair of heroes, and he knew the two he would claim.

"What say we amble to the Silver Eel and find some excitement?" the brawny barbarian inquired of his small companion.

"The Eel offers nothing that could appeal to my tastes, tonight," replied the Gray Mouser. "Let's discover something outrageous, or at least unique, for a change."

The pair sauntered along Carter Street, in the heart of Lankhmar's Tenderloin District. Night had fallen an hour ago, and the sounds and smells of evening were beginning to fill the streets. A hot night it was, in midsummer, and boredom weighed heavily upon the two heroes.

The summer's haze also lay thick and heavy over Godsland. The residents were usually bored, but now they were bored, restless, and irritable. A pair of them, Kos and Mog by name, sought relief from the monotony through an ancient avenue: the tormenting of lapsed worshippers.

Kos was a heavysset god whose countenance nearly disappeared in a bristling beard, which blended below his chin into garments of heavy fur. His worshippers were the people of the Cold Wastes, Fafhrd's homeland.

A spiderlike god with a boyish, but bestial face, Mog had been worshipped by the Mouser during that adventurer's three week period of religious devotion.

"That pair has grown arrogant again!" grumbled the burly Kos, scratching his flea-infested beard.

"Aye," agreed his counterpart. "Perhaps another divine reminder of their mortal frailties would be in order."

"Indeed," grunted Kos, already looking for a suitable avenue for applying torment.

"I hear them speaking of a quest for excitement," Mog observed. "Perhaps a dose of unexpected adventure will cure them of that longing."

Immediately, the pair of gods bent to work preparing a plan.

A huge wagon rumbled slowly along the ever-darkening Carter Street. Casks of ale towered high aboard the vehicle, and a pair of bored horses pulled heavily with the patient dutifulness of their kind.

Fafhrd and the Mouser, strolling slowly in the oppressive heat, took scant note of the wagon save for a momentary thirst that the casks aroused in the throat of each. At the same time, they passed a darkened alley. In the cautious fashion of experienced Lankhmarters, they inspected the shadowy niche for any activity but noticed nothing.

"Here we are!" exclaimed Kos, triumphantly. "The likeness of the pair we seek to torment shall no doubt cause them some little unease!"

"And the bait for the trap," added his divine counterpart. "So simple to mimic a loved one's voice."

Death calculated where the heroes would be in the passing of a heartbeat, which is all the time it would take to work the mechanics of the pair's demise. And a most ironic demise it would be, thought he with a private smile: two such exalted heroes killed in the fall of a toppling wagon!

The grim deity raised his hand in the faintest of gestures, and a small rat—always an eager servant of Death—scurried into the street and sank needle sharp teeth into the hock of one of the plodding horses.

Panic-stricken, the beast reared high, infecting its mate with a like fear. The heavy casks rumbled as they slipped to the side,

and the driver leaped to the street. Whirling madly, the horses pulled the wagon sideways, and it began to topple.

At the same moment, a shrill scream broke through the night, piercing the air with biting intensity. The scream issued from the alley that the heroes had just inspected.

"Tis fair Hisvet!" cried the Mouser, swiftly drawing the rapier Scalpel and leaping into the shadowy alley.

"Nay!" cried Fafhrd, similarly freeing his mighty longsword Graywand. "I would know the voice of the delightful Friska should I hear it in my sleep!"

The scream was not repeated, but the Gray Mouser raced toward the source of the original cry, the huge barbarian close behind. Suddenly, a clash of steel alerted Fafhrd that something was amiss, and his companion hurtled backward into him with the force of a solid blow.

Unnoticed by the pair, the cumbersome wagon fell with a crash upon the very spot vacated by the leaping rescuers. Appalled, Death watched as another of his schemes to bring about the pair's demise failed.

The barbarian stared in astonishment at the swordsman (whose blow was responsible for the Mouser's fall) and thought that he must be looking into a mirror! Before him stood the very replica of himself.

Beside the giant copy of Fafhrd, brandishing a thin rapier and advancing in a fighting crouch, stood the very twin of his small companion.

"By Kos, what sorcery is this?" growled Fafhrd. (In Godsland, Kos smiled grimly at the profane acknowledgement.)

"Tis a handsomer version of yourself, Fafhrd!" remarked the Mouser, deflecting a swift blow. "Ho! and a bit handier with the sword, too!"

"This little fellow could be yourself, as well," growled the barbarian, "save that he is tolerably fair of appearance and is not the buffoon that you are in a fight!" Parrying a savage attack, Fafhrd fell silent as he realized that he faced a true champion of an opponent.

The two fought silently, driving their opponents back through the alley. Twisting and turning in confused melee, each of the heroes soon lost track of who was his true mate and who the imposter.

Abruptly, the Mouser backed into a brawny form and wondered whether it was his companion or the newcomer.

Mouser thought, as he stared at his copy with no little sense of pride, that he had never faced a finer swordsman. Now, with the Mouser backed against Fafhrd (or Fafhrd-mimic), the Mouser-copy prepared for a telling thrust.

The two Fafhrds did the same, drawing Graywand and Graywand's match around for mighty swings. Twisting to avoid his opponent's thrust, the Mouser stepped between a set of Fafhrd-feet, tripped, and fell headlong, bringing the huge barbarian down on top of him.

The two blows struck home, but the original targets (now cursing and wriggling in a tangle on the ground) no longer blocked the thrusts. Whistling Graywand (or Graywand's copy) lopped the head off Mouser-mimic, while the needle of Scalpel's copy plunged deep into the barbarian's breast.

Mouser quickly sprang to his feet, eyeing the giant form next to him suspiciously. Fafhrd, impaled, lay bleeding and motionless on the ground while another Fafhrd climbed groggily to his feet.

Warily, the Gray Mouser eyed the animated Fafhrd, wondering which this was. He held Scalpel at the ready, prepared for a sudden attack. Yet the wincing expression upon the barbarian's face looked too familiar to belong to any but his lifelong companion.

"For two who sought excitement, I daresay we succeeded," suggested Fafhrd, in tones proving him beyond a doubt as the original. "Yet, it leaves a foul taste in my mouth to have had such a fight with myself."

"Unique adventure, I suggested?" mumbled the Mouser, feeling rather deflated and not a little foolish. With uncharacteristic moodiness, the pair looked at each other.

"The Silver Eel it is, then?"

Chapter 6: Lankhmar's Gods

The highest authorities known in Nehwon are Chance and the Lords of Necessity. They are to the gods as the gods are to men. They rule over many planes, not just Nehwon.

The Lords of Necessity decreed that gods must exist in Nehwon. The capricious Chance decided that these gods would be short lived, and have many of the same weaknesses as men. Hence, the gods of Nehwon were born, or at least the possibility of them.

For a god to come into existence, he must have believers. This does not mean that people like him or even worship him. All they must do is believe in his existence and his godhood. The more men that believe in a god, the more powerful he is. Unfortunately for the god, what they believe him capable of or incapable of also becomes truth.

Nehwon has four poles; north, south, life, and death. To the best of anyone's knowledge, the life pole is located in the inaccessible east of Lankhmar. It is thought to be across the equatorial sea of stars to the south. The death pole is exactly opposite the life pole in the far west of Lankhmar, but north of the equator.

The regions around each pole are magical and have magical properties. The area around the life pole is called godsland. As one might expect, it is populated with the teeming throngs of the gods. All except one. The god, Death, lives in shadowland, that region about the death pole. Any god (mortals don't count) has special powers in godsland or shadowland (see below).

While both territories are small on the map of Nehwon, they are magically as large on the inside as they need be. Godsland must have room for all of its gods, each of whom demands a sizable piece of real estate for himself. Shadowland must accommodate the spirits of all of the dead of Nehwon over all the millenium of man's belief in Death.

It is well known, because all men believe it, that no god may leave godsland and that Death may not leave shadowland. This does not mean that they are incapable of affecting the rest of Nehwon. Any god may stretch forth his hand and alter the course of events anywhere in the world. Fortunately for men this does not happen very often.

Each god has an area of influence. It is given to him by his believers. Usually the area of influence is anywhere within a mile of a believer, plus any special areas. A special area is one that the god's believers are convinced is in his domain. For example, a sea god has influence over the entire sea, even though his believers are not everywhere on it. Many gods can have influence over the same area.

Because men determine the nature of the gods, they are limited in their abilities by the imagination of mankind. No god is omniscient or omnipotent. However, all gods who live near the life pole or death pole have the following abilities.

1. To see, or hear (or any other sense) into any single place in Nehwon.
2. Understand any language in Nehwon.
3. Alter any object, condition, or creature anywhere in his influence.
4. Create any object, condition, or creature anywhere in his influence.

Gods who do not live near the life pole or death pole do not have any of the above powers. Their powers are listed individually. However, any god, regardless of his residence, has the following restrictions.

1. Cannot read the mind of any creature.
2. Cannot see into the future or the past.

3. Can only see (or any other sense) one place at a time.
4. Cannot change an area outside his influence.
5. Must obey the Lords of Necessity. Must accept the dictates of Chance.

We have not given the gods of Nehwon any numerical ratings for their abilities, unless they reside away from one of the poles. Each does have a cultural rank which says how powerful he is relative to other gods. In Lankhmar, the cultural rank is directly related to the main temple's position on the street of the gods.

Aarth

Cultural Rank: 15

Area of Influence: Lankhmar (nation)

Worshippers Alignment: Lawful Neutral

Symbol: Glowing golden rectangle on a black field

Centuries ago there was a powerful wizard named Aarth. He became so renowned that after his death the people of Lankhmar believed him to be the visitation of a god. This started the worship of the god Aarth. The pictures of Aarth show an old man in excellent health with a face devoid of emotion.

Aarth represents power and neutrality in Lankhmar. Since the people believe him to be the most powerful of gods, he is. This stems directly from his power as a wizard. He is seen as neutral because his priests preach neutrality. They say that a person should never judge the actions of another. Unfortunately they do not practice what they preach.

His priests make it their business to know everything that happens in Lankhmar. With this information they insure the worship of everybody who is anybody. This means they collect much money. With the money, they promote Aarth to the masses, after filling their own pockets.

Beast Cults

Cultural Rank: 1 - 6

Area of Influence: Lankhmar (nation)

Worshippers Alignment: Variable

Symbol: Stylized head of the particular beast

This is actually many small gods, one for each animal known to man. The worshippers that belong to the beast's cult believe in all of them. Each worshipper takes one animal as his patron deity.

This cult in itself engenders hundreds of small gods. The major trait of the animal is highly exaggerated for each god. For example, the god of elephants is exceptionally large and strong.

Dead Master Thieves

Cultural Rank: 4

Area of Influence: Thieves' Guild House

Worshippers Alignment: Lawful Evil

Symbol: Bejeweled skull (Omphal)

Physical Manifestations:

Fighter: 20th level

Move: 9"

No. of attacks: 1

Damage/attack: 2-16

Special attacks: See below

Special defense: Fear, as the 4th level MU spell, always on

Size: M (5 1/2' tall)

These are a small unnumbered group of long dead masters of the Thieves' Guild. Each was a master of a particular thievery skill. The thieves of the guild worship them in midnight rites each full and new moon.

Unlike the majority of gods, they do not reside in godsland. As a result they are not near the life pole and forfeit the godly powers. They are immune to damage from mortals, but can be driven away with 100 points of damage. Consider them to be

Armor Class 0 for this purpose.

When they attack they have a chance to strangle. For any two hits in consecutive rounds, the second hit is considered strangulation. No further Hit rolls are needed. Each round, starting with the third, the character must make a Saving Throw vs. Death or die from choking.

The dead master thieves' crypts are deep in the unexplored passages underneath the guild house. They only come out when the guild is in dire danger or the honor of one of their number is at stake. They left their tombs and walked the halls of the guild house in search of the skull of Omphal. Omphal is one of the dead master thieves.

Death

Cultural Rank: 8

Area of Influence: Nehwon
(especially shadowland)

Worshippers Alignment: none

Symbol: Death's head skull

Although he is only a minor death compared to other death gods, he is one of the more powerful gods of Nehwon. He lives in shadowland in a palace at the death pole. He can only leave for very short periods of time, usually one heartbeat. Even then it can only be for the death of a hero or other significant person.

He is a tall, gaunt man with cadaverous white skin. His lips are a silvered purple. He wears chain mail with a wide black belt, studded with tarnished silver skulls. He carries a naked sword.

Every twenty heartbeats or so, Death is given a quota of deaths to fulfill by the Lords of Necessity. Usually he has full reign to choose who dies and how. However, the Lords do require that he keeps his books in order. This means that he has to spread his death around fairly.

For example, once the Lords of Necessity decreed that Death had 20 heartbeats to dispose of 200 people. Glancing at his books he realized that 160 peasants and savages, 20 nomads, 10 warriors, 2 beggars, a whore, a merchant, a priest, an aristocrat, a craftsman, a king, and two heroes would keep his books straight.

Glaggerk

Cultural Rank: 10

Area of Influence: Northern Steppes

Worshippers Alignment: Chaotic Neutral

Symbol: Fat cheeked giant blowing a powerful wind

He is the god of winter weather in the bitter north. Glaggerk is a twenty-foot-tall giant wearing only a furred loin cloth. His massive red beard is always covered with hoarfrost. His body has a blue tinge to it, reminiscent of ice.

Glaggerk's power waxes and wanes with the seasons. He is at his best in the depths of winter and at his worst in the warmth of summer. It is said that his breath is the cold north wind and his footsteps cause the snow avalanches in the mountains.

The barbarians of the north that worship him also fear him. He is not seen as a friendly god, but rather one to placate. All blizzards are blamed on his capricious whims.

Gods of Lankhmar

Cultural Rank: 7 (20)

Area of Influence: Lankhmar (city)

Worshippers Alignment: none

Symbol: Black iron bell

Physical Manifestations:

Black Wizard: 20th level

Move: 9"

No. of attacks: 1

Damage/attack: 3-30 (staff)

Special attack: Double strength Staff of Withering

Special defense: Fear, as the 4th level MU spell, always on

Size: M (6' tall)

Once the 13 founding fathers of Lankhmar, they are now mummified skeletons. The fear of the citizens of Lankhmar has made them gods. Their temple and crypt is a low black building with a large bell tower at the far end of the street of the gods. This is to show their supremacy over any other god in Lankhmar. As long as they stay in their temple they are cultural rank 7. As soon as they leave the temple and manifest themselves to the people of Lankhmar, they become cultural rank 20.

Because the Gods of Lankhmar do not live near the life pole, they have forfeited the godly powers. They are immune to any form of damage done by mortals, but can be driven away. If 200 points of damage, or 100 points of fire damage, are done to a God of Lankhmar it retreats back into the temple. For the purpose of keeping track of this damage, consider them as Armor Class 3.

These former founding fathers care only about the future of the city. They are not concerned with the welfare of the citizens. If the city is in danger, they will march forth from their temple to do what they can.

The Gods of Lankhmar can be called forth by tolling the large iron bell atop their temple. If the reason is not sufficient for them, the gods destroy their summoner and wreak havoc in the city.

These gods are jealous. They will not tolerate any God in Lankhmar having a temple further along the street of the gods than theirs. At one point, the vizier of the temple of Issek of the Jug plotted to throw down their temple. In the middle of the night the Gods of Lankhmar razed Issek's temple and killed all the priests of that faith.

Gods of Trouble

Cultural Rank: 3

Area of Influence: Nehwon

Worshippers Alignment: Chaotic Neutral

Symbol: Three-pointed star

This malicious trio has no physical form or appearance. They constantly scan the world looking for places to cause trouble. Anybody under the gaze of one of the Gods of Trouble is guaranteed to fail whatever action he is attempting.

The Gods of Trouble are not concerned with the history of their victims nor the scale of their efforts. To them, causing a king to insult a diplomat is the same as a peasant slipping in the mud. They do not worry about good or evil in their actions or their victims.

There is a small cult that worships the Gods of Trouble. Its worshippers have devoted themselves to causing trouble wherever they go. As a result they tend to be a small cult. Most cities do not appreciate their inspired efforts.

Hate

Cultural Rank: 2

Area of Influence: Lankhmar, and several other cities

Worshippers Alignment: Neutral Evil

Symbol: Evil Eye

This god is an amorphous white mist with many eyes. It is the embodiment of all hate in the world. Because it only has worshippers in Lankhmar and a few other cities, its area of influence is limited.

The worshippers, called Hates, gather together in secret underground temples on the Street of the Gods. When the rituals are held is a complex calculation based upon the stars, moon, and weather. The head priest leads the ceremony. All the hate that the worshippers have been carrying with them rises to form an avatar of the god.

The avatar of Hate is tied to the head priest by a thin, silvery cord. The avatar looks just like the god. It floats through the city finding evil people filled with hate. It subjugates them (Save vs. Spells applicable) to its will. Anybody that is not evil is set upon by the others.

If it finds someone despicably good it attacks with full force.

Killing the subjugated people does not stop it. It will attack by itself, picking up weapons in its misty tentacles. The only way to dispel the avatar is to cut the silver cord, which takes 10 hp of damage and is Armor Class 8.

After the ceremony the worshippers feel refreshed, because all of their hate has been drawn out of them. Unfortunately, several new corpses usually litter the streets of the city. This has made the Hates a secret and hunted cult in Lankhmar.

Issek of the Jug

Cultural Rank: 4 (13)

Area of Influence: Lankhmar (city)

Worshippers Alignment: Lawful Good

Symbol: Silver jug

Issek is always portrayed as a tall, bald, supremely-muscular man with broken wrists and ankles. His face is peaceful and accepting of his fate. The jug he carries holds the water of peace from the Cistern of Cillivat. He represents peace and endurance through trials and tribulations.

Issek was a martyr who suffered on the rack for preaching peace. He is supposed to have endured horrible tortures while delivering beautiful sermons about peace and love. He is said to have sported with the world's most fearsome monsters and walked on fields of poisoned sword points.

The legend states that he broke seven racks before dying. After breaking the seventh rack, he gripped his executioners neck with enough strength to easily break it. However, he instead took the jailor's metal collar and formed it into a jug before expiring.

This minor deity rose to be second only to Aarth of the Gods in Lankhmar. This only lasted three years until it became known that the temple's grand vizier plotted to overthrow the Gods of Lankhmar. Those same beings threw down Issek's temples and destroyed its priesthood in a midnight assault. At its peak, Issek of the Jug had a cultural rank of 13.

Kos

Cultural Rank: 15

Area of Influence: Northern Steppes

Worshippers Alignment: Neutral

Symbol: Crossed sword and axe

Known as the god of dooms, Kos is portrayed as a red-haired northern barbarian dressed in the furs and hides of mythical monsters. He wields an enormous broadsword.

Kos is a barbarian god who frowns upon cowardice in battle. He is considered the all-father of the northern gods. Kos never grants favors, unless it is a doom worthy of song. It is not always considered lucky to have Kos on your side.

Mog

Cultural Rank: 11

Area of Influence: Southern cities

Worshippers Alignment: Chaotic Evil

Symbol: Spider web

This god is a man-sized, four-legged spider with a man's head. He is the god of plots and deception. The web of Mog is said to contain the fates of every living creature. Some would say that each man only lives as long as he can scurry about on the web while evading Mog's grasp. He is not associated with spiders except for his appearance and the metaphor for his plots.

He is worshipped primarily in the cities of the south, such as Tovilyis, the beggar city, which has even more plots and deceptions than Lankhmar.

Nehwon Earth God

Cultural Rank: 8

Area of Influence: Volcanos and underground places

Worshippers Alignment: Chaotic Neutral

Symbol: Erupting Volcano

In ages past this god ruled all of Nehwon. Eventually the Lords of Necessity decreed that his time had passed and he should relinquish his rule to the gods of men. Chance intervened and the earth god did not vanish, he was merely laid dormant under the earth's crust.

Certain tribes of Kleshites in the far south worship the Nehwon Earth God. They pay homage to his earthly manifestations, the volcano. Their rites center around appeasing the god so that he stays where he is and remains quiescent.

The Nehwon Earth God desires to see all of Nehwon returned to a molten state and the plague of mankind erased from its surface. Fortunately this can only happen if the blood of true heroes is mixed with the earth's blood (molten lava). In addition, the stars must be in the right position.

Rat God

Cultural Rank: 6

Area of Influence: Ilthmar and some other cities on the Inner Sea

Worshippers Alignment: Chaotic Evil

Symbol: Two red eyes on a black field

The rat god is worshipped more in Ilthmar than any other city in Nehwon. Grisly ceremonies are held regularly to honor the god in Ilthmar. In Lankhmar he is one of the minor gods of the beast cult.

The Rat God is a larger than man-sized rat. He always walks erect and his eyes glow red in the dark. He is a god to be feared, not loved. During the rat plague in Lankhmar, the ranks of the beast cult swelled as the temporarily faithful gave obeisance to the Rat God.

Red God

Cultural Rank: 9

Area of Influence: Eastern Lands

Worshippers Alignment: Neutral

Symbol: Flame with a sword in its midst

This god is the protector of the lands of the east. Little is known about this nation except that the infamous fire magicians originate there. Despite this lack of information, there is a temple for the Red God in Lankhmar. Lankhmar always has room for one more temple.

His image is of a dark, red-skinned man wearing bright red leather armor. He carries a sabre in one hand and a dirk in the other. The Red God sports a long, thin mustache and a pointed helmet.

Shark God

Cultural Rank: 5

Area of Influence: Inner Sea

Worshippers Alignment: Chaotic Evil

Symbol: Row of sharks teeth

This is a minor god of the sharks of the Inner Sea. It is portrayed as a huge bull shark in a constant feeding frenzy. According to the shark cult, sharks are just normal carnivores of the sea. However, when their god touches them they go into a feeding frenzy of unparalleled savagry.

The Shark God is also known as the berserker of the sea. Pirates who prey upon the merchants of the Inner Sea frequently recognize the Shark God as their guiding light. Its major temple is in Ilthmar. Because the shark is not a land animal, the Shark God is not a part of the Beasts Cult in Lankhmar. Instead it has its own small temple.

Spider God

Cultural Rank: 6

Area of Influence:

Worshippers Alignment: Chaotic Evil

Symbol: Black opal

Tyaa

Cultural Rank: 3

Area of Influence: Lankhmar and the mountains of Darkness

Worshippers Alignment: Chaotic Evil

Symbol: Raven

Tyaa is the goddess of evil birds, such as ravens and vultures. She is portrayed as a woman with a raven's head and wings, wearing a black cloak.

The goddess can manifest her aspect in the high priestess. The priestess is then able to talk to and command the birds of Tyaa (see creatures of Nehwon). She can also *polymorph* into a giant raven once a month.

Only women are allowed into the priesthood of Tyaa. Any males are subservient to the priestesses. Tyaa requires frequent gifts from her worshippers. Gifts to the goddess are usually gems, jewelry, and other bright baubles.

Her worship was a vicious one in Lankhmar, demanding that beautiful women be maimed by the birds of Tyaa. As a result, it has been banned in Lankhmar. Recently there was a minor revitalizing of the cult, but it was extinguished. The birds and the head priestess flew off to the mountains of Darkness, the last stronghold of Tyaa.

Votishal

Cultural Rank: 5

Area of Influence: Lands of the Inner Sea

Worshippers Alignment: Lawful Good

Symbol: Silver Key

His cult is a strange one. Once a great thief, Votishal repented his evil ways and turned his talents to the side of good. He and a small band of followers stole from wealthy and evil organizations. Long after his death he became known as a god.

Any money collected from these thefts go into the temple's coffers. The special relics or magical items go into a special vault, known only as The Crypt. It has a great triple lock said to be unpickable. Inside is a fearsome guardian beast said to be unslayable. The priest thieves of Votishal do not wish these evil relics to return to the hands of man.

All of his priests belong to the thief character class. They are also all Lawful Good. This is the only known case where a thief can be that alignment. They hate all other alignments, especially thieves. They are constantly kidnapping and brainwashing members of the guild.

Votishal has a few secret temples within Lankhmar and a few other cities. The powerful Thieves' Guild has made sure that they are an outlawed group in Lankhmar. The main temple, and The Crypt, is in a secret location somewhere within a three-day ride of the city.



Chapter 7: Nehwon's Monsters

The world of Nehwon is populated with many strange and wonderful creatures. Most of these are already available in the various monster manuals for the AD&D role-playing game system. The list of available monsters can be found in the *Converting AD&D to Lankhmar* section.

In this section are the unique monsters found only in the world of Nehwon. Many animals are not mentioned here, such as the moon moths and the swamp rats. These animals are of little consequence and have close equivalences in the AD&D monster manuals.

Astral Wolf

FREQUENCY: Very Rare
NO. APPEARING: 3-12
ARMOR CLASS: 3 (on the Astral Plane)
MOVE: 18"
HIT DICE/POINTS: 3 HD
% IN LAIR: 50%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral Evil
SIZE: L (4' at the shoulder)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: III/90 + 3 per hp

All wolves that die from malicious cruelty become astral wolves. Their astral forms wander the astral plane seeking vengeance. Whenever their tormentor is in an isolated area, he can hear their howling in the day. At night when he dreams, the wolves can draw his astral form (Save vs. Spells) to the astral plane where it is set upon by the wolves. Any damage taken in the astral plane is transferred to the host body. If the astral wolves are unable to find their tormentor, they attack the nearest astral form.

Behemoth

FREQUENCY: Very Rare
NO. APPEARING: 1 (10% chance of 2)
ARMOR CLASS: 4
MOVE: 12"/18"
HIT DICE/POINTS: 15 HD
% IN LAIR: 30%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (40' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: VIII/4,000 + 20 per hp

This reptilian monster is a leftover from a previous age. It is sometimes called the swamp whale because its general size and shape are like that of a small whale. The beast has four stubby legs with wide webbed feet perfectly adapted for swamp travel. It

can move over water or quicksand for short distances. There are unconfirmed rumors of related species in other environments, such as the wintry north and the arid south.

Bird of Tyaa

FREQUENCY: Rare
NO. APPEARING: 3-30
ARMOR CLASS: 7
MOVE: 1"/18"
HIT DICE/POINTS: 1-4 hp
% IN LAIR: 10%
TREASURE TYPE: Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: 20% have poisoned claws
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
SIZE: S (1' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: II/30 + 1 per hp

These ancient servants of the goddess Tyaa are low intelligence ravens. Since they are only slightly larger than normal ravens, they are indistinguishable from them. Birds of Tyaa can talk and tend to speak in coarse rhymes. Tyaa and her birds hate beautiful women. The birds have been known to claw and peck at women's faces. About 20% of the birds have poisoned claws. The poison takes a full turn to take effect.

Cloaker, Sea

FREQUENCY: Very Rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: E/POINTS: 5 HD
% IN LAIR: 65%
TREASURE TYPE: F
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 + victim's AC
SPECIAL ATTACKS: Grab
SPECIAL DEFENSES: Mimicry
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic Evil
SIZE: M (5' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: V/170 + 5 per hp

This creature is distantly related to the cloaker. It has a flat cloak-like appearance on the outside. Its back has the ability to mimic its surroundings in color. Its inside is a pale gray with a large many-fanged mouth and two glowing red eyes. Unlike its cousin, it has no tail. They prefer being under water and will die if they dry out, which takes about an hour.

The sea cloaker attacks by either dropping, or swimming at its victim. It attacks with its hands for a grab first. Once it has made a successful hit with the hands, for no damage, it can then round. A grabbed victim has his arms pinned and may not attack.

Any attacks to the sea cloaker while it has a victim in its grasp does half its damage to the victim. Area effect attacks do full damage to both.

Cobra, Water

FREQUENCY: Uncommon
NO. APPEARING: 1-8

ARMOR CLASS: 8 (4)
MOVE: 12"
HIT DICE/POINTS: 3 + 3
% IN LAIR: 0%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1(E/ATTACK: 1-4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (3' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: III/150 + 4 per hp

Water cobras live in salt or fresh water, but they are only found in the shallows. Normally they prefer to be left alone. However, if one is disturbed, it attacks. The bite of the water cobra is extremely poisonous and fast-acting. A Saving Throw vs. Poison at -1 must be made immediately after the bite or the victim dies in 1-4 rounds.

Its most unique feature is its chameleon-like ability. It can change color to look like whatever is below it, while in the water. This happens quickly enough that they are almost invisible in the water, and have Armor Class 4 there. Once landed they are clearly visible.



Cold Spawn

FREQUENCY: Very Rare
NO. APPEARING: 1-4
ARMOR CLASS: 6
MOVE: 6"
HIT DICE/POINTS: 10 HD
% IN LAIR: 30%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-24
SPECIAL ATTACKS: Dissolve wood and metal
SPECIAL DEFENSES: Immune to blows, cold and lightning
MAGIC RESISTANCE: Standard
INTELLIGENCE: Non
ALIGNMENT: Neutral
SIZE: L (8' diameter)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: VII/1950 + 14 per hp

These are the hatched eggs of the cold woman. They are similar to a black pudding, but are white instead of black. They metamorphize when the cold woman dies. Upon her death, all the cold spawn fight to the death. The sole survivor becomes the new cold woman. This process usually takes about a year.

Cold Woman

FREQUENCY: Unique
NO. APPEARING: 1
ARMOR CLASS: -2
MOVE: 9"
HIT DICE/POINTS: 180 hp
% IN LAIR: 10%
TREASURE TYPE: U (x5)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: L (30' tall)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: X/28,500

She resembles a huge white pudding sculpted to form the vague outline of a woman. According to legend there is only one cold woman at a time. Upon her death, her remaining spawn fight to the death. The survivor becomes the new cold woman.

The cold woman lairs in a cave filled with riches. Excessively greedy people are lured in where she paralyzes them. The body is used to incubate her spawn, which usually takes about a day. The egg is easily removed and dies if exposed to the air.

She has *illusion generation* and *cold ray* powers. The ray has a range of 6" and does 7-70 points of damage, Save vs. Breath Weapon. Dexterity bonuses are added to the die roll. Her touch causes 4-40 points of damage, attacking as a 16+ hit die monster. Anyone touched must make a Saving Throw vs. Paralysis.

Any chop or strike has no effect. Severed parts immediately rejoin the body. The same is true for lightning attacks. She is immune to cold-based attacks. Her touch dissolves and corrodes just like a black pudding.

Eels, Poison

FREQUENCY: Rare
NO. APPEARING: 2-12
ARMOR CLASS: 6
MOVE: 9"
HIT DICE/POINTS: 1-4 hp
% IN LAIR: 75%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSE: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (2' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: I/7 + 1 per hp

These sea creatures are a Lankmart delicacy. They live exclusively in the swamps outside the city. Poison eels usually lair in the submerged roots of rotting trees.

The bite of the eel is poisonous. If the Saving Throw vs. Poison

is failed, the victim dies in 1-10 turns. The flesh is also poisonous unless cooked properly. This element of danger is one of its main attractions to the citizens of Lankmar.



Gladiator Lizard

FREQUENCY: Very Rare
 NO. APPEARING: 1-2
 ARMOR CLASS: -3
 MOVE: 15"
 HIT DICE/POINTS: 7 HD
 % IN LAIR: 80%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-10
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Lawful Evil
 SIZE: L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/XP VALUE: VII/350 + 8 per hp

This extremely rare monster is found only on the Bleak Shore of Nehwon. Hatched full-grown, the gladiator lizard is ready to fight. It takes many years to hatch one properly. This accounts for their rarity, even on the Bleak Shore.

The gladiator lizard is a shambling creature that stands erect. It has a reptilian head, boned and crested like a helmet. Its feet are clawed like a lizard's and its shoulders are topped with bony spikes. It has no hands; instead its forearms end in a single yard-long claw. In dim light they are hideous caricatures of gladiators.

They wield their claws like swords, with extreme agility. A gladiator lizard can attack twice per round, once with each arm. When encountered in pairs, they are always brood mates. Brood mates have a mental link which allows them to coordinate their attacks. Gladiator lizards speak a language of screeches and whistles.

Hamadryads

FREQUENCY: Very Rare
 NO. APPEARING: 1
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE/POINTS: 6 HD

% IN LAIR: 65%
 TREASURE TYPE: I
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/XP VALUE: VI/375 + 6 per hp

Every large group of dryads has a hamadryad to lead it. The hamadryad is much more a part of its oak tree than a normal dryad. It looks just like a dryad to the unsuspecting observer. They take great pains to act like dryads in the presence of others.

The hamadryad is strongly linked to her oak tree. She can never be more than 18" from it or she will die. At her mental command the hamadryad's tree can attack as a 12 Hit Die treant. Every two points of damage that the oak tree takes causes one point of damage to her. If it is killed, she dies instantly. Regardless of her physical condition she regenerates 1 point per turn. Any tree within 18" of her oak tree can be used as a *dimension door* to any other tree in that area.

Hamadryads are the avengers of the dryads. Anyone found harming a tree or especially a dryad will be punished. The hamadryad is usually armed with a battle axe. They have the same *charming* powers as the dryad, except that the male must have a Charisma of at least 18.

Ice Gnomes

FREQUENCY: Rare
 NO. APPEARING: 1-6 (20-200 in lair)
 ARMOR CLASS: 6
 MOVE: 6"
 HIT DICE/POINTS: 2 HD
 % IN LAIR: 50%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: By weapon
 SPECIAL ATTACKS: Nil
 SPECIAL DEFENSES: + 2 on cold saves
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Low to Average
 ALIGNMENT: Lawful Neutral
 SIZE: S (3 1/2' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/XP VALUE: II/36 + 2 per hp

These are one of the many clans of gnomes. This group went north into the mountains and burrowed under the peaks. They have gray-blue skin and no body hair. Their skin is thick and horny from cold underground living.

In the last millenium or so the ice gnomes were enslaved by the invisibles. This is a somewhat human race that is completely invisible. The ice gnomes serve them as butlers and artificers.

Leviathon

FREQUENCY: Very Rare
 NO. APPEARING: 1
 ARMOR CLASS: -1
 MOVE: 9"/15"
 HIT DICE/POINTS: 40 HD
 % IN LAIR: 15%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 8

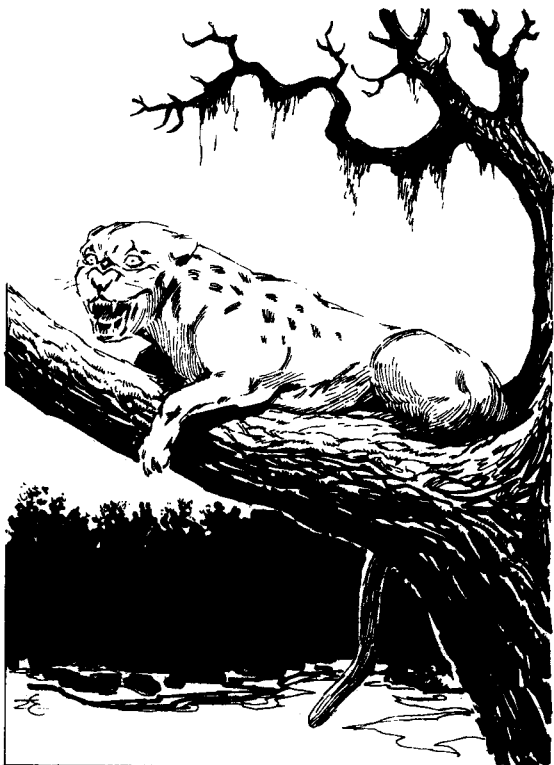
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: Hull damage
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (300' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: X/16,200 + 35 per hp

This squid-like creature lives on ocean bottoms. When it gets exceptionally hungry it attacks sailing vessels to consume the people inside. When it grabs a ship with all eight tentacles it does 40 points of hull damage. Whenever the creature takes more than half its hit points in damage it retreats to the sea floor.

Marsh Leopard

FREQUENCY: Rare
NO. APPEARING: 1-2
ARMOR CLASS: 6
MOVE: 9"
HIT DICE/POINTS: 3 HD
% IN LAIR: 5%
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: III/35 + 2 per hp

This unusual cat lives in the swamps and marshes of Nehwon. It has large padded feet suitable for living there. The marsh leopard has no fear or hatred of the water. Its brown and yellow spotted hide camouflages it. The traveler can detect the hunter by its glowing blue eyes.



Night Gaunt

FREQUENCY: Very Rare
NO. APPEARING: 2-8
ARMOR CLASS: 7
MOVE: 15"/24"
HIT DICE/POINTS: 5 HD
% IN LAIR: 30%
TREASURE TYPE: G
NO. OF ATTACKS: 2 claws or 2 talons
DAMAGE/ATTACK: 1-4/1-4 or 1-8/1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Silver or magic weapons only
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: V/210 + 5 per hp

These undead monsters inhabit ancient ruins. They are people that made dark pacts with evil forces and then died before completing their appointed tasks. They are turned as wights.

They look like hairless, naked men with large bat wings. Their feet have strong talons and their hands are clawed. Where there was once a face is now just a featureless oval. The night gaunt knows the alignment of any creature within 24". It uses this sense in place of its vision.

The favorite tactic of a night gaunt is to swoop down off a high ledge or tower and grab its opponent with its foot talons. Each does 1-8 points of damage. Only one successful hit is necessary to fly away with its prize. Once airborne, they drop their prey from at least 100 feet.

Ray-fish, Invisible Flying

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: -1 (includes inv.)
MOVE: 1"/21"
HIT DICE/POINTS: 6 HD
% IN LAIR: 10%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Invisible
MAGIC RESISTANCE: Standard
INTELLIGENCE: Semi
ALIGNMENT: Neutral
SIZE: L (12' long)
PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
LEVEL/XP VALUE: VI/300 + 6 per hp

This creature resembles a giant manta ray. It is an invisible so it cannot be seen under normal circumstances. Unlike the manta ray, the ray-fish flies.

The ray-fish feeds on sea plants and small fish in the frigid northern oceans. It does not attack other creatures unless trained to do so. Even then its only attack is a charge.

The invisible flying ray-fish is a strong and serviceable steed for the invisibles that live on Stardock mountain. It can carry two men and their carried equipment safely. In fact, those invisibles are magically derived from the ray-fish.

Salt Spiders

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 6
MOVE: 15" (18" on its web)
HIT DICE/POINTS: 3 HD
% IN LAIR: 25%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: M (4' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: III/105 + 3 per hp

These ugly spiders live in the salt marshes outside Lankhmar. They build large webs, some stretching 150 feet, to trap their prey. The wide pads on their feet allow them to move over water with ease. Their poisonous bite causes death in 1-6 turns unless a Saving Throw vs. Poison is made.

Skeletal Bats

FREQUENCY: Rare
NO. APPEARING: 10-100
ARMOR CLASS: 7
MOVE: 12"
HIT DICE/POINTS: 1-3 hp
% IN LAIR: 75%
TREASURE TYPE: Nil
ATTACKS: None
DAMAGE/ATTACK: None
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral Evil
SIZE: S (1' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: 0/none

These strange creatures are only found in the presence of powerful undead creatures. For example, they are known to inhabit the crypts of the dead master thieves. It is suspected that they might be found on the temple of the Gods of Lankhmar. They are once-dead bats that feed off of the powerful auras of other undead creatures. They radiate evil if a *detect evil* is cast.

The bats are harmless, but they do follow the orders of any undead of at least the power of a mummy. They can be made to fly into a spell caster's face to disrupt his casting. The same tactic can be used to confuse or distract an opponent.

Snow Serpents

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 6
MOVE: 9"
HIT DICE/POINTS: 10 HD
% IN LAIR: 35%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: Constriction
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (30' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: X/1350 + 14 per hp

Although it is called a serpent, this creature is actually a legless mammal. It looks like a white, furred snake. Its usual hunting habit is to lie in a snow field in several loops. When something steps inside a loop, the snow serpent springs up and coils itself about its victim. It needs a Hit roll to grab its prey. After that it does 2-20 points of damage a round automatically. Any prey in its coils has no hand free to fight back.

Worms, Giant

FREQUENCY: Uncommon
NO. APPEARING: 2-12
ARMOR CLASS: 10
MOVE: 6"
HIT DICE/POINTS: 1 HD
% IN LAIR: 40%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (3' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: I/45 + 1 per hp

These large pale worms are found in damp dark places. They infest the swamps outside of Lankhmar and the city's sewers. Their bite is mildly poisonous. If the save is made, no damage is taken. If the save is failed the victim takes an additional 1-6 points damage.



Chapter 8: Adventuring in Lankhmar

This book serves as a guide to the city of Lankhmar, but it is also designed to allow AD&D® players to set their game adventures there. This section contains information that is helpful to the Dungeon Master (DM).

Campaign Uses for the City of Adventure

The City of Adventure can be used in two different ways. If you have a detailed campaign world for your AD&D game, this city can be dropped into your campaign in any appropriate location. Of course, much of the detail about gods, monsters, and the surrounding world will no longer apply; this information should be replaced by whatever "realities" apply to the world setting in your campaign.

The product is also designed to contain enough information for you to set an entire AD&D campaign in Lankhmar and Nehwon. In this case, you may either have your players bring their characters to Nehwon (via the caves of Ningauble or any other mechanism you wish to use), or you can start new characters for this campaign.

The PCs included in this book should not be considered limiting. Players can certainly create new characters, or use any other characters from the stories that they may wish.

If you do plan to set a campaign in Nehwon, and you wish to keep the world reasonably consistent with the Nehwon created by Fritz Leiber, consider using the exceptions to the normal AD&D rules systems explained in Chapter 9. The decision to use the rules in that section is up to each Dungeon Master. You should be aware, however, that playing in the City of Adventure without the conversin rules will create adventures quite unlike most of those described in the books.

Social Levels

An important concept in Lankhmar is the relative importance and influence of each person, expressed as a social level. The highest social level, reserved for the Overlord, is 15; while the lowest, signifying persons of nearly all professions who have yet to prove their worth.

A Player Character's Social Level is equal to 1/3 his level of experience, with a maximum of 10. Non-Player Characters determine Social Level the same way. Other residents of the city have a social level established by their profession and their level of accomplishment within the profession (see Guilds).

Social levels can be adjusted up or down based on any of several possible modifiers. These include:

Level Modifier	Cause
+ 2	Save the city from a major catastrophe, and receive publicity
+ 1	Flaunt an institution of power, such as the Thieves' Guild
+ 1	Spend at least twice as much money as folk of the equivalent SL
-1	Display cowardice publicly
-1	Create a serious problem for many people (start a big fire, murder a popular guild-master, etc.)

There is a great deal of flexibility involved in assigning and adjusting social levels. Obviously, actions that a character takes, but nobody knows about, cannot affect social level.

Effects of Social Levels

Social levels generally represent how important an individual is

regarded by others in the city. Therefore, a high social level carries some significant benefits.

Encounter Reactions: When rolling on the Encounter Reaction Table (DMG page 63), figure the difference in social levels between a PC and the NPC. Each level of difference gives a 5% modifier (up or down, as appropriate) to the encounter reaction dice roll.

City Guard Encounters: When a PC encounters members of the city guard that would otherwise accost the character, there is a 10% chance per Social Level of the character (except for level 1) that the guards will ignore the character and go on about their business. Thus, a character of SL 4 has a 30% chance of avoiding a guard encounter.

The City

It is important to remember that Lankhmar is a living, breathing city. A city is always changing, never static. Buildings go up and others fall. People come and go. Governments rise and decline. In this chapter you will learn how to make the city of Lankhmar come to life.

For game purposes, the ordinary fluctuations of the city are determined seasonally. Once every three months a series of die rolls, or decisions, are made for Lankhmar. Below is the compressed list of city indexes that change seasonally.

Major Markets
Government
Social Standards
Religions
Foreign Relations

The rules in this chapter are only guidelines. Under the best of circumstances, all the facets of Lankhmar should be made by the Dungeon Master with careful consideration for their effects. Unfortunately few, if any, Dungeon Masters have the time or energy to do that.

To solve this problem, this chapter provides a series of rules and tables to aid the game master. If he desires, the game master can use the die roll systems to control the entire growth of the city. However, it is important to remember that the Dungeon Master should control the dice and not vice versa. If the resulting die roll is not what you want, change it.

Money

Lankhmar is a merchant's city full of thieves. Money is the greatest desire of most of its citizens. The people of Lankhmar spend much time worrying about their money, and finding ways to make more of it.

The coins of Lankhmar are minted in various metals; the base (common) metals for low value coins, the precious metals for high value coins. This coin system is directly analogous to the AD&D coinage.

Lankhmar	AD&D
Iron Tik	Copper piece
Bronze Agol	Silver piece
Silver Smerduk	Electrum piece
Gold RilK	Gold piece
Diamond in Amber Glulditch	100 Platinum pieces

Platinum does not exist in the area of Nehwon around Lankhmar, and copper is plentiful enough that it is not made into coin. When characters first enter Nehwon, it is recommended that all of their coinage be converted using the table above. The same is true when they leave Nehwon.

The iron tik is a small, square coin printed with a stalk of grain on one side and blank on the other.

The bronze agol is a square coin showing the grand gate of Lankmar on one side and blank on the other.

The silver smerduk is the most common form of exchange among the working class of Lankmar. It is a triangular coin with the head of the current Overlord on one side and a sailing ship on the other. While these coins are never stamped with a date, the Overlord depicted can date the minting.

The gold rilik is the most common form of exchange among the upper class and nobility of Lankmar. On one side of this triangular coin a likeness of the great god Aarth is printed. On the other is a sea serpent.

The diamond in amber glulditch is a rare coin. It is only found in the vaults of wealthy men or moneylenders. The city treasury has the largest quantity of them. As a form of currency, it is only used for large transfers of money. It is a round coin made out of yellow amber. In its center is a small diamond. Since light can through the amber, the diamond is always visible.

These coins all have the same relative values as their equivalents in the AD&D game system (PHB 35). The sole exception is the diamond in amber glulditch which is worth a hundred times the value of the platinum coin, or about 500 gold pieces.

200 tiks = 20 agols = 2 smerduks = 1 rilik
500 riliks = 1 glulditch

The coins are all the same weight. This means that a gold coin is smaller than a silver one, because gold is denser. The weight of a coin in Nehwon is no different than in the AD&D game system.

A common problem is that of shaved coins. A dishonest person might seek to shave some of the gold or silver off a coin to keep for himself. For this reason the coins are carved on all surfaces. Any shaving shows up easily. Eleven shaved coins are considered to be worth as much as ten fresh ones.

The problem is with old coins. The wear on an old coin is hard to distinguish from a shaved coin. Once every few years the government buys worn or shaved coins from the citizens at about 90% of their value, and melts them down to mint new coins.

Prices

In the city all items are grouped into markets. For example, clothing is one market. It is controlled by a single guild and requires the same basic materials to make it. Some markets are established in this book. As the Dungeon Master, you can regroup them or invent new ones.

Sample Markets

Metal works
Wood works
Stone works
Clothing
Jewelry
Buildings
Foods
Potions

Each market's prices may increase or decrease depending upon a variety of conditions. A shortage of materials may cause a rise in prices. A surplus of labor might lower prices. Each season the adjustments for each market are determined.

The base price for an item is found in the Players Handbook pp. 35-36. The market adjustment is made to the Hagglng roll to account for its effect.

Seasonal Market Fluctuation

2d6	Modifier
2	-4
3	-3
4	-2

5	-1
6	-1
7	0
8	+1
9	+1
10	+2
11	+3
12	+4

Hagglng

Very few items in Lankmar are bought at the listed price. The buyer and seller usually haggle over the price of an item before settling on a price.

Some prices are not subject to hagglng. For example, guild fees are not variable, neither are moneylenders fees. Usually it is the open market sale of goods that can be hagglng over.

Hagglng is an excellent opportunity for a bit of true role playing. Unless you think that it will take too much time, make the players actually haggle with you for items they buy.

As a general rule, let the buyer start the bidding. However, don't be afraid to start it yourself if he is too slow. The starting price should be much higher (if selling, lower if buying) than the minimum price.

If the buyer refuses a reasonable offer, drop the sale and make him go to another vendor. Below is a table of some typical phrases to entice a customer into a higher price.

"The polish on this fine work is worth more than that!" "That price is an insult to the maimed hands of my sainted mother, who personally made it!" "Look at the intricate detail here!" "You can never find a work like this in another stall!" "A strong man such as you need not beggar a poor merchant like me with that price!" "Only a beautiful woman like you could wear this!"

In general, a hagglng praises his work and insults the offered price of the customer. He slowly moves his offer up to meet the customer's at a middle ground price.

The table below shows the minimum price for which an NPC vendor will buy or sell an item. Under no circumstances, short of life threatening, does he go outside that limit.

If the characters are insistent on searching the entire area for the best price, make a single roll for the lowest available price. Otherwise, eventually a vendor will roll very low for a price.

If this happens, roll 4d6 and leave out the two highest (lowest for selling) die. Consult the chart, with the modifiers, to find the best available price. For any given vendor that happens to roll a minimum price below the area minimum, use that figure instead.

The party should not spend a whole afternoon finding the best price for a pair of boots. By sticking to just a couple of vendors, the characters may get a better deal.

Buying and Selling Table

2d6	Buying % of base	Selling % of base
2	50	200
3	60	180
4	70	160
5	80	140
6	90	120
7	100	100
8	125	90
9	150	80
10	200	70
11	300	60
12	400	50
13	500	40
14	600	30
5	700	20
16	800	10
17	900	10
18	1000	10



Easley

Modifiers - for the customer

Foreign to the neighborhood	+ 1
Foreign to the city	+ 2
Foreign to the Inner Sea	+ 4
Customer is wealthy	+ 2
Vital commodity *	+ 3
Customer is unaware of the base value	+ 5

Moneychangers

These business men convert foreign currency into Lankhmart coin and vice versa. The charge is usually about 10% of the amount changed. This number can rise or fall as the markets vary. Their fees are not haggled over.

Moneylenders

A moneylender is similar to a bank in modern times, except they only loan out money, they don't keep savings. He gives a customer money, with the understanding that it will be paid back with interest in the future.

The typical interest rate for a moneylender is 10% of the amount borrowed. The longer the loan is for, the larger the interest rate. Most loans are for a month. Sometimes small weekly payments are required.

For longer loans (a year or more), the interest rate would be between 25% and 50%. Usually these require regular payments every month until it is paid off.

Before the moneylender gives out his money, he makes sure that he can get back his investment somehow. Usually this is in the form of property. If the borrower doesn't have anything of value, he doesn't get the loan.

Lankhmart law frowns upon debtors. The moneylender is allowed to confiscate items worth up to the value of the loan and the interest charge, if the borrower doesn't pay in time. Any money already paid to the moneylender in installments is forfeited.

Occasionally a moneylender can be persuaded to drop the interest in exchange for a percentage of the profits from a particular venture. This is not very common, because moneylenders are very conservative.

Fees

Several services in the city are subject to fees. These services are provided by the government for its citizens. The fee cannot be haggled over, only paid in full.

There is a harbor fee for berthing a boat in the harbor. The fee is 1 smerduk per day per pace (yard) of length of the ship. When the city treasury gets low, very short men are assigned as harbor masters.

There is a silo fee for storing grain in the huge silos of the city. During the warm seasons it is 2% of the gain per week. During the winter it is 10% for the whole season. Winter is defined as the first snowfall until the first thaw.

In the Guild section, there is mention of the guild fees. A guild charges to perform certain tasks, or for membership. Doing guild work without guild permission is a punishable offense in Lankhmar.

Taxes

In reality, the Overlord can tax as much as he wants as often as he wants. However, in practice there are a few common taxes with set times and amounts. Too much taxing leads to revolt among the citizens.

There is a gate tax, which must be paid to enter (but not leave) the city. Of the four gates, two of them have a tax during the day-time. All four have a tax at night. The varying rates help to control what type of traffic uses each gate.

Gate	Trade	Tax Gate	Night
Grain	2%	1 smerduk	1 rilk
Grand	5%	1 agol	1 smerduk
End	*	none	1 agol
Marsh	*	none	1 tik

* Wagons and caravans are not allowed through these gates.

Any ship carrying trade goods into the harbor must pay a trade tax of 2%. Such a small tax makes Lankhmar a popular trading city.

In the fall, just after the harvest, the city collects a harvest tax from its farmers of 20% of all grains and animals. This is the primary source of Lankhmar's wealth.

In the springtime, the tax collectors roam the city collecting property taxes. It is supposed to be 10% of the value of a man's wealth in coin. When coin is unavailable, property is taken.

In a city the size of Lankhmar it is often difficult to tell who owns what property. This makes it difficult for the tax collectors.

For a Lankhmart, tax time is a very serious game. Family and friends race about moving valuables from one place to another to avoid having it seen, and subsequently taxed, by the collectors. Some even to take it out of the city until the tax collectors are through.

The tax collectors, on the other hand, try to keep the dates of the tax collection secret, to surprise the citizenry. They organize their sweeps of the city so that few of the citizens can get away. During this time the collectors set up stations at the gates to get those trying to leave Lankhmar.

This results in a week of frantic activity and fun for a pair like Fahrd and the Gray Mouser. People can be seen hustling sofas from one house to another to keep one step ahead of the tax collectors. In all this chaos, the pickings for a freelance thief are good.

Fire!

One of the scourges of any city, particularly one where wood is a primary building material, is fire. Lankhmar, because of its relatively lawless nature, dry climate, and lack of effective fire-fighting capacity, is regularly swept by raging fires. Sometimes, only a single building is claimed by the flames; other times, entire blocks might be burned to the ground.

Fires can be used as a source of adventure and danger, as a means of moving the player characters in a direction you (the DM) would like them to go, or as a device to allow you to change the map in an area of the city, most notably by switching one geomorph for another.

As DM, feel free to start fires in Lankhmar whenever and wherever you have a reason. If the players are not involved, resolve the fire in any way that you wish. If an area of concern to your players becomes involved in a fire, the following mechanics are suggested.

A fire in a wooden building will engulf the entire building in 2-5 turns (1d4 + 1). If oil is used to start the fire, or the building contains significant amounts of oil, the fire only takes 1-4 turns to engulf a building.

Once a building is completely aflame, neighboring buildings have a chance of burning. This chance is 1/3 (1 or 2 on 1d6) per turn, for three turns. After this time, the original fire burns down so that it no longer threatens adjacent buildings. The chance of extra buildings catching on fire is reduced to 1 in 6 if people take steps to prevent this, such as splashing water on it or smothering sparks.

Breaking the Law

Breaking the law implies that someone may catch the criminal. In Lankhmar there are many cases in which a guild, or the government, makes sure the criminal gets away. This is commonly

known as corruption. However, there are also cases where the criminal is caught.

Once captured, the criminal is put into prison until his trial. Roll 1d6 to determine how many days until the trial. There is no bail; the criminal must stay in prison.

The trial is conducted before a judge; there are no juries in Lankhmar. The defendant is allowed to hire a lawyer to speak his case for him. His accuser has the same right. Without a lawyer, the chances of winning the case are slim. This is not because the lawyer is good at his job, but rather because the judges are bribed to be in favor of a lawyer.

Barristers are a guilded profession (see Guilds) and anyone that retains one must pay their fee. Wealthy patrons are more likely to be able to afford a lawyer than poor ones. Therefore, wealthy men are found not guilty more frequently.

There is a die roll system for determining the judge's decision. It should only be used in the event of a questionable verdict. In obvious cases, the obvious verdict should be the result.

To determine who the judge sides with, each side rolls 2d6 and adds the level of the lawyer. Add any relevant modifiers from the table below. The side with the higher number wins. A tie means that the judge renders a verdict against both sides, in civil cases. In a government case, the judge sides with the government in a tie.

Situation	Modifier
Most witnesses	+ 3
Opponent has no witnesses	+ 2
Higher social level	+ 1
Lower social level	- 1
Physical evidence	+ 2

Once the judge makes his decision, it is final. There is no appeal process through the judicial system. In extremely unusual cases, the Overlord has been known to step in and reverse a decision.

A not guilty verdict has the expected consequences. The accused is released without hesitation.

A guilty verdict has a more complex process. The criminal has one month to pay the fine, if one is allowed. With the fine paid, he can go free. If, after a month, he has not paid the fine, he must face the sentence. For those thirty days, he is held in the prisons.

Below is a table with some sample crimes, their sentences and their fines. In Lankhmar, the judge always has the final say in both the sentence and the fine. He can make it larger or smaller, more severe or less than what is listed below. As the game master, you must take everything into consideration when pronouncing a fair sentence.

Not all crimes in Lankhmar are listed, just some of the more common and serious ones. Use common sense to decide the finer points of law. Lankhmar's judicial system is designed to be cheap to run and bring in money for the city. Sentences for minor crimes usually amount to public humiliation, rarely in a prison sentence.

Crimes	Sentence	Fine (rilks)
Murder	Death	none
Assault	Flogging	3d6 × SL
Theft *	Lose Finger	5d6 × SL
Treason	Death	none
Tax Evasion *	Slavery	50% wealth
Guild Evasion *	Slavery	2d6 × SL
Insolence to a noble	Flogging	1d6 × SL
Property Destruction *	Flogging	3d6 × SL
Disfigurement	Lose Eye	4d6 × SL
Debt *	Slavery	1d6 × SL

* Any fine for these crimes is after the victim has been paid back

for his loss. SL = Social Level. In Lankhmar, the richer the defendant, the higher the fine.

There are very few slaves in Lankhmar. The sale of slaves is prohibited. The only slaves are those that are sentenced to indentured servitude. They are considered city property, and are rented out to merchants and other businessmen. The Overlord has quite a few for his personal servants. The term of slavery depends upon how severe the crime was. Some slaves only have to serve a year, others are there for life.

A sentence of death is usually carried out by a public beheading. The number of strokes with the whip is usually from 2-20 (roll 2d10).

Tax evasion has an unusual fine associated with it. After the tax has been paid from the criminal's wealth, 50% of everything he owns goes to the city. This is to discourage tax evasion. Unfortunately, the tax collectors and other officials are easily bribed. Therefore, wealthy men can get away with tax evasion relatively easily.

Debt

Since the fines are heavy for the poorer folk of Lankhmar, debt sometimes arises as a result of a trial. The defendant does not have enough money to pay the fine. At that point the judge immediately renders a judgment for the crime of debt. This adds to the amount the defendant owes the state, because debt has a fine attached to it.

A victim of debt has one month in prison to get family or friends to pay his fine, or he becomes a slave. Moneylenders will not lend money to a prisoner unless he has an unusually high chance to pay it back soon.

Bribery

Almost anyone in Lankhmar can be bribed. Sometimes it may take more money than the character has with him. Trying to bribe someone is a perfect chance for good role-playing. Don't let it go by with a simple die roll. Make the players act out the bribe.

There are two things to consider with bribes. First there is the danger level to person taking the bribe. The more physically dangerous the action, the more money he or she is going to want. Hand in hand with physical danger is social danger. While an act may not harm the person, being publicly embarrassed or humiliated is not pleasant.

The second aspect of bribery is the action's value to the briber. The more obviously important the action is to the briber, the higher the price, regardless of any lack of peril. If the briber wants something badly, he is going to have to pay for it.

Sometimes an NPC or PC can be caught in a bidding situation. Two different parties can be bidding to bribe him for contradictory actions. Most citizens of Lankhmar try to push the bribe as high as they can in this situation.

Calendar

Lankhmarts do not number their years. Instead each is named for a creature or object of mythical might. Some are not mythical, such as the leviathan and the behemoth. However, even these creatures are vast in size and power.

There are 14 names for years, one for each year before a boy or girl reaches youth. In Lankhmart astrology, a person's life is divided into periods of 14 years. Only a handful of people have ever lived to be revered ancients. Nobody in Lankhmar has ever lived to be 99 years old.

Age	Description
1 - 14 yrs.	Child
15 - 28 yrs.	Youth
29 - 42 yrs.	Adult
43 - 56 yrs.	Elder
57 - 70 yrs.	Ancient
71 - 84 yrs.	Honored Ancient
85 - 98 yrs.	Revered Ancient

Names of the Years, in order

Year of the Feathered Death
Year of the Basilisk
Year of the Horde
Year of the Leviathan
Year of the Roc
Year of the Dragon
Year of the Behemoth
Year of the Ogre
Year of the Gorgon
Year of the Lamia
Year of the Sea Serpent
Year of the Titan
Year of the Burning Mountain
Year of the White Angel

Each year has twelve months, just like ours, but they are named after animals. Each month has the same number of days as the equivalent in our calendar. The days are also named for creatures. However, this is confusing for many of the citizens of Lankhmar.

Despite the Overlord's attempts to keep it otherwise, the people have been using the number of the days within a month along with its name. Any official contract must have the name of the day and not its number.

There is no leap year in Nehwon. For years that end with an extra day, that day is called the day of the chameleon. This keeps the calendar on track. The day of the chameleon is a big festival day for Lankhmar (see Festivals).

Our month	Lankhmar Month
January	Wolf
February	Horse
March	Hedgehog
April	Crocodile
May	Deer
June	Serpent
July	Lion
August	Shark
September	Weasel
October	Owl
November	Goat
December	Boar

Lankhmar days of the Month

1 Hare	16 Skunk
2 Minnow	17 Worm
3 Turtle	18 Butterfly
4 Newt	19 Mouse
5 Raven	20 Toad
6 Spider	21 Cat
7 Scorpion	22 Swan
8 Lizard	23 Mole
9 Gnat	24 Shrew
10 Hornet	25 Bat
11 Parrot	26 Squirrel
12 Dove	27 Rat
13 Hawk	28 Fox
14 Dog	29 Beaver
15 Raccoon	30 Crab
	31 Leech *

* Only occurs in some months

Lakhmar astrology uses the animals of the day, month, and year of birth to predict the future of a man. It can get very complicated. It is said in Lankhmar, that only an astrologer can understand another astrologer.

Festivals

There are many festivals and holidays in Lankhmar. About half of them honor some respected person's deathday. Most of these are considered minor holidays, except by pompous government officials. They are similar to the small holidays of our year, such as president's birthdays, and parent's day.

With so many different churches in Lankhmar, it stands to reason that each has several days during the year to celebrate or mourn. In fact, every day of the year is a religious holiday for at least one of the churches on the Street of the Gods. Depending upon the size of the church, the revelry usually stays close by the building. A large church, such as that of Aarth, has several blocks filled with worshippers on a holiday.

The remaining national holidays are celebrated by all of Lankhmar. Each is covered in detail following.

Chameleon Day: During some years, there is an extra day at the end of the year. It is the equivalent of our leap year day in February. This day is cause for great celebration. The people of Lankhmar dress in colorful costumes and wander the streets. Nobody goes without a mask. There is much wine, romance, and song.

Normally, such a festival would be the target of great thieving in Lankhmar. However, to the guildmasters unending frustration, most of the thieves celebrate to the point where they are not fit for work. Those thieves who refrain from the fracas pull easy duty. The thefts are usually made without a hitch.

Night of Fear: Legend has it that on the day of the bat, in the month of the goat, the gods of Lankhmar roam the city. They wander the streets to see if the city's citizens have kept Lankhmar in accord with their wishes. It is said that anyone found spying on them dies horribly.

On the day of the Night of Fear Lankhmarts prepare gifts for their temple. The Lankhmarts wear only black togas, and all conversations are done in low whispers. It is such a day of bad omens, that no business is conducted. That night, all the people of the city stay indoors, behind locked doors and with weapons near at hand. Not even the thieves willingly venture into the night.

Actually, the Gods of Lankhmar walk the streets only about once every seventh Night of Fear. However, since it is never a sure thing as to which year is will occur, the people of the city respect this holiday every year.

Planting: This is the ritual first day of spring, on the day of the swan in the month of the hedgehog. The first crops of the year are planted on this day. Legend has it, that if the day is cold, the harvest will be stunted. If the day is warm, the harvest will be bountiful.

This is a day of big business in Lankhmar. Family and friends gather together to celebrate planting. The homes are decorated, and the evening meal is large and exotic.

Harvest: On the day of the hare, in the month of the owl, the last harvest is made. Similar to the planting festival, the homes are decorated and there are large family meals in the evening. During the day, there are carnivals, side shows, parades, and much revelry in the city.

The day after harvest is one of the highest volume business days in Lankhmar. The grain merchants purchase the farmer's yield, the tax collectors are out in force, and arrangements are made for transporting the grain to foreign ports.

High Astorian: The brightest star in the sky is Astorian. It reaches its peak in the sky on the day of the cat in the month of

the serpent. It is supposed to be the day of greatest fortune and luck in Lankhmar.

Businesses compete to have the gaudiest shop displays. Government buildings are decorated elaborately. The gambling halls are filled to capacity. Large business transactions are made on this day. Even the thieves pay homage to Astorian. They reserve this day for their biggest sales to the fences of Lankhmar.

Admirals' Day: Many years ago, on the day of the Hawk, in the month of the Lion, in the year of the Horde, the mingol siege of Lankhmar was broken in a spectacular sea battle. The Lankhmar navy drove the sea-mingols from the Inner Sea, and they have not since returned.

This festival day celebrates that victory. Members of Lankhmar's navy and marines are entitled to free food and drink at all public establishments on Admirals' Day. During the festival,

there are public dances and plays, reenacting the famous battle. On the Inner Sea, the navy stages a mock battle in reduced scale for the entertainment of the Overlord and his guests, who watch from the Citadel.

Vermin Day: A relatively recent addition to Lankhmar's calendar, Vermin Day celebrates the city's narrow escape from the rat hordes of the undercity. On the day of the rat, in the month of the lion, the rats tried to conquer Lankhmar, led by the 13 white rats of legend. Only the appearance of the Gods of Lankhmar, and particularly 13 war cats, saved the city.

Prior to the festival, rats and other vermin are rounded up by the thousands. They are ceremoniously tortured and killed for the entertainment of the watching crowds. People in cat costumes prowl the streets, and gifts are laid before the temple of the Gods of Lankhmar.

Random Building and NPC Generators

"Stop! Thief!"

The shout rings through the darkened alleys of Lankhmar's Tenderloin District. No reaction greets the panicked cry of the fat merchant, who has presumably just been robbed.

"He's getting away! He's got all my money!" screeches the victim hysterically, finally adding, "One hundred riiks to the one who returns my purse!"

The final line produces a startling reaction, as doors fly open and every thief, cutthroat, and mercenary within earshot darts into the maze of alleys, seeking an easy pouch of gold.

The original thief, as startled as anyone else, freezes in panic as footsteps pound the paving stones around every corner. Suddenly, he sees a narrow door, nearly lost in the shadows.

Darting to the wooden entrance, he snatches it open and darts inside, just as a half dozen armed men race around a corner.

Breathing heavily, the thief listens to the footsteps fading in the distance. And, for the first time, he looks around . . .

This short scenario has the potential to bring an AD&D Game session to a screeching halt, as the DM is suddenly forced to create a realistic indoor setting on the spot. Since the reaction of the building's inhabitants has an immediate bearing on what our thief does next, even a short delay can have ruinous effects on "story continuity."

Using the Random Generators

Although many locations within Lankhmar are given specific descriptions for role-playing adventures, the majority of the business establishments and residences in the city are not described in any detail.

The "Random Generators" are designed to handle role-playing situations where the DM needs to determine specific floorplans for a building and some well-rounded NPCs to be encountered there.

Simply speaking, the "RG" are a series of tables. By rolling a die, or selecting an appropriate entry, a DM can quickly determine the following facts about a location.

1. What sort of place is it? (Inn, home, business establishment, warehouse, etc.)
2. What does it look like inside? How many rooms does it have, and how big are they?
3. Are there people in here? If so, who are they?

Although each table is keyed so that rolling 1d20 yields an answer, the tables should be used selectively as often as possible. The DM should pick the desired building purpose and occupant whenever possible.

For example, if the players are looking for a blacksmith shop, they should not enter a (randomly generated) private residence to encounter an eccentric (randomly generated) candle-maker. They should enter a blacksmith shop and find a blacksmith, unless the DM has a good reason for deciding otherwise.

The tables are divided into three types:

1. Building Purpose
2. Building Structure
3. NPCs Present

Each type has specific instructions relating to its use. When die rolls are necessary, always use 1d20.

Building Purpose

The following lists all types of buildings that might commonly be located in Lankhmar. If you wish include a type of building that is not on the list, feel free to make it up.

When randomly determining a building purpose, the 1d20 roll will often be modified by adding a number to the result. This is determined by which District the building is in. The Districts, and their associated modifiers are:

Table 1: District Modifiers

District	Die Modifier
Temple District	0
Tenderloin District	+ 5
Plaza District	+ 5
Mercantile District	+ 10
Cash District	+ 10
Festival District	+ 10
River District	+ 15

After determining the applicable District modifier, if any, roll 1d20 on Table 2 and add the modifier to determine the general building purpose. If a subtable is indicated for the purpose, roll another 1d20 and consult the indicated subtable.



Table 2: General Building Purposes

1d20 Roll	Building Purpose	Subtable
1-6	Temple	*
7-12	Tavern	*
13-17	Residence	*
18	Temple	*
19	Warehouse	A
20-22	Merchant Shop	B
23-27	Craftsman Shop	C
28-29	Merchant Shop	B
30-31	Tavern	*
32-35	Warehouse	A

*These building types do not have a subtable for specific purpose determination. In the case of a temple, choose one of the gods in Lankhmar as the worshipped deity. For a residence or tavern, proceed directly to Table 4: Building Floorplans.

Subtable A: Warehouses

1d20 Roll	Warehouse Contents
1	leather goods and bulk leather
2-4	grain in crates and barrels
5-8	sails and ropes
9	carts
10	weapons and armor
11	perfume, silk, and body paint
12-14	wine
15-16	beer
17	salt
18	nets
19	spices
20	false warehouse—used by secret cult or smugglers

Subtable B: Merchant Shops

1d20 Roll	Type of Merchant Shop
1	herbs, incense, and oils
2	nautical supplies
3-4	fruits and vegetables
5	salted and dried meats
6-7	pottery
8	astrologer
9-10	physician/embalmer
11-12	fence
13	moneylender/moneychanger
14	sweets (candy) shop
15	barber or beautician
16	toy shop
17	potions and drugs
18	livestock sales
19	novelties
20	imported weapons and armor

Subtable C: Craftsmen's Shops

1d20 Roll	Type of Craft
1	candlemaker
2	smithy (iron and copper works)
3	carpenter
4	weaver
5	jeweler/whitesmith
6	armorer
7	weaponsmith
8	wainwright
9	baker
10	mapmaker/surveyor
11	tailor
12	sailmaker
13	ropemaker

14	stone mason
15	scribe
16	brewer/vintner
17	shoe/boot maker
18	soap maker
19	net maker
20	leather worker

Building Appearance

To determine what the building looks like inside, you can select an appropriate floorplan from those provided or randomly generate the floorplan with Tables 3 and 4.

Table 3 is used in the same manner as Table 1; i.e. you apply the modifier for the type of building to the 1d20 roll used on Table 4.

Table 3: Floorplan Modifiers

Building Purpose	Die Modifier
Temple	0
Warehouse	+ 5
Tavern	+ 10
Merchant Shop	+ 25
Craftsman Shop	+ 30
Residence	+ 40

When using a floorplan generated with this system, take care to use a map that could believably fit into the building's outer walls! Feel free to adjust the scale of the floorplan maps up or down to accomplish this; however, it may also be necessary to re-roll the die if a completely improbable interior plan is indicated.

The floorplans are displayed at the end of this chapter. Once you have determined (from the following table) which floorplan to use, flip to the pages with the floorplan maps to discover the exact nature of the plan.

Alternately, you can go to the pages of floorplans and select one that seems to fit the purpose at hand.

All the floorplans provided show only one floor of a building. If a character decides to go up or down a stairway, you can add another (appropriate) floorplan for that level, or you can simply repeat the floorplan you used for the first level, perhaps with some impromptu changes (deleting or adding a wall, for example) to make it slightly different.

If the outside dimensions of the building will allow the floorplan to fit in only one position, obviously that is the way to place it. If it could be placed in any of several positions, roll 1d4 and compare the result to the four-pointed star on the floorplan key. Place the floorplan so that the side near the top of the page faces the direction determined by your roll.

Table 4: Building Floorplans

1d20 Roll	Floorplan
1-5	small temple (#1)
6-9	one lg room building (#2)
10-14	weird room, S passages (#3)
15-16	strange shaped rooms (#4)
17-20	building w/ courtyard (#5)
21-23	big room inn (#6)
24-26	big room inn (different) (#7)
27-28	small rooms, big center (#8)
29-31	large room, small office (#9)
32-36	workshop and store (#10)
37-38	small workshop, store (#11)
39-41	big shop, small store (#12)
42-44	big store area (#13)
45-50	many small rooms (#14)
51-53	apartments (#15)
54-57	big house (#16)
58-60	large luxury suites (#17)

NPC Information

This section allows the DM to determine how many people are currently in the building, what each character looks like, his or her AD&D ability scores, and what kind of personality the NPC has.

Of course, you will not always have to generate all of the information for each NPC. If a character dashes in the front door of the tavern and heads immediately for the back door, he will not have time to learn the names of 20 customers and barmaids! If the same PC enters a shop and attempts to bargain for a good deal, however, the name and personality of the shopkeeper can be very significant.

As with the other tables in this section, 1d20 rolls are made to randomly generate information. The DM is encouraged to consciously select a result whenever possible, however, in order to create an appropriate character. A blacksmith, for example, is unlikely to be 5 feet tall with a strength of 7.

How Many NPCs Are There?

As with many other tables in this section, first check to see if there is a modifier for the type of building in which the encounter occurs. These modifiers are listed on Table 5.

Table 5: Modifiers to Number of NPCs

Building Purpose	Die Modifier
Temple	0
Warehouse	0
Shop (nighttime)	0
Shop (daytime)	+8
Residence	+5
Tavern (daytime)	+10
Tavern (nighttime)	+15

After determining the appropriate modifier, roll 1d20 and add the modifier to the result. Find the number of NPCs on Table 6. When a result lists a nus a 1d20 roll, consider the die roll optional. Use it only if you want to generate a larger number of NPCs.

Table 6: Number of NPCs Present

1d20 Roll	Number of NPCs
1-8	0 (empty)
9	1
10	2
11	3
12-14	4
15	1
16-17	2
18	6
19	5
20	9
21	7
22	11
23	12
24	1
25	3
26	13
27	16
28	18
29	30 + 1d20
30	10 + 1d20
31	17
32	12
33	15
34	20 + 1d20
35	28

Who Are They?

These tables add detail to any NPCs that the Player Characters encounter. You will probably want to determine the description first, since much of that information is visible to anyone who can see the person; but in some cases you will need to generate a name first.

Table 8: NPC Name Determination

1d20 Roll	Male Name	Female Name
1	Hoorik	Charette
2	Dannal	Lucia
3	Orrick	Annelle
4	Griffith	Myrrh
5	Rennago	Elana
6	Lugh	Verona
7	Aravis	Yomanda
8	Terqqal	Irinna
9	Grooph	Maaryan
10	Kormar	Misseen
11	Giller	Naamphyll
12	Naarg	Lylliph
13	Buullos	Quiall
14	Harrag	Rowleen
15	Knarq	Mirria
16	Quarsh	Herrena
17	Kharamorco	Ylala
18	Thromdan	Jisseen
19	Bakkish	Kissla
20	Hordaknish	Winniffer

Table 7: Random NPC Descriptions

1d20	Description
1-2	MALE: medium size, slightly overweight, thinning brown hair, no beard, ST 14; IN 19; CO 12; CH 8; hp 5 FEMALE: short, plump, long curly red hair, ST 9; IN 10; WI 6; D 13; CO 9; CH 13; hp 3
3-4	MALE: large, burly, bushy black hair and beard; ST 17; IN 8; WI 10; D 8; CO 12; CH 11; hp 8 FEMALE: slender, tall, short black hair; ST 10; IN 12; WI 11; E 15; CO 8; CH 16; hp 4
5-6	MALE: short, wiry, muscular, short blond hair and beard; ST 14; IN 10; WI 7; D 13; CO 9; CH 8; hp 7 FEMALE: petite, graceful, long fingernails, long straight black hair; ST 10; IN 12; WI 9; D 9; CO 10; CH 12; hp 3
7-8	MALE: average height and build, brown mustache and sideburns; ST 12; IN 11; WI 14; D 5; CO 13; CH 12; hp 5 FEMALE: very heavy, greasy brown hair, several teeth missing; ST 15; IN 9; WI 12; D 9; CO 14; CH 7; hp 5
9-10	MALE: tall and skinny, squeaky voice, long stringy black hair; ST 12; IN 13; WI 9; De 13; CO 8; CH 9; hp 4 FEMALE: average height, sturdy build, no hair; ST 16; IN 9; WI 10; D 13; CO 12; CH 10; hp 6
11	MALE: average height, eyepatch over one eye, short hair; ST 11; IN 12; WI 11; D 16; CO 10; CH 7; hp 7 FEMALE: curvaceous, deep voice, average build, covered with tatoos, long brown hair; ST 10; IN 13; WI 11; D 12; CO 10; CH 14; hp 4
12-13	ALE: very short and stout, no facial hair, thin blond hair; ST 12; IN 8; WI 9; D 8; CO 12; CH 9; hp 6 FEMALE: tall and stocky, blond hair, blue eyes; ST 13; IN 10; WI 9; D 10; CO 11; CH 14; hp 8

- 14-15 MALE: swarthy, unshaven, average build, ST 12; IN 11; WI 9; D 14; CO 8; CH 7; hp 4
 FEMALE: average size, very long black hair, huge black eyes; ST 11; IN 15; WI 9; D 12;3; hp 5
- 16-17 MALE: short and fat, bald, squinty eyes; ST 13; IN 11; WI 12; D 8; CO 10; CH 8; hp 5
 FEMALE: very short, plump, curly brown hair; ST 10; IN 12; WI 11; D 15; CO 10; CH 12; hp 3

- 18 MALE: white whiskers and hair, wrinkled, bright blue eyes, peg leg; ST 9; IN 10; WI 15; D 7; CO 11; CH 12; hp 3
 FEMALE: gray hair, stooped posture, skeletally skinny; ST 5; IN 11; WI 15; D 6; CO 7; CH 9; hp 1
- 19-20 MALE: handsome, clean-cut, long brown hair, bright brown eyes; ST 13; IN 10; WI 11; D 12; CO 9; CH 16; hp 5
 FEMALE: pretty, short dark hair, short; ST 11; IN 14; WI 10; D 9; CO 8; CH 17; hp 3

Table 9: Personality Determination

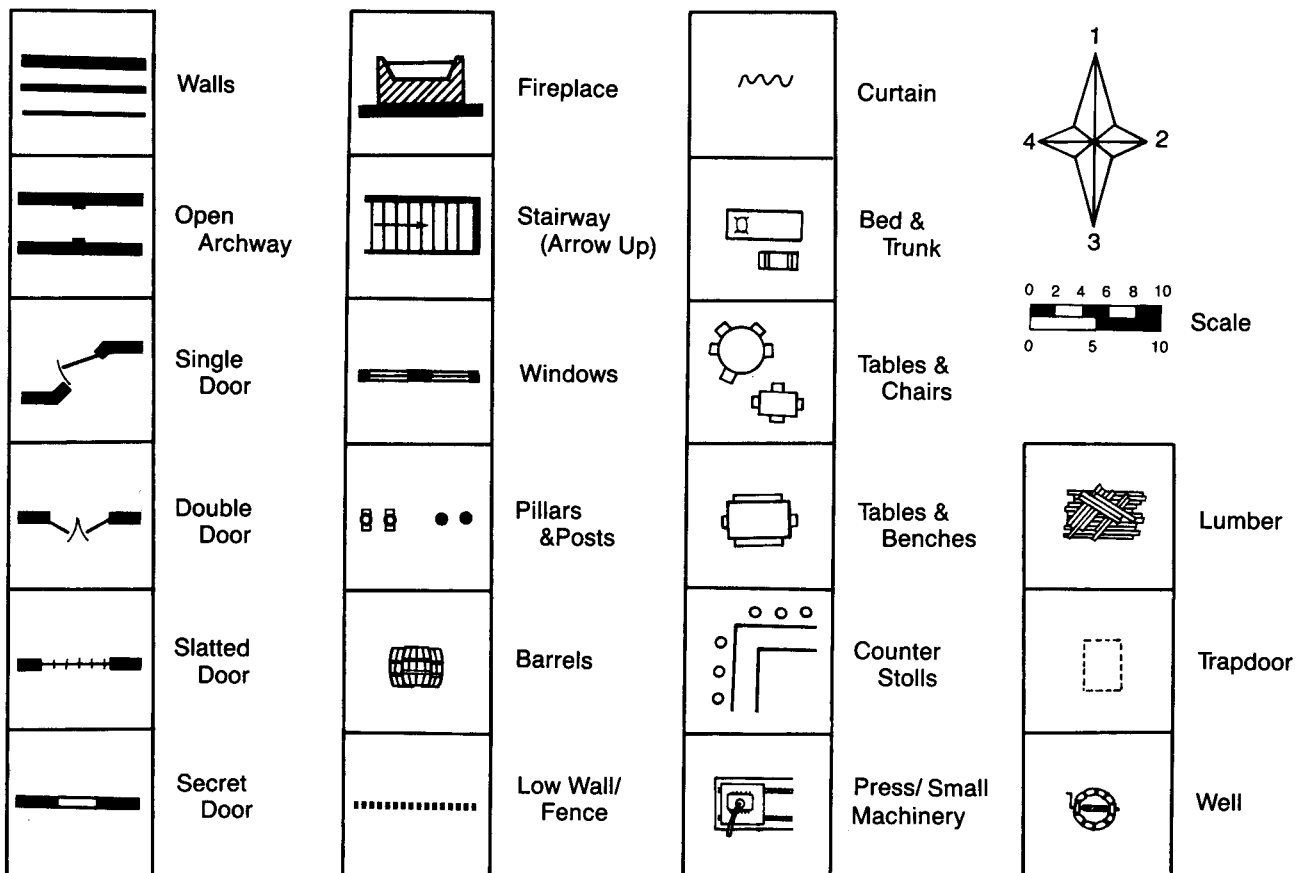
1d20 NPC Personality

- 1-2 Lawful good, poor, helpful and friendly, will eagerly perform menial services for money
- 3-4 Neutral, foul-mouthed, selfish, rude and abrasive; but very good at what he/she does
- 5-6 Chaotic neutral, sneaky, ingratiating, gossips, lazy, agrees to be helpful but usually backs out
- 7-8 Chaotic evil, friendly, seems generous, actually treacherous, will do at, minds own business, irritable if bothered, dependable if gets to know you
- 11 Chaotic evil, sly, and vulgar, tries to be friendly, thief and spy for Thieves Guild
- 12 Neutral, fervently religious, fanatical and narrow-minded, tries to convert everyone to the worship of (choose any God of Lankmar)
- 13 Chaotic good, tries to be funny, no sense of taste or etiquette, talks loudly all the time
- 14 Lawful good, very strictly disciplined, no sense of humor, looks down on frivolity of any kind, speaks in nasal tones

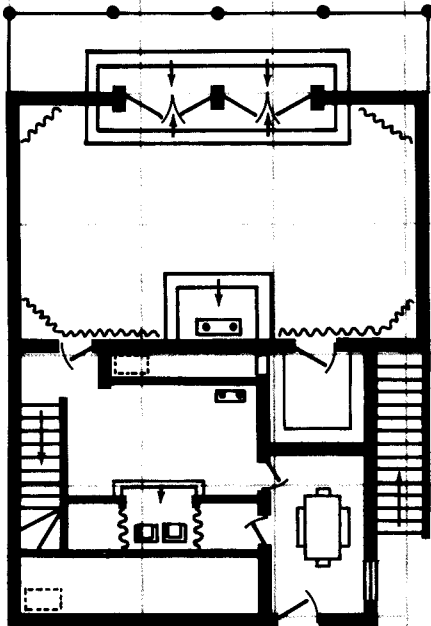
1d20 NPC Personality

- 15 Neutral good, very nice person, friendly and helpful, seems to know everybody, won't tolerate malicious gossip, loyal
- 16 Lawful evil, a bully, tries to impress everyone with stories, cowardly, sneaky, will try to get revenge (later) if embarrassed or scorned
- 17 Chaotic evil, a mean drunk, enjoys fighting, will not hesitate to kill or steal, shows no compassion for anything, belligerent
- 18 Neutral, quiet, shy, cringing, whiny, cannot be depended on
- 19 Chaotic good, flagrant practical joker, enjoys drink, quick-tempered, adventurous, and somewhat greedy
- 20 Chaotic evil, psychopathic and paranoid, suspicious, irrational, high-pitched shrill voice

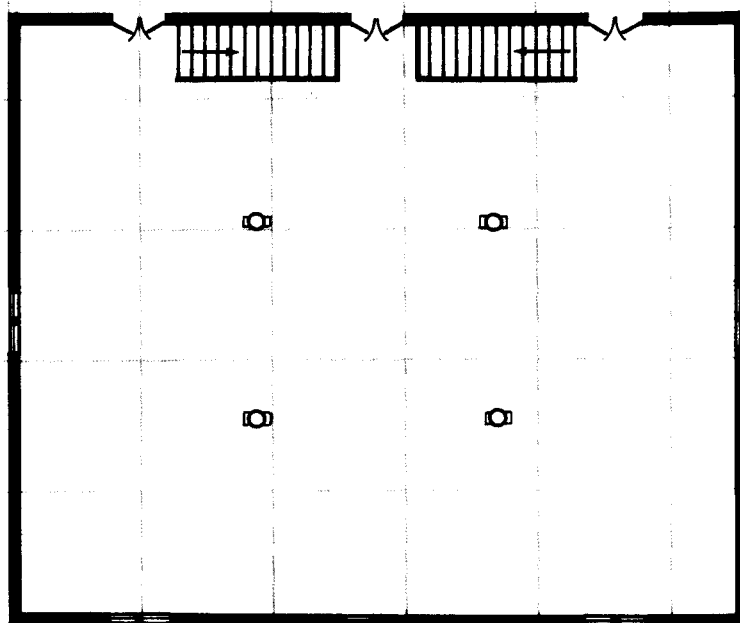
Key for Generic Floorplans



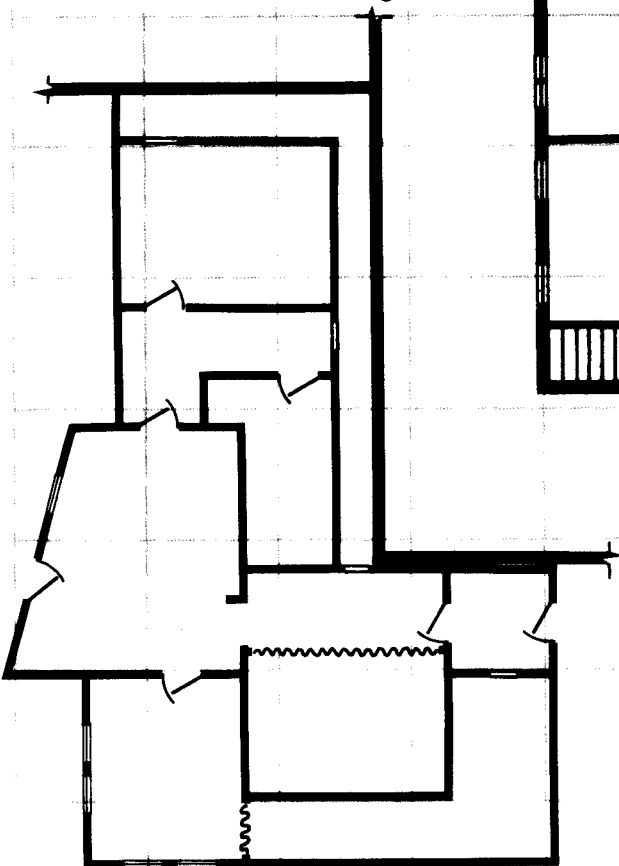
1 Small Temple



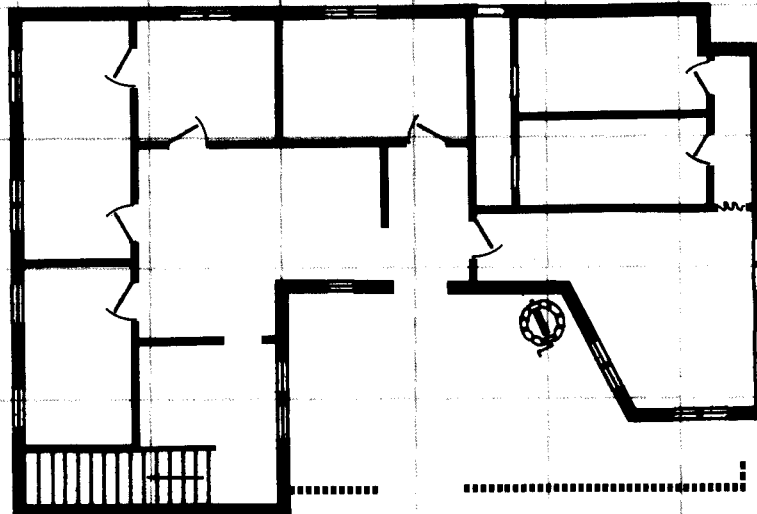
2 Warehouse



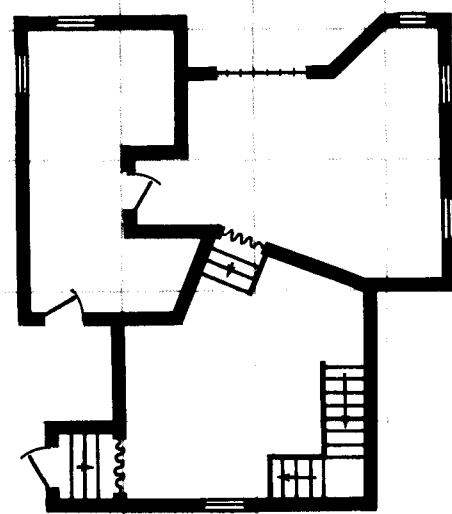
3 Weird Room/Secret Passage



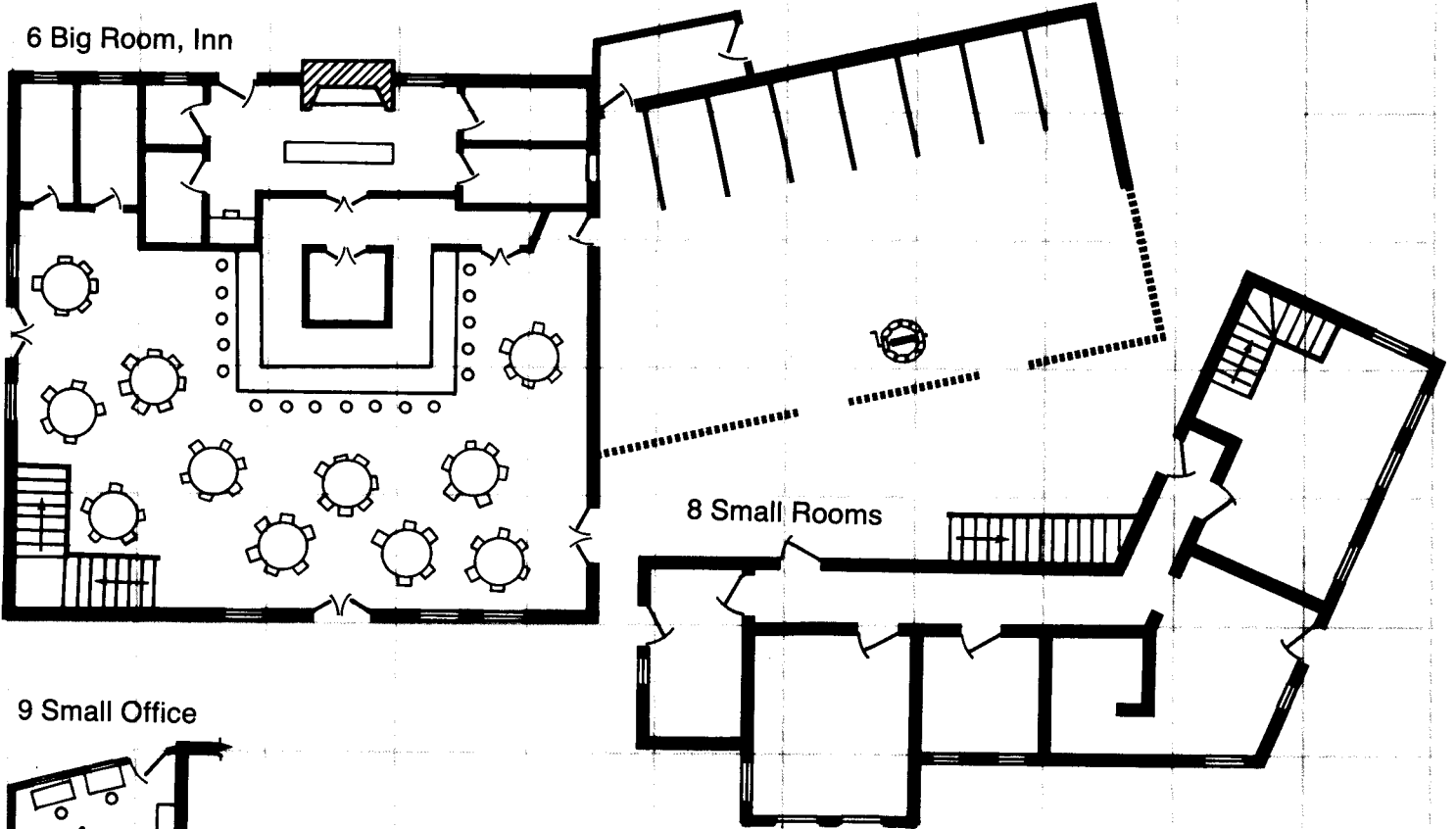
5 Building with Courtyard



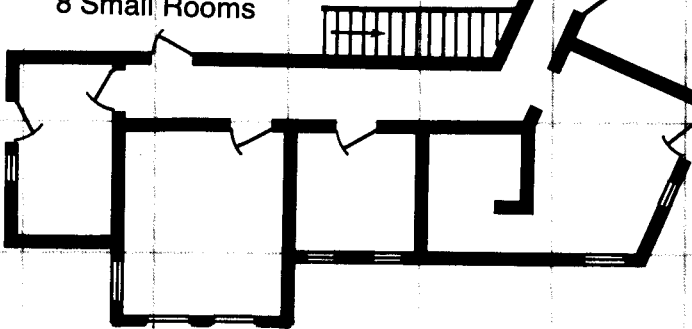
4 Strange Shaped Rooms



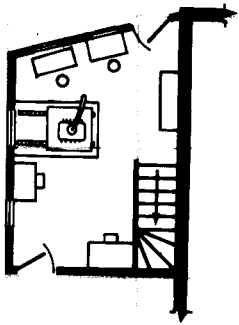
6 Big Room, Inn



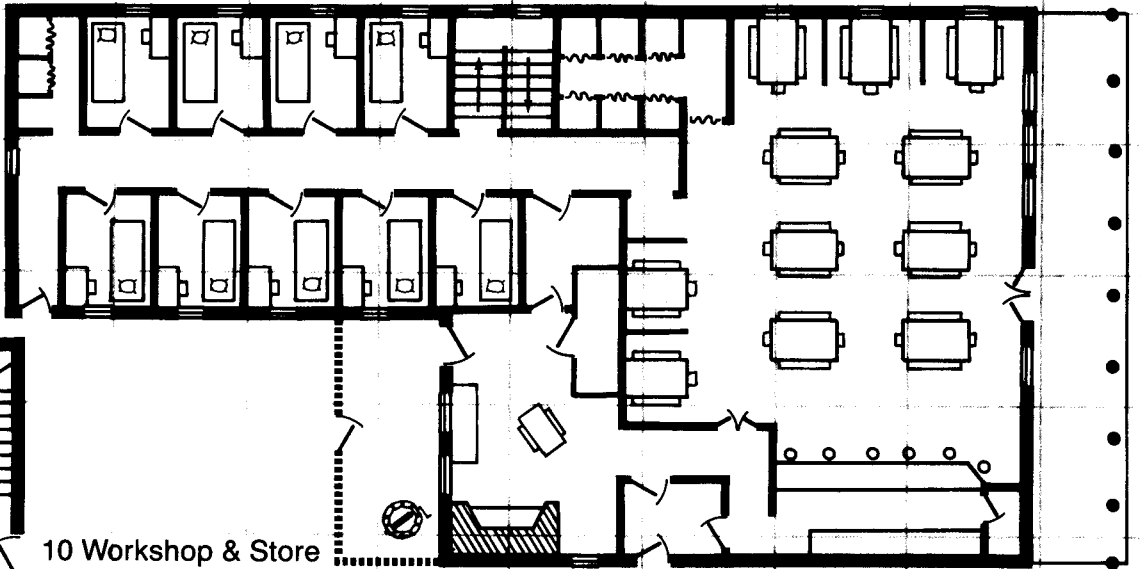
8 Small Rooms



9 Small Office



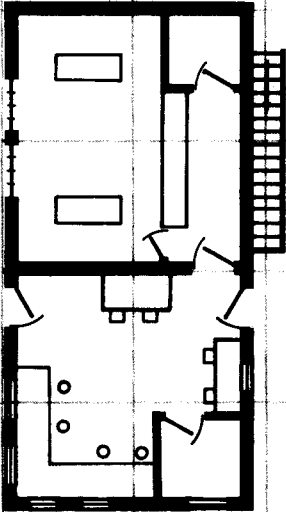
7 Big Room, Inn



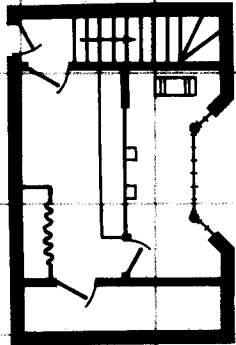
10 Workshop & Store



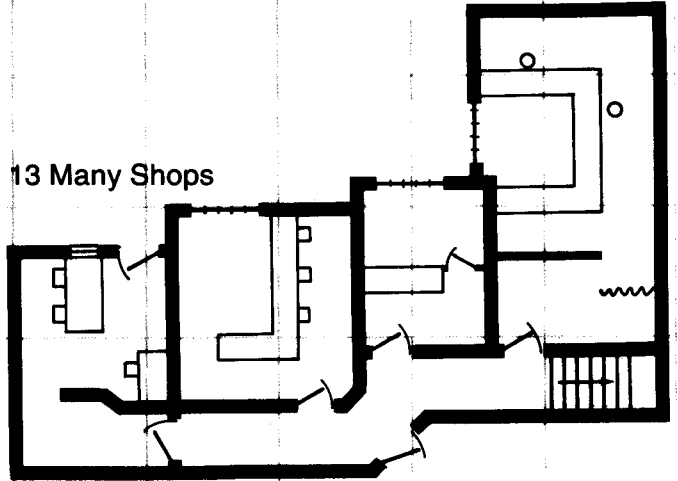
11 Small Workshop



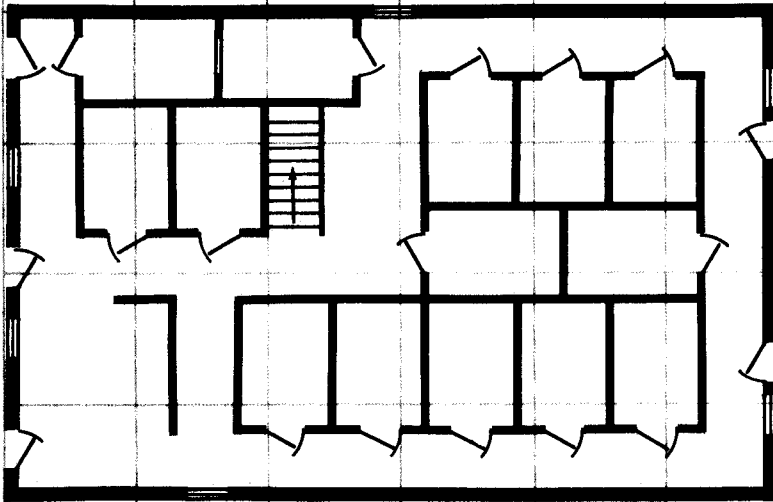
12 Big Shop



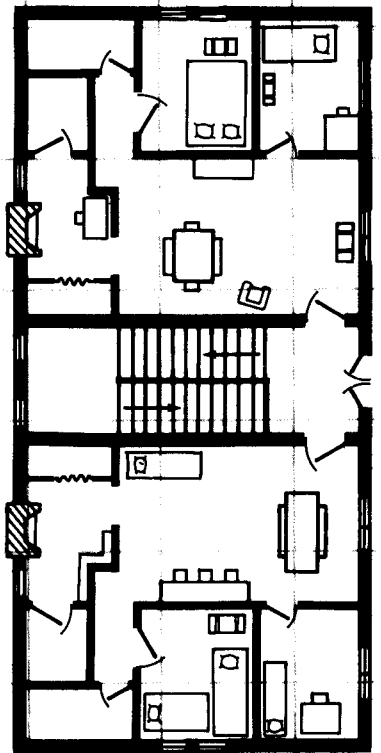
13 Many Shops



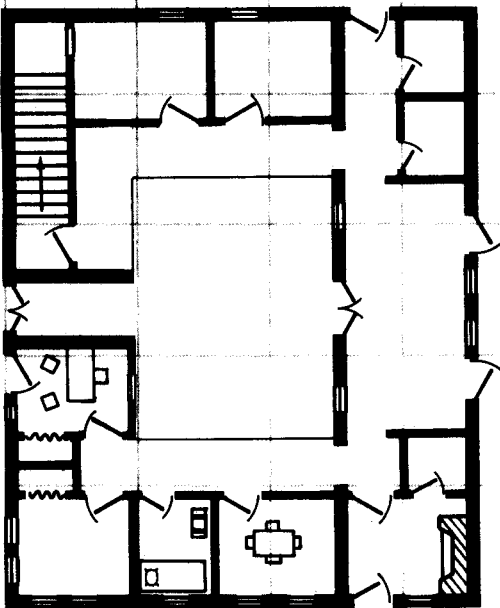
14 Many Small Rooms



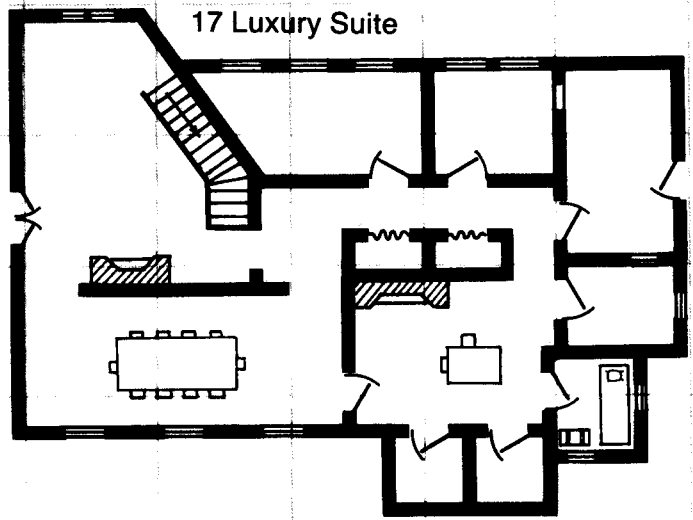
15 Apartments



16 Big House



17 Luxury Suite



Chapter 9: AD&D Conversion Rules for Nehwonian Campaigns

Lankhmar, City of Adventure, is based upon the world created by Fritz Leiber for his famed fantasy heroes, Fafhrd and the Gray Mouser. This world is somewhat different from the world settings of most AD&D campaigns.

This section provides rules for setting an AD&D campaign in Nehwon itself. This world is a rich and varied one, with peculiarities of magic, strange beasts, and mysterious gods all its own. If you want to place the City of Adventure within your own AD&D campaign, you do not need to use any of the rules modifications suggested here. Although, you are certainly welcome to incorporate any of these suggestions into your campaign at the DM's discretion.

Areas where Nehwon proves different from most campaigns include particularly the areas of cleric's powers, Player Character races, magic use and spell choices, and the assorted creatures and gods of the campaign setting. Each of these areas is addressed here.

Player Character Races

Unlike the normal AD&D campaign, the world of Nehwon is primarily inhabited by humans. Elves, dwarves, halflings, and gnomes are nonexistent. The only PC race eligible to characters in a purely Nehwon campaign is human.

Of course, there are several different types of humans in Nehwon. The barbarians from the far north have different characteristics than the Mingols or Lankhmarts. For an explanation of the benefits and penalties pertaining to each of these races, see the *Adventuring in Lankhmar* section of this book. These benefits and penalties include attribute modifiers for a character's Strength, Intelligence, etc., certain skills that a member of a nationality possesses automatically, and class restrictions for certain types.

Player Character Class Restrictions

While most of the AD&D classes are present in Nehwon to one extent or another, some modifications apply when you play a strictly Nehwonian campaign. The following are detailed restrictions and changes.

All character classes in Nehwon are limited to a maximum of 15th level. Also, DMs are encouraged to use the effects of age as characters grow older (DMG page 13).

Non-Spell Casting Classes

This category includes all characters who make their living with primarily physical skills, even if spells are available to the class to a limited extent, as with rangers and paladins.

Thieves: Lankhmar is justly known as the City of Thieves. The Thieves' Guild is a powerful institution in the city, and thieves make up a sizable proportion of the population. Thieves are also fairly common throughout the rest of Nehwon, but nowhere do they enjoy the prominence that they do in Lankhmar.

In an AD&D campaign set in Lankhmar, thieves are treated exactly as described in the Players Handbook; no special provisions apply.

Assassins: The Slayers' Brotherhood is allied with the Thieves' Guild in Lankhmar, representing another common, although less powerful, group of Lankhmarian society. In addition to their function of murder, assassins perform bodyguard and escort functions as well. Spying is another common activity of the members of the Slayers' Brotherhood.

There is one exception to the normal AD&D assassin rules that apply to the members of the Brotherhood: Assassins can wear any type of armor in a Nehwonian Campaign. If wearing anything better than leather armor, however, the assassin cannot perform any of the thief skills.

Fighters: Naturally, fighters enjoy a certain amount of prominence both in Lankhmar and throughout Nehwon. Jobs as city guards, garrison troops, members of the army in the field, and private duty in the small armies owned by the more powerful nobles are all available in great numbers.

Fighters have no special modifications in a Nehwonian campaign. However, metal armor (particularly chain and the almost nonexistent plate mail) is rare in Lankhmar, so fighters here will have generally poorer Armor Classes than those in a normal AD&D campaign.

Rangers: Rangers are not native to Lankhmar, although the class exists in many of the peoples of Nehwon. The Ice Barbarians of the Cold Wastes, Fafhrd's own race, are one example of this. Rangers, when they appear, are exactly as described in the Players Handbook except that they can never use spells.

Paladins: Like rangers, paladins do not originate in Lankhmar, but can be found among some of the peoples of Nehwon. Particularly, the city of Tisilinilit is known as a breeding and training ground for the class. Paladins in Nehwon cannot use spells.

Spell Casters in Nehwon

Magic-users, clerics, illusionists, and druids undergo very significant changes when transported to a campaign set in Nehwon. They are broken into two categories: black wizards and white wizards. Black wizards are a modified and combined form of AD&D magic-users and illusionists. White wizards are a modified and combined form of AD&D clerics and druids.

Many AD&D spells do not function in the World of Nehwon. Spells that do work in Nehwon have some significant modifiers to the normal rules, particularly in regards to casting time and the time it takes for the caster to regain the spell. Some new spells are also added to reflect the different nature of magic in Nehwon.

Black Wizards

The class of black wizard is the most common type of spell caster in Nehwon, and even so its members are very rare. Black wizards tend to be selfish, greedy, and arrogant individuals with tendencies toward evil behavior. This is only natural, since the power available to black wizards is considerable, making them feared and avoided by most of the world's other inhabitants. Black wizards can be of neutral evil alignment for the first four levels of their class. Before attaining 5th level, however, a black wizard must shift to evil alignment. Black wizards are included as an NPC class from 5th level on.

Each time a black wizard gains a level (starting with level 5), one effect from the following table occurs. These effects reflect the fact that the black wizard's commitment to evil, while it can provide him with considerable power, tends to make him inhuman.

Roll 1d12 as soon as the new level is gained to determine the effect on the black wizard. Each effect is permanent.

Black Wizard Malevolent Effects Table

Die Roll	Effect
1	Wizard loses sight in one eye
2	Wizard loses all of his hair
3	Wizard loses all sense of smell and taste
4	Wizard loses 1-6 points of Charisma
5	Wizard's touch spoils wine
6	Wizard's face becomes misshapen and hideous
7	Wizard becomes hopelessly enraged at the sound of laughter

- 8 Wizard develops limp, reducing Movement Rate to 1/2 normal
- 9 Wizard develops an irrational and complete fear of dogs
- 10 Wizard develops an irrational and complete fear of horses
- 11 Wizard loses endurance, must rest 1 turn after turn of activity
- 12 Develops allergy to all food not treated with a rare herb

Black wizards must have an Intelligence of at least 15, and cannot go up in level unless they receive coaching from a black wizard of higher level. A black wizard cannot rise higher than 5th level unless his Intelligence is his highest attribute.

Black wizards can find employment working for powerful government leaders, pirate and thief captains, and even unscrupulous merchants. Many black wizards eschew such gainful activities, however, in favor of operating in seclusion on their own private, and usually sinister, projects.

The entire range of magic-user and illusionist spells is available to the black wizard. The total number of spells per level is determined by the magic-users chart in the Players Handbook, but a black wizard can choose either a magic-user or an illusionist spell for each eligible spell in his book.

The modifications to casting time and the time required to regain cast spells, are explained under *Spell Use in Nehwon*.

White Wizards

The members of the white wizard class are even more rare than their evil counterparts. In fact, many people doubt whether they exist at all. This is because the white wizard tends to be a recluse, avoiding all unnecessary contact with others. White wizards must be of good alignment.

A white wizard must have a Wisdom of 15 or greater. Like black wizards, white wizards cannot advance levels without an instructor. A white wizard cannot advance beyond 5th level unless his Wisdom is his highest attribute.

White wizards tend to be generous and kind individuals, with strong tendencies toward good behavior. Their powers are not as extensive as the black wizard's, but their goals are generally less ambitious also.

White wizards, except on rare occasions, will not accept employment because that represents, to a true white wizard, an unhealthy focusing of his responsibilities.

As the counterpart of the black wizards, white wizards are allowed the entire selection of cleric and druid spells when assembling a spell list. Although the number of spells allowed is determined by the cleric's spell per level chart, the white wizard can select spells from either the cleric or druid spell list.

Spell Use in Nehwon

Magic use in Nehwon is not quite as common as the average AD&D player has probably come to expect. The restrictions listed here apply to both white and black wizards (see *Spell Casters in Nehwon*). A quick look will show that they serve heavily to restrict those who use spells, making them less effective than usual in AD&D. This is to reflect the fact that wizards in Nehwon are rare and unusual individuals.

The actions of spell casters are less likely to influence the course of a wild melee action than in a normal campaign, but these are still very powerful and mysterious characters in their own ways.

Casting Time: Spells in Nehwon take longer to cast than players will be used to. Treat each segment of casting time as a round, each round as a turn, each turn as an hour, and each hour of casting time becomes a full day. The spellcaster must still concentrate during the entire course of the casting, and any disturbance will destroy the spell, just as in the official AD&D rules.

Spell Recovery: After a spell caster has used a spell, a full week must pass before he can regain the ability to use the spell again. Both black and white wizards must have spell books containing their spells, and must study the book for the usual amount of time (official AD&D) to learn the spell.

DMs are encouraged to require their spell-using PCs to endure some difficulties, in the nature of a quest or adventure of some sort, before gaining a spell to add to their book. This is the official rule, of course, but one about which DMs in normal campaigns tend to be flexible.

Spell Detection: Any spell-caster, whether black or white, that has reached 5th level or higher, has a chance to detect a spell being cast somewhere in the wizard's vicinity. The range of this ability is 300' per level of the detecting caster.

The base chance for detecting the spell if it is cast within range is 50%, + 5% per level of the spell being cast. This ability only works when the wizard is awake, but he does not need to concentrate to discover that a spell is being cast. If he does concentrate, he can determine the direction (from himself) of the magical activity, the approximate level of the spell (plus or minus 1-2 levels), and the distance to the caster (plus or minus 50%).

New Weapons For Nehwon

The usual assortment of AD&D weapons all appear in Nehwon in some form or another. In addition, two new weapons are listed here: the throwing dagger and the throwing axe. These weapons can be used by anyone proficient in the dagger or axe, respectively.

Throwing Dagger: The throwing dagger is a heavily weighted dagger that serves in melee combat exactly as a normal dagger. When used in missile combat (i.e. thrown), however, it is much more effective than its lighter cousin because of its increased range.

The statistics on the throwing dagger are as follows:

Weight in GP	Damage (Small/Large)	Length	Speed	AC Adjust		
30	1-6/1-6	18"	3	as dagger		
(Thrown Attributes:)		Fire Rate	Range	S	M	L
		2		2	4	6

Magic Items in Nehwon

In keeping with the lower magic level of the Nehwon environment, as opposed to the typical AD&D campaign, certain modifications to the Treasure Type table in the Monster Manual become effective.

All these modifications effect the far right (MAPS or MAGIC) column of the table, limiting the likelihood of magic treasures being found with any given hoard.

All percentage figures in this column are divided by 10 before the DM calculates the existence of magical treasure (round fractions up). For example, treasure type Z has a 50% chance of including magic items on the table; in Nehwon, this becomes 5%. Treasure Type V, with an 85% chance of magic, thus is reduced to a 9% chance.

When more than one item of a given type is listed, ignore all additional numbers of the same type after the first one. Multiple types can still become available. For example, Type H can include one treasure of any type, one potion, and one scroll instead of four of any type plus a potion and scroll.

As always, this chart is intended as an aid to the DM in placing treasure in the campaign world. If an undesirable result is generated for the table, or if you have a logical reason for creating your own result, feel free to modify or ignore the Treasure Types Table.

Artifacts: Like any AD&D campaign, the DM should keep a very tight lid on any artifact that will be introduced to the players. Such

things are extremely rare in Nehwon, and if introduced, should play a major part in the adventure leading to their acquisition.

Bringing AD&D Characters to Nehwon From Other Campaign Worlds

A wide variety of magical devices allow player characters a means of shifting from one universe to another during play, so it should not be too difficult to get your players to Nehwon, if you (the DM) decide to set a campaign there. A simple suggestion for making this transition is given here:

The Caves of Ningauble: This maze of caves, fully described under Ningauble in the NPC section, allows travel throughout the known universe. The characters could enter a cave on any campaign world, wander around in a maze of corridors until they get lost (perhaps the layout of the cave even changes around them), and emerge into Nehwon.

Bringing PC Magical Possessions to Nehwon: As mentioned, Nehwon has a much lower concentration of magic than most AD&D worlds. Since this is the case, player character bringing magical items into Nehwon must make a saving throw for each item. Use the Saving Throw Matrix for Magical and Non-Magical Items. Make a Saving Throw vs. Disintegration for each item. The item does not Disintegrate if the save is failed, however. It merely becomes non-magical for the duration of its stay in Nehwon.

Gods of Nehwon: Nehwon has its own group of deities, like most AD&D universes. Players from other campaigns will have to adjust to this if you intend to run a purely Nehwonian campaign. For an explanation of these gods and their effect on the world of Nehwon, see the section on the Gods of Nehwon.

Characters With Multiple Classes

In the traditional AD&D campaign, the demi-human characters enjoy the benefits of multi-class characters. With the absence of demi-humans in Nehwon, coupled with the common combination of fighter and thief skills among human characters, the restrictions on human multi-class characters are to a great extent lifted.

Chapter 10: Arms and Armor in Lankhmar and Nehwon

Lankhmar city is the acme of civilization in the world of Nehwon. Though there is no scarcity of rogues, thieves, bravos, mercenaries, cutthroats, or other rough characters, Lankhmar is no wild frontier town. Folk do not strut down the thoroughfares in platemail nor do they casually twirl two-handed swords as they embark on their daily marketing errands. The bulk of Lankhmar's citizenry is peace-loving and law-abiding (within the recognized but flexible standards of civilization) and disinclined to sport deadly weapons or bear shield or armor in the course of daily events. Those Lankhmarts who do wear armor and carry weapons have good reasons for doing so, or they find their freedoms summarily abridged.

First among those recognized with the need to bear arms is the constabulary. Most peacekeeping professionals are fitted with browned iron or studded leather cuirass and helm and armed with pike and short sword. A few officers and specially-trained constables may be more elaborately-armed and armored, but are unlikely to be on regular patrol or at guardposts except in times of social turmoil.

Occasionally, peacekeeping problems (like minor riots or religious festivals) will require more substantially-armed enforcers. In such cases, the soldiery of Lankhmar may be called out. Full garrisons are maintained at the North and South Barracks and may be called up on short notice. The Lankhmart Guard, the pro-

Although racial restrictions are not placed on multi-class characters, a PC must have a score of at least 12 in the prime requisite of each class before he or she can become a multi-class character. The rules for determining hit points, and allowable weapons and armor, remain the same as in the official rules.

In any combination including either a white or black wizard, the character can progress no farther than 4th level in the wizard class and remain multi-class. If the character decides to pursue the magic-user class to 5th level or above, he must permanently forego all benefits of any of the other classes he had possessed (except hit points accumulated to then).

The following combinations are available to characters, within the above restrictions:

Fighter/Thief	Ranger/Thief
Fighter/Assassin	Fighter/Wizard
Ranger/Wizard	Assassin/Wizard
Fighter/Thief/Wizard	

Note: When one of the multiple classes listed is wizard, either a black or white wizard can be played.

Monsters in Nehwon

In keeping with Nehwon's status as a world with a lower level of magic than a normal AD&D world, the wide variety of monsters used in the AD&D game are not to be found here. Certain monsters are known to exist, and these are listed on the random encounter charts for different terrain types.

Monsters found on the random encounter charts are keyed as to where the description of the creature can be found. MM means the Monster Manual, M2 means Monster Manual 2, and CA means that they are included in this book.

You, the DM, may of course introduce new creatures to the campaign as you see fit. Try to work out a rationale for these new creatures so that they fit into the overall scheme of things, however.

fessional soldiery of Lankhmar, generally relies on chain mail, shield, and pike as primary arms, though there are a number of small, specialized units (the Slingers Brigade and the Mingol Archers, for example) with more varied arms and armor. The Citadel Guard, an elite unit of royal guards, is comprised of the best of the professional soldiers, though they are more noted for the finery of their dress uniforms and their impressive drill routines than their fearsome fighting skills.

In general, because of the unchallenged political dominance of Lankhmar in Nehwon, the Lankhmart professional soldier sees little real action. The average bravo, mercenary, or immigrant barbarian will be a more seasoned fighter than the average constable or guard, though since the constabulary guard usually have the advantage of discipline and numbers, the solitary superior fighter does not present a serious threat to the peace of the city.

A third category of citizens might be abroad in Lankhmar in metal armor and with imposing weapons—the nobility and their personal guards. The aristocratic right to bear arms is a carefully guarded privilege of the noble class and is extended to include their private guard. The number of professional warriors permitted to each family is strictly limited by tradition and statute; the more ancient and honorable the lineage, the larger the private guard. In practice, the number of guards is limited by the circumstances and tastes of the noble family. Many aristocratic families have not the funds to maintain a private army, some object on principle to the idea that personal armies are necessary in a civi-

lized city like Lankhmar, and some maintain the form but not the substance of the tradition, with their guard being more ceremonial than martial in training and bearing.

However, some families maintain first-class professional fighters as their honor guards. Because these families often have strong martial traditions, and because they can pay top money for superior talent, training, and equipment, their fighting men are often the best trained, skilled, and equipped among Lankhmart fighters. A good example of this type of fighting unit would be Lord Rannarsh's men, encountered by Fafhrd and the Gray Mouser in their attempt to pilfer the treasures of the House of Angarngi. These men were outfitted with chain mail, steel caps, bows, and shortwords. Fafhrd distinguishes them from typical ruffians or bravos because they are well-armed, and armed alike, and because they are organized and disciplined. Such a unit presents a threat to even the most proficient solitary and heroic weapon master, particularly with their missile weapons and co-ordinated attacks.

Weapons and Armor Among Private Citizens

Of course, most private citizens will have no use for arms or armor of any kind, since it takes some skill and training to use either effectively, and most citizens do not routinely find themselves in danger of being skewered by lunge-happy swordsmen.

The most commonly encountered private weapon is the all-purpose sheath knife. Though usually employed as dinnerware or a utility tool, it may be mustered into duty as a weapon when the occasion arises. However, since most melees with such knives are impulsive and passionate rather than deliberate and skillful, the combats tend to be brief, bloody, and non-fatal, with the opponents more deterred by the spectacle of their own blood than by disabling injuries.

Wearing armor in town is taken as evidence of intent to commit mischief, and depending on circumstances, constables, guardsmen, or interested citizens will attend to your prompt disappearance from the streets of Lankhmar, either by removal to the citadel jail or by ejection from the city. The more discreet troublemaker will wear leather armor, the protection of choice for local thieves, bravos, and thugs. This may be tastefully disguised as casual street wear, or may be concealed under other more pedestrian garments like long tunics, cloaks, or the black toga of the upper classes. The more ambitious and prosperous street tough may wear chain mail muffled with cloth or leather, but the prohibitive cost makes this practice exceptional.

Weapons more elaborate than sheath knives are worn by a small but significant proportion of Lankhmar's citizens. By the Overlord's decree, "No weapon which threatens the peace and security of Lankhmar's citizenry is to be carried, concealed or in the open, without the express permission of the Overlord or his appointed representatives." In practice, the enforcement of this decree is flexible and admits considerable discretion to the constables and magistrates.

Depending on the size of the gratuity offered, the reputation, social class, political clout, and the bureaucrat-appeasing verbal skills of the applicant, various exceptions to routine practice may be made. A notable example: Fafhrd's greatsword Graywand. The comment inscribed by the official on Fafhrd's application is instructive. "The applicant's reasoned argument: 'A fair-sized cemetery might be filled with the unfortunate who tried to divest me of my private property,' impressed this official considerably." Such exceptions may even be made as a matter of expediency at the constabulary level. For example, it is often judged to be more dangerous to the peace to attempt to divest a visiting barbarian of his favorite two-handed axe than to keep a close eye on his activities to make sure that he doesn't cause trouble. Constables are generally reasonable (and cautious), and with strangers they generally observe the principle, "If he ain't poking anyone in the gizzard with it, don't get pushy."

An important general category of weapons borne by

Lankhmart citizens is the "unofficial and concealed" weapon. Such weapons are favored by thieves, burglars, thugs, enforcers, and other enemies of law and order. Most bladed weapons shorter than two feet long are included in this category, along with the sling, throwing dagger, and other unpleasant missile weapons. With the judicious application of poison, such weapons become a serious threat to urban tranquility and discovery of such items concealed on your person is a sure invitation to an extended sojourn in a highly-structured environment in the less-than-popular accommodations of the City Executioner. However, this is a recognized risk in all extra-legal professions, and the shrewd practitioner will take pains to avoid being caught. Occasionally, more bulky items like pole weapons, bows, crossbows, and so on will be required for particularly challenging operations, but in general, the difficulty of concealing these items and the inconvenience of swiftly wielding these weapons while suitably disguised limits their application to only the most imposing tasks.

Employment for Professional Fighting Men in Lankhmar

There are always openings in the constabulary, Lankhmart Guard, and in the personal guards of Lankhmart nobles.

Of the three, the Guard is least likely to offer the promise of exciting action, with the daily routine consisting primarily of marching about, polishing weapons, policing the barracks, and telling implausible stories of one's own unimpeachable honor and valor on the field of battle. However, a dedicated and ambitious Guardsman may distinguish himself in passage at arms or in leadership, and find more challenging duty in two ways. First, he may qualify for the Citadel Guard, which tries to keep its tradition of martial excellence alive with frequent tournaments and mock combats (a popular entertainment for the common folk at festival and holiday times). Second, he may qualify for special assignments as an officer or guardsman. Special assignments may include courier missions to exotic countries, marine duty against pirates or small maritime powers, garrison duty at the frontiers of Lankhmar, bodyguard duty to important officials while traveling abroad, or expedition guards for various enterprises which win the favor of the Overlord.

A constable assigned to the seedier parts of town can expect regular excitement of one kind or another—brawls, domestic quarrels on the scale of small wars, drunken barbarians on berserk sight-seeing tours, crowd control at public executions and religious festivals, and so on. The more astute and observant constable may find himself promoted to the Chief Constable's investigatory staff. These operatives monitor the activities of the Thieves' Guild, the Slayers' Brotherhood, the racketeers, and the religious cults and also investigate major thefts or crimes of violence. Such work requires a keen mind, street savvy, and the ability to take care of yourself in difficult circumstances. The underworld bigwigs and their henchmen range from comically inept to ruthlessly efficient, and many an investigator has disappeared without a trace on assignments in the Tenderloin District.

One of the most exciting and adventurous employment opportunities in Lankhmar is in the personal guard of the more wealthy and active of the Lankhmart noble families. Many of these nobles maintain their wealth by outfitting speculative expeditions in search of treasure and lucrative trade opportunities. These expeditions are often led by the young of the family, and such expeditions are thought of as testing the mettle of these youths, fitting them to their future roles as bold and aristocratic leaders of society. The spirit of adventure is often the dominating drive of these young lords, and a fighting man in their employ is likely to travel to many interesting and dangerous places. The shrewd lord usually offers a percentage of the spoils to his henchmen as an incentive to additional initiative and bravery. The personal guards of the more adventurous and successful nobles may become quite wealthy by Lankhmart standards.

Lankhmar Encounters

The encounters presented here are intended to help the DM begin short adventures. Each presents the player characters with a situation to which they might have any number of different reactions. If the DM wishes and the PCs' reaction allows, a brief encounter can often be developed into a detailed adventure occupying a full gaming session or even leading to a campaign lasting several game sessions.

All of these encounters are set within Lankhmar itself and require the DM to use the background information in this book. As in other chapters of *City Of Adventure*, very few AD&D® statistics are included with the encounters. This allows the DM to adjust the encounter to a level appropriate to the power of the PCs involved.

Accident!

A lumbering grain wagon moves up Carter street, followed by a much smaller cart carrying several barrels of oil. The driver of the oil cart impatiently attempts pass the grain wagon, only to run headlong into a procession of torch-waving worshippers of the Red God of the East, who are attempting to promote public awareness of their somewhat obscure deity.

The oil, grain, and torch bearers collide in a tangle, arguing passionately about the right of way. While trying to get his horses moving, the cart driver accidentally whips one of the worshippers, who tosses a torch onto the oil barrels. Immediately, flames erupt as the oil spreads across the street, threatening a jeweler and blacksmith shop, and menacing a large inn.

No matter what the PCs do during the fire, a large number of gems are missing from the jeweller's shop. The characters, of course, are recognized at the scene, and several emissaries of the Slayers' Brotherhood are assigned to recover the jewels.

Bullies

A band of drunken city guardsmen loudly proclaim their disdain of the "scum" hanging about in Lankhmar, particularly scum matching the descriptions of the nearby PCs. If the characters try to avoid an encounter, the guardsmen press their bullying, even to the point of demanding money to leave the characters alone.

If the PCs are goaded into a fight, one guard sounds a horn, calling for reinforcements which arrive in 2-12 rounds. If the PCs have not escaped by then, they are overpowered and taken to a guardhouse where all of their possessions are taken away. Their belongings are locked up in the chief guard's office, along with several other items of great value that the characters notice before they are thrown out into the street.

A Deadly Sissy

New to Lankhmar from lands to the east, Count Arykki is widely regarded as a wine-swilling fop, an easy mark for the Thieves' Guild. He is actually a skilled swordsman and acrobat, several levels of ability higher than the highest-level PC.

Count Arykki enters a drinking establishment occupied by the PCs and arrogantly orders the barmaid to bring him wine. When the girl brings him wine, he takes a sip, then flings the contents of the cup into her face, shrieking, "I asked for wine, not sheep spit!" If the PCs do not interfere, several other patrons soon do. Allow the PCs to choose sides as the barroom brawl escalates and bets are taken on a duel of swords.

The Count (suitably chastised, of course) can be introduced into the party as a new PC, or can remain in Lankhmar as a friend or adversary of the PCs, depending on the outcome of this encounter.

Magic Eye

A one-eyed beggar accosts a PC, and while telling his tale of woe, drops a plain glass eye into the character's palm. The eye is a magical device which allows the wearer limited ability to see into the future. The wearer must be missing an eye to use the item, however.

Seconds after giving up the eye, the beggar hobbles around a corner. The PCs hear a moan and a scream. If they investigate, they find the beggar slain, but no sign of any assailants.

A secret cult of assassins has been seeking the eye and are quite upset at finding the beggar no longer has possession. The cult employs the aid of several black wizards, and its members often operate *invisibly*.

Taxman

The brutal tax collector, Blackie Trillick, storms into any building occupied by the PCs, supported by a score of burly guardsmen. He demands half of everything of value possessed by everyone in the place. Resisters are hauled off to the dungeon. Blackie's definition of "half" is rather loose. He might, for example, take your sword and scabbard and leave you the belt they were hanging from.

The well-armed procession takes its haul to the vault in Blackie's fortified house, where this loot joins many other items of value. After 1-4 days, the treasure is moved to the mighty (and virtually thief-proof) vaults below the Citadel of the Overlord.

Mysterious Dancer

A very attractive entertainer of either sex is attracted to the majority of the PCs, dances through an inn occupied by the characters. The dancer is a high-level thief, operating outside the auspices of the Thieves' Guild. Many members of the audience, including the PCs, have their pockets picked during the performance.

The thief/dancer is an intelligent and likeable person with a long and tragic tale to tell. This person could easily join the group as a new PC (if you would like to add a character) or just as easily become a serious professional rival.

Press Gang

The PCs are served drugged liquor in a quiet little tavern that they do not often enter. They awaken to find themselves chained to oars of a fat Lankhmar galley owned by an unscrupulous grain merchant. Shortly after the PCs regain consciousness, the galley puts to sea with a load of grain destined for Kvarch Nar.

The guards aboard the ship are typically brutal slavemasters, and there is at least one spy among the other slaves. Most of the slaves are listless and unspirited, although a few may conspire with the PCs to regain their freedom.

Voties

A group of fanatical followers of the god Votishal are standing in a public thoroughfare, raving about the evil which abounds in Lankhmar. In particular, they accost any player character thieves, attempting to convert them to the ways of their Lawful Good deity.

Player characters may join the sect of their own free will or as a ruse to get at the fabulous treasure said to be kept within the temple of Votishal. The brainwashing tactics of the sect are quite effective, however. Any character who joins is taken to the temple for indoctrination. Unless the PC makes a Saving Throw vs. Magic, that character will find it quite impossible to steal anything from the temple. A character who fails this first saving throw, and who stays around to continue the indoctrination, must make another saving throw after a week of game time. If the character fails this second saving throw, he becomes morally repelled at the idea of theft, unless it benefits the temple of Votishal.

Caravan Escort

A wealthy merchant advertises for skilled guards to escort a caravan of 10 wagons to Kokgnab, across the continent of Lankhmar. The wagons contain metal items from the smiths of Lankhmar, including weapons, armor, cooking utensils, and jewelry. The merchant hopes to acquire a full load of spice for the return trip. He is accompanied by his own personal bodyguards and his two lovely and free-spirited daughters.

The pay is excellent, but the dangers are many, including kleshite bandits, desert nomads, lack of water, a traitor within the

caravan, desert monsters, and the henchmen of a rival businessman who is racing a similar cargo to Kokgnab by sea.

Orphans

A group of ragged street urchins swarm around the PCs, begging for iron tiki. One, slightly older than the rest, tries a little pocket picking. He functions as a 1st level thief.

If the PCs catch him in the act, or chase or rob him, the urchin (3 hp) displays courage, but poor judgment, by attempting to fight. If he is disciplined with the use of weapons, he becomes an admirer of the PCs and can serve as a valuable source of information throughout the campaign.

If a character uses a weapon against the youth, a band of guardsmen emerge from a nearby tavern with the challenge to "pick on someone your own size!" The guards should be an even match for the player characters and will press the fight until several participants are nearly dead.

Rats

A long stream of rats emerges from a sewer, crosses in front of the PCs, and enters another sewer entrance. For the rest of the day, the PCs are beset by a run of bad luck: all dice rolls suffer a -2 penalty.

Berserker Courtesan

An hysterical courtesan accosts the player characters on a public street, accusing one of them of "breach of promise." She attacks the PC with a dagger.

This unhappy lady has been hired to perform this scene by a rival of the PCs (the Thieves' Guild if the characters are not members) and will continue to harass the character whenever she gets the opportunity. If she is slain, the act is regarded as cold-blooded murder, and the city guard tries vigorously to arrest and imprison the character who did the dirty deed. The sentence (after a brief trial with many witnesses) is, of course, death. Escape opportunities should be provided.

Barbarians

A group of tough barbarians from the far north arrive in Lankhmar, seeking the "civilized" folk who stole their women and sold them into slavery. They mistake the PCs for the brutal slavers.

If the characters convince the barbarians of their innocence, the two groups become solid allies. Convincing the barbarians should be somewhat difficult, however, since they will be inclined to hack first and ask questions later.

The real slavers are a band of rogues who operate a "caravan supply" shop on Dim Lane. The characters have heard rumors of this operation.

The Red Cloak

A drunken nobleman stumbles into the PCs and engages them in pleasant though incoherent conversation. As an act of apparent generosity, he gives one PC his beautiful scarlet *cloak of protection*.

Shortly thereafter, a group of assassins attacks the PCs, attempting to slay the person in the red cloak. The assassins mistake the PC for the drunk noble. The girl's father has hired the Slayers' Brotherhood to exact vengeance.

Geas

A powerful wizard, such as Sheelba of the Eyeless Face or Ningauble of the Seven Eyes (or both), places a geas on the characters. For reasons known only to the wizard, the characters must

acquire water from each of the five known seas of Nehwon (Inner, Outer, Frozen, Eastern, Monsters).

The waters must be kept in five separate containers and delivered to the Plaza of Dark Delights in Lankhmar as soon as possible.

Magic Fingers

While poking about in an old junk shop, the PCs discover a withered, skeletal finger. One character, preferably a thief, feels compelled to purchase the finger for an exorbitant price, with no haggling.

Shortly thereafter, a high level thief attempts to steal the finger. If this attempt is unsuccessful, a merchant shows up and offers to buy the finger for five or ten times what the character paid. Neither thief nor merchant furnishes any information about the finger.

If the characters seek information, either from a professional sage or a source of information developed in the campaign (such as the street urchins introduced previously in "Orphans"), they learn that many people are interested in the finger. The mysterious digit and its four mates come from the hand of one Gryllph Discoon, a notorious thief of the previous century. One of the other fingers is enshrined in Lankhmar's Thieves' House, another can be found for sale in the Plaza of Dark Delights (for at least 1,000 gold rilk), the third is in the possession of a prominent freelance thief, and the thumb is hidden in the Thieves' Guild Headquarters of Ilthmar.

Each finger possessed adds 2% to all chances for success when using thieving abilities. The thumb has a different effect, increasing the possessor's effective ability level by 2 (including hit points, attack scores, etc.), cumulative with the abilities granted by the fingers.

Needless to say, the Thieves' Guilds of Lankhmar and Ilthmar, the freelance thief who owns one finger, and several merchants who appreciate the value of the full set, all seek to collect the fingers.

Gylch's Bar and Grill

The vendor Gylch is famed throughout Lankhmar for his smoked sausages and cold ale. If the PCs do not patronize his establishment, they hear recommendations about the fine food and pleasant atmosphere. (It is best to sprinkle these recommendations through several gaming sessions.)

Gylch has been hired by the PCs' enemies (again, the Thieves' Guild is suggested) to serve them a poisoned meal. Although the dose does not kill any characters, all who do not make their Saving Throw vs. Poison become violently ill for 1-4 days. If they return to confront Gylch, he swears that they must have gotten a bad batch of sausages and offers double their money back. If threatened with bodily harm, however, Gylch readily admits who hired him.

New Magic

The PCs hear of a startling new spell (of the DM's design) employed by a wizard of the same type (white or black) as a PC spell caster. The spell caster who developed it lives in a secluded house on a back alley in the Temple District.

If the PCs seek out the wizard, he agrees to teach the spell to the PC spellcaster on one condition:

The PCs must journey to the jungles of Klesh and return to the wizard with three multicolored feathers of the rare Kleshite parrot. This bird is very difficult to find, with the added complication that the Kleshites consider the parrot to be a holy bird. If the quest is successful, the wizard will honor his bargain.

The Karvian Elephant

Party: 2 to 4 fighters & thieves

Level: 9th - 12th

Playing Time: 1 evening

Background

The background story should be introduced to the PCs as a hard luck story told by a friendly thief. If no such NPC is available, the PCs overhear the story on the street or in some public place.

"I had it in my hands! I swear, I saw those rubies burn with a fire to light up the night!"
"The Karvian Elephant, itself... and it's as beautiful as they say."

Of course, you are all familiar with the fabled Karvian Elephant, certainly no common jeweler's work. The Elephant is the common name for the matched set of rubies purloined from the noble house of Count Karvian.

What makes the set so unusual is the arrangement of the rubies. Each by itself is a large but oddly-shaped gem. Together, they form a sculpted elephant about four inches tall. The rubies fit together like the pieces of a puzzle. Once assembled, it takes a skilled jeweler to tell where the joinings occur.

And of course, the worth of this fabled object is said to be about 10,000 gold coins.

The thief continues:

"I made a deal with Small Senric, the fence...met him at the Golden Lamprey and we made the trade out back.
"And then I get home and find he's stuck me with fool's gold! Well, I went back and tried to talk to him, but I was lucky to get out with my life... sent his leopards after me, he did!
"So now he's got the elephant, just sitting in his vault, snug as can be. I'll wager he'll ransom it back to Count Karvian before two more days are out!"

Task:

If the PCs are interested, they must steal the elephant jewels this very night; they will be ransomed back to Count Karvian tomorrow morning.

Event:

Unknown to the players, Kyzik the black wizard also seeks the elephant rubies. His home is in the red empire of the east. The rubies are considered a national treasure there. When the PCs are just about to remove the gems from their hiding place, Kyzik makes his appearance from a place of the DM's choosing. He is *invisible* and has another spell prepared to cast. He does not risk damaging the rubies, however.

Cast of Major Characters:

Kizik, 8th level black wizard: MV 12"; hp 26; AL LE; #AT 1; Dmg 1-4 or spell

First Level Spells: *affect normal fires, burning hands, magic missile, spider climb*

Second Level Spells: *pyrotechnics, invisibility, levitate*

Third Level Spells: *fireball, protection from normal missiles, phantasmal force*

Fourth Level Spells: *fire charm, wall of fire*

He stands merely five and a half feet tall with wild red hair. His face is round and reddish with slanted eyes. He wears a robe covered in red and black designs which conceal red stained leather

armor. At his belt he carries a pitch-black dagger. Kyzik's personality is mercurial. He changes his mood often, although he is mostly angry and is known to have a short temper.

Kyzik's Familiar, Quasitid: AC 2; MV 15"; HD 3; hp 16; #AT 3; Dmg 1-2/1-2/1-4 + Dex drain; MR 25%; *polymorph* to bat, wolf; SD magical or cold iron needed to hit; save as 7 HD creature

Small Senric, 10th level fighter: MV 12"; hp 99; MV 12"; #AT 1; D 2-8 + 6; + 3 to hit; S 18/00; I 12; W 9; Dmg 9; Con 18; Ch 4

Senric stands seven feet tall and is immensely strong. His chin juts far out past his face and his ears form right angles to his head. His bulbous nose protrudes below large sunken eyes. He keeps his head shaven nearly bald. Senric acts stupid to most people, even though he has an average intelligence.

Vanis, 8th level fighter: MV 12"; hp 51; AL N; #AT 1; Dmg 1-4 (throwing daggers) or 1-8 (longsword); + 3 with missile weapons; S 12; I 9; W 11; Dex 18; Con 12; Cha 15

Vanis is a tall (6' 4"), dark-haired concubine currently living with Senric. She utters a berserker battle cry when entering a fight, and dearly loves to participate in combat to the death.

House Guards, 4th level fighter: AC 4; MV 9"; hp 24 each; AL N; #AT 1; Dmg 2-9 (longsword + Str bonus)

Watch Leopards (x2): AC 6; MV 12"; HD 3 + 2; hp 18 each; #AT 3; Dmg 1-3/1-3/1-6 + rear claws 1-4/1-4; SD surprised on 1 only

Senric's House:

The fence's house is in the Tenderloin District on Craft Street. It is also his place of business. The player characters have seen the house from the outside, but they have never been inside.

The house is surrounded by a 12-foot wall. There are two sturdy wrought iron gates. The one at the rear is for the servants. The house is three stories tall. The grounds are mostly dirt with some unkempt growth. The main entrance is decorated and sculpted.

In the corner of the grounds is a long, low building with a single door. It houses the two watch leopards during the day. They are released to wander the grounds at night. The watch leopards have already been released at the start of this adventure.

Near the gate is a small guardhouse. Its only function is to keep the rain or heat off the guard at the gate during the day. Because of the leopards, there is no guard posted outside at night. The day guard has already gone home at the start of this adventure.

A trash bin stands behind the house in the alley, outside the wall. It is a sturdy wooden structure designed to hold garbage until it can be carted away. The bin stands about four feet high and is currently full of smelly garbage.

The doors to the house are locked. The windows are all protected by locked screens of metal bars. If the house is carefully scrutinized, the characters notice that there are no windows on the second floor. There are lights in the kitchen (room 6) and the master bedroom (room 14). At the eighth hour both are extinguished.

Moving Through the House

Characters entering the house surreptitiously must move carefully to avoid arousing the guards, Small Senric, or Vanis. The following procedures apply to characters moving through the house:

If all characters are thieves and make successful *move silently* rolls, they will not be discovered unless they enter a room occupied by any of the NPCs. A *move silently* roll must be made separately for each floor of the house.

If characters cannot or do not *move silently*, there is a chance

that they will be detected any time they enter a room on the same floor as an NPC. This chance is determined by how many doors separate the NPC from the character.

If only one door lies between, the PCs have only a 25% chance of escaping detection. This chance is 50% if two doors lie between them, and 75% if three or more doors separate the parties. Remember to check for detection each time the PCs enter a different room.

Deduct 15% from each roll for the probability of avoiding detection if the PCs used the smelly garbage bin to climb into the house.

First Floor

1. ENTRANCE HALL

The curved wall is decorated with a beautiful mural. The small room to the side is where guests may wash their feet and make themselves presentable.

2. GRAND HALL

This room is open to the roof of the third floor. The walls are decorated with murals. The staircase coils up to the third floor.

3. STUDY

Here Senric conducts small affairs of business. It is also his favorite room of the house. The study is lined with books, most of them unread.

4. GRAND DINING HALL

This room is used only for large parties. Most of Senric's meals are taken in the study.

5. SERVANTS' HALLWAY

The servants use this hall to bring food from the kitchen to the grand dining room. The door to the servants' entrance is here.

6. KITCHEN

This is a very typical kitchen, with a large oven, kettles, and tables. Cabinets and counters line the walls. Utensils of all varieties can be found here. The oven's main chimney connects with the fireplaces on the higher floors.

The four house guards are sitting in the kitchen when the PCs enter the house. After four turns, they make a casual circuit of the first floor before returning to the kitchen for another four turns.

If the guards discover intruders, they immediately attack, fighting without summoning Senric. If two of them are slain, however, one of the remaining guards blows a whistle during the next melee round. The whistle has a 75% chance of alerting Senric. The guard continues blowing it until Senric arrives or the guard is slain or otherwise incapacitated.

7. SERVANTS' QUARTERS

In these small dingy rooms, the servants sleep three to a chamber. There are no windows.

The six servants are in their rooms when the PCs enter the house. If encountered, the servants offer no resistance, instead displaying abject fear. If the servants discover the intruders first, or if the PCs stumble upon the servants but then leave, one servant immediately attempts to warn Senric and the guards.

Second Floor

8. MEETING ROOM

Small Senric conducts his larger business deals here. This room contains a fireplace and good furniture. The only entrance to the second floor is through this room. The main door is always locked.

9. TESTING LAB

In this room, Small Senric has the equipment to evaluate stolen goods. He can melt down gold and silver, pry off jewels, or other-

wise alter items. The door is always locked.

A secret closet to hold items being worked on is to one side. The door is always locked. A failed attempt to pick the lock triggers a spring-loaded sword blade at lock level. It hits as an 8 Hit Dice monster. The sword does 1-6 + 4 points of damage. Inside the closet are four pieces of jewelry worth 250 gp each and a golden statue worth 900 gp.

If Senric has not discovered the PCs or been alerted by his servants, guards, or concubine, he is working in this room when the PCs enter.

10. STORE ROOM

Low-grade merchandise is stored in this room. It holds candlesticks, silverware, carpets, silks, objects and sculpture of a singularly cheap and tacky nature. The door is locked.

The objects in this room are very bulky and relatively cheap. Although PCs will not be able to make an accurate estimate of the value of any loot taken from the room, the DM can later calculate the value of enough objects to fully encumber a character as equal to 10-40 gp.

Third Floor

11. GEM STORAGE ROOM

This and the neighboring room are high-grade merchandise storerooms. This chamber contains several small, locked chests of gems and jewelry, pieces such as golden statues and rare objets d'art. The door is heavily locked, so thieves must subtract 10% from the chance to open locks.

A deadly trap lies concealed within the mechanism of the lock. A slim, poisoned needle flicks forward if an unsuccessful attempt is made to pick the lock. The unsuccessful thief must make a Saving Throw vs. Spells or be pricked by the needle.

12. ART STORAGE ROOM

This chamber contains precious items of statuary and painting. Ten golden statues, valued from 100-2,000 gp, highlight the collection. Each weighs 1/4 of its value in coin weight. A dozen paintings worth 100-800 gp hang upon the walls.

The door is secured with a very sophisticated lock, carrying a -10% chance on all *open locks* rolls. In addition, the door is trapped. If opened without securing a hidden latch (i.e. making a successful find/remove traps roll a secret panel in the ceiling opens and pours caustic acid over all characters within 10 feet of the door. Damage inflicted is 3d8, although a Saving Throw vs. Breath Weapons reduces the damage to half if successful.

13. VAULT

This vault holds the truly rare pieces that Small Senric has acquired. It also holds his personal fortune and any important papers he has at the moment. On this night, the fence has stored the Karvian Elephant here. There are also eight lock boxes containing blackmail papers on various nobles and guildmasters. The vault also contains a variety of coins worth 3,000 gp. This door has a special combination lock; subtract 10% from the chance to open locks. A failed attempt triggers a trap, dropping a portcullis into the corridor to the outside. Even a successful attempt door lock takes a full turn to complete.

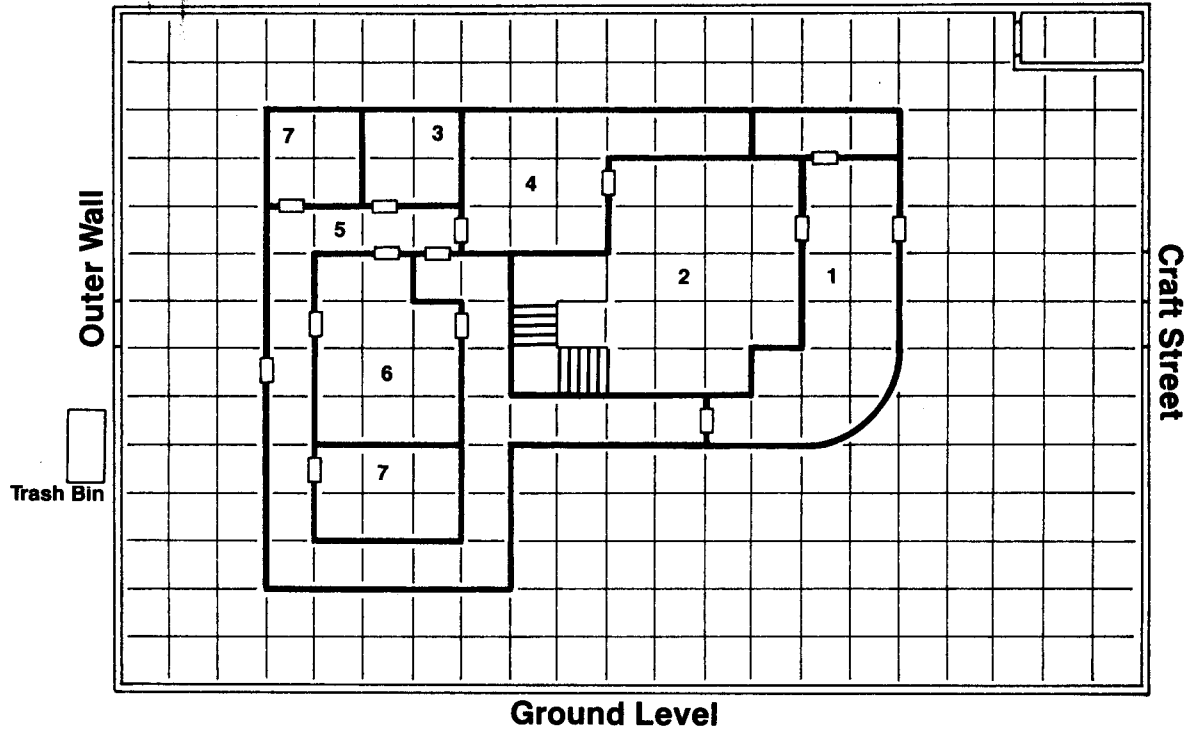
14. MASTER BEDROOM

This opulent room contains a very large bed for Small Senric to sleep on. It has a fireplace in the corner and a nearby bath. After the ninth hour, he is sleeping.

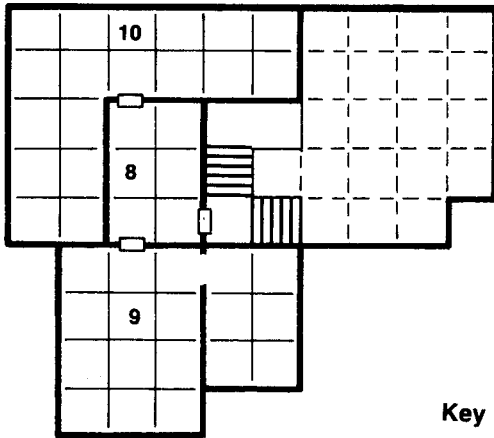
15. GUEST BEDROOM

Currently, this room is occupied by Vanis. If she has not discovered the PCs or been alerted by another NPC, she is here when the PCs enter.

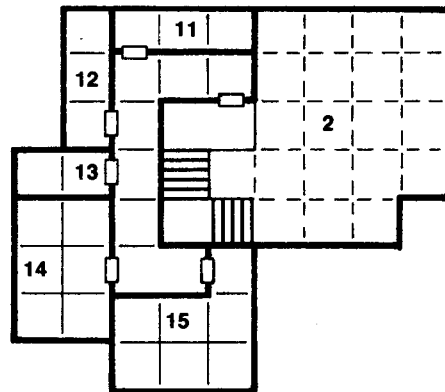
Small Senric's House



Second Floor









Third Floor



Key

— = 10 Feet

-  Door
-  Secret Door
-  Window
-  Hidden Porticullis
-  Gate
-  Stairs

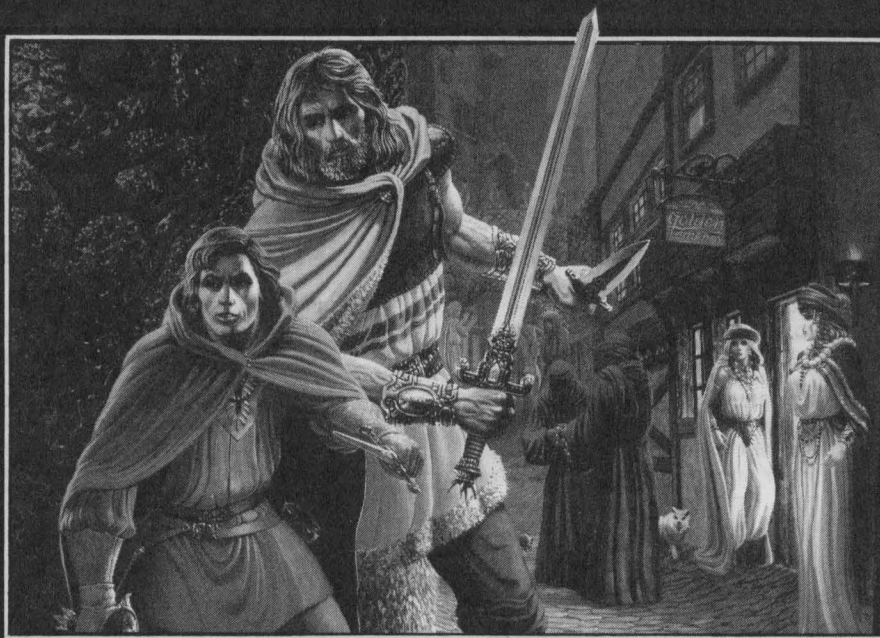
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LANKHMAR™

City of Adventure

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Using This Booklet

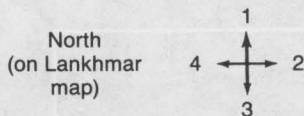
This booklet contains a number of forms, maps, and charts designed to help the DM run a campaign in Lankhmar. To be used to best advantage, the pages should be separated from the binding into individual reference sheets. Permission is granted to photocopy these pages for personal use only.

City Block Geomorphs

The geomorphs are designed to allow the DM to randomly generate the winding "backstreets" areas of Lankhmar — areas that the PCs are not familiar with unless they adventure there. There are 12 different geomorphs in this booklet. A geomorph may be used more than once.

Placing the Geomorph: When the characters are about to enter an area of Lankhmar displayed by an open square on the large city map, the DM should use a geomorph to determine the layout of the streets, alleys, and buildings. The DM may simply select an appropriate geomorph and place it in the direction he desires, or he may randomly generate and place the geomorph.

To randomly select a geomorph, roll 1d12 and select the geomorph with the resulting number. To determine its orientation, roll 1d4 and fix the top of the geomorph page in the resulting direction, as shown:



Using a pencil, write the number and draw an arrow to show the facing of the geomorph on either the large city map, or the appropriate DM District map from the book.

Players may make photocopies of the geomorph maps so that the names and descriptions of buildings and NPCs found in a geomorph area can be recorded in the spaces below the map.

The Dungeon Master will also find copies of these forms useful for his records. Symbols may be drawn on the map and recorded in the "Location" boxes next to an identifying word or phrase. NPC domiciles may be keyed with numbers, written on the geomorph and in the box next to that entry's line. The areas for random event chances and law enforcement activity are for the DM's use only.

Player Character District Maps

These maps serve much the same purpose as the DM District maps in the other book, but these are given to the players to record the establishments and people that their characters find in a district. Naturally, the information on the PC maps tends to be much less detailed than that on the DM maps.

The DM may also use copies of these forms if he wants to alter information on the districts.

The random events area records the chance that an encounter will occur. The space for law enforcement activity is used to note how corrupt the officials are in this district, and the chance that a crime will be discovered. The "Special Keys" section is used to record symbols used on the map and what they mean. NPC domiciles should be numbered and marked on the map as they are discovered. Information about the NPCs may also be recorded here. Finally, the area labeled "Faction Activity" is a place to record encounters and reactions with the different factions, such as the Thieves' Guild, that may be present.

Dungeon Master Player Roster

This page allows the DM to record the vital statistics for each player character in the campaign. The back, called the "Dungeon Master Adventure Journal," provides a form for adventure notes, experience points earned during play, and information on specific magic items or encounters that needs to be recorded.

In the area of the Roster Sheet labeled "Noteworthy Facts," the DM should fill in such things as percentage chances for thief abilities and bonuses to surprise chances for each character, as well as information discovered by PCs during the course of the adventure.

Player Character Campaign Record Sheets

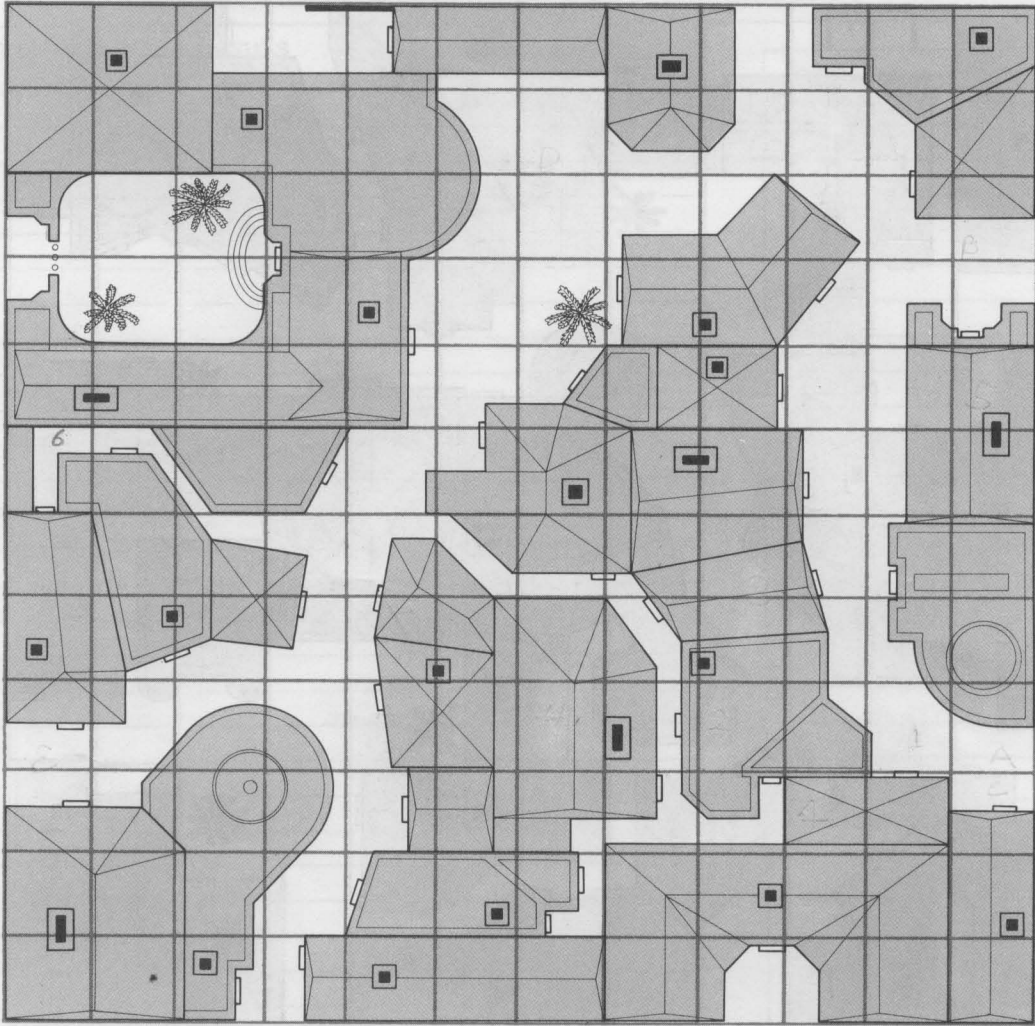
These pages repeat the information on the pregenerated player characters in the CITY OF ADVENTURE™ book. The pages are designed to be handed to the players for their use during the game.

The back of each of the first two sheets contains a blank form, so the player can record magic items, encounters, and other information for later reference.

Fafhrd and the Gray Mouser each have a full page. The other three pregenerated characters are together on another page.

(2)

Neighborhood Geomorph B



Random Events: _____ on 1d_____

Law Enforcement Activity: 50 30 100 200 300 400

LOCATIONS

<input type="checkbox"/>	<u>Miscellaneous shops, better</u>	<input type="checkbox"/>	<u>6</u>	<input type="checkbox"/>	<u>_____</u>
<input type="checkbox"/>	<u>Community, middle</u>	<input type="checkbox"/>	<u>7</u>	<input type="checkbox"/>	<u>_____</u>
<input type="checkbox"/>	<u>Misc. small shops, better</u>	<input type="checkbox"/>	<u>_____</u>	<input type="checkbox"/>	<u>_____</u>
<input type="checkbox"/>	<u>_____</u>	<input type="checkbox"/>	<u>_____</u>	<input type="checkbox"/>	<u>_____</u>
<input type="checkbox"/>	<u>_____</u>	<input type="checkbox"/>	<u>_____</u>	<input type="checkbox"/>	<u>_____</u>

NPC Domiciles

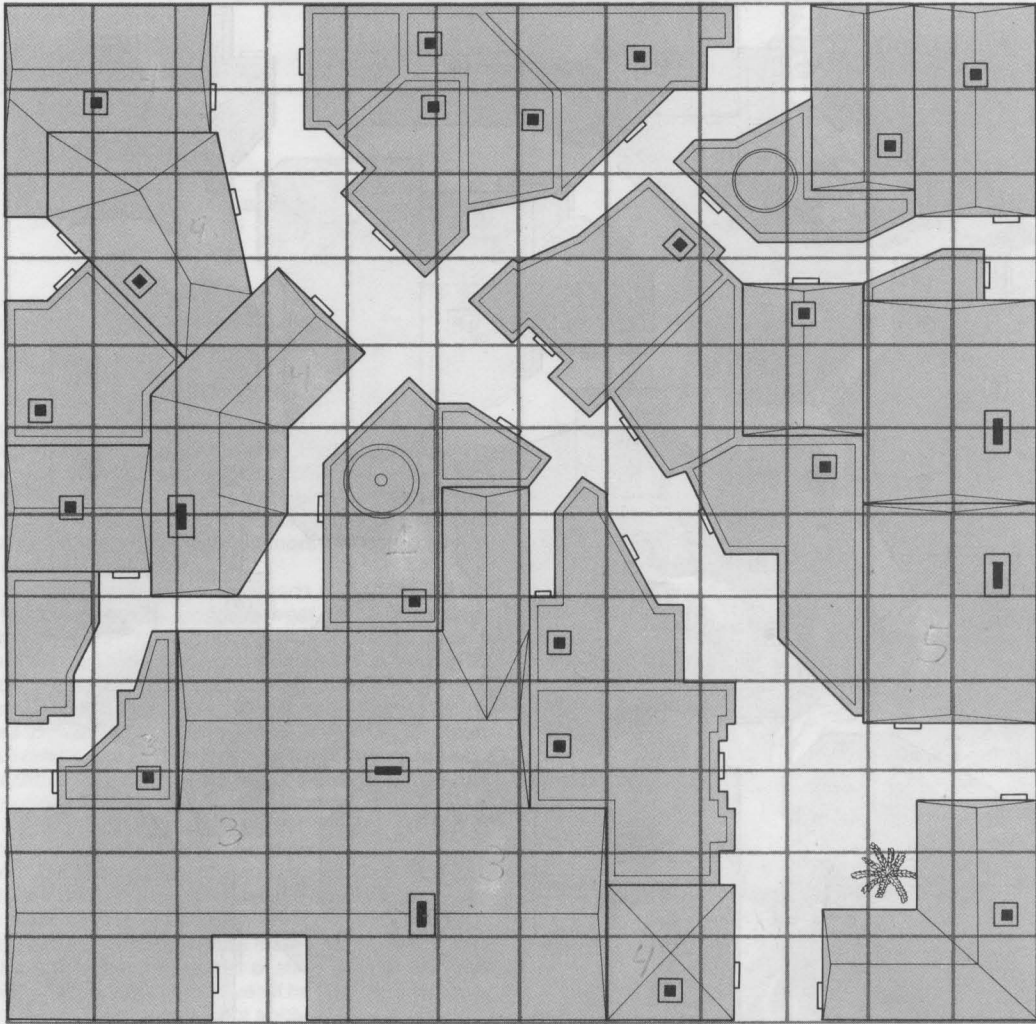
Stats (S//WD/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	<u>Zhannet</u>	<u>9/9/10/10/9</u>	<u>1st level, small AC</u>
<input type="checkbox"/>	<u>Bobich</u>	<u>10/10/10/10</u>	<u>" "</u>
<input type="checkbox"/>	<u>Mattay</u>	<u>14/11/11/9/8</u>	<u>" "</u>
<input type="checkbox"/>	<u>Rharrasco</u>	<u>12/12/11/5</u>	<u>" "</u>
<input type="checkbox"/>	<u>Synoda</u>	<u>17/18/17/13</u>	<u>1 day (10000) + 1 AC 4</u>

Slum Geomorph A

(3)



Random Events: _____ on 1d _____

Law Enforcement Activity: Police (4)

LOCATIONS

<input type="checkbox"/> 1	<u>PUB</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 2	<u>TAVERN</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 3	<u>WHOLESALE DRUG</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 4	<u>RESIDENCE</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 5	<u>WHOLESALE SELLER</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPC Domiciles

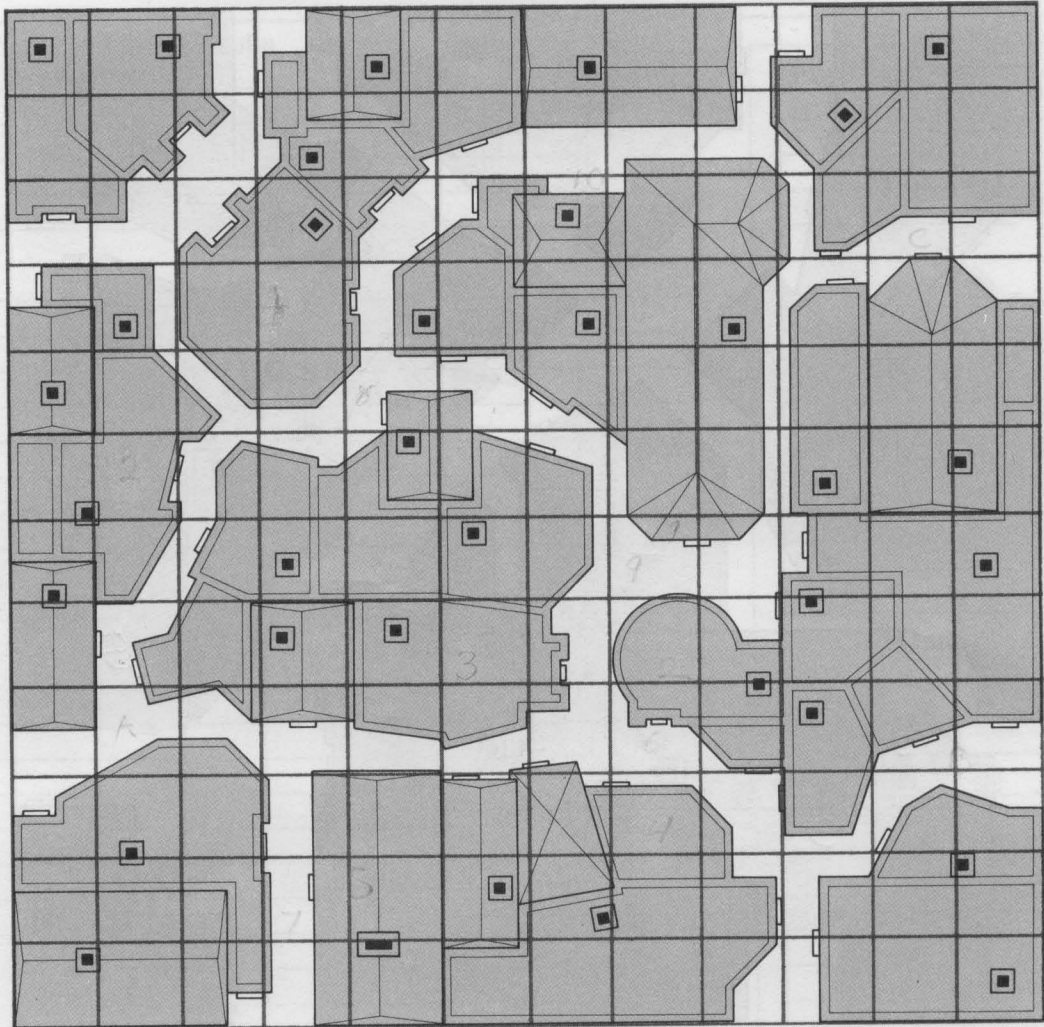
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	<u>High</u>	<u>14/14/14/14/14</u>	<u>Long sword, dagger</u>
<input type="checkbox"/>	<u>Common</u>	<u>11/11/11/11/11</u>	<u>None</u>
<input type="checkbox"/>			
<input type="checkbox"/>			
<input type="checkbox"/>			

(4)

Slum Geomorph B



Random Events: _____ on 1d _____

Law Enforcement Activity: Police - 600 (2)

LOCATIONS

- | | | | | | |
|----------------------------|------------------|--------------------------|-----------------------------|------------------|--------------------------|
| <input type="checkbox"/> 1 | <u>TEMPLE</u> | <input type="checkbox"/> | <input type="checkbox"/> 6 | <u>market</u> | <input type="checkbox"/> |
| <input type="checkbox"/> 2 | <u>Residence</u> | <input type="checkbox"/> | <input type="checkbox"/> 7 | <u>TREES</u> | <input type="checkbox"/> |
| <input type="checkbox"/> 3 | <u>Tavern</u> | <input type="checkbox"/> | <input type="checkbox"/> 8 | <u>merchants</u> | <input type="checkbox"/> |
| <input type="checkbox"/> 4 | <u>Residence</u> | <input type="checkbox"/> | <input type="checkbox"/> 9 | <u>merchants</u> | <input type="checkbox"/> |
| <input type="checkbox"/> 5 | <u>Tavern</u> | <input type="checkbox"/> | <input type="checkbox"/> 10 | <u>market</u> | <input type="checkbox"/> |

NPC Domiciles

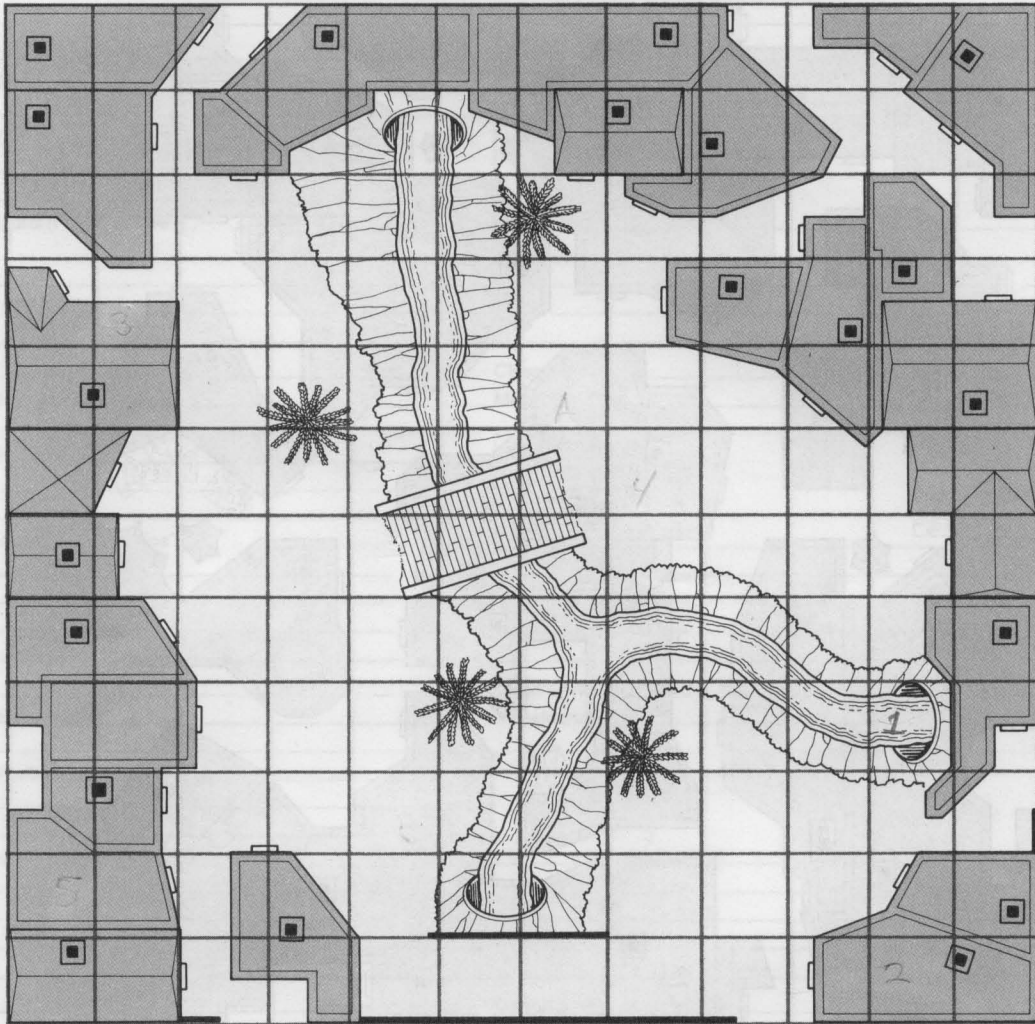
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

- | | | | | |
|----------------------------|-------|------------|-------|----------------------------|
| <input type="checkbox"/> A | _____ | <u>2-4</u> | _____ | <u>longsword, sub mail</u> |
| <input type="checkbox"/> B | _____ | <u>3-7</u> | _____ | _____ |
| <input type="checkbox"/> C | _____ | <u>3-7</u> | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ |

Open Field Geomorph

(5)



Random Events: _____ on 1d _____

Law Enforcement Activity: Patrol (3)

LOCATIONS

<input type="checkbox"/> 1	<u>George Fung</u>	<input type="checkbox"/> 6	_____	<input type="checkbox"/>	_____
<input type="checkbox"/> 2	<u>Uthman, Paor</u>	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/> 3	<u>TAVERN</u>	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/> 4	<u>_____</u>	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/> 5	<u>CRIST, Mark Smith</u>	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

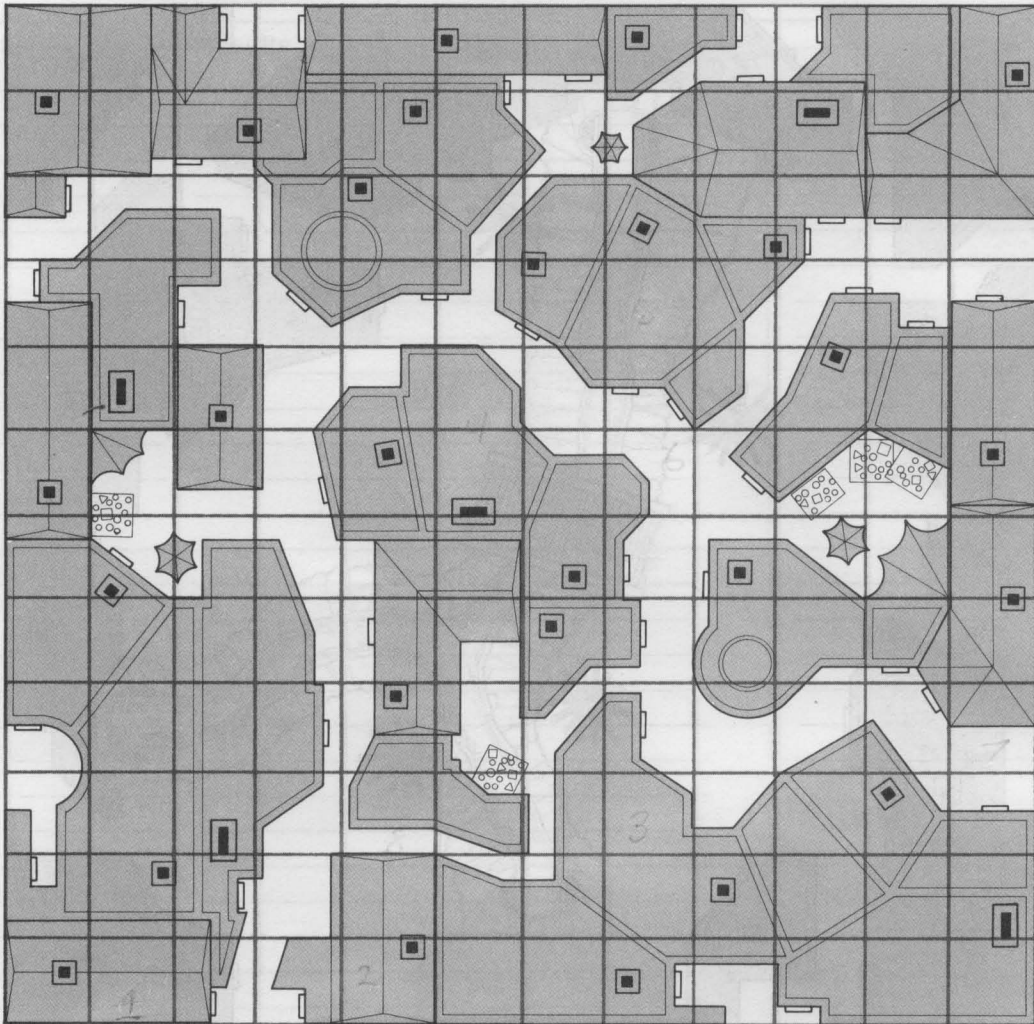
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/> A	_____	<u>9-10</u>	_____	_____
<input type="checkbox"/> B	_____	<u>5-6</u>	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____

(6)

Black Market Geomorph



Random Events: _____ on 1d_____

Law Enforcement Activity: _____

LOCATIONS

<input type="checkbox"/> 1	<u>merchandise market</u>	<input type="checkbox"/> 5	<u>Diner</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 2	<u>Temple</u>	<input type="checkbox"/> 7	<u>Muggins</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 3	<u>Tavern</u>	<input type="checkbox"/> 7	<u>muggins</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 4	<u>Temple</u>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 8	<u>Tavern</u>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

NPC Domiciles

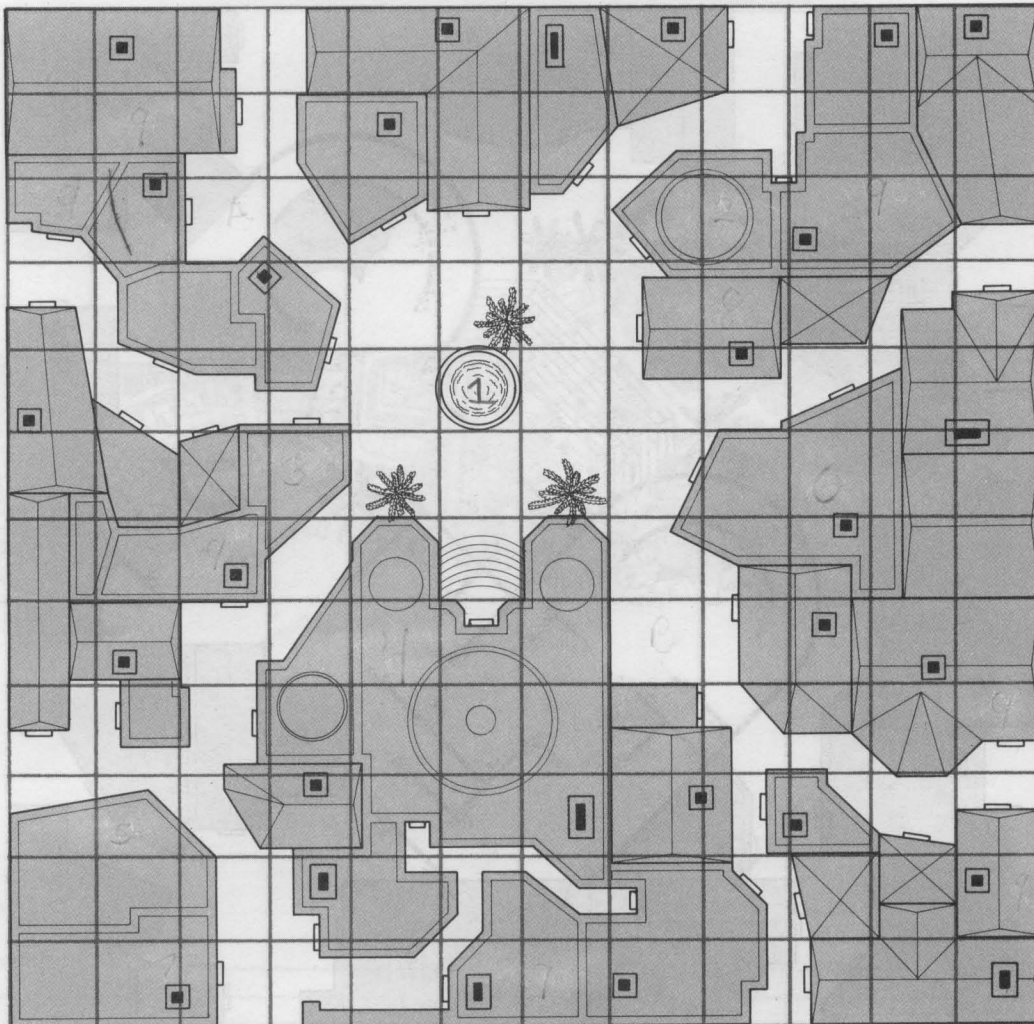
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

The Well Geomorph

(7)



Random Events: _____ on 1d _____ Law Enforcement Activity: BW 5/2

LOCATIONS

<input type="checkbox"/> 1	<u>Well</u>	<input type="checkbox"/>	<input type="checkbox"/> 6	<u>TEMPLE Empty</u>	<input type="checkbox"/>
<input type="checkbox"/> 2	<u>TRUSSEN</u>	<input type="checkbox"/>	<input type="checkbox"/> 7	<u>COAST GUARD CAMP</u>	<input type="checkbox"/>
<input type="checkbox"/> 3	<u>Residence</u>	<input type="checkbox"/>	<input type="checkbox"/> 8	<u>Fence Merchant</u>	<input type="checkbox"/>
<input type="checkbox"/> 4	<u>Residence nearby</u>	<input type="checkbox"/>	<input type="checkbox"/> 9	<u>Residence</u>	<input type="checkbox"/>
<input type="checkbox"/> 5	<u>Wharftoon</u>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

NPC Domiciles

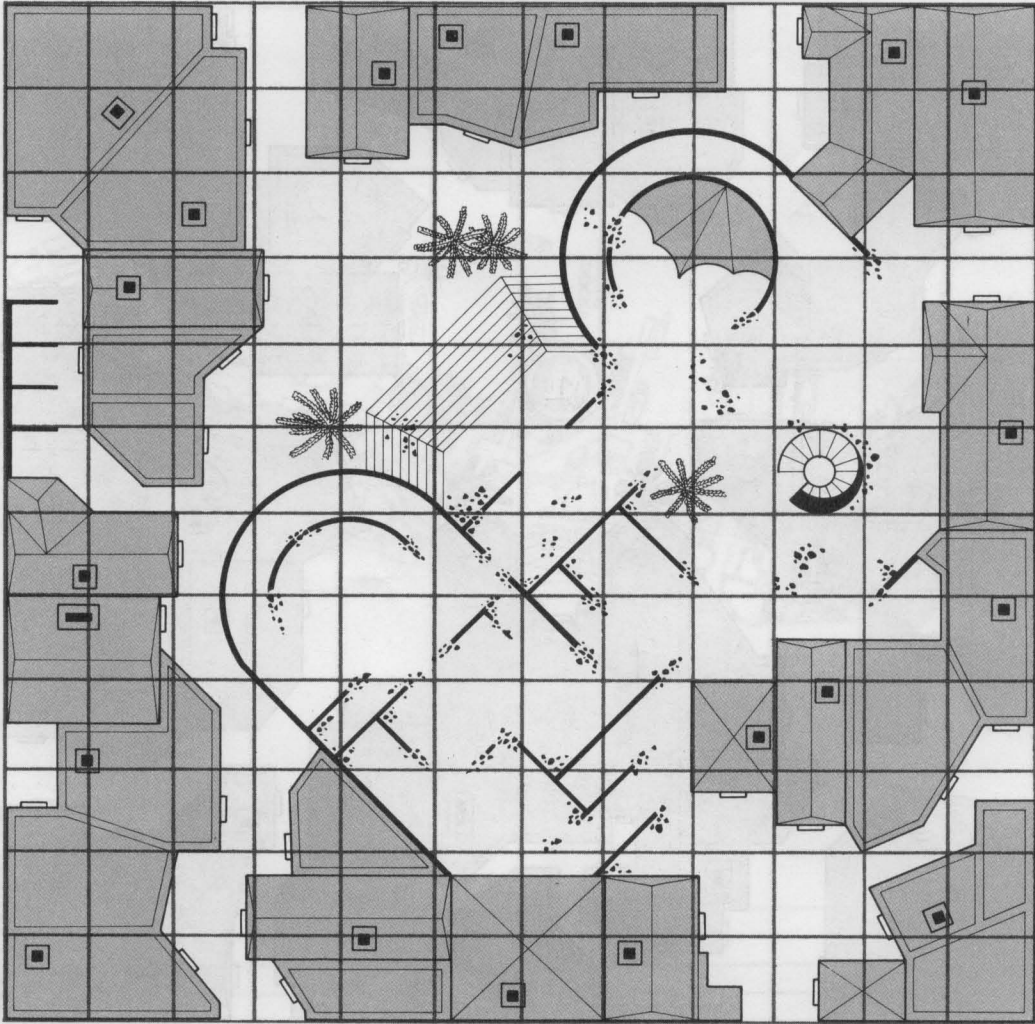
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	<u>12.6</u>	_____
<input type="checkbox"/>	_____	<u>18</u>	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

(8)

Ruin Geomorph



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

LOCATIONS

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

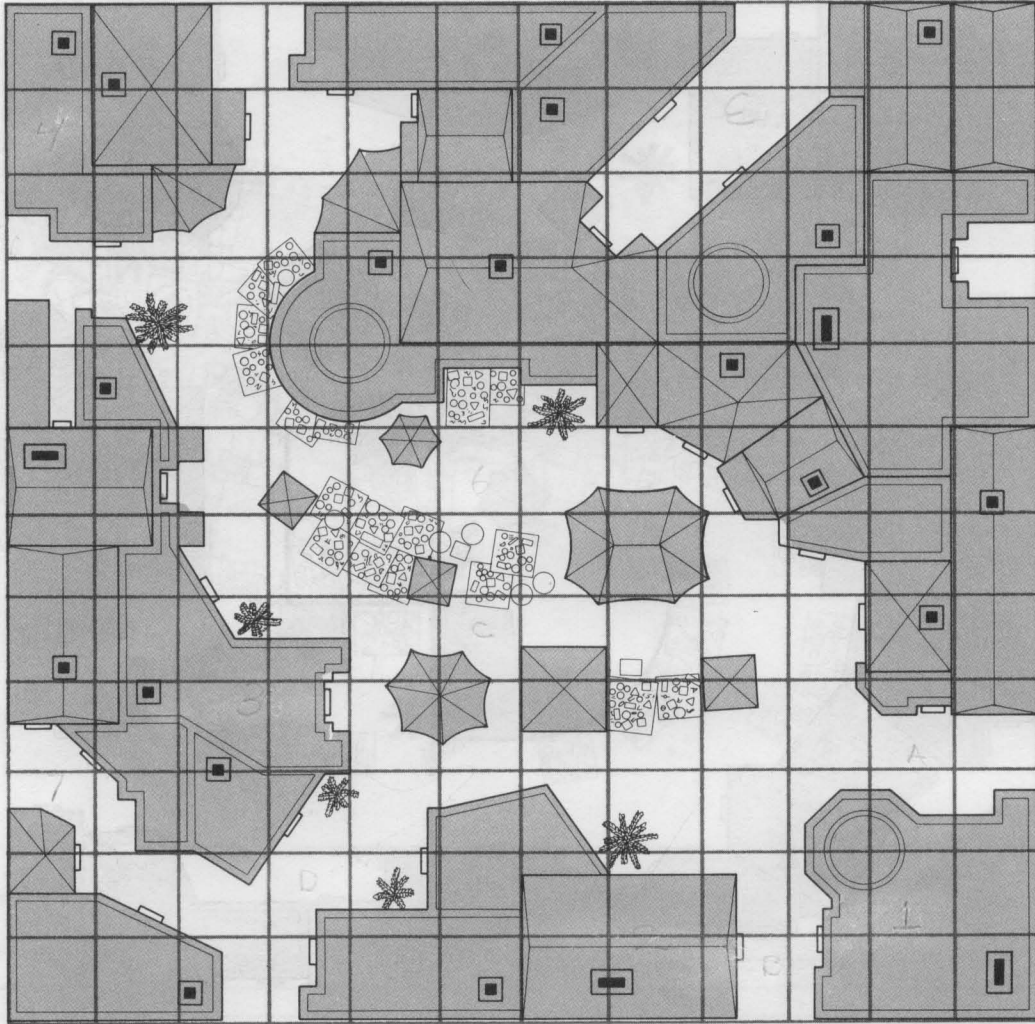
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Marketplace Geomorph A

(9)



Random Events: _____ on 1d _____

Law Enforcement Activity: AVENUE

LOCATIONS

<input type="checkbox"/> 1	<u>Marketplace</u>	<input type="checkbox"/> 6	<u>Mysterious Encounter</u>	<input type="checkbox"/>
<input type="checkbox"/> 2	<u>Tavern</u>	<input type="checkbox"/> 7	<u>Skeletal Remains</u>	<input type="checkbox"/>
<input type="checkbox"/> 3	<u>Residence</u>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/> 4	<u>Residence</u>	<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/> 5	<u>Craft Shop</u>	<input type="checkbox"/>		<input type="checkbox"/>

NPC Domiciles

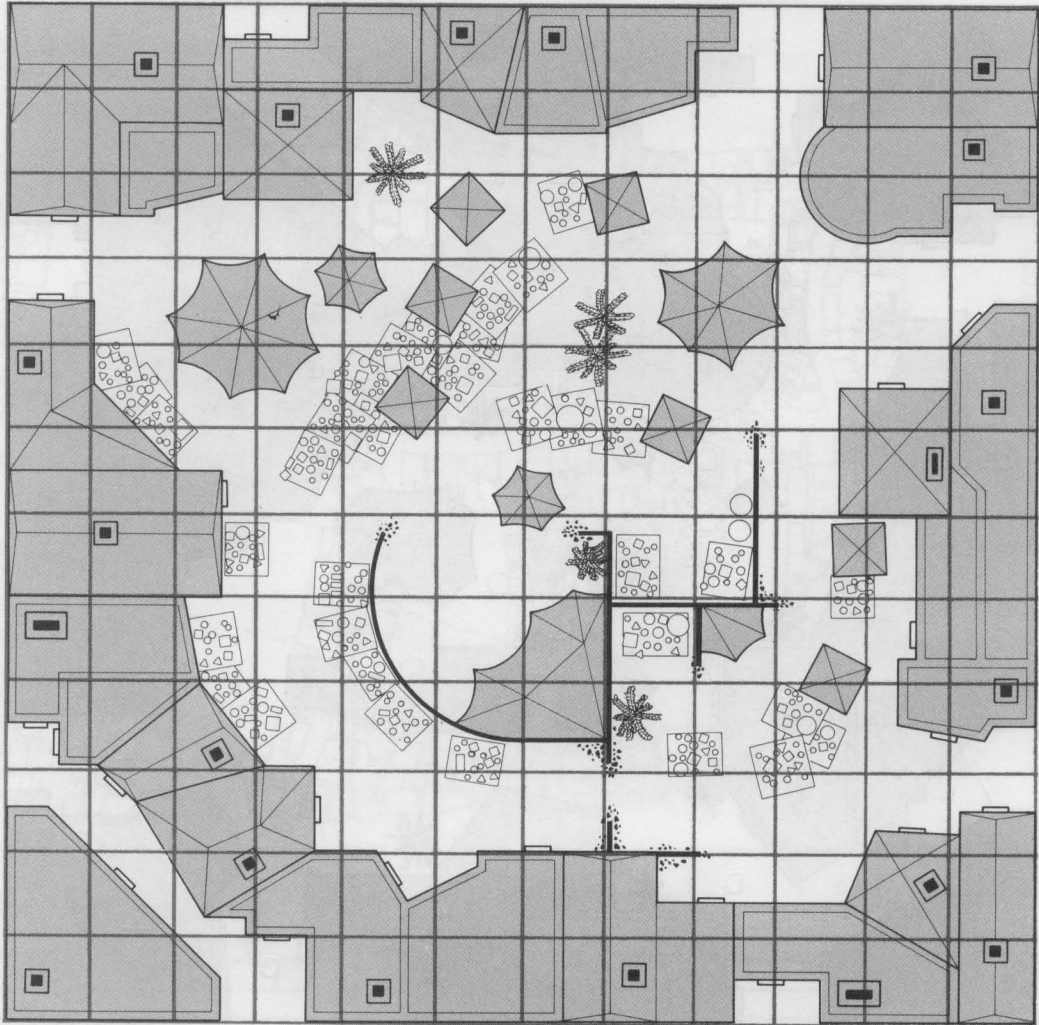
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/> 1	<u>Merchant</u>	<u>13/10/11/7/12/9/16/5/HP</u>	<u>Long sword, chainmail, AC 5</u>
<input type="checkbox"/> 2	<u>Guard</u>	<u>11/11/11/11/11/11/11/11/11</u>	<u>11/11</u>
<input type="checkbox"/> 3	<u>Merchant</u>	<u>9/10/15/7/11/12/10/HP</u>	<u>11/11</u>
<input type="checkbox"/> 4	<u>Merchant</u>	<u>12/11/12/11/11/11/11/11/11</u>	<u>AC 5</u>
<input type="checkbox"/> 5	<u>Merchant</u>	<u>14/10/7/13/14/16/7</u>	<u>11/11</u>

(10)

Marketplace Geomorph B



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

LOCATIONS

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

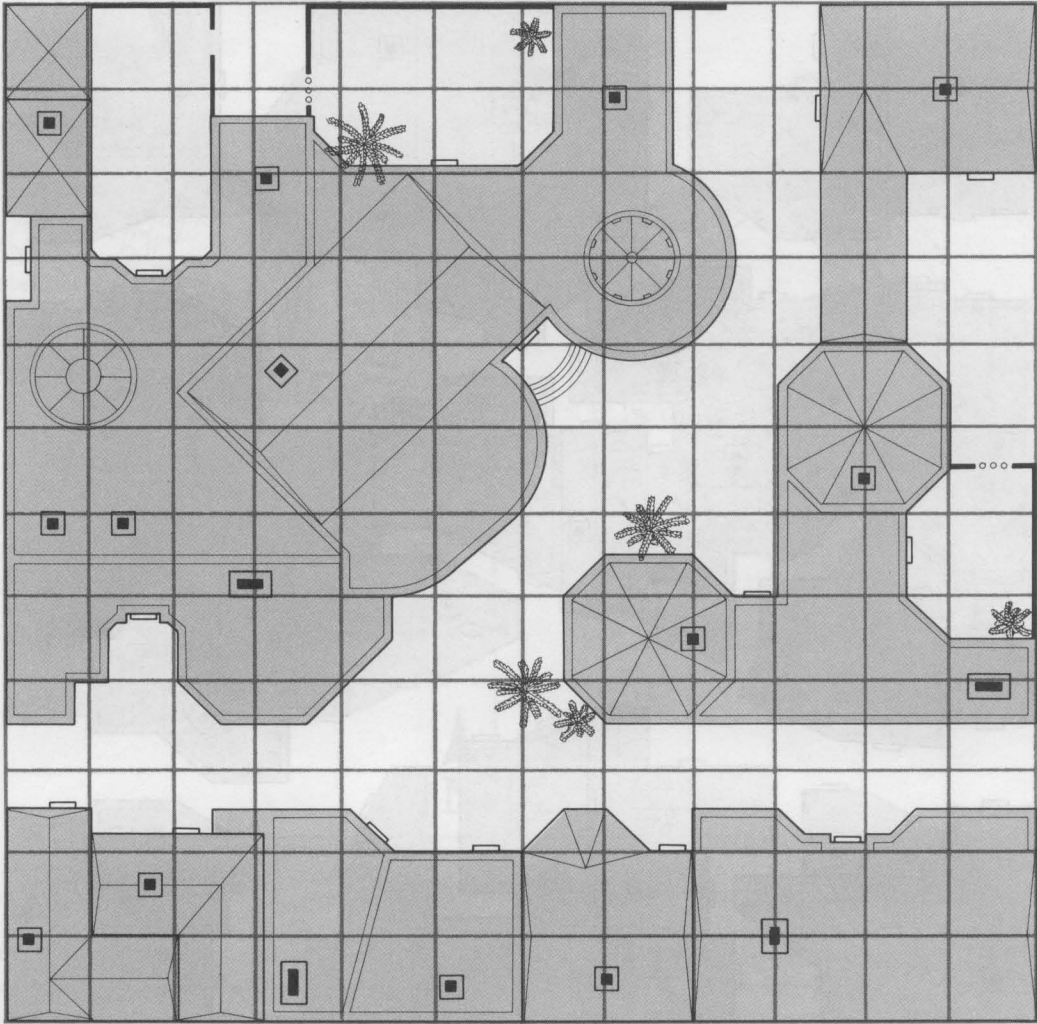
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Wealthy Geomorph

(11)



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

LOCATIONS

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

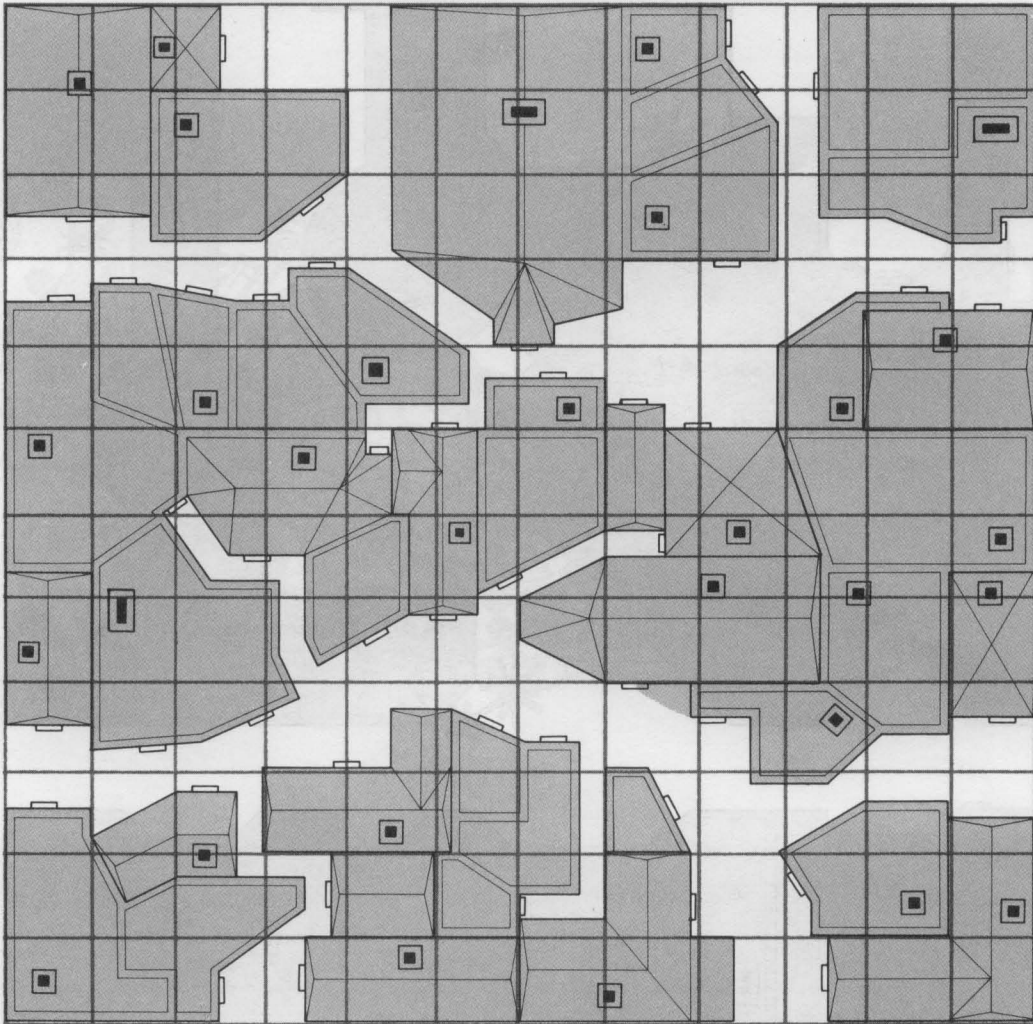
Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

(12)

Sleazy District Geomorph



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

LOCATIONS

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

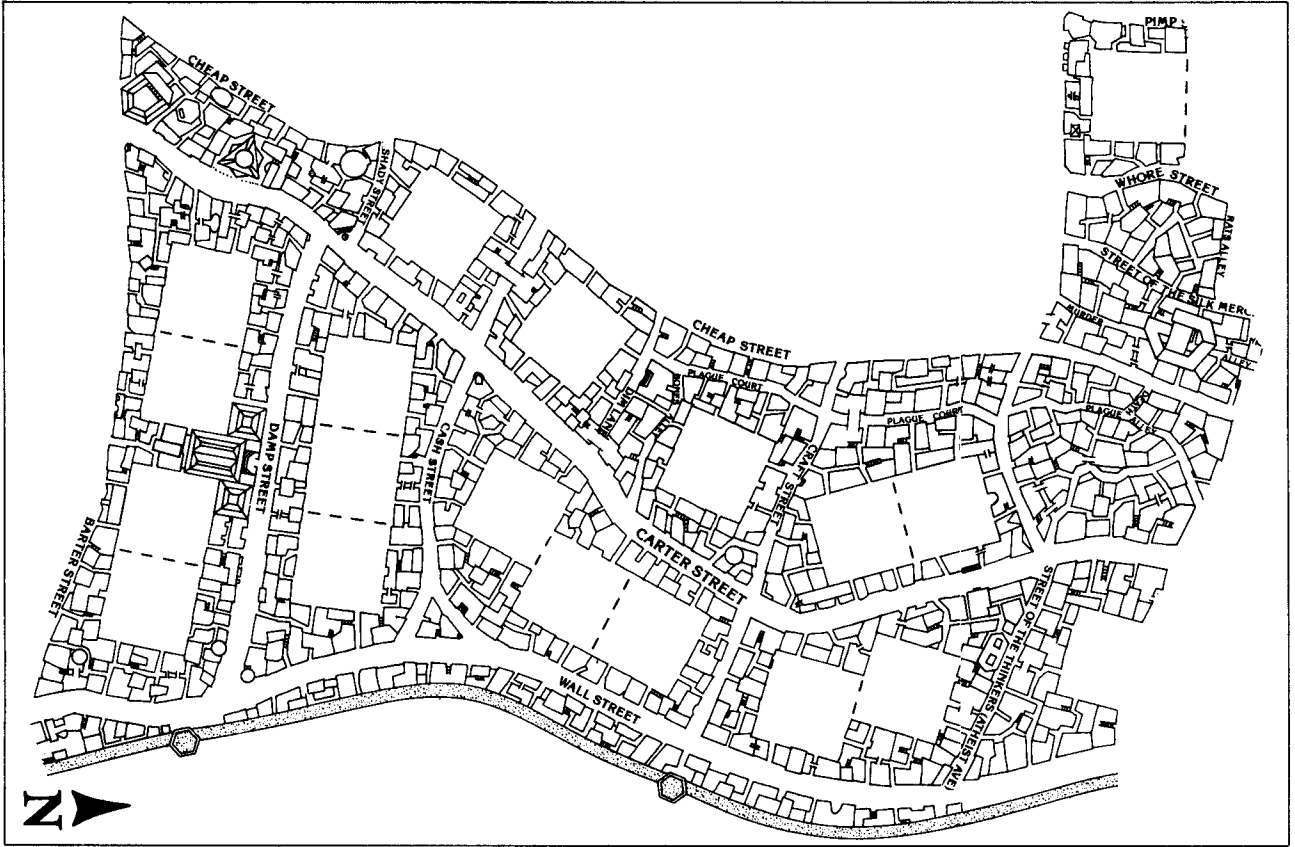
NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Tenderloin District



Random Events: _____ on 1d_____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

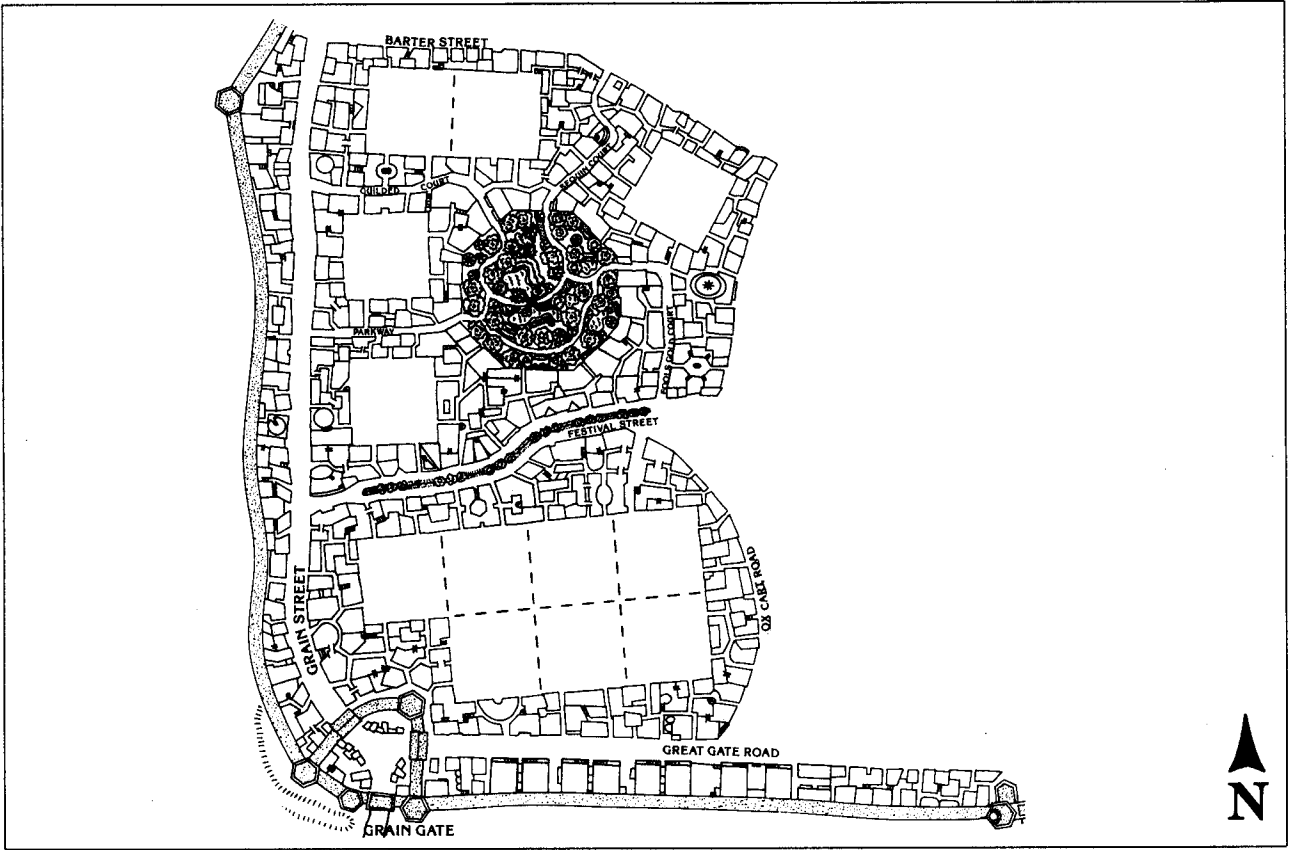
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Park District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

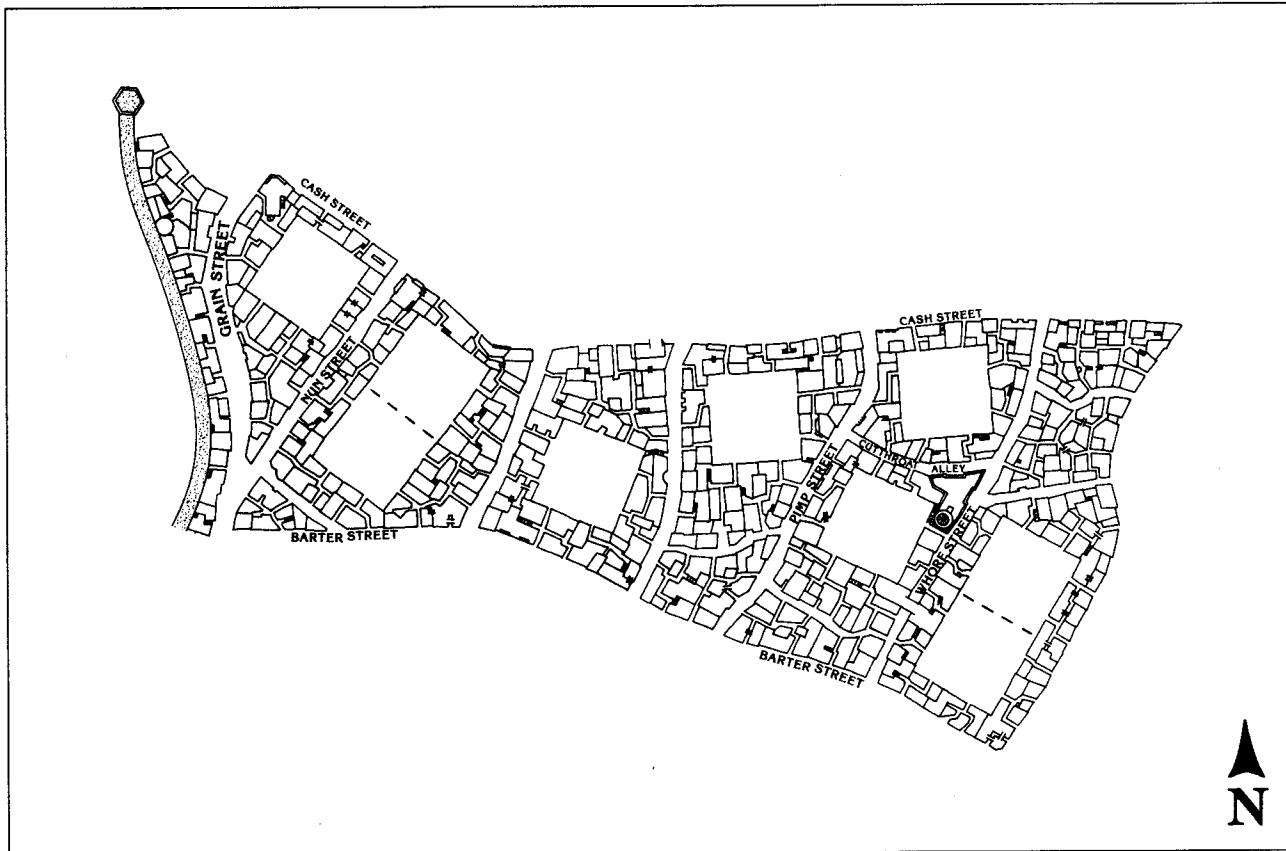
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Cash District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S//W/D/C/Ch, Lvl, AC, hp)

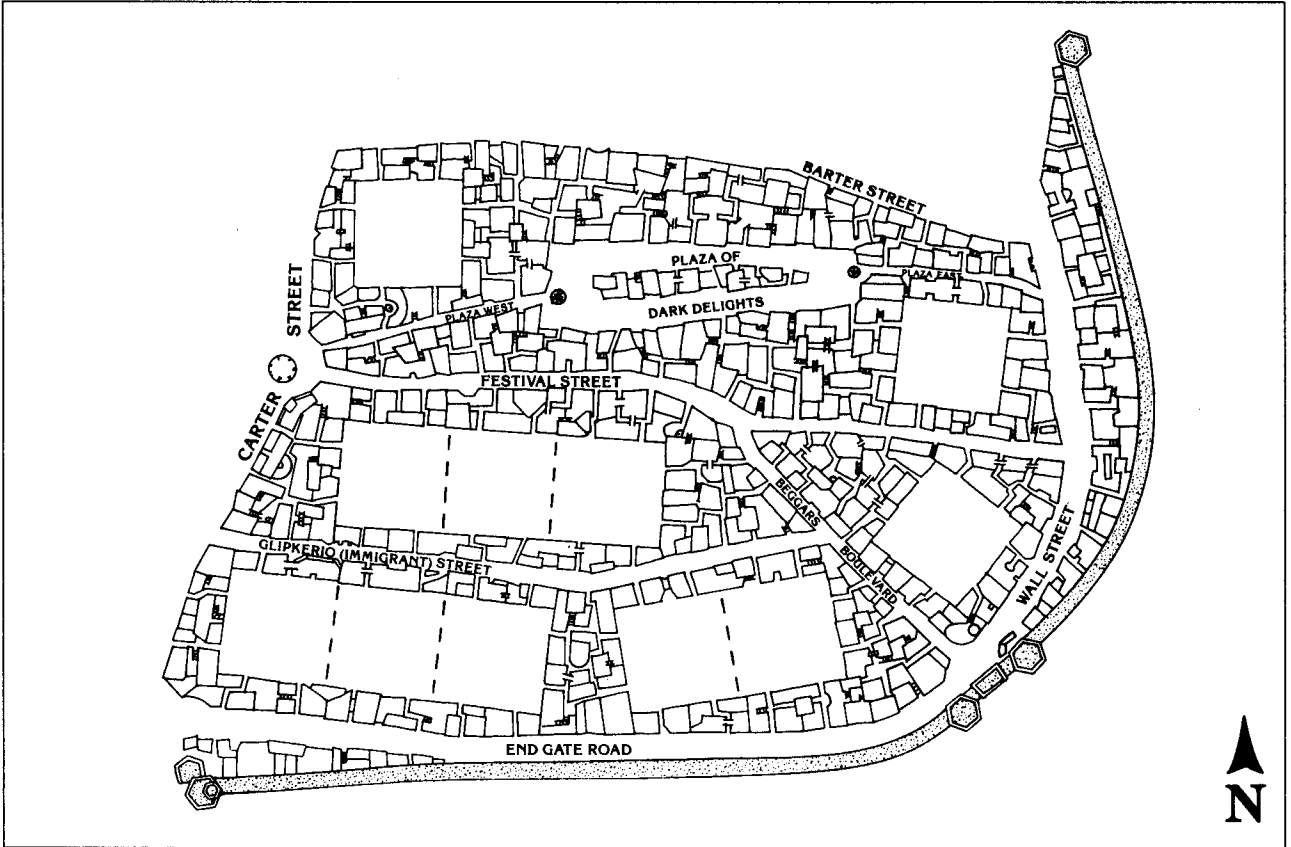
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Plaza District



Random Events: _____ on 1d_____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

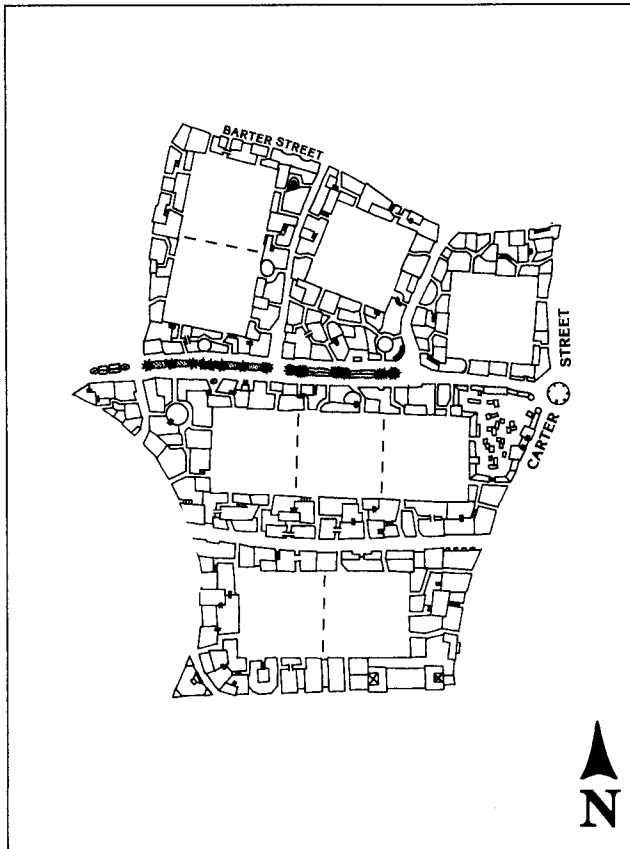
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

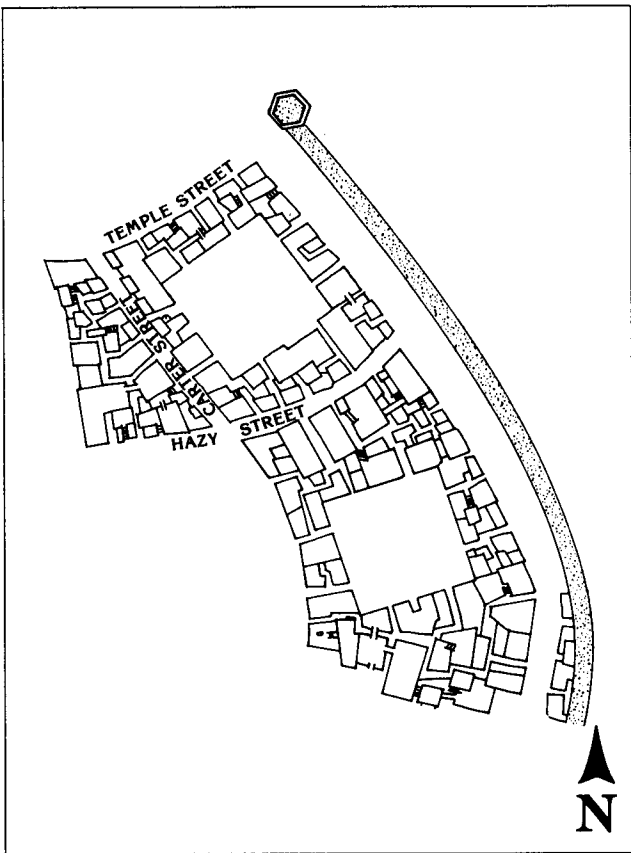
Faction Activity

_____	_____
_____	_____

Festival District



Marsh District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

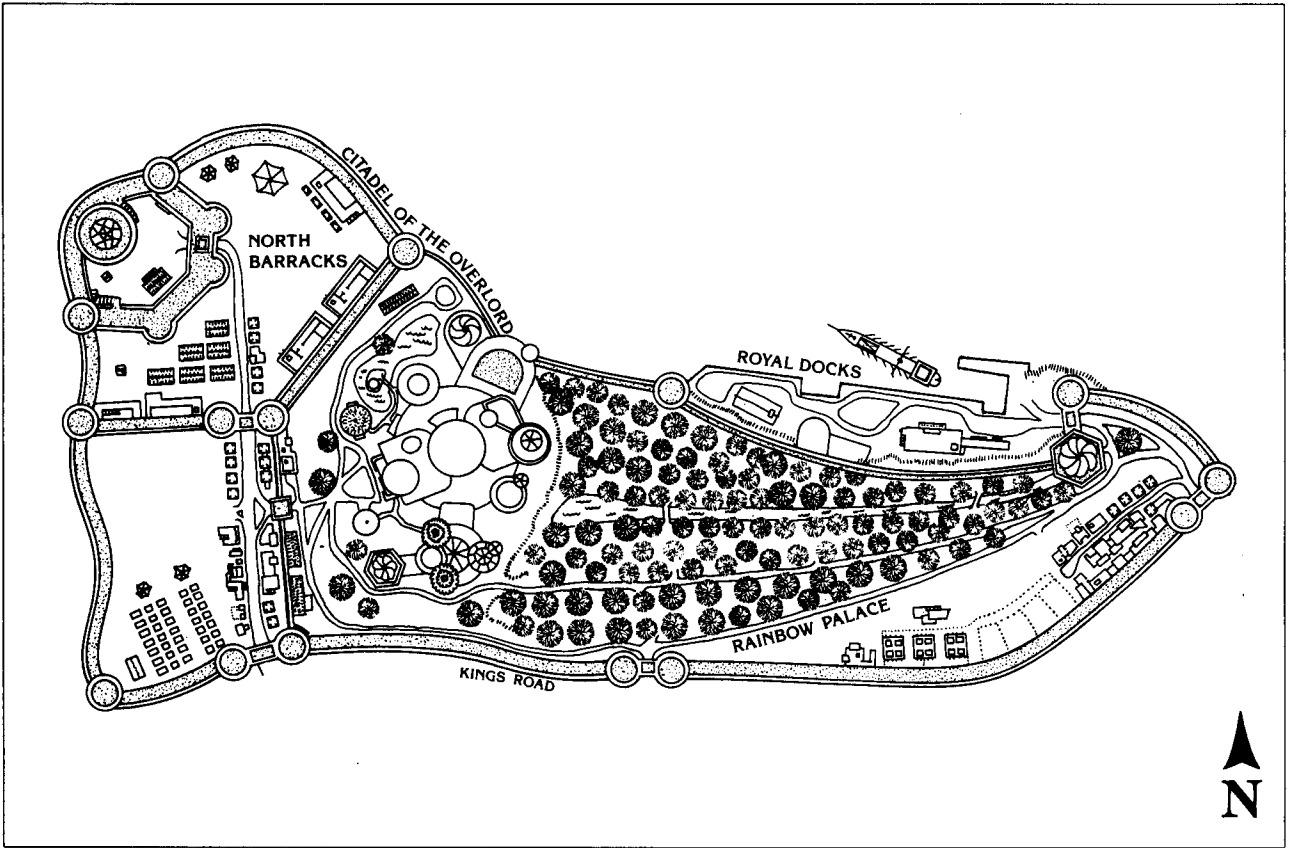
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
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<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Citadel District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

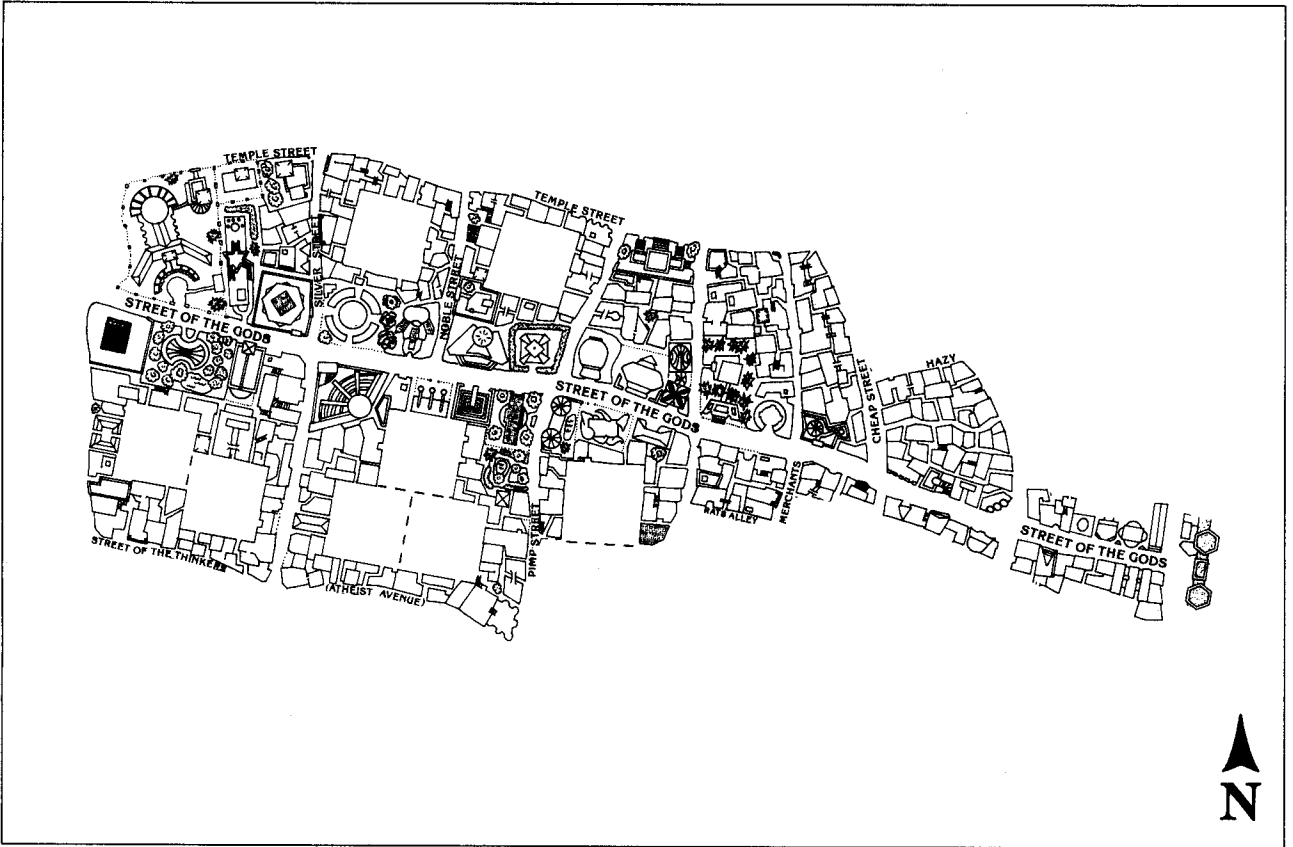
Motives, gear, etc.

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<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Temple District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____

Mercantile District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

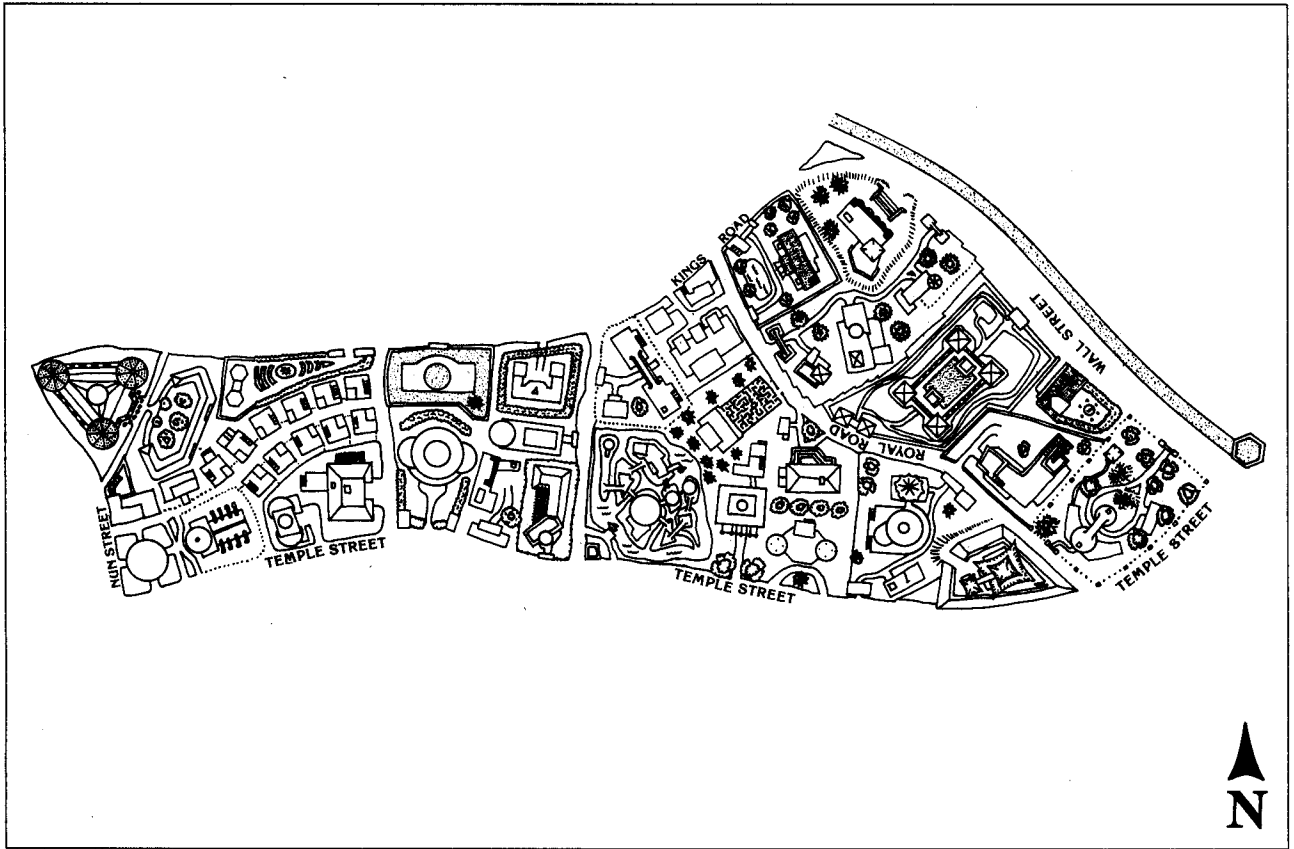
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Noble District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

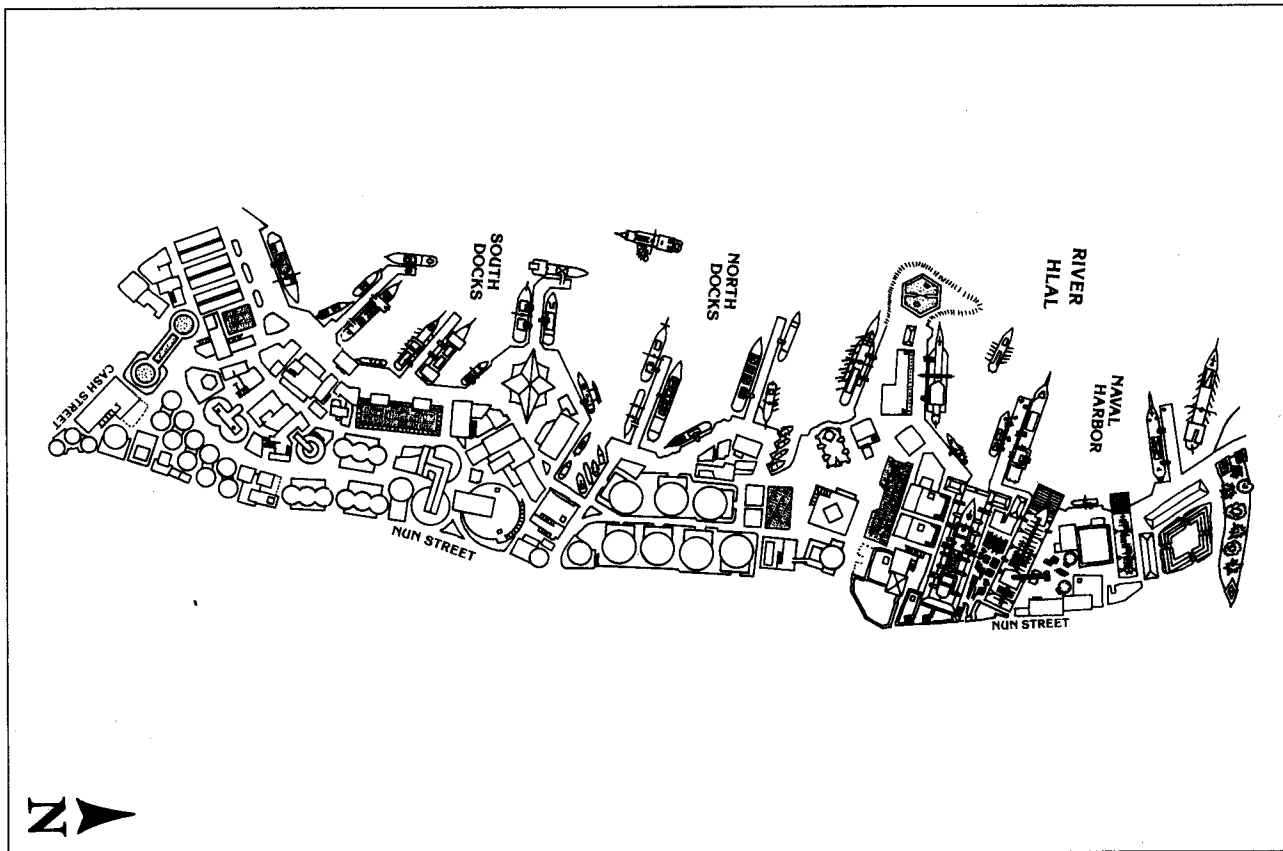
Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

River District



Random Events: _____ on 1d _____

Law Enforcement Activity: _____

Recent Events: _____

SPECIAL KEYS (sewer entrances, construction, constables, muggings, abandoned or torn down buildings, etc.)

<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____

NPC Domiciles

Stats (S/I/W/D/C/Ch, Lvl, AC, hp)

Motives, gear, etc.

<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____

Faction Activity

_____	_____
_____	_____
_____	_____

Dungeon Master Player Roster

PC Name _____	Class/Level _____	AC _____
Weapons & Equipment _____	Movement Rate _____	THACO _____
Noteworthy Facts _____	HP: _____	
_____	_____	
_____	_____	
Faction Relations (Friend or Foe?) _____	_____	_____
_____	_____	_____
_____	_____	_____

PC Name _____	Class/Level _____	AC _____
Weapons & Equipment _____	Movement Rate _____	THACO _____
Noteworthy Facts _____	HP: _____	
_____	_____	
_____	_____	
Faction Relations (Friend or Foe?) _____	_____	_____
_____	_____	_____
_____	_____	_____

PC Name _____	Class/Level _____	AC _____
Weapons & Equipment _____	Movement Rate _____	THACO _____
Noteworthy Facts _____	HP: _____	
_____	_____	
_____	_____	
Faction Relations (Friend or Foe?) _____	_____	_____
_____	_____	_____
_____	_____	_____

PC Name _____	Class/Level _____	AC _____
Weapons & Equipment _____	Movement Rate _____	THACO _____
Noteworthy Facts _____	HP: _____	
_____	_____	
_____	_____	
Faction Relations (Friend or Foe?) _____	_____	_____
_____	_____	_____
_____	_____	_____

PC Name _____	Class/Level _____	AC _____
Weapons & Equipment _____	Movement Rate _____	THACO _____
Noteworthy Facts _____	HP: _____	
_____	_____	
_____	_____	
Faction Relations (Friend or Foe?) _____	_____	_____
_____	_____	_____
_____	_____	_____

Fafhrd

	Peak	Mature	Youth
Ranger	15th	10th	5th
Thief	5th	3rd	1st
Bard	5th	4th	3rd

Alignment	Neutral Good
Strength	18/75 (+2, +3)
Intelligence	15
Wisdom	10
Dexterity	17 (+1, -2)
Constitution	19 (+5, +1)
Charisma	17 (+30%, +30%)
Armor Class	6
Hit Points	130/110/60

Standard equipment: Leather armor, bastard sword, dagger

Born in the frozen northlands of Nehwon, Fafhrd was raised by his mother, Mor, in the matriarchal society of Cold Corner. There he learned fighting, hunting, archery, sailing, mountain climbing and Skald talents. A Skald is the Nehwon term for Bard (See Appendix *AD&D conversion*). Like most northern barbarians he has a small talent for thievery.

This red-haired northern barbarian stands 6' 11" tall; all of it muscle. He favors a beard and tends to wear his hair in a single braid down his back. Fafhrd dresses the part of the barbarian in furs and manly jewelry. He takes great pleasure in correcting the opinions of those who call him uncivilized.

As a ranger Fafhrd favors a bastard sword and a dagger. He always names the sword Graywand and calls the dagger Heart-seeker. On several occasions Fafhrd has been known to use a battle axe balanced for throwing, instead of a sword or hand axe. He has been known to use a long bow for hunting. He strictly follows the armor and shield restrictions (PH 118) for Bards. As noted, he does not obey the weapons restrictions.

All the men of Cold Corner are expert climbers and Fafhrd is no exception. He climbs as a 15th level thief and is not subject to any modifiers for ice and snow when cling.

The mighty northern barbarian both fears and hates wizardry. As a result he has none of the spell casting abilities normally associated with rangers and bards. Even if he had them he would not use them. This restriction does not apply to the other natural abilities of these classes which have spell-like effects. For example, Fafhrd is as fully capable of charming creatures with song as a bard.

Having lived much of his life in the frigid northlands, Fafhrd is adept at survival in that environment. He gets +3 on any saving throw against cold. He knows all the tricks for finding food, shelter, and safety in winter and northern wilderness areas.

Like his companion the Gray Mouser, Fafhrd is susceptible to the charms of beautiful women. When he is an NPC, any woman with a Charisma of 16 or 17 has a 50% chance of *charming* him. A woman with Charisma 18 automatically *charms* him. As a PC, Fafhrd loses 1-6 status points if he does not act as if *charmed* in the presence of a woman with a Charisma of 18. There is a 50% chance of losing 1-6 status points for not acting as if *charmed* in the presence of a woman of Charisma 16 or 17.

Fafhrd loves to spend money on silly things, like drink, women, and worthless baubles. As a result, he must spend twice as much to maintain the same social level as normal inhabitants of Lankmar. It costs him twice as much to attain the next social level compared to most Lankmarians.



Gray Mouser

	Peak	Mature	Youth
Fighter	10th	6th	3rd
Thief	15th	10th	5th
Magic-User	3rd	3rd	3rd
Alignment	Neutral		
Strength	15		
Intelligence	16		
Wisdom	11		
Dexterity	19 (+3,-4)		
Constitution	17 (+2)		
Charisma	17 (+30%, +30%)		
Armor Class	4		
Hit Points	90/70/35		

Standard equipment: Leather armor, rapier (treat as a long sword), dagger (balanced for throwing)

The Gray Mouser's origins are shrouded in mystery. Even he does not know where he was born or who his family is. He was raised by a hedge wizard that practiced white magic. Mouser chose to peer into his mentor's books on black magic rather than study the white. See the chapter on AD&D conversions for more information on white and black magic. Upon the hedge wizard's death he firmly allied himself to black magic and ended up in Lankhmar.

The dark-skinned Mouser is probably of southern extraction. He stands 5' 4" tall, all wiry muscle. He enjoys clothing himself in mystery and so wears concealing garments all in gray. He wears a cloak and hood, tunic and trousers with soft boots for his feet. He is fond of gray gloves, so long as they don't encumber him.

Gray Mouser's favorite weapons are an edged rapier and a throwing knife. If he has had a particular rapier for over two weeks he wields it with a +3 on all Hit rolls because of his particular proficiency. The rapier is treated as a long sword and the throwing knife as a dagger. He always names the rapier Scalpel and the throwing knife Cat's Claw. When Mouser fights with one in each hand he gets 2 attacks per round, one with each weapon, and no penalties. He strictly follows the weapons and armor restrictions of the thief class except that he does not use poison.

Cities, especially the nastier parts, are Mouser's natural environment. He is extremely streetwise, particularly in Lankhmar, receiving a +2 bonus on all rolls for finding information, bargaining and dealing with bureaucratic systems. He is well-known to the underworld of Lankhmar.

The Gray Mouser is fascinated and drawn to anything magical. Unfortunately he is rarely able to keep hold of these things. As a result, he has no spell book even though he is a 3rd level black magician. This means he cannot cast any spells in the normal course of an adventure. Should he happen upon a spell book, he can use any spells it contains. Keeping the book for any length of time is virtually impossible in thief-ridden Lankhmar.

Like his companion Fafhrd, the Gray Mouser is susceptible to the charms of beautiful women. When he is an NPC, any woman with a Charisma of 16 or 17 has a 50% chance of *charming* him. A woman with Charisma 18 automatically *charms* him. As a PC, the Gray Mouser loses 1-6 status points if he does not act as if *charmed* in the presence of a woman with a Charisma of 18. There is a 50% chance of losing 1-6 status points for not acting as if *charmed* in the presence of a woman of Charisma 16 or 17.

Mouser has a great love of spending money on silly things, like drink, women and worthless baubles. As a result, he must spend twice as much to maintain the same social level as normal inhabitants of Lankhmar. It costs him twice as much to attain the next social level compared to most Lankhmarts.





Viana, Thief

Peak: 15 Mature: 10 Youth: 5
Alignment Neutral (Evil)
STR 12 DEX 17 (+1,-2)
INT 16 CON 12
WIS 14 CHA 17 (+30%, +30%)
Armor Class 5 Hit Points 48/40/21

Standard equipment: Padded armor, short sword, dagger, long bow, 12 arrows

Born the daughter of a farmer in Lankhmar's grain fields, she watched her parents starve to death supporting Lankhmar's greed. Vowing vengeance, she took up the life of a thief with a female partner in the city of the black toga. Eventually the Thieves' Guild caught and murdered her partner and mentor. Vowing yet again for vengeance, she fled Lankhmar to plot against the guild.

While traveling as an actor and mime, she met Fathrd. She returned with him to Lankhmar to wreak her wrath upon the powerful Thieves' Guild. Soon after arriving in the city, she was killed by a sorcerer as Fathrd's punishment for illegal thievery.

Viana was a masterful actor and mime. She could disguise herself as male or female. She was brave and resourceful in any situation. While away from Lankhmar, she learned skill with the bow to rival most warriors.

In the Fathrd and Gray Mouser stories Viana died very early. In game terms she never surpassed Youth. Her other ages have been provided so that adventures can be played where Viana may have survived.



Pulgh, Fighter/Assassin

Peak: 15/6 Mature: 10/4 Youth: 5/2
Alignment Lawful Evil
STR 17 (+1, +1) DEX 17 (+2,-3)
INT 14 CON 16 (+2)
WIS 15 (+1) CHA 8 (05%)
Armor Class 3 Hit Points 90/75/40

Standard equipment:

Studded leather armor, long sword, short sword, 7 throwing daggers (3 poisoned), 6 darts (all poisoned), catropps, strangling wire

A very mysterious figure, Pulgh keeps himself out of the public eye unless he is on a job. Nothing is known of his background or private life. He is a high member of the Slayer's Brotherhood; maybe even its leader.

Pulgh always dresses in black. Even the hilts of his weapon are wrapped in black leather. When performing an assassination he wears a black hood and face mask.

Poison is Pulgh's favorite tool. He is a master poisoner, capable of mixing a poison to suit almost any purpose. He makes frequent trips outside Lankhmar to collect the rare ingredients for them. Upon his return, he spreads rumors of his adventures, painting them to be heroic and good deeds.

The public of Lankhmar sees Pulgh as a hero of good alignment that must occasionally stoop to evil deeds to keep bread on the table. He is actually a wealthy man that is evil but performs good deeds by accident or to improve his public image.

He is intelligent enough to realize that he needs Lankhmar. If the city is in danger, he will do his utmost to save it, making a profit if possible.



Kreeshkra, Fighter

Peak: 12 Mature: 8 Youth: 4
Alignment Chaotic Good
STR 17 (+1, +1) DEX 16 (+1,-2)
INT 15 CON 14
WIS 12 CHA 12
Armor Class 8 Hit Points 60/45/25

Standard equipment: Long sword, hand axe, long bow, 20 arrows, ghoulish horse

Kreeshkra is a ghoul, but not the normal AD&D undead monster. A Nehwon ghoul is a normal human with one major difference; the are not. They are called ghouls because their religion requires them to eat human flesh.

Like most ghouls, Kreeshkra abhors wearing clothing. She is proud of her bones and enjoys displaying them, often terrorizing normal humans. While in Lankhmar she consents to wearing a cloak and for special occasions might wear make-up to give her a normal appearance. If an unprepared person sees a ghoul, he must make a Saving Throw vs. Fear.

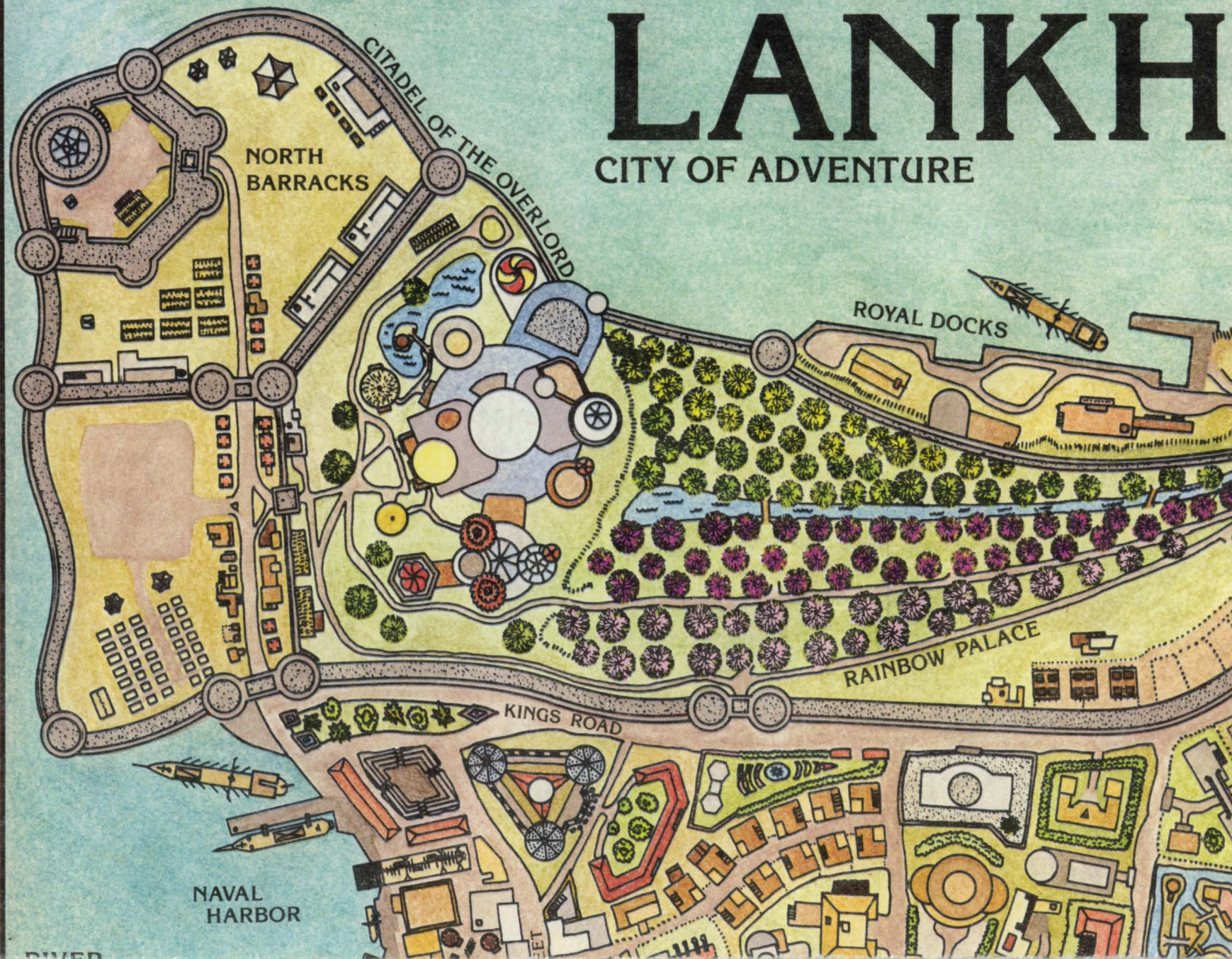
The society of the ghouls is very war-like. They are usually at war with one or more cities and are always hunting stray humans. Kreeshkra has learned to use the sword, axe, and bow very effectively. She never wears armor but might use a shield in combat if one is offered.

Fathrd met and loved Kreeshkra after he was an established hero. In game terms both are considered Mature. Her abilities are given for all three ages for those who might want to play a different story line.

Kreeshkra is intensely loyal to her friends and lovers. Some would say she has a wide streak of jealousy. She would not be above killing a rival. Do not mistake strong emotion with stupidity. Kreeshkra is very smart and can curb her emotions if necessary.

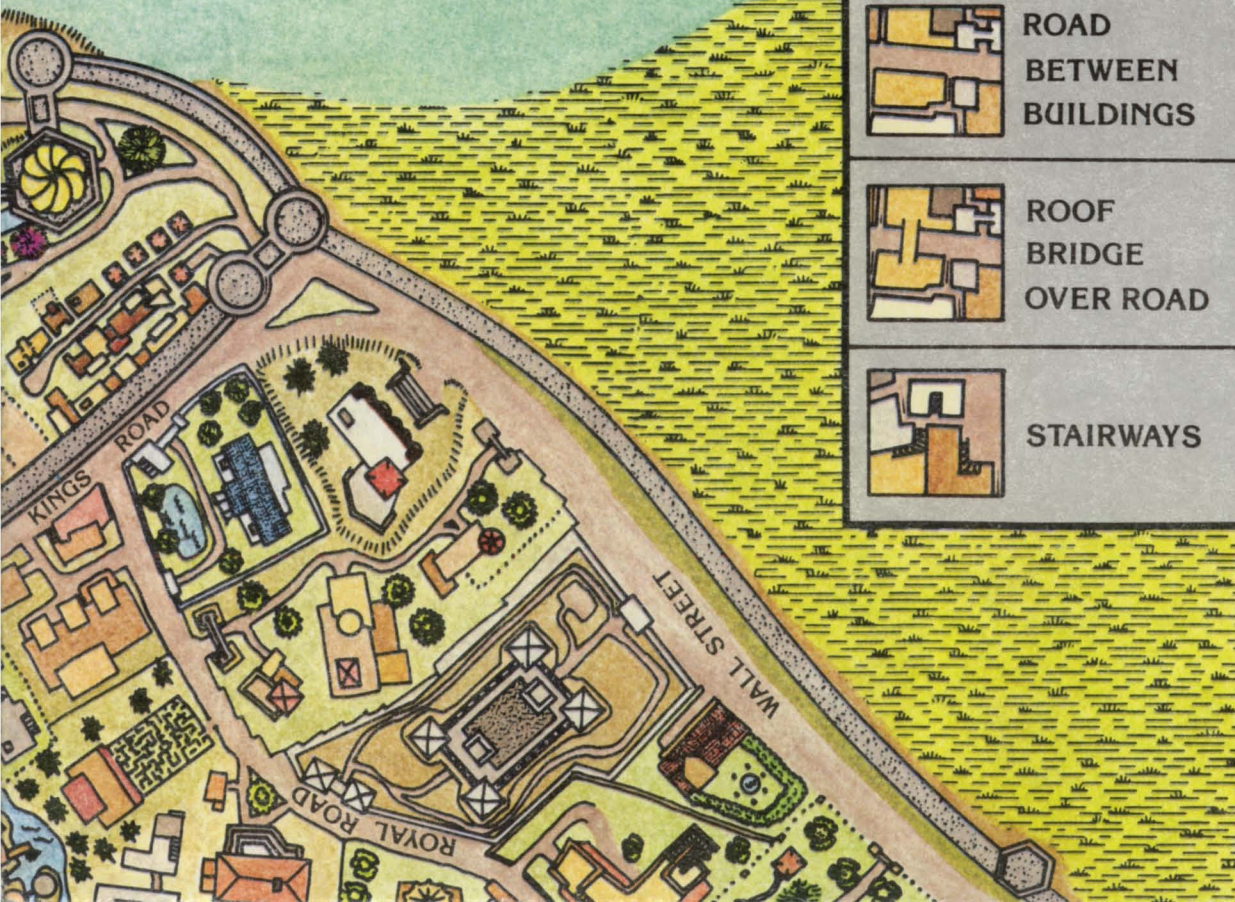
LANKH

CITY OF ADVENTURE



MAR

INNER SEA



KEY



NORTH

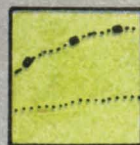
0 30 60 90 120



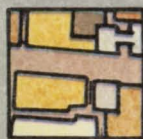
SCALE: 1 inch = 120 feet



CITY WALL
AND TOWER



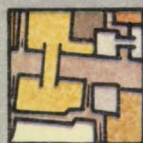
FENCES



ROAD
BETWEEN
BUILDINGS



TREES



ROOF
BRIDGE
OVER ROAD



SHRUBS



STAIRWAYS



EMBANK-
MENT



WATER



MAJOR
WELLS



RIVER
HLAL

NUN STR

TEMPLE STREET

SILVER STREET

NOBLE STREET

STREET OF THE GODS

NORTH
DOCKS

SOUTH
DOCKS

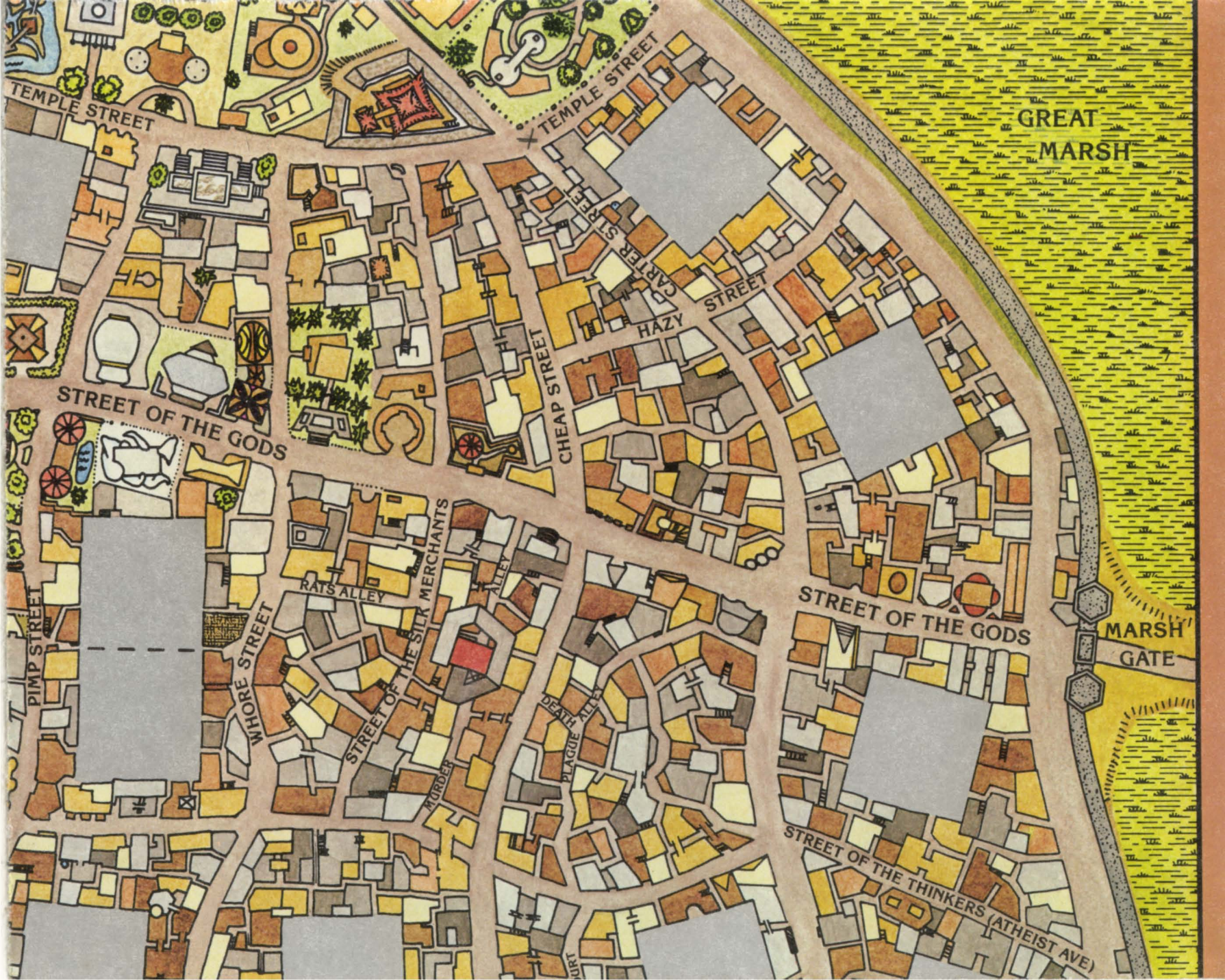
NUN STREET

STREET OF THE THINKERS

ATHEIST AVENUE

PER COURT

PINCHBACK ALLEY



GREAT
MARSH

MARSH
GATE

TEMPLE STREET

TEMPLE STREET

STREET OF THE GODS

CHEAP STREET

HAZY STREET

CARTER STREET

STREET OF THE GODS

PIMP STREET

WHORE STREET

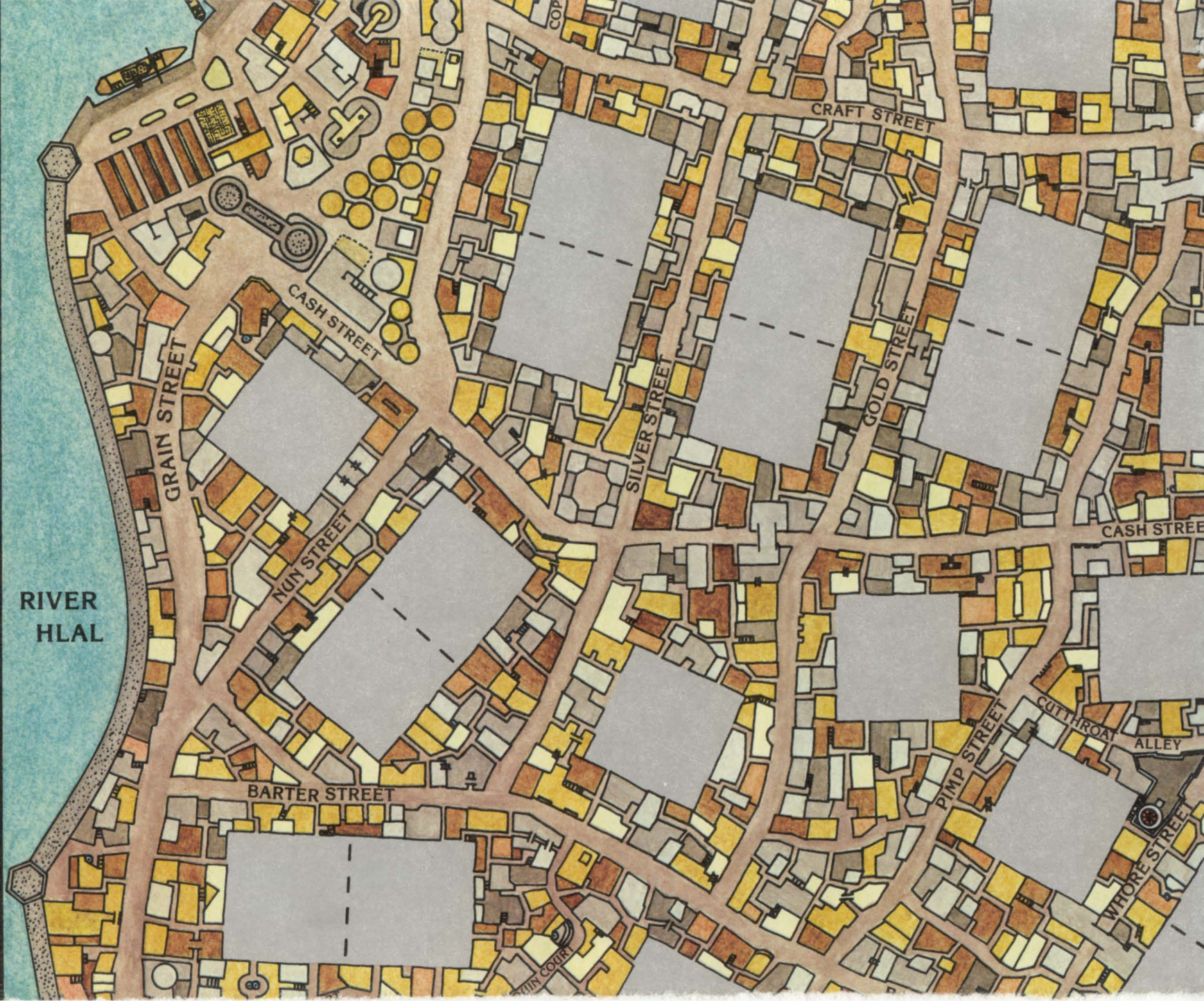
RATS ALLEY

STREET OF THE SILK MERCHANTS

MURDER ALLEY

DEATH ALLEY

STREET OF THE THINKERS
(ATHEIST AVE)



RIVER
HLAL

GRAIN STREET

CASH STREET

NUN STREET

BARTER STREET

SILVER STREET

CRAFT STREET

GOLD STREET

PIMP STREET

CASH STREET

CUTTHROA

ALLEY

WHORE STREET

COURT

80



CHEAP STREET

CRAFT STREET

CARTER STREET

WALL STREET

BONES

DIM LANE

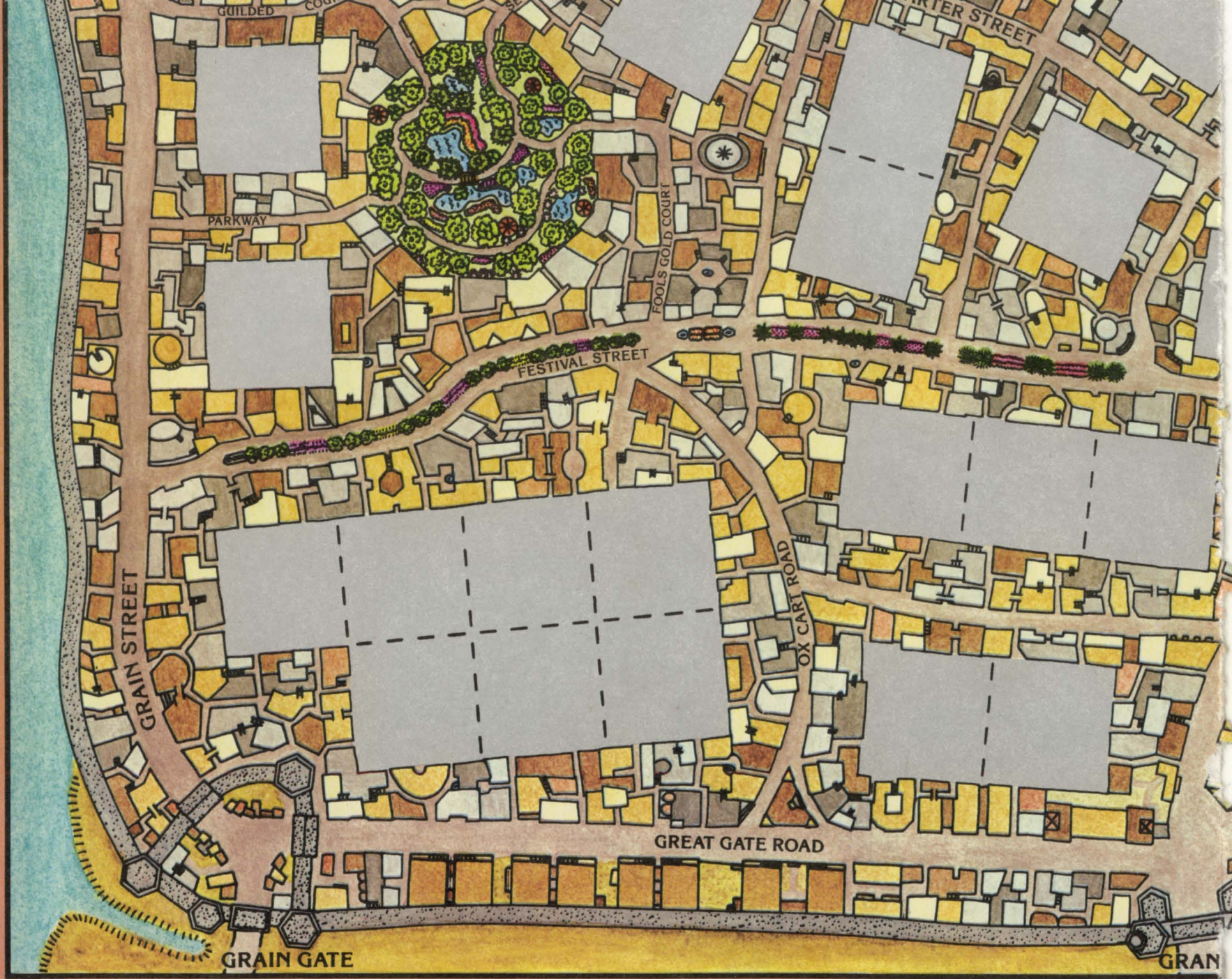
CASH STREET

SHADY STREET

DAMP STREET

GREAT MARSH





GUILDED

PARKWAY

FOOLS GOLD COURT

ARTER STREET

FESTIVAL STREET

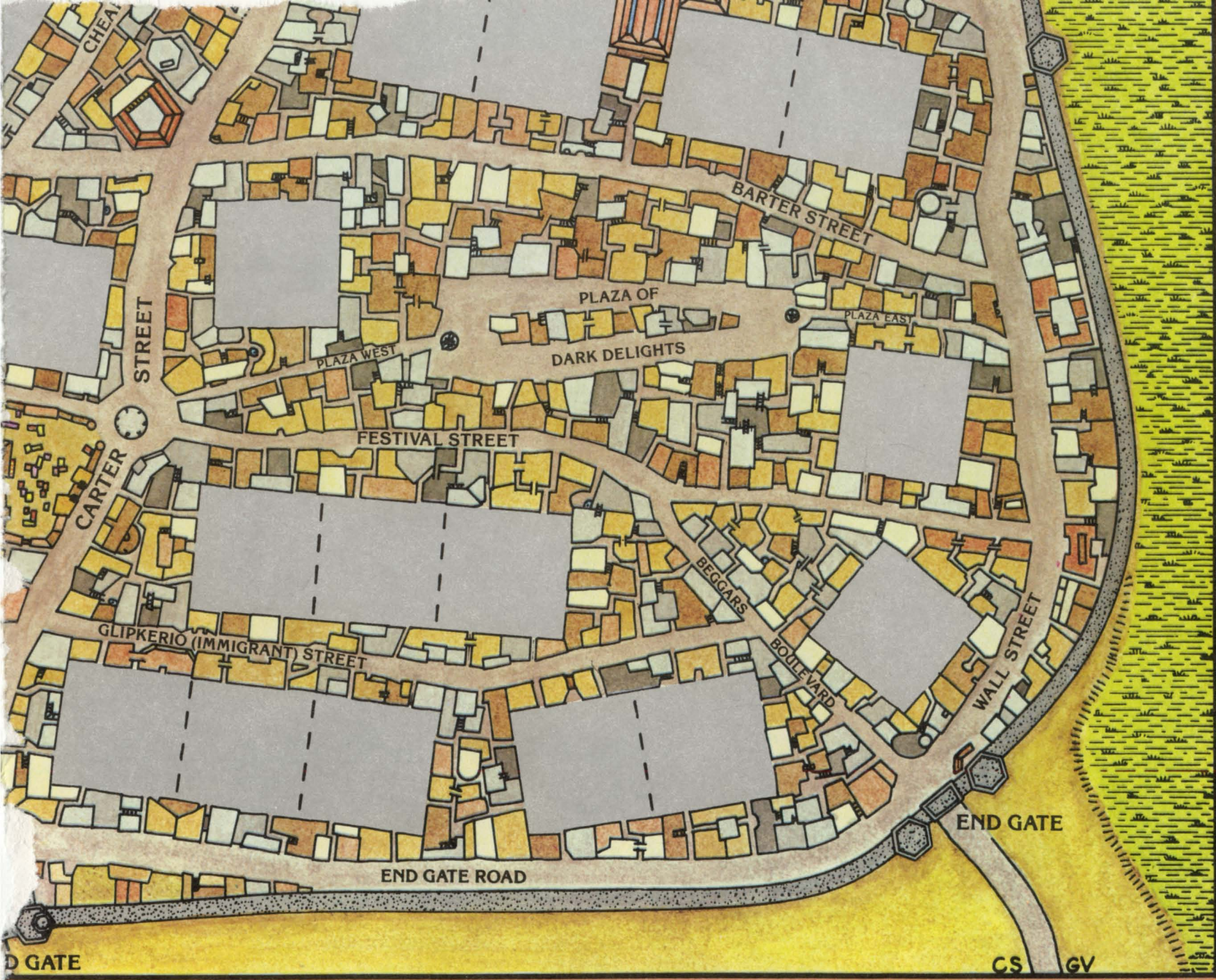
GRAIN STREET

OX CARROLL

GREAT GATE ROAD

GRAIN GATE

GRAN



D GATE

CS GV

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Game

LANKHMAR[™]

City of Adventure

“Fafhrd and the Gray Mouser faced each other across the two senseless thieves...poised for attack...yet neither moved. Each discerned something inexplicably familiar in the other.”

—*III Met in Lankhmar*

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