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For 5-6 Characters, Levels 8-12

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Advanced Dungeons & Dragons®
OFFICIAL GAME ADVENTURE

LANNICHMARR™

Swords of the Undercity



Parkinson



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Non-Player Characters

General Worlga™

Level 7 Fighter

Strength	12	Hit Points	42
Intelligence	12	Armor Class	7
Wisdom	8	THACO	14
Dexterity	11	Damage	1d8
Constitution	13	Social Level	11
Charisma	16	Alignment	L. Neutral

Equipment: Long sword, dagger, studded leather armor, purse with 52 smerduks

Description: He is 6' 2" tall, lean, has short, straight, black hair his left eye is clouded, and has several scars on his body (none on his face). He is impatient, aggressive, ambitious, and clever.

Sivilan™

Fire Magician (Level 7 Black Wizard)

Strength	7	Hit Points	20
Intelligence	17	Armor Class	10
Wisdom	12	THACO	19
Dexterity	11	Damage	Special
Constitution	9	Social Level	5
Charisma	13	Alignment	N. Evil

Equipment: Robe and clothing, purse with 17 gold rilks and 12 silver smerduks, a secret pocket holding 5 rubies worth 500 gold rilks each

Description: He is 5' 9", slightly overweight, has reddish-blond, wavy hair, clear blue oriental eyes, small delicate hands, and pale yellow skin. He is short-tempered, devious, power hungry, and vindictive.

Spells

Level 1: *Affect normal fires, burning hands, phantasmal force, shield*

Level 2: *Pyrotechnics, improved phantasmal force, invisibility*

Level 3: *Fireball, hold person*

Level 4: *Fire charm*

Basharat™

Level 2 Thief

Strength	10	Hit Points	20
Intelligence	13	Armor Class	7(3)
Wisdom	9	THACO	20
Dexterity	14	Damage	1d6
Constitution	11	Social Level	2
Charisma	12	Alignment	L. Evil

Equipment: Leather armor, short sword, dagger, breast plate. The breast plate provides AC 3 for hits on the front torso. Each undeclared hit has a 50% chance of being to the torso.

Description: He is 5' 6", of normal build, has reddish-orange hair, dark brown eyes, a small narrow mouth usually in a sneer, and long fingers. He is nasty, vile-tempered, envious of society, and needs to prove his masculinity to others.

Rannarsh™

Level 6 Fighter

Strength	15	Hit Points	40
Intelligence	12	Armor Class	10(3)
Wisdom	11	THACO	16
Dexterity	14	Damage	1d6
Constitution	13	Social Level	11
Charisma	16	Alignment	L. Evil

Equipment: *Chain mail + 1*, shield, broadsword, three daggers.

Description: He is a cruelly handsome man with black wavy hair. He wears rich robes in Lankhmar (AC10) or his armor and shield when out of the city (AC3). He is particularly greedy and suspicious, and is a cautious, plotting man. He is not above murder and treachery. If cornered, he will surrender.

Tenni™

Level 2 Thief

Strength	9	Hit Points	10
Intelligence	14	Armor Class	5
Wisdom	11	THACO	20
Dexterity	17	Damage	1d4
Constitution	12	Social Level	2
Charisma	15	Alignment	L. Evil

Equipment: Leather backed dress, hidden dagger, and sling.

Description: She is sixteen, tall, blond, and slender. None of her weapons are visible. Normally a haughty and mocking person, she becomes enamored of Gray Mouser (if with the party) or of the character with the highest Charisma.

Ulat™

Level 4 White Wizard

Strength	10	Hit Points	25
Intelligence	14	Armor Class	4
Wisdom	15	THACO	18
Dexterity	10	Damage	1d6 + 1
Constitution	11	Social Level	5
Charisma	11	Alignment	L. Good

Equipment: Chain mail, footman's mace, helm, magical ring with *project image* (6 times a day).

Description: He is a frail-looking man with gray eyes, pale skin and long white hair. He wears a dull silver chain mail and a long gray cloak. He is a quiet and peaceful man, only interested in finding and destroying his ancestor's house. He is the 9th descendent of Urgan. Ulat constantly worries about being followed and uses his ring or his spells to throw off pursuers.

Spells

Level 1: *Bless, cure light wounds, entangle, pass without trace, sanctuary*

Level 2: *Hold person, obscurement, silence*

Roggor the Quick™

Level 12 Thief

Strength	12	Hit Points	41
Intelligence	12	Armor Class	3
Wisdom	8	THACO	16
Dexterity	17	Damage	1d8
Constitution	8	Social Level	6
Charisma	13	Alignment	C. Evil

Equipment: Leather armor + 2, *longsword + 1*, 20 agols and 5 smerduks.

Description: He has dark skin, short gray hair, and green eyes. Roggor is a slim person able to move quickly and accurately. He appears as a calm and confident young man, however, if threatened or insulted, he can easily lose his temper (roll less than Wisdom). He is an intelligent but disloyal person, often distrusted by the Guild.

Moolsh™

Level

Strength	12	Hit Points	10
Intelligence	9	Armor Class	7
Wisdom	8	THACO	20
Dexterity	13	Damage	1d8
Constitution	12	Social Level	1
Charisma	10	Alignment	L. Evil

Equipment: He wears a leather armor and fights with a long sword or dagger. He is not above using a garrot that he keeps hidden in his belt.

Description: He is easy to recognize because of his weasel-like face, twitching nose and small moustache.

Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

For 4-5 Characters, Levels 8-12

Swords of the Undercity

by Carl Smith, Bruce Nesmith, and Doug Niles



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INTRODUCTION

Dungeon Master's Notes

This adventure is designed for the LANKHMAR™ City of Adventure setting, and the ADVANCED DUNGEONS & DRAGONS® game. *Swords of the Undercity* is an adventure for a party of four to five characters, levels 8 to 12. The party should contain a thief, a white wizard, and fighter types.

Read the LANKHMAR™ City of Adventure sourcebook before starting this adventure. Make sure that you are familiar with the game elements of the world of NEHWON™, such as little magic, the monetary system, the powers of the multiple guilds, and the social levels.

The adventure is divided into three scenarios, *The Secret of Urgaan of Angarngi* by Carl Smith, *The Web of Mog* by Bruce Nesmith, and *Claws of the Shree-kah* by Douglas Niles. Each is playable separately within one evening session of gaming, or as a whole, in one single adventure.

Before starting the adventure, cover the Players' Map on the outside cover with a sheet of paper and a paper clip. As soon as the party obtains the Treasure Scroll, reveal the map so that the players can easily refer to it during the game.

During the first scenario, *The Secret of Urgaan of Angarngi*, the party acquires a treasure map and eventually sets out on an expedition to recover the forgotten treasure. This scenario includes the journey through the Sinking Lands to the Treasure House of Urgaan of Angarngi, and the destruction of Urgaan's Mad Tower.

Upon beginning the second scenario, *The Web of Mog*, the characters return from the Sinking Lands to their favorite location, the Silver Eel, where their drink is drugged and their treasure stolen. The party must recover it once again, and be confronted by hostile factions also interested in the treasure.

Then *Claws of the Shree-kah*, the third scenario of this adventure, unveils the horrors lurking in the sewers below Lankhmar, and the secret of the Leviathans.

Random Encounters and City Events

During the three adventures, the party may encounter random events in the Sinking Lands and the catacombs or the sewers below Lankhmar. Refer to the introductions of each scenario. All random encounters are listed on a single chart

located inside the cover. The first column lists the random encounters occurring in the Sinking Lands, the second column lists the sewers, and the last, the catacombs below Lankhmar.

Random encounters that occur in the City of Lankhmar are treated differently. One event should occur only when the Dungeon Master finds it convenient. The City Events Chart is located on the inside cover and may refer to several events that are described in the City of Adventure sourcebook. The pages are indicated on the chart. When a City Event is desirable, either roll for one event on this chart, or pick the encounter that would be the most fun to play at that time.

NPCs and Monster Statistics

The key non-player characters of the three scenarios are described on the inside cover so that the Dungeon Master may refer to these descriptions at any moment of the adventure. Many other NPCs may be encountered during the three scenarios. These are described in the LANKHMAR™ City of Adventure sourcebook, or in the Monster Statistics Chart if they are normal humans or simple guards.

The monster statistics are found on the Monster Statistics Chart, located on the inside cover. For more information on these monsters, refer to Monster Manuals I and II or Chapter 7: Nehwon's Monsters, in LANKHMAR™ City of Adventure. A special roster is provided on page 29 of this booklet for the three-kah, a new type of monster. Every time one of these monsters is killed, cross one box off the roster to see how many more are remaining in the lair.

Maps and Errata

Four maps are located at the center of this booklet. Remove that section so the maps are easier to use during the adventure. The three other maps, the Noble, Tenderloin, and River Districts maps are given as a quick reference for the introduction of each scenario.

The Tenderloin District map displays number 78 which was omitted on the original map in the sourcebook. The Rats' Nest, number 39 on the Mercantile District, is located on Gold Street. Number 39 on Cash Street should instead be the home of Bistro the Potter (number 69). Number 44, Rokkermas and Slaarg, should be located on the other side of

Cash Street (see Cash District). On the Mercantile District Map, remove number 64. It is the Begging Bowl, located on the Tenderloin District map.

Role-Playing Guidelines

Five pre-rolled characters are given at the end of this booklet. If the players do not have characters of sufficiently high levels or numbers, feel free to use these pre-rolled characters.

Each character has a detailed background that should affect role-playing. The Dungeon Master should reward good role-playing with extra experience points, regarding the characters' background and the adventure setting of Lankhmar. Characters should react as Nehwonian people (adventuring is a major source of revenues in Lankhmar, or challenging dangerous and mysterious creatures for the sake of curiosity and adventure), however, do not penalize players unfamiliar with this world.

Pay particular attention to the individual social levels of characters and that magic should remain a rare occurrence. Remember that high level black wizards should be treated as NPCs rather than player characters.

Fafhrd™ and the Gray Mouser™ could be used as PCs, however, it would be more desirable for the players to use their own characters or the pre-rolled ones, then Fafhrd™ and Gray Mouser™, and then remaining NPCs. The two heroes may help the party for a limited time but should not remain with the PCs during the entire adventure. Otherwise, occasional encounters with the two heroes could help the players when they have some trouble finding key information during an investigation or an adventure.

Chapter 1: THE SECRET OF URGAAN OF ANGARNGI

by Carl Smith

A Stolen Book

The Silver Eel

Located at the corner of Dim Lane and Plague Court, this tavern is a favorite meeting spot for many of the shady characters in Lankhmar (see 45 on Map II, The Tenderloin District, page 11).

The PCs sit drinking and awaiting the arrival of Kumal Fasset, a fence. He sent word that he would meet them before midnight in the alley next to the Silver Eel. His note read:

"Meet me in the alley by the Silver Eel before midnight. I have a book of some interest. I know I can rely on your candor. Its owner, Lord Rannarsh, will pay highly for its return. Modesty forbids my presence at his palace. However, for a small consideration, I will sell you this trophy."

The PCs can wait either in the alley or inside the Silver Eel. Hint that it is more pleasant to wait inside, checking the alley every few minutes. The city guard passes this area every 15 minutes and would look askance at fighting men loitering about at this hour of the evening.

Those waiting inside see Kumal when they check at 11 o'clock. If the PCs wait in the alley, they hear cautious footsteps. Those rolling below their Intelligence on 1d20 recognize the approaching footsteps as Kumal's.

A figure approaches, stealthily, and somehow fearful, pausing at every alley and doorway.

You recognize Kumal as he stops 30 yards down the alley. Even at this distance, his face is drawn, weary under the flickering torchlight. He sees you.

Making a few tentative steps forward, he suddenly shudders and stumbles. The large package he carries falls. Gathering it to his bosom, he tries to rise, only to fall heavily.

Any PC examining the body finds a large dagger sticking from Kumal's back. Secretly roll 1d20 for each member of the party. Those whose roll is less than their respective Intelligence score know the dagger does not belong to any recognizable guild or person. Those whose roll is

greater than their respective Intelligence score believe the dagger belongs to the Assassins' Guild. Kumal is quite dead.

If the PCs successfully revive or raise Kumal, he cannot tell them who killed him. All he knows is that several books were stolen from Rannarsh and may have been traced to him.

Lying underneath Kumal is a massive tome weighing nearly 20 pounds. Anyone may open the book, as it is not cursed and cannot harm those handling or looking through it. The PCs see reward notices which emphasize "large finder's fee," and "no questions asked." Those interested in returning the book are to report to Lord Rannarsh's estate between the hours of 8 o'clock in the morning and 10 o'clock at night (see Map I, The Noble District, page 4).

Titled *The Book of Antiquities and Lost Treasures*, the book is crammed with ancient maps, diagrams, and legends of treasures. At the back, one treasure has never been found, the horde of Urgan of Angarni. Across from a sketch of its owner, Urgan, is a loose map to the supposed site of the treasure. From the condition of this section, it does not appear that anyone has looked at this part of the book in many years. If the PCs do not go through the book, have the map slide half way out of the book so it becomes obvious. Once the party finds the map, reveal the Map of the Sinking Lands on the outside cover.

As the title implies, this book is a compendium of antiquities and treasures that were at one time considered lost. The PCs know that most of the treasures have been found or accounted for, except the horde of Urgan. Legends tell of Urgan's fabulous wealth, but no other source ever revealed the location of the treasure. Many thieves and fighting men have searched for the treasure. Some spent their entire lives searching in vain, and others never returned from their journeys.

The picture of Urgan shows a man with thinning black, shoulder length hair, a hawklike nose, deep, brooding eyes, and an aura of evil about him.

The map shows Lankhmar, the Marsh, the Sinking Lands, and in the center of the Sinking Lands, a forest with a tower protruding above the tree tops. An "X" to the left has an arrow pointing to the tower, indicating the treasure inside the tower. The map is loose in this old book. Guide the PCs to the conclusion that they can either

copy or remove it, and the owner may be none the wiser.

Let the players figure out what the inscriptions on the map mean. The text scribbled on the side is a previous translation of the first paragraph, designed to help the players. If the party still has difficulties guessing the meaning of the script, allow a player to understand a few key words if he rolls less than his character's Intelligence (using a 1d20). Otherwise, thieves may understand one sentence at a time for each *read language* attempt. The script on the map, written in old Lankhmart, means the following:

Let kings and merchants envy. I have a diamond as big as a man's skull and twelve rubies as big as the skull of a cat. I have a treasure house where two hills hump double a day's ride beyond.

Immediately below the keystone of the chief dome my treasure lies hid.

Let fools seek it!

They shall win it not!

Empty as air,

No deadly creature in rock lair,
No sentinel outside anywhere,
No pitfall, poison, trap, or snare,
Above and below the whole place bare,
Of demon or devil not a hair,

No serpent lethal fanged yet fair,

No skull with mortal eye aglare,

Yet have I left a guardian there.

Let the wise read this riddle and forbear.

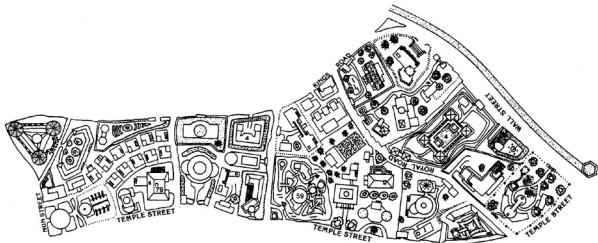
Rannarsh's spy reported to him that the PCs reached Kumal before he could, and got the book. Thus, Rannarsh knows the party has his book. Although he never considered anything in the book valuable or real, he knows about the map to the Sinking Lands.

Lord Rannarsh's Estate (see 79 on Map II, The Noble District, page 4)

If the PCs go there to get the reward for returning the book, they are invited inside. Rannarsh's guards, dressed in black tabards and bearing his coat of arms, a yellow gold rilk, stop the PCs. Although Rannarsh's guards search them, the PCs weapons are not confiscated, but they are warned to keep them sheathed in Rannarsh's presence.

For the return of his book, Rannarsh offers the PCs 10-100 (1d10 × 10) gold rilks. If the PCs complain, he offers them 1-10 rilks more, but that is all. If the PCs

Noble District



are greedy, Rannarsh asks if they would care to explain how they came into possession of a stolen book. If the PCs are still reluctant to deal with him, Rannarsh seemingly loses interest and tells them to go away before they bore him. There are too many guards for the PCs to fight.

If the PCs deal with Rannarsh, he thanks them for their help, and gives the book a cursory check. If the map is missing, Rannarsh says nothing.

Once the PCs outfit an expedition or head in the direction of the Sinking Lands, Rannarsh finds out about it, and realizes Urgan's treasure may be real. He then takes his guards to intercept or stop the party. Rannarsh bribes gate guards to notify him if and when the PCs leave the city. He will waylay, ambush, or attempt to kill the PCs before they find the treasure so he can acquire it for himself. He prefers to kill them outside of Lankhmar so the Thieves' Guild does not hear about the treasure and steal it from him.

Journey Through the Sinking Lands

Random Terrain Type

Terrain itself is unimportant for the

adventure, except for color and movement. As the party advances through the Sinking Lands, roll on the Random Terrain Generation Chart located inside the cover. The result indicates the type of terrain, movement penalties, some likely encounters, and the time this type terrain will last.

If the party runs into quicksand, roll 1d4. The result indicates how many PCs are caught. If not rescued (ropes, branches, *levitation*), these characters sink in 1d6 rounds. If players state their characters are using a special technique to roll or swim out of the sands, have them roll a 1d20. If the result is less than their respective character's Wisdom, they escape in 1d4 rounds. If the roll is greater than their respective Wisdom scores, they panic and forget the technique.

Random Encounters

Check for random encounters once per day. An encounter occurs with a score of 1-2 on 1d10. If there is an encounter, roll percentile dice for the type of encounter on the Swamp column of the Random Encounters Chart (see inside cover). Reroll if the encounter is incompatible with the type of terrain.

The Sinking Lands

The landscape is soggy, and the skies are overcast, gray, and stormy. Slimy green grass, colored like rotting eels, surrounds water-logged cypresses. Tendrils of seaweed hang from the trees like the lank hair of drowned men.

Pools of water separate the marshy ground from higher, drier hummocks. The brackish water and dying aquatic life permeate the area with the smell of rotting fish. A direct path leads through chest-deep pools of water. An indirect, drier path, cuts from grassy hummock to grassy hummock.

The muddy ground pulls at your feet. Faint rumbles, quivers of the unfirm soil, hint that soon the Sinking Lands may be seen no more.

The journey through the Sinking Lands takes 2-5 (1d4 + 1) days. As the name implies, the Sinking Lands are not always above water. Often the lands sink, stay submerged for an indefinite time, and then rise just as suddenly. Usually the sinking is presaged by tremors of the earth, followed by submersion within three days. Although the earth may tremble in this adventure, it does not sink while the PCs are in the Sinking Lands.

Ulat of Angargngi

As the PCs advance through the swamps, they sight a trail figure ahead of them. They cannot catch up with it. Each time they think they are near it, it appears elsewhere.

A dark-headed man in garb somewhat similar to a scholar's picks his way across the uncertain terrain. Wispy thin as the fog itself, he eerily appears and then disappears, following a trail known only to himself.

Although it appears the man uses magic, he is really Ulat, the ninth descendant of Urgan. He is also headed to the tower, and has a more recent and accurate map of the area and to the treasure which allows him to go directly to the site. If the PCs get too close to him, he hides and casts spells or uses his ring to project his image and lead the PCs away from him (see NPCs' statistics inside the cover). Ulat's ring can *project image* six times a day.

Anyone following his tracks goes directly to the tower, arriving in three days, although they still must navigate the changeable and treacherous terrain.

Ambush

This encounter occurs on the last day of the party's journey.

A tower rises above the drowned trees in the distance, watching like a silent giant. Two hills hide its lower reaches. Tomorrow you should reach the tower.

Ahead lies a clearing, shrouded in evening's shadows.

Secretly roll a 1d20 if a PC is ahead of the party. If the roll is less than that PC's Intelligence score, he notices soldiers hiding behind thick bushes and slimy dead tree trunks. If the roll is not successful, the party walks into the ambush.

The ambushers are some of Rannarsh's guards who were sent to kill the PCs. There is the same number of ambushers as members of the party. They are all armed with swords. In addition, half have spears, and half bows and arrows. Half hide to either side of the path the PCs follow.

Once more than half this group is killed or captured, the survivors attempt to flee in the general direction of Lankmar. If any

prisoners are taken, they only know that Rannarsh's Sergeant of the Guard ordered them to attack the party, and do not know of the party's objective. They also do not know where Rannarsh is or if there are other guards.

After this encounter, the PCs come upon Poloi's camp at a large clearing.

Poloi's Camp

The PCs arrive too late in the day to go where the tower and treasure await. Ahead they see Poloi's camp.

In a clearing sits a large tent. Watching, you see four people, a middle-aged couple, an elderly man, and an attractive young woman.

In the Sinking Lands, Poloi, his daughter Tenni, his senile father Loed, and wife, Darssh, reside. They come into the Sinking Lands when the area surfaces to look for antiquities and treasures.

Poloi, his wife, and the grandfather are all normal humans. They are treasure hunters. If statistics are necessary, all abilities are 9. See NPCs' statistics for Tenni, inside the cover.

The tower is visible from Poloi's camp. The family does not talk of it or of its treasures, except for Loed and Tenni (see Tenni's Story of the Tower). Poloi and Darssh ignore the questions or quickly change the topic to some familiar and distant subject. Loed is incapable of giving coherent advice. Usually he just says, "Terrible, terrible. Treasure and stones, blood and bones. Terrible, terrible." He once searched the tower and saw the stones move and kill treasure hunters, and the experience unhinged him.

It is too late to go to the tower so Poloi invites the PCs to spend the evening in his camp. For a nominal fee he provides a good meal and wine. He does not want to know what the PCs intend to do.

During the time the party spends at the camp, Tenni falls in love with one of the PCs. The next morning, or whenever the PCs choose to go, Tenni begs the PC she loves not to go. She follows after him to the edge of the clearing, calling to him, but does not accompany the party.

Tenni's Story of the Tower

Tenni knows nothing specific about the tower. Her grandfather told her it was a horrible place, and forbade her to go

there. If asked, she at first denies any knowledge of the tower. Later she finds a way to be alone for a moment with the PC she likes, and tells him she fears the tower.

Tenni says, "Something horrible is inside. I feel eyes like cold gray stones watching me. I pretend there is a circle around the building. I dance around and tease it, pretending that I'm going in, but I never go in. I don't want anything that horrible place uses as a lure for greedy men. When I see it, I think of a horrible giant of stone, lurking with a big stone club, waiting to crush and maim honest folk."

She has never seen any inhabitants of the building, and she avoids the tower because it makes her afraid. "Something is alive," she says. "It waits." Nothing anyone can say or do makes her go near the tower. Just as she knows the tower is evil, she knows the PCs are after the tower's treasure. She follows the PCs, but does not enter the clearing with them. Once the PCs enter the tower, make Saving Throws vs. Spells for Tenni to see if she can overcome her fear and enter the tower.

Urgan of Angargngi's Mad Tower

Ambush at the Tower Clearing

Run this encounter when the party comes within 100 feet of the tower.

Silent as death, the tower stands out like a gravestone on the moor. Cold, gray stones are stacked with no evidence of mortar or cement. The single doorway is a black, gaping mouth.

The tower rises four stories above the ground from the rear of a large, circular dome mounted on a hexagonal base. Connected to the front of this hexagonal base, opposite the tower, are two smaller domed rooms. The doorway into the building lies on the front wall, between the two smaller domes. The door is open.

Lord Rannarsh's men arrived at the tower a few minutes before the party. Rannarsh ordered them to set an ambush, and slipped away. He sneaked into the tower, hoping his guards defeat the party. The guards rush from both sides to attack the party as soon as the PCs reach the tower entrance.

If a player rolls less than his PC's Wisdom score (on 1d20) the character sees several footsteps and tracks leading to the rear of the tower. If the players indicate they are ready for an ambush, give the party the initiative. Any hesitation on the PCs part gives Rannarsh's men the initiative. Tenni does not join combat unless it is to save the one she loves. Once she saves him, she aids other PCs.

Rannarsh's men outnumber the PCs two to one. All of them have short swords. Once more than half of Rannarsh's men are killed, they attempt to flee in the general direction of Lankhmar. If the PCs show no indication of granting quarter, Rannarsh's men fight valiantly to the death.

If any guards are taken prisoner, they first say that the Sergeant told them what to do. If threatened severely but told they will be spared, they reveal that Rannarsh was with them, but ran off when the fighting started. They do not know he is hiding in the tower.

While the party is busy with the guards, Rannarsh seeks the treasure in the tower. When he hears the PCs enter, he hides in area 7 of the tower (see Map III in the center section of this booklet). The PCs may enter the tower during the fight, but the guards continue the fight in area 1 of the tower.

The Tower (see Map III)

The only visible windows are in the tower, one per floor. Unseen to the PCs are windows at the top of the dome. The doorway has no door hung in it.

Inside are four areas at ground level. The large room (area 1), the two front, smaller, domed rooms (areas 2 and 3), and the stair landing (area 4). The stairs curving to the west lead to the upper dome rooms (areas 8 and 9). The stairs curving to the east connect with the three other levels of the tower (areas 5, 6, and 7).

1. The Large Room

Each wall in the room is 40 feet long. At the west and east ends of the southern wall are doorways leading to areas 2 and 3. On the northern wall, opposite the entrance, a doorway leads to area 4.

A skeleton lies strewn about the center of the room. Tatters of ragged cloth, mildewed and rotten, cling to its ribcage.

Clutched in its left hand is a piece of parchment, stained and crumbling.

A pale and ghostly man appears at the back door opposite the entrance. He looks as though he is walking out of a strange fog. He raises a hand in a gesture of peace.

The man is Ulat's magical image (see NPCs statistics inside the cover). He is the ninth descendant of Urgan Angargi who built this tower which he came to destroy. If he is not attacked, he speaks:

"Evil lives here, like the greed of robbers or the falseness of lovers. I care not for wealth. The treasure is yours, but I will search out the evil of my ancestor. Or die. Do not go with me, for I fear evil will not take kindly to being exposed."

Ulat created the fog with his *obscurement* spell. He is at the bottom of the stairs in area 4. If the PCs come that way or attempt to stop his projected image, Ulat causes the image to walk back into the fog and vanish. Then, Ulat goes to area 9 and closes the gate behind him.

If located, Ulat does not accompany the party, nor does he allow them to come with him. He allows them to search on their own, as long as they do not harm him. Given the chance, Ulat slips away using his ring or his spells, forbidding the PCs to follow. Once away from the PCs, Ulat continues his own search of the structure.

The room is empty. Gray stones reach from floor to ceiling with barely a crack between them. The skeleton whose bones are scattered and whose skull is shattered lies in the center of the room. It does not animate. The crumbling paper it holds is a map, remarkably similar to the one the party possesses. The paper shreds and falls apart if touched. The party can neither read it nor can they make out that it is a map if they do not take special precautions to prevent it from crumbling.

If the PC examining the map is careful, there is a 20% chance that the entire map does not disintegrate. Have the player whose PC holds the fragment roll 1d20. If he rolls less than his PC's Intelligence score, the PC can identify the fragment as a map similar to the one in Rannarsh's book. If the player rolls higher than his PC's Intelligence, the map fragment is not

identified; any attempt to transfer the fragment from one player to another causes its complete disintegration.

2. and 3. The Small Front Rooms

The room is circular and domed. It is 15 feet wide, and its ceiling is 10 feet high. The room appears empty. Looking behind into the main room, you see a faint shimmering in the air near the doorway to this room.

The room is empty. The shimmering in the air is caused by light and air entering through the room's ceiling window. It is an optical illusion to cause the PCs to think they are in a transporter or witnessing an illusion.

4. Tower Base and Stair Landing

A short corridor leading off the main room opens into an alcove with two sets of stairs, one curving east, the other west. The stairs are 5 feet wide.

Seaweed and debris lie piled under the stairs. Slime covers the floor and steps leading upward. A decomposing fish adds its aroma to the closed-in odor of the tower.

A heavy, padlocked grill, rusty and slime coated, closes the upper right stairs leading to the rooms above the main building. You hear movement in the west stairs leading to the tower.

Nothing of value is in this area. The sound is Rannarsh searching the tower for a key to the grill's padlock. The key on the corpse's finger in area 5 opens the lock, otherwise a successful thief's lockpicking attempt or a minimum of 40 points of Strength applied against the grill opens it.

The stairs are slick. PCs slip and fall, taking 1d4 points of damage from the stone steps if players roll higher than their respective PC's Dexterity score.

5. Tower First Floor

The room appears empty. A mold-covered hand extends from beneath a pile of seaweed near the window. A metal ring in the shape of a key surrounds the swollen finger.

The body under the seaweed has a crushed ribcage if anyone investigates it. Its clothes, though rotting and decrepit, show that the owner was a man of substance. The man's ring is the only item of value in the area.

The ring fits all but the most giant fingers. The key opens nothing in this tower, except the grill in area 4. It is of no other use. You may wish to use it as a future scenario lead-in, or may wish to assign it some minor magical property. Its apparent value is 10 gold rils.

Rannarsh tried to remove the ring, using his dagger to cut it off. Fresh scrapes on the metal and on the stone floor beneath the hand, and ugly gashes on the hand show that someone recently tried to cut the corpse's finger off. When he heard the PCs below, he fled to area 6.

6. Tower Second Floor

Bloated and swollen with the ripeness of death and submersion, a body lies in the center of the floor. Its skull is crushed. Light from the open window glints on a metal cylinder which lies near the corpse's outstretched hand.

The body has been submerged for several weeks. It has nothing of value other than three gold rils and 14 iron tks. Near the hand is a sealed copper cylinder not badly encrusted with verdigris.

Any PC opening the cylinder finds a map. The map is very similar to the one they found in the book. A piece of parchment has a warning similar to the one on the map they read, differing only in the color of ink and archaic wording.

Lord Rannarsh is hidden behind the remains of a door by the doorway. Secretly roll 1d20 for the first PC who enters the room. If the roll is less than the PC's Intelligence score, the PC discovers Rannarsh, who suddenly flees upstairs to room 7. Otherwise, he waits until the party is in room 7 or in rooms 8 or 9 to slip away and exits the building. He then flees to Lankhmar, gathers some loyal guards,

and returns to slay the party. He can gather 2-20 guards.

7. Tower Third Floor

The barren room is like the two below it. Upon first glance it appears empty. If Rannarsh is here, he charges the party, hoping to break through their group. During the ensuing combat, if it appears the PCs are going to win, Lord Rannarsh drops his sword and pleads for mercy, pretending to be frightened of something in the building. If the PCs accept Rannarsh's pleas for mercy and think he is sincere, Rannarsh follows or leads them through the building, searching for treasure.

Given the opportunity, with a concealed dagger, Lord Rannarsh stabs a PC guarding him and attempts to flee. Rannarsh's only concern is to safely leave the building, and nothing will distract him.

8. and 9. Upper Dome Rooms

Anyone entering the stairs to the upper dome reaches a landing. The two rooms form a circle. They are similar and neither has a door hung in its doorway.

The upper dome is divided in two separate rooms by a thick, straight wall below the dome's main keystone.

The two semi-circular rooms are identical except that a body lies in area 9. The pale-looking man is sprawled on the slimy floor. His chest is crushed as though by a giant club and his blood has spread on the seaweed.

Area 8 is haunted by the spectre of Urgan of Angargi. If anyone enters this area, the spectre materializes in the center of the room and behaves like Ulrat's image in room 1. Pretending to be Ulrat, it moves toward the closest PC and attempts to touch him. If the PC's reaction is swift enough, he may attack the spectre before it touches him. It does not pursue the party beyond this room.

The dead man in area 9 is Ulrat. Only those looking up see blood on the stones that form the roof. The building is enchanted and has the ability to kill unwanted visitors. The stones of the roof crushed Ulrat. The party should easily recognize the body as Ulrat's, or as the person that appeared in room 1.

Directly beneath the keystone of the roof lies the wall where the treasure is hid-

den. One stone of the straight wall in area 9 is slightly out of line. Anyone examining this wall and checking for hidden doors or traps should find the stone. It is engraved with old Lankhmar writing.

The stone is weighty, and well-fitted into the wall. Small words are engraved on its surface, still barely readable. It says, "Undaar ysh laiz den 'oard von Angargi."

Black, tarry mortar lies evenly around it. The stone does not look like it can be easily removed.

The writings mean, "Beneath me lies the treasure of Angargi." The treasure is hidden behind the stone. Player characters must remove 10 inches of black, tarry mortar around the stone to pull it free. Each turn, a player digging with a dagger can remove 1d4 inches of mortar. The mortar is magical.

Anyone touching or within 10 feet of the mortar must make a Saving Throw vs. Paralysis, as the mortar exudes a fear equal in intensity to a dragon's roar. Those not saving are paralyzed 2d12 rounds, but are not deafened.

Once the mortar is out, the party can pull the stone out of the wall. The PCs then find the treasure of a large diamond, 12 small rubies and a scroll case (containing a map) inside the cavity. Anyone attempting to remove the treasure causes the building to attack the party (see Dancing Stones).

At this same moment, the PCs hear Tenni outside calling to the PC she loves. Those looking from the window see her move toward the building with slow, jerky movements, for although fearful of dying, she wants to go inside and pull the PC she loves to safety. (See NPC statistics inside the cover.)

When the PCs in the tower are digging to pull the treasure stone loose, Tenni begins making Saving Throws vs. Spells to overcome her own fear. If Tenni is unsuccessful, she cannot enter the tower. If successful, she forces herself to go into the tower to stay with the PC she loves.

If Tenni manages to enter the tower, she moves at a normal walk and never takes damage from the tower, although the DM should make it appear that she has some close calls. She drags her lover to safety, or if he is safe, she attempts to rescue other living PCs. Any PCs she carries still take damage from the building while inside and the tower outside until she gets them safely out.



The Dancing Stones

If the stones near the treasure are touched, they move as if living, closing the doorways or windows rapidly, catching victims as they pass through, or causing the walls, ceiling, or floor to suddenly bulge. Either attack causes damage equal to a morning star (2d8). The building attacks each PC once per round, hitting as a 10 HD monster. To exit through a doorway, each PC must roll less than his Dexterity score (on 1d20). Remember to check whether anyone slips on the seaweed on the stairs.

Players attempting to exit the building using spells, magical items, or any means other than physical, such as *dimension door*, *passwall*, *rock to mud*, *teleportation*, or *wish*, find themselves transported to the third floor of the tower (room 7). The original owner, Urgan, tried unsuccessfully to implement a transporter in this room. He never removed the magical residuals of the spell. Any magic used involving movement is warped by Urgan's unsuccessful magic, resulting in users being transported to the third floor of the tower.

The large diamond has the ability to freeze, thus causing 2d6 points of damage to its holder (Save vs. Spells for half damage). The diamond freezes on the PC's hand. He can drop it only if he rolls less than his Strength score (on 1d20). This continues every turn until the PC holding the diamond successfully exits the building with it. At that time the diamond loses its powers.

If discarded in the building, the diamond acts like a permanent *magic missile* wielded by a 10th level magic-user (range of 160', 10 missiles, D 2-5). The PCs see this missile bobbing around the room, striking one character per round. If PCs attempt to escape, the diamond ricochets after them. If several PCs flee, the diamond pursues the largest group or the PC with the most hit points remaining. The stone continues to attack until all the characters are outside, at which time it falls to the ground and loses its powers.

The Mad Tower in the Clearing

Once the party is in the clearing, the diamond loses its powers but the building's tower starts flailing at anything living within 100 feet of the walls. It has only one attack per round, causing 3d10 points of damage. The tower automatically hits one character at random, per round.

Characters beyond 100 feet from the

walls still take 1d4 points of damage per round because of the earthquake-like conditions in the area. The tower continues to flail until it destroys itself, 2d4 rounds after the party is out of range.

Once the tower is destroyed, the rest of the building shudders and groans, and the stones collapse inward, leaving a foul stench in the air.

Back to Lankmar

Once the party is back to the city, they can have their gems' values estimated for a small fee by a specialist. The diamond is worth 10,000 gold rilks, and each ruby, 1,000 gold rilks. To the PCs, the map in the scroll case does not seem to represent anything, just lines and circles of varying sizes and thickness. It is a map of the sewer network below Ithmar. If shown to a cartographer, a sage, or a member of the Thieves' Guild, it could be sold for another 500 rilks.

Optional Ending

If Chapter 3 is to be played as a sequel to this chapter or to Chapter 2, it is important that Chapter 2 be played before the party finds a buyer for their treasure.

The large diamond is the *eye of the leviathan* (see page 30).

As the party crosses the swamp back to Lankmar, some characters could be affected by the diamond's power. However, none of the PCs should be turned into stage 1 shree-kah (see New Monster Section). Some PCs could feel sick and look pale, slightly grayish if they remain several days in contact with the *eye of the leviathan*.

Chapter 2: THE WEB OF MOG

by Bruce Nesmith

If this adventure is to be played separately, read section A. If this adventure is to be played as a sequel to Chapter 1, read section B.

A. The night before this adventure begins, the party successfully pilfers a treasure from the vaults of the Temple of Mog (see 10 on The Temple district map, page 33 of the Lankhmar sourcebook). Thereafter, they adjourned to a comfortable tavern, the Silver Eel (45 on Map II), where after much coaxing by the other patrons, they told a tale of daring theft. By strange coincidence it matched their activities of the same evening. Go to section C, The Next Morning.

B. After returning from the Sinking Lands with the treasure, the party adjourned to a comfortable tavern, the Silver Eel (45 on Map II), where after much coaxing by the other patrons, they told a tale of daring theft. Go to section C.

C. The Next Morning

Only the next day do the PCs suspect foul play. Obviously someone had drugged their drinks to get them to talk so freely. As the adventure begins, the characters awaken mid-morning with not-so-mild headaches.

Tell the players what happened. The rest of the information in this section should be discovered through questioning and investigation.

What's Missing?

Upon taking count, the characters notice that three items are missing from their treasure of the night before: a scroll, the large diamond, and 12 gems. The rest of the haul is intact.

The scroll is clearly a map, although to what is uncertain. Actually, it traces most of the sewers and secret underground ways under the city of Ithmar.

The gems are unusual for two reasons. First, they glow faintly with an internal light. Second, every time they are taken out and handled, they have changed shape. The change never happens while anyone is watching. These are the Fangs of Mog, holy symbols to his followers.

If you intend to play Chapter 3 as a sequel to this adventure, the large diamond constantly oozes a gooey, translucent slime. It is the *eye of the Leviathan*

(see New Magical Item), actually a large slimy eye concealed by a powerful illusion of a diamond. It is an object of power for the shree-kah, an evil race of degenerated creatures in the sewers below Lankhmar.

Who Was Drinking With Them?

The PCs remember four people who could be considered suspicious. This list discounts such NPCs as Braggi (see Lankhmar sourcebook, page 47), the tavern keeper, or any of the serving wenches. However, let the players make their own assumptions about these innocents. The backgrounds of the NPCs are only available to the characters if they have met them or heard about them.

Quatch (see Lankhmar sourcebook, page 54) had many drinks with the party. He seemed particularly interested in the story about the raid. None of the group remembers him leaving. If asked, the tavern keeper tells them that Quatch passed out before they did, and was thrown into the street.

Moolsh (see Lankhmar sourcebook, page 52) sat quietly sipping his ale that evening. He bought a couple of rounds for the characters in honor of their fine tale. Nobody in the party remembers him leaving. Moolsh is a member of the Thieves' Guild. He had roof watch that night, so he wasn't drinking heavily. Questioning any member of the guild reveals that he did indeed spend the night on the roof top.

Alyx the Pickpocket (see Lankhmar sourcebook, page 47) became friendly with one member of the party (DM's choice) after hearing the tale of the raid. The character in question does not remember how the evening ended, with or without Alyx. One of the serving wenches, who happens to have a fondness for the same character, gladly tells them if asked what happened. Alyx left in the company of a tall, dark, handsome stranger. If the party decides to investigate, they discover the stranger was General Worlga (see NPCs statistics inside the cover), but he has nothing to do with the theft at this time.

Gib bought the party a round of drinks almost as soon as they got in the door. He kept up the flow of ale as much as possible without looking suspicious. After the party passed out, he asked Braggi for a room upstairs. He pilfered the items from the characters and turned them over to his boss, Basharat the Extortionist (See NPCs statistics inside the cover).

How Did It Happen?

Basharat had a henchman, Gib, who successfully spied on the party as they retrieved their treasure. He immediately reported his discovery to his boss. Basharat then instructed him to go to their well-known hangout, the Silver Eel, with a drug which makes its victims talk easily. After a few hours, it knocks them out.

Gib stole those items he could find and thought valuable. Slipping out of the window, he made his escape over the rooftops. He handed over his night's work to Basharat, who rewarded him handsomely.

The House of Basharat

(Maps IV, V)

There are many ways that the characters can find out what happened. How they do it is determined by play, though it should not present insurmountable difficulties. For this section, the PCs must have determined where the goods are being held, namely the house of Basharat (78 on Map II).

When the party decides to retrieve its lost treasures, Basharat is having company. Two men have joined him this evening for a secret meeting (room 19). They have come to buy the items stolen from the party.

The Building

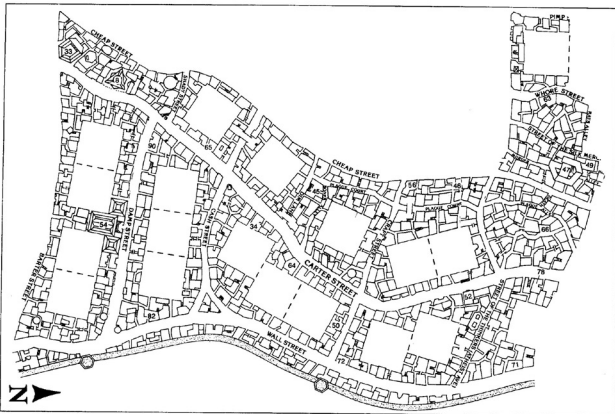
The house of Basharat is number 78 in the Tenderloin District map (Map II) in this adventure.

His house is on Carter Street between the Street of the Thinkers and the Street of the Gods. There are three buildings that share a common wall with Basharat's, and one across the alley. The building to the south is four stories tall, the one to the east is five stories high. To the northeast is a six-story building, and across the alley is a large four-story building.

There is always a guard lounging in the alley outside the stairs leading to Basharat's rooms. From here, he can signal to the guard on the third floor if anyone dangerous tries to enter. Because there is a normal flow of traffic to the broomkeeper's shop, these guards are frequently lazy and not very observant.

All of the windows on the fourth, fifth, and sixth floors are heavily barred. The characters can attempt to enter through these windows if a player rolls a successful Bend Bars attempt. Bars being bent make a fair amount of noise. On the flat

Tenderloin District



roof is a chimney for the building's fireplaces, a stove pipe running against one wall, and a small chimney pipe from the oven on the sixth floor.

Before the party gets to this section of the adventure, determine at least one business and its owner in each of the four buildings. The materials provided in the City of Adventure booklet are very useful for this purpose.

1. Shoemaker's Shop

Marhal the cobbler rents this floor from Basharat. He runs a poor business from it. This room is the shop itself. It is cluttered and dusty. Close examination of his wares shows that Marhal is not a very good cobbler.

Marhal is a Neutral personality. He is quiet, shy, cringing, whiny, and cannot be depended upon. He is short and mousy.

2. Back Room

This portion of the first floor is where Marhal, his wife Encia, and his six children live. This area is slightly cleaner, with the odor of old grease and children hanging over it.

Encia is a shrew in all senses of the

word. She is tall and thin, with a shrill voice that seems to pierce a man's stomach. The children are a mixed lot of personalities. The oldest is 10, the youngest still an infant.

3. Broom Shop

Three large racks of brooms take up most of the space. They are wondrously made objects. Unfortunately, they do not work that much better than a regular broom. The room is very neat and orderly, although not very clean. The smell of straw and glue predominate here.

Between the up and down stairs, Basharat has a small secret room (3a), unknown to Quirre, the broom merchant.

3a. Secret Passage

This small room contains a ladder which leads up to the next floor and eventually to the fourth floor (areas 5a, 8a, and 12a). In times of trouble, Basharat can slip away or hide there. He has used it to store strange and rare objects. Currently it is empty.

4. Broom Merchant's Quarters

Quirre lives and works on this floor. This

room is where he sleeps and eats. He is a middle-aged bachelor, and probably will never marry. He is absolutely devoted to his art of broom making.

It is recognized throughout the Tenderloin that he makes the finest brooms, unfortunately, most Lankmarts really don't care. He is naive and unworlly. Most of his customers talk him out of his profits before he has made any.

5. Third Floor Hallway

Basharat has not been able to rent this floor out recently. The doors to areas 6 and 7 are locked. Basharat thinks those rooms are empty.

Two guards are stationed in the hallway to prevent unwanted visitors or squatters to his rooms. They are supposed to watch for signals from the guard in the street, but usually don't.

5a. Secret Passage

This small room contains a ladder connecting to rooms 8a and 12a above and 3a below. Basharat uses it in case of emergency.

6. Empty Quarters

This large room is empty and dusty. If the party enters this area from rooms 7 or 5, they have a 20% chance of noticing footprints (85% chance for a ranger) in the dust. They go from area 7 to a secret panel on the south wall.

Unknown to Basharat, the secret panel is connected to the building on the south. The next building's neighbor, Ivlis, uses it to access room 7 where she stores the produce of her newly started smuggling activities. She works with Pulg who advised her to leave the illegal merchandise in the next building. If it ever was discovered, the owner of this building (Basharat) would be the one accused of smuggling the merchandise. Pulg can be found at his tavern, Pulg's Tavern, where most of the merchandise is sold to shady guests (62 on the Marsh district map, Lankhmar sourcebook page 18; see Ivlis' and Neut's descriptions, Lankhmar sourcebook pages 50 and 54).

7. Storage Room

Basharat used this room to store various pieces of furniture in crates and boxes. He is not aware of the extra boxes hidden among the furniture, left here by Ivlis (see area 6).

If the characters open the crates, they have an equal chance of finding some worthless furniture, or Ivlis' illegal merchandise. Roll using the following table to find what kind of items the party uncovers.

1d10 Item

1-2	20 bottles of olive oil with false bottoms containing 1 gem (50 gold riks each)
3-4	12 rolls of illegally imported silk (75 gold riks each)
5-6	1 bag of 2d100 fake coins (false lead riks covered with a thin layer of gold, no real value)
7-8	16 jars of exotic drugs (16 doses; Saving Throw vs. Poison or hallucinate for 1d4 hours)
9-10	4 vials of illegal rat fertilizer (4 doses to pour into the sewers, doubles the fertility of 5d100 Lankhmar rats over one month)

8. The Study

Basharat requests that all visitors to the house pass through this room. The landing at the top of the stairs is enclosed. The

door is locked, but the guard stationed there has a key.

The study is tastefully decorated by someone other than Basharat. Occasionally he needs to impress his visitors.

8a. Secret Passage

This small room contains a ladder connecting to rooms 3a and 5a below, and 12a above. Basharat uses it in case of emergency.

9. Servants' Quarters

Basharat retains a cook and a manservant. They live in these cramped quarters. The extra bed remains from when he had a personal bodyguard. Since then he uses professionals from the Slayers' Brotherhood. These quarters are neat but very poor.

10. The Banquet Hall

When he first moved in, Basharat had a room made into a sumptuous banquet hall. He had plans of hosting many parties. Unfortunately, few Lankhmarites want to be the friend of a church extortioner. To add to his misery, Basharat found he didn't feel safe with all those people around him. The banquet hall remains unused except for Basharat and an occasional visitor. It is a sore point of discussion for him.

11. The Kitchen

This is an ordinary kitchen. The only object of note is the stove pipe. It runs up the wall to the roof where it vents its exhaust. It is sturdy enough to support the weight of a small man.

12. Hallway

A guard is always stationed in this hall. It is conveniently near Basharat's chambers should an assassin or jealous competitor gain entry. Above the guard's station is a hidden pipe which allows him to hear what is happening in the trophy room upstairs.

12a. Treasure Room

Between the stairs is a secret chamber. The church extortionist keeps his less valuable coins here. Inside is a sturdy locked trunk. It can take 50 points of damage before breaking open. Basharat always carries the only key on his belt. The ladder goes down to areas 8a, 5a, and 3a

below.

In the trunk are three large sacks of iron tix, four sacks of bronze agols, seven sacks of silver smerduks, and 2 sacks of gold riks. Each sack holds exactly 500 coins. Any leftover coinage is used for loose change rather than having a partially-filled sack in the trunk.

13. The Menagerie

Basharat collects creatures from many parts of Nehwon, mostly from places near Lankhmar. He likes the nasty and vicious denizens of far-off lands. No experience points are awarded for slaughtering defenseless creatures in their cages.

C1. This open terrarium holds carnivorous plants, such as the venus fly trap, and butterworts.

C2. A small black pudding is kept here. It is only a half Hit Die monster, and can only do 1-4 points of damage on contact. The cage is all glass.

C3. This large cage holds Basharat's most prized possession, a pseudo-dragon. He only knows it as his lizard. When visitors are scheduled to pass through the room, the cage is covered with a large cloth. Special guests are allowed to see it.

Basharat captured it from a Lankhmart wizard that he killed for interfering in his business. It was the wizard's familiar. He has no idea what it is, only that it is deadly and rare. One of his favorite tales is how he found a member of the Thieves' Guild dead in the cage one morning. The lizard had stung him 17 times.

If released by a party member out of sympathy, it becomes his companion. It is smart enough to understand its rescuer's motives, and it will not serve a greedy or evil person.

C4. This large aquarium contains a water cobra. It is one of Basharat's favorite pets. The tank is only half filled with water. A small tree stump with a complex root system sits in one corner. A nest of three poison eels lives there. The eels and cobra ignore each other. Because of the invisibility of the cobra and the reclusiveness of the eels, the tank frequently looks empty.

C5. A small stirge hangs in this cage. The casual observer might mistake it for a bat.

C6. A mating pair of weasels are kept in this cage. Basharat is training them to hunt and kill. So far he has not been very successful.

H. These are hanging cages. They contain a variety of creatures, such as scorpions, centipedes, ravens, bats, and even a few rot grubs.

14. Library

Basharat has collected many famous literary and historical works here. It was an attempt to improve his social appearance. Unfortunately, he has never read a single book from this room. Some of the tomes here were pilfered from the rooms of the same wizard that had the pseudo-dragon. All but one of the volumes are baseless legends and myths. The wizard's spell book was never found. Somewhere in this library is a Manual of Stealthy Pilfering. Each hour of searching, the PCs have a 1/6 chance of coming across the book.

15. The Bed Chamber

This is an ordinary, if somewhat plush, bedchamber. Basharat sleeps on a large double bed, not always alone. Behind a loose stone of the fireplace is a key for the safe in the secret room on the sixth floor. Directly over the bed is a hidden pipe which lets him hear any noises in the room above.

16. Bath

There is a large bathtub in this room as well as a sink and the usual assortment of bathroom accessories. The tub is a huge single half shell of a giant sea clam. It measures almost 10 feet across. He acquired it as payment from the church of the sea gods.

17. Waiting Room

Any guests must wait in this room before entering the hearth room, in company of the guard stationed there. Both doors are kept locked. The guard has the keys.

18. Trophy Room

One of Basharat's hobbies is to collect valuable pieces of church paraphernalia. His showcases are filled with statuettes, jewelry, rare books, old cloths, and other relics that have religious significance. No

one except Basharat is ever allowed in here. As a result, the floors are unswept and the fireplace is dirty. However, he keeps the showcases spotless.

The showcases are sturdy wooden tables with glass covers bolted to them using brass fittings. They are always kept locked. Basharat has built a pipe from the floor to the ceiling of area 15 below. Another pipe runs from the floor to just over the head of the guard station in area 14 below. Both are located under showcases so that they are not as noticeable.

The sound of breaking glass or a noisy entrance can be clearly heard by Basharat in his bedchamber, or by the guards in the hallway and in the waiting room. The guards have a key to the room, but are forbidden to enter unless they hear suspicious noises.

If anyone in the party takes some or all of the items in the showcases, they can profit from them by selling the pieces as simple works of art or by ransoming them back to the church where they belong. The following are the die rolls to determine the value in gold rilks of an item.

The sale price is its value to the common collector. The ransom price is the maximum that the church is willing to pay for it. Any greater sum results in an attempted assassination from the church, which may be attempted anyway.

Item	Sale Price	Ransom
7 idols	2d6x10	3d10x10
3 rings	1d10x10	2d10x10
4 books	1d20	1d100x10
1 robe	1d4	3d10x10
6 jewelry	2d10x10	2d10x10
2 sceptres	2d6x10	3d10x10

There are other trinkets in the showcases, but these are the only items of any significant value.

19. Hearth Room

When the party reaches this room, Basharat is having his secret meeting there with General Worfiga and Sivilian (see The Action section).

Two features dominate this large room. First is a large table measuring 9 feet by 7 feet. A map of Lankmar has been painted on the table. The interiors of the blocks are not detailed, only the streets. The Temple District is drawn to extreme detail. Close examination shows that many sections of

the table have several layers of paint where the layout of the city has changed.

The second noticeable feature is a metal stove surrounded by chairs and divans. Basharat uses this to warm the room, which is quite large and does not have a fireplace. Here the church extortionist meets with his lieutenants to discuss strategy. On occasion he hosts various religious leaders to "convince" them they need protection.

The walls are decorated with a seemingly random collection of articles. There are paintings, bits of pottery, knick knacks, and even a serviceable long sword. All are minor items of religious significance from the churches Basharat dreads.

The bookshelf by the door contains a secret panel. When a certain book is pulled out (DM choice), a section of the shelf swings open to reveal a blank wall with a book hung on it. This book is a phony to distract anyone from finding the secret door behind it. It has false names and numbers for churches that supposedly pay Basharat. An observant player might notice that the ink is old, and no entries have been made in a long time.

The secret passageway behind the wall opens into a small safe (19a).

19a. Basharat's Safe

The secret passage to the safe cannot be battered open using any normal means. It is bolted firmly to the floor (a successful Lift Gates roll may tear it free). Its lock must be picked or opened using the key. Basharat keeps the key behind a loose stone in the fireplace in his bedchamber (room 15).

The safe holds three sacks of coins and a small storage rack. Each sack holds 300 gold rilks. The rack contains one amber gluditch and five gem stones. Each stone is worth 100 + d100 gold rilks.

The Action

If Chapter 3 is used as a sequel to this adventure, then Basharat keeps the large diamond in one of his pouches, carefully wrapped with thick cloth to prevent the slime from wetting the pouch. Basharat contacted Ogo the Blind (see Lankmar sourcebook, page 53) to sell him the precious diamond. The extortionist has been carrying the *eye of the leviathan* for as long as it took the party to get to his house. Assume that he has not yet become a shree-kah, but he already shows some



mild symptoms of degeneration (grayish skin, filthy pointed nails, abundant sweat, low rumbling voice).

Basharat is in the company of two visitors in room 19 when the party arrives at his house. Their schedule of events continues as planned until interrupted by the party. Once that happens, decide what each NPC does.

Basharat's visitors are General Worlga, commander of the South Barracks, and Master Magician Sivilan of the Eastern Empire (see NPC statistics inside the cover). They are here to bid on some of the items that were stolen from the party.

Basharat has required that the two bidders surrender all dangerous items on their persons to his guards before the interview. The general left his sword in the care of the guard on the fourth floor. Not knowing what might be considered dangerous, Sivilan left everything except his coin purse with the same guard. None of what he had is dangerous or valuable.

Basharat is unarmed, except for a concealed dagger in his boot. For this meeting he has two hired thugs, Skel and his brother Kreshnar, for protection (see NPCs description, Lankhmar sourcebook pages 51 and 54). The two shady characters remain in the dark, in the southeast corner of the room, behind the large table. They intervene if anything goes wrong in the room.

The general chooses to stand, the wizard sits on the divan with his back to the wall. The guards both stand near Basharat who takes the central chair nearest the hearth.

Basharat removes a cloth from the adja-

cent table, revealing the 12 gems and the scroll case. Both bidders demand to examine the pieces. Unknown to the extortionist, the general is only interested in the map and the fire magician is only interested in the gems. Basharat refuses to let them touch the objects, but lets his guards hold the treasures up for inspection.

The map depicts secret ways into the city of Ithmar. Encoded on the map are the strengths and weaknesses of the city. General Worlga intends to persuade the overlord of Lankhmar to attack Ithmar. With the map, he is sure to be the most successful general on the field. He assumes that he will be rewarded with the governorship after the city's fall.

The gemstones are magical. The exact properties are known only to the fire magicians of the east. Sivilan would sooner cut out his own tongue than reveal what they do. According to the Mogites, the gems are the true fangs of their god, given to them as a token of his worship.

After the two have satisfied themselves that these are the genuine articles, they begin the bidding. Some minutes of haggling later, Sivilan changes his bidding to only include the gems. General Worlga follows suit and bids strictly on the scroll. Basharat is not pleased, because the price is higher when there is competition.

Once the price is agreed upon, Basharat asks for the terms of payment. The general indicates that he has a man with 800 gold rilks on hand to deliver payment to the house. Sivilan pulls two diamonds in amber gluditch out of a secret pocket. Basharat considers both pay-

ments sufficient.

There is a half hour delay while the general's courier makes his way to the House of Basharat. The courier is escorted from the south barracks by a six-man squad of soldiers.

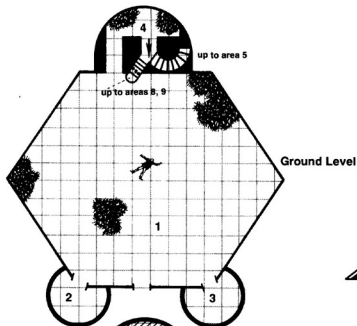
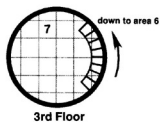
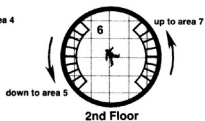
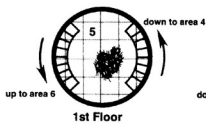
The escort waits below while the courier makes his way to the top floor. At that point, the exchange is made for both items. The two are escorted down to the first floor.

Once reaching the main door at street level, General Worlga, now with his sword, is surrounded by his seven soldiers. He makes his way back to the south barracks (26 on the Park District map, Lankhmar sourcebook page 17), going down Carter Street and left on the Great Gate Road. Sivilan steps into the alley, spends two rounds casting an *invisibility* spell and makes his way unseen to the Rat's Nest tavern and hostel, near the corner of Gold and Craft Street (39 on the Mercantile District, Lankhmar sourcebook page 25).

If the party has not made its move by this time to recover their items, they probably cannot recover them at all. Further attempts are not covered in this adventure.

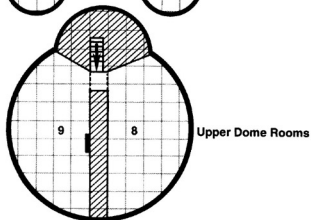
The general is more than adequately guarded in the south barracks. Sivilan will be visited by the servants of Mog shortly after arriving at the Rat's Nest. His body is found the next morning covered with several large bites that were evidently poison-

map III URGAAN ANGARNGI'S MAD TOWER

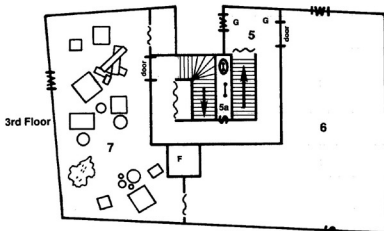
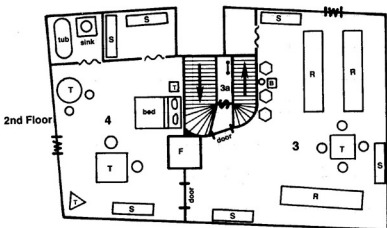
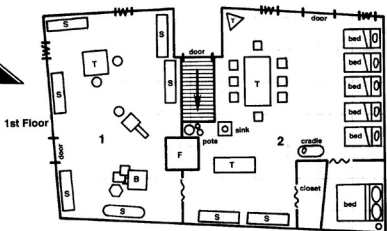


- up Stairs
- down Stairs
- Sea Weeds
- Treasure stone
- Grill

Scale: 1 square - 5 feet



map IV Basharat's house



Key

-  Display Case
-  Window
-  Shelf/Chest
-  Boxes
-  Table
-  Stools
-  Fireplace
-  Rack
-  Barrel
-  Curtain
-  Secret Door
-  Ladder Up
-  Ladder Down
-  Chair
-  Stuffed Chair
-  Cage
-  Hanging Case
-  Guards

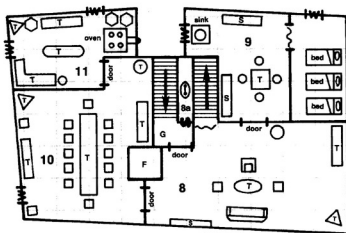
Scale: 1 square = 5 feet

adjacent building

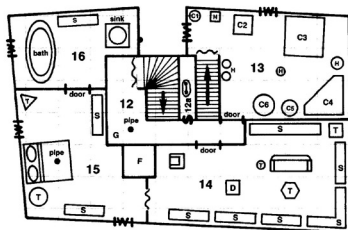
map v basharat's house



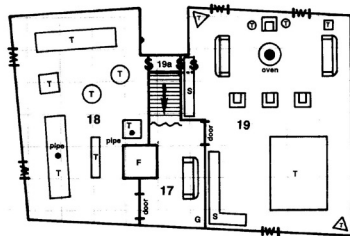
4th Floor



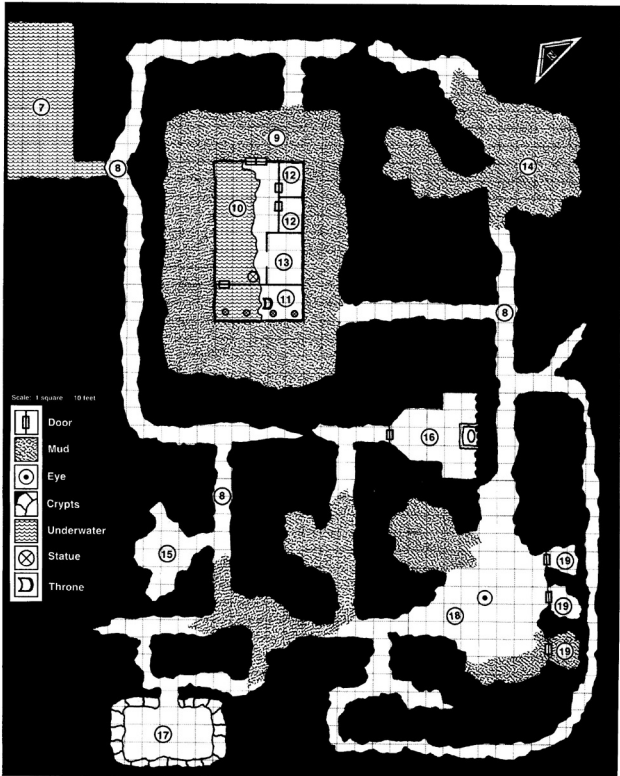
5th Floor



6th Floor



map vi catacombs below Lankmar





Combat in the House of Basharat

If the party attempts to attack the group in the house, each has his own strategies, depending where the attack is made.

Basharat: He is a coward at heart. He runs from the fight screaming for his guards. He attempts to escape from the house, hoping to use the secret ladder in area 14a. He then heads one block north and hides at Pulg's Tavern, another church extortionist of Lankmar (62 on the Marsh District map, and Pulg's description, Lankmar sourcebook pages 19 and 54). The two thugs attempt to fight their way out of the room, but do not remain to defend the house.

General Worlga: He loves to fight. He uses the nearest available weapon. If he is in the hearth room, the sword on the wall is the obvious choice. If there is no weapon available, he may leap upon his attacker and grapple him to get one. He is not stupid and does not attack blindly.

Sivilan: His first action is to put up a *shield* spell. He can use the fire in the fireplace or the hearth oven for some of his spells. He never attacks physically, always seeking to use his spells.

Guards: They merely step forward and start swinging. When a guard falls dead, there is a 25% chance that the others turn and run. If Basharat is killed or captured, they either surrender or run immediately.

Retaliation

There are several groups that might be angered by actions the party takes. Specifically, there is the temple of Mog, the garrison of the south barracks, other fire magicians, and Basharat.

In order to retaliate, a group must have motivation, means, and identity of the party. If any of these are lacking, that group does not retaliate for the party's actions.

Motivation means a reason to seek revenge. For Basharat, the slightest infraction will do. For the fire magicians, it requires the humiliation or attack upon Sivilan. The garrison needs public humiliation or the death of General Worlga. The temple of Mog does not tolerate desecration or possession of temple property, specifically the Fangs of Mog.

All these groups have the means, unless the party leaves Lankmar. If they travel to the Eastern Empire, the means for the fire magicians are easier. Whether or not any of these groups can identify the party depends upon the play. However, the servants of Mog can always locate the gemstone fangs.

The Servants of Mog

Once the party has the gems safely in their possession, they are subject to an attack by the servants of Mog, the spider god. The gems are the fangs of the god's idol in the temple. The servants have a magical means of tracking them down, wherever they may be.

The time and place of the attack is up to the DM. It should be somewhere dark and secluded if possible. It should be no more

than seven days after they regain their treasure and before any of the party leaves the city. Between the time of the recovery of the fangs and the attack, there are several omens. Use any of the following omens or some of your own choosing.

At one point a character should walk into a spider web accidentally. On another occasion a character is bitten (no damage) by a spider. Sometime a net, set out to dry, falls on the party. No one is hurt and a passerby helps them out.

The actual attack is an assault of several trained salt spiders. There is one more spider than there are members of the party. They have a master that stays within sight of the assault. He uses a silent whistle, like those used to train dogs, to send simple commands to his pets.

If an ambush is possible, the spiders might spin a web to block off normal paths of retreat. This would require a hour preparation for each street or alley, a quarter hour for a doorway or window.

Once a few members of the party are bitten, the spiders are called back. The handler calls down to them that the bites are deadly poison. He throws them a pouch of yellow powder, telling them that it will temporarily neutralize the poison.

The handler says that the cure is available at the Temple of Mog in exchange for the 12 fangs. The offer is genuine, and he agrees to any conditions that are considered reasonable. Remember, however, that he is dealing from a position of strength. Any suspicious conditions are denied.

If the handler is caught, he convulses and dies. A small spider crawls out of his hair and scampers away. The party has no more trouble with the servants of Mog.

The Southern Garrisons' Revenge

If the general is humiliated, the city guard has standing orders to capture, or if necessary kill, known members of the party. This continues for two months, after which the general puts his mind to more important business.

If Worlga is killed, a man-hunt is initiated. A reward of 100 gold rilks is posted for the capture, dead or alive, of any known party member. Double the frequency of encounters with city guardsmen for one month. The reward is revoked after six months, by the new barracks commander. He would rather have his men loyal to him than to the memory of his predecessor.

Any encounter with the city guardsmen, southern barracks garrison soldiers, or city gates requires an encounter check. There is a 25% chance of being recognized by the guard. The chance increases 5% for each additional soldier in sight. Roll when they first encounter the guard, and again if they directly address the guard.

If captured, the party is tried for assault and insolence to a noble. Although the general is not a nobleman, he is of high enough status for the charge to hold. Of course if he was killed, the charge is murder. Provide an opportunity for escape from the jails.

The Flames of the East

The fire magicians are not an accepted part of Lankhmar society. They must work secretly and with only a few agents in the city. As a result, they choose magic in the night for their revenge.

By their code, the fire magicians are required to give warning to the intended victims. This is done by casting a *fire trap* spell on one or more places frequented by the party. Typical examples are the doors to their rooms or a package supposedly sent by a friendly patron.

On the night of their revenge, they start the hunt. Thirteen trained fire bats (MMII, page 16) are sent to attack the party. Any significant use of water has a 30% chance to drive away the attack.

If the fire bats are unsuccessful, then a pack of five hell hounds is sent after the party as a last resort. The fire magicians end any further hostilities.

The hounds are excellent hunters and trackers. They attack without warning (see MM, page 51). The hounds attack until they are all dead.

Basharat's Wrath

Basharat is not known for being subtle. He occasionally retains the services of Grilli, a 4th level assassin (see NPC description, Lankhmar sourcebook, page 49). If the assassin fails, Basharat leaves the party alone. If they are so foolish as to provoke him or to show their faces in his vicinity again, he may send a group of thugs after them.

Grilli will first enjoy wounding his victim before making an actual assassination attempt. Do not immediately use the assassination table found in the Dungeon Master Guide, but attempt to role play the assassin's plot against the PCs. The following are a few situations in which the assassin can attack. The killer is not above hiring help for menial tasks.

1. While a barmaid is bringing the party food or drink, Grilli bumps into her. Using his pick pockets skill he attempts to poison their drinks or food. If he is caught, the barmaid is likely to yell something like "Idiot! You spilled that stuff all over their food! You'll have to pay for it now." The victims must make a Saving Throw vs. Poison to detect it before consuming enough to kill them. Even after that, they are allowed a saving throw to avoid its effects.

2. While a party member is sleeping, the assassin enters the room and attempts to cut his throat. The blade is not poisoned, but because the victim is defenseless, there is a 40% chance of him bleeding to death in 2-8 rounds. The assassin uses his *move silently* skill to enter the room without waking his victim. If a fight ensues, the assassin retreats after taking 8 or more points of damage.

3. The assassin hires a pair of thugs, Kreshmar and his brother Skel (see NPC descriptions, Lankhmar sourcebook pages 51 and 54) to start a brawl in a public place where the party is located, preferably with a member of the party. During the fight, Grilli attempts to back stab his victim with a short sword coated with poison. If the saving throw fails, the victim dies in 2-12 turns unless he receives help.

4. Grilli sets a trap in the victim's room. For example, a crossbow fitted with razors set to go off when the door is opened. The razors are poisoned. The blades have a THACO of 13, mostly because of surprise. Any poison used would have the same

effect as that in the setting above.

Optional Ending: Basharat's Fate

After he escapes from the party, Basharat remains hidden at Pulg's Tavern for some time until he decides to sell the diamond to Ogo the Blind. Allow the party a chance to track Basharat, using various encounters with thieves of the Guild or bribing some well-informed beggars.

If the party enters Pulg's Tavern, and wanders on the upper floor in an attempt to find Basharat, the PCs should first encounter Pulg. He does not reveal Basharat's hiding place unless the party pays him at least 100 gold rilks. In this case, he arranges for the PCs to intercept Basharat once he leaves the tavern. Pulg does not allow the party to search the rooms or start a fight on the premises. In case of trouble, 2d6 inn guests could help the tavern keeper.

If the party intercepts Basharat, he surrenders the gem in exchange for his life, but he will carry an eternal grudge against the party members. If the party fails to recover the *eye of the leviathan*, then play The Claws of the shree-kah in Chapter 3.



Chapter 3: CLAWS OF THE SHREE-KAH

by Doug Niles

Encounter Setting

The narrow neck of dry land that is the site of Lankhmar rests between the murky River Hlal to the west, and the vast swamp of the Great Marsh to the east. Naturally, the city is faced with the constant problem of too much water. Simple gutters along the city streets route some of this excess water to the Great Marsh.

Most of the waste water, however, flows toward the river, requiring a more complex solution. Beneath the black and smoky streets of Lankhmar stretches a network of muddy sewer tunnels. These serve as a means of drainage, slowly carrying their contents of filth to the River Hlal.

Occasionally, an excess of flowage in the mighty river or a high water level in the marsh creates a flooding problem for the residents of Lankhmar. These floods, no more than inconvenient and bothersome, are blamed on the cursed sewer system.

Unknown to Lankhmar's citizenry, however, another menace lurks in the darkness of the city's sewers. This is the hidden terror of the shree-kah.

Dungeon Master's Notes

The central adventure of this section involves an exploration of the muddy lair of a strange race of creatures living underneath the city of Lankhmar, near the shores of the River Hlal. These creatures are the shree-kah. A sacred possession of the race—the central reason for their existence—is the *eye of the leviathan*.

The *eye of the leviathan* is a rare possession. Although reputed to bestow magical powers upon its possessor, the difficulty of acquiring the *eye* from its original owner creates a more than sufficient deterrent to nearly any adventurer.

Most rumors hold that the *eye* bestows upon its user the ability to breathe under water, but any additional powers are still a mystery. The shree-kah desperately want the *eye* back. At the start of this adventure, they regain possession of the *eye*.

Read the description of the shree-kah carefully (see New Monsters) before beginning play. How you play the shree-kah is central to the success of the game.

The following sections describe the network of sewer tunnels nearest the river, the large section of ancient burial catacombs and storage cellars that adjoins these tunnels, and the foul lair of the

shree-kah. This dingy tomb is centered in an ancient and thoroughly sunken temple.

If this chapter is to be played separately from the rest of the adventure, or if the party lost the *eye*, then play the Murder in the Street section. If the party has the *eye of the leviathan*, then play the shree-kah in Lankhmar section.

Shree-kah in Lankhmar

Since they briefly sensed the *eye* has returned to Lankhmar, the shree-kah emerge into the city on a nightly basis to track down the precious item. Without it, they know that their race cannot grow. These patrols concentrate in the area around the River District the first night; if the *eye* is not located there, however, parties of shree-kah are sent into all parts of Lankhmar. As soon as one of the shree-kah comes within 360 feet of the *eye*, it becomes aware of the location of the item.

Three attempts to recover the *eye* are described in this section. If the shree-kah still do not manage to get the *eye* back, you are free to design more recovery attempts. Once the shree-kah have the *eye*, they take it back to their lair, however, the PCs should be able to discover the creatures' escape into the sewers.

Recovery Attempt 1

An attack on the Player Characters occurs to start off the adventure. The shree-kah locate the PCs, and patiently wait until they can attack the characters on a darkened street or alley. If the PCs show signs of remaining inside somewhere until dawn, however, 12 stage II shree-kah eventually attack them there.

The shree-kah attack with the single objective of capturing the *eye*. Thus, the character possessing the object receives most of the monsters' attention. The death of any PC is completely secondary to the mission of the shree-kah.

If the creatures escape with the *eye*, the PCs should be able to follow their footsteps (muddy streets, wet foot steps on the pavement, witnesses) to a sewer grate. Then go to The Sewers of Lankhmar section.

If the creatures do not recover the *eye*, play Recovery Attempt 2.

Recovery Attempt 2

If this attack fails, a second attempt is made the following night. A shree-kah of the first stage, heavily disguised, makes a

deal with a high level thief, Roggor the Quick (see NPCs inside the cover). Roggor will attempt to gain the *eye* from the PCs by the use of his thievery skills, and then double-cross the shree-kah by attempting to sell it to Ogo the Blind (see 36 on the Temple District map and Ogo's description, pages 33 and 53 of the Lankhmar sourcebook).

Roggor is a skilled member of his profession, and will coordinate his attempt carefully. He has at his disposal four thugs from the Slayers' Brotherhood that he can hire to create a diversion.

Based on the PCs actions or activities, the thief attempts to strike quickly and escape with the *eye* before the theft is discovered. If pursued, he uses the thugs as a rear guard. If he escapes with the *eye*, go to the Murder in the Street section. Otherwise, play Recovery Attempt 3.

Recovery Attempt 3

If neither of the previous attacks yields positive results, the shree-kah make an all-out effort to regain their artifact. This will be an attack on the following night involving seven stage V and four stage IV shree-kah. Again, they attempt to catch the PCs outside. If this is not possible, the attack is made upon the party wherever they happen to be.

The attacking shree-kah are aided in this attack by 12 stage II shree-kah, as described in the first recovery attempt. These underlings have the primary task of creating a diversion for the mission of their higher stage kin, especially distracting or holding off any bystanders or guardsmen that might try to come to the PCs' aid.

If it becomes obvious that no one will intervene in the fight, or if the higher stage shree-kah show signs of losing, the 12 stage II creatures join the fray. As soon as the *eye* is recovered, the shree-kah beat a hasty retreat to the nearest sewer entrance. If necessary, some of the stage II monsters fight a rear guard action, allowing the others to escape with the *eye*. Their escape into the sewer should then become obvious to the PCs.

Play The Sewers of Lankhmar section next.

Murder in the Street

The *eye* is at large in the city, and rumors of its presence and mystical powers circulate throughout the underworld. Ogo the Blind has offered 10,000

rilks for the eye, if it is turned over to him. Of course, if anyone shows up with the eye, Ogo does his best to cheat the individual (see 36 on the Temple District map and Ogo's description, pages 33 and 53 of the Lankhmar sourcebook).

Then, one night after the PCs hear of Ogo's offer and at a moment they are in the street, read the following encounter.

A horrible scream from just around the corner draws your attention. You find the slashed and bleeding form of a pale man. His future looks decidedly bleak as his lifeblood runs into the sewage ditch he lies in. He gasps, "He was just a beggar wrapped in rags. The eyes! So cold, pale. He's got the eye. The eye of the leviathan."

"Mine! The reward would have been mine. Claws! He reached out and slashed me! He took the eye! How did he know I had it? It was well concealed. There..."

As the man dramatically expires, you catch sight of a shadowy figure darting around a corner several hundred feet away.

Once out of the PCs' sight, this shadowy figure (a stage I shree-kah) leaps through an open sewer grate. Even if the characters pursue quickly, they see no sign of their quarry as they round the corner. Even a perfunctory search, however, reveals that the grate has been removed from a nearby sewer entrance. A more thorough search reveals tracks made by a creature with webbed and clawed feet.

If this chapter is being played as a sequel to Chapter 2, the man is Basharat (or Roggor if Recovery Attempt 2 in the previous section has been played). Otherwise, the man is a common thief of the Guild who managed to steal the eye from the shree-kahs' lair.

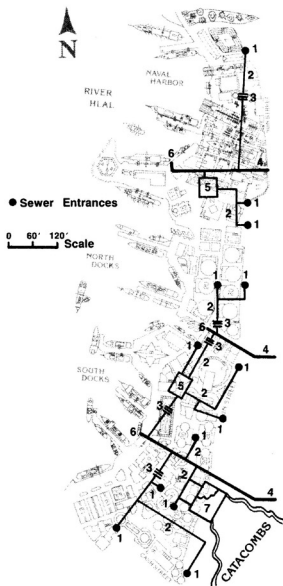
In all three cases, the man was on his way to sell the eye of the leviathan to Ogo the Blind. Unfortunately, a shree-kah intercepted him and took the eye back.

Play The Sewers of Lankhmar section next.

The Sewers of Lankhmar

Lankhmar is crossed by a detailed network of sewer ditches and tunnels. Virtually every street and alley is bordered by a ditch, or gutter, 6 inches deep by a foot wide. Larger gutters border the major thor-

map VII SEWERS BELOW LANKHMAR



oughfares. These gutters carry the excess rain water, as well as all of the waste material that the citizens somewhat casually throw from their residences and businesses, toward the River Hlal or the Great Marsh, whichever is closer.

The gutters that empty into the Marsh simply send their deposits through heavy grates at the base of the city wall, or flanking the gates, to flow straight into the swamp. Those sewers draining into the river, however, follow a more convoluted route.

Rather than drain their refuse straight into the river, the early Lankhmarts sank a series of pipes into the earth. These pipes drain the gutters at various places in the city. The contents are then carried through an underground network of sewer pipes toward the riverbank.

The pipes, where they enter the river, are secured with heavy iron grates. In addition, these exits are generally under water, which tends to discourage unauthorized entry. At several locations underneath the city, the contents of the sewer system are assembled into huge holding tanks in chambers that are often completely water-filled.

Although Lankhmar's entire riverbank is crossed by these sewer tunnels, this adventure concerns itself only with the sewers of the River District itself. As shown on map VII, several major sewer tunnels enter the district from other parts of the city. The rest of the tunnels originate at the entry pipes (1) shown on the map of the River District. These pipes are also keyed to locations on the sewer map.

Movement in the Sewers

Characters moving through the sewer pipes below Lankhmar can only move at one-half their normal movement rate because of the slippery and treacherous nature of the footing. This penalty does not apply to any of the creatures that can be encountered in the sewers.

Movement Under Water

In certain cases, the PCs may wish or be required to move under water. Calculate underwater movement at one-fourth of normal movement to determine distance traveled. A character might use the potions of water breathing that can be discovered during the adventure, or he might hold his breath.

The duration of the potion naturally determines how long the character can

remain under water when thus enchanted. Characters who are holding their breath can remain under water a number of melee rounds equal to their Constitution score, divided by four and rounding fractions down. For example, a character with a Constitution score of 11 can remain under water for 2 rounds; a character with a Constitution of 16, for 4 rounds.

Capturing the PCs

If a party of three-kah overwhelms the PCs at any point during the adventure, the monsters attempt to take the characters prisoner. The creatures have no remorse about slaying those persons unwilling to give up the fight and surrender.

If prisoners can be taken, however, the three-kah is pleased, for from such grow the new members of the band. Prisoners are disarmed, their possessions quickly divided up by the captors.

The three-kah take the prisoners by the most direct route possible to the sunken graveyard (encounter area 7). Here, they are given the opportunity to take the *potion of water breathing* kept there by the three-kah for just such occasions.

If the PCs drink the potion or not, they are then dragged through the waters of the sunken graveyard and into the catacombs (Map VI). Characters who do not take the potion must roll their Constitution score or less on 2d8, or they drown during this passage.

Once in the catacombs, the prisoners are taken to one of the cells in the chamber of the *eye* (room 18; roll randomly to determine which cell) and thrown inside. Prisoners are given only the most meager of sustenance (soggy, cold, raw, dead rat) until they succumb to the effects of the *eye of the leviathan* and join the ranks of the three-kah, or until they escape. See the procedure in Encounter Area 19, Cells of the Shree-kah.

Random Encounters

When the PCs adventure in areas 1-4 on Map VII, there is a chance that they encounter certain denizens of those areas. Roll 1d6 every turn that the PCs spend in these areas. On a result of 1, the group has a random encounter. Roll percentile dice to determine what they encounter, referring to the sewer column of the Random Encounters Chart on the cover.

For every 2 turns the PCs spend in

areas 8-19, make a random encounter check. Follow the same procedure as above, referring to the catacomb column of the Random Encounters Chart.

Encounter Key A: The Sewers

(See Map VII)

The following numbered areas are located on map VII of the River District (see page 23), and on map VI of the Sewers below the River District (pull-out section). When a number of areas are grouped into a single description (Example: all drainage pipes are described in number 1), assume that all examples of that type of area are similar.

1. Drainage Pipes

Each of these locations features a 10-foot-long shaft with a grill of heavy iron bars at the top. This grate is at street level. There is a 1 in 4 chance that any grill has been pried loose and can be easily lifted aside. Otherwise, removing a grill takes 3-30 turns, and some kind of metal tool to chip the paving stones away. A successful Bend Bars roll by a fighter creates a large enough opening for a person to pass.

Below each grate, the slime-coated shaft drops to one of the equally slime-coated sewer tunnels. There is a 33% chance that any shaft has a set of corroded rungs placed into the side as a simple ladder. Although characters can travel down the shaft without a ladder, climbing up such a shaft requires a thief's Climb Sheer Surfaces roll with a -30 modifier because of the slippery sides.

Characters leaping down a shaft into a sewer tunnel take 2d6 points of falling damage.

2. Narrow Sewer Pipes

These passages make up most of the sewers beneath Lankhmar. Each is about 8 feet in diameter, with about a foot of water standing or moving sluggishly on the bottom.

Characters attempting to stand, fight, or move anywhere except the very center of these pipes face a serious danger of falling. Each character attempting this must roll his Dexterity score or less on 1d20 every round. A roll higher than the character's Dexterity means a fall, and the character cannot do anything except get up on the following round.

3. Sewerfalls

Each of these drops is like an oozing waterfall, with the sluggish water dripping over an edge and dropping 6 feet. At the foot of each drop, the tunnels continue forward normally.

Characters can slide over the drops without taking any damage. Climbing up the slippery shaft, however, requires a Climb Sheer Surfaces roll with a -30 modifier. Any character in the slippery tunnel who tries to hold a rope for another character to climb must roll his Strength score or less on 1d20. Failure means that the character slips over the edge. Both the climber and the character holding the rope take 1-6 points of damage.

4. Main Sewer Tunnels

These huge passages collect the water from many smaller tunnels, carrying it to the river. Several of these tunnels lead *into, or under, the River District from the Temple and Mercantile Districts*, while others originate from confluences of the smaller tunnels in the River District itself.

Each of these tunnels has about 4 feet of water moving through it, somewhat more rapidly than the water flows in the smaller tunnels. Characters moving with the flow (toward the river) can move at double the normal speed for movement in the sewers. Characters attempting to stop or move upstream, however, must roll their Dexterity score or less on 1d20, or be swept off their feet and carried 60 feet down the tunnel per round. Characters do not stop moving downstream until they make a successful Dexterity roll.

Characters must make this roll when they enter a large tunnel, each turn they try to move upstream, and immediately when they stop walking downstream.

5. Holding Tanks

These large underground reservoirs are generally filled with water. Some of them are completely stagnant, with no outflow and little additional input. Others have both inlets and outlets, so consequently are less foul.

The denizens of the sewers are fond of these tanks, so increase the chance of a random encounter in one of these areas to 1 or 2 on 1d6. At the inlet sides of these tanks, there is always a small airspace. The tunnels deposit their contents here, and the bottom is rarely more than 3 feet

below the surface of the water.

This depth increases dramatically, however. By the outlet ends of these tunnels, the water is nearly 8 feet deep, and the tunnels are half-filled with water from the holding tanks to the river.

6. River Spouts

These are the locations where the contents of Lankhmar's sewer system are added to the already filthy waters of the River Hlal. Originally, all these entrances were protected against unlawful entry with heavy grates, but 50% are now unprotected. The tops of the huge sewer pipes, as they run into the river, are 2 feet under the normal water level.

7. Sunken Graveyard

At first glance this area appears to be another holding tank. Adjacent to the ancient catacomb section of sunken Lankhmar, *this tank is actually a subterranean depression marking the last resting place of several hundred of Lankhmar's ancestors.*

The water standing in the area is stagnant and smells more foul than in any other area of the sewers. The pipes entering the area lead first to a muddy bank in one corner. This area is above the water level and measures 40 feet by 40 feet. In the driest corner of the bank is a pile of mud.

The mud has been thrown by the shree-kah to hide their cache of potions here. Buried in the mud are 10 filthy wine bottles. Each is a *potion of water breathing* created by the powers of the *eye of the leviathan*. The shree-kah use the potions when they bring human prisoners to their lair, in order to transport them to the catacombs without drowning them.

The mud quickly drops away at the water's edge, leading to a pool that is 10 to 12 feet deep throughout most of the room. At the base of the wall in the opposite corner of the room from the entrance is a narrow tunnel, completely underwater. This tunnel leads into the catacombs.

Lurking under the water in the center of the room is the chamber's lone occupant, a scrag (see marine troll, *Monster Manual II*). The troll has worked out an arrangement with the shree-kah, who often bring it tender morsels from the streets of Lankhmar. A party not accompanied by shree-kah, however, will be attacked. The troll guards a treasure in a small

box under the water in the very center of its lair. Within the box lies a *ring of healing*. When worn by an individual for a full day, the ring restores 2-12 hit points.

Encounter Key B: The Catacombs

(See Map VI)

The catacombs of Lankhmar are a winding series of passages lined with mud and cloaked in an inky darkness. The catacombs were originally designed as a burial ground for the elite of Lankhmar nobility, complete with a fully underground temple. Time has contributed to a major decay of the formerly fancy area.

Although originally all of the tunnels in the catacombs were constructed from solid stone blocks imported for just that purpose, the ever-seeping mud has concealed all but a few of these granite blocks. The formerly grand temple has *slipped from its footings, and half of the edifice is now submerged*. All of the stairways that once led to the city above have long since caved in, and now the only access to the catacombs is through the sunken graveyard.

The shree-kah have claimed the catacombs as their own, but they manage to coexist peacefully with several other types of monsters. Occasionally, these creatures are discovered wandering among the corridors of the catacombs.

Cave-Ins

At several places in the catacombs, the dirt ceiling has collapsed into the corridor, sealing it off. The dirt is very soft and moist at these cave-in locations, and can be easily scraped out of the way. It would take three PCs working side by side three hours to clear a 10-foot-deep blockage, opening a hole wide enough for a single person to slip through.

No more than three PCs can work on an excavation (from one side) at the same time. With fewer PCs or a shorter distance to tunnel, adjust the time required appropriately.

In any area where the dirt wall is less than 10 feet thick, the presence of a hollow space on the other side can be detected with a successful Find Secret Doors check.

The following numbered encounters are located in the catacombs, on map VI.



8. Corridors

The corridors of the catacombs are muddy and damp. Nowhere in this entire region do the PCs find a light source, other than those they bring with them and keep dry. The foundations of granite upon which the tunnels were originally constructed provide enough support that the characters can move at their normal movement rates in most areas.

Those parts of the catacombs shown as shaded on the map are areas where the foundation stones have sunk so far as to be useless. Characters moving through these areas can move at only one-half their normal movement rates. Of course, this restriction does not apply to creatures who lair in the catacombs.

9. Temple Yard of the Forgotten One

This area surrounds the decayed, yet still imposing, edifice of the ancient temple. The side of the temple to the east looks to be in fairly good shape, although mud and slime coat the formerly grand stone walls. A large crack runs down the center of the structure, however, showing where the building gave way as its footings sank.

The western half of the temple is ruined, and nearly submerged. Only the tops of several grand columns and a few broken walls rise above the black surface of water. The entire western half of this chamber is waterfilled and completely still.

Guarding this formerly sanctified edifice is a behemoth. As the PCs enter the chamber, the huge monster remains almost entirely submerged in the pool. Only its

black eyes and reptilian snout extend above the surface of the water, and these will be invisible to anyone who is not specifically looking for a creature in the water.

The behemoth is hungry and old. It has experienced the escape of its prey many times in the past (even the shree-kah do not enter this chamber), so it will wait until the characters advance into the room before attacking. When it strikes, it hurtles its immense form from the water and bellows thunderously. If it manages to slay a character, it will grab the body and slip back into the water.

10. Temple of the Forgotten One

The shattered interior of the ancient temple shows few signs of its former glory. Walls that at one time displayed colorful murals are now stained and cracked with decay. Even the deity to which this temple was dedicated is no longer discernable, although a slime-covered, vaguely elephant-shaped statue at the opposite end of the room might at one time have identified it.

The dry half of the room, to the left, leads to three closed doors along the left wall. At the far end of the room, the statue juts from the water which covers more than half of it. To the right, the ruins of the room are covered in inky water.

Characters under the influence of the *water breathing* potion, or who just wish to hold their breath, can investigate the submerged area. They discover a long aisle that at one time was made of marble columns, leading to a heavy metal door that stands ajar.

Any entrance into the water in this room attracts the attention of a group of five lacedons (marine ghouls) that languish here, longing for fresh meat. These monsters do not hesitate to attack.

If the lacedons successfully paralyze an opponent, they try to drag the body through the underwater door into area 11. After watching to defend against any pursuit, they enjoy a rare and tasty meal.

11. Altar of the Forgotten One

The only entrance to this ancient room is through the submerged door in area 10. Within the room are four smaller statues of the same mysterious elephant-like god. Scraping the slime away simply reveals a little more of the outlines of this ancient and long outdated deity.

In the center of this room, facing the door, is a raised throne. A skeletal figure sits upon this chair, holding in its hands a sheathed two-handed sword that is quite valuable. It is a *two-handed sword* +2, +4 vs. *undead*.

12. Empty Rooms

Each of these chambers is protected by a slimy wooden door which is unlocked. The rooms are relatively dry and intact. Wooden beams sag beneath the heavy stone roof. Several rotted benches are placed around the walls.

13. Ancient Library

The doors to this room have long since rotted away. The far end is mostly submerged, and the entire room smells

strongly of rot. The remains of wooden tables and chairs are piled in their original locations, but are simply heavily-rotted collections of mold and mildew.

At one time, hundreds of tomes were kept here, lining many long shelves along the walls. The shelves and their contents have collapsed into ruin, leaving moldy piles of refuse along each wall of the room.

In the center of the east wall, buried among the junk from the shelves, lies one item of some value. A small ivory case, worth 50 gold rilkis, contains a mysterious scroll. The writing is unintelligible to any character who is not a black wizard. Such a wizard, however, recognizes the scroll as containing an *affect normal fires* spell and a *pyrotechnics* spell. The scroll is worth up to 100 gold rilkis to a black wizard, although the wizard would make an initial offer of 10 or 12 rilkis.

14. Breeding Ground

This vast, low chamber is the breeding ground for the giant worms that are so common in the sewers and catacombs. Thick mud covers the floor, and the ceiling hangs a mere 6 feet from the floor.

No worms are visible upon entering the room, but the passage of anything through the mud draws them, slithering under the surface, into a ring around the trespassers. Two rounds after an intruder enters the room, 22 giant worms attack. If the intruder has moved into the room, the worms surround him; if not, the attackers emerge from the mud as near as possible to their victim.

The worms do not pursue the intruders past the limits of the mud (shaded area) as shown on the map.

15. Shree-kah Guards

In this side room are posted the closest thing to an organized outpost that the shree-kah can muster. A dozen shree-kah use this chamber as a lair and attempt to intercept any trespassers. Unlike most shree-kah encounters, this group contains monsters of several different stages, such as one stage I, two stage V, four stage IV, and five stage II shree-kah.

If the monsters are given any warning (talking, light) that the PCs approach, they conceal themselves in the recesses of the walls, and leap out in an ambush as the party walks by.

16. Overlord's Tomb

This is the least decayed area in the entire network of the catacombs. A heavy

stone door embossed with the seal of the overlord is closed. A complicated lock mechanism holds it shut.

The lock can be picked by a thief with the normal chance of success. Attempts to open the door with a blow cause not only a 50% chance of a random encounter check with each blow, but might cause the frail supports of the ceiling to give way, caving in on all characters outside the room within 20 feet of the door. Each time the door is struck, there is a 33% chance that the ceiling caves in, causing 4-40 points of damage to all characters caught in the area of effect.

If characters manage to pick the lock, or otherwise enter the room, they discover the tomb of a Lankmar overlord from centuries past. The body rests on a raised bier, wrapped heavily in cloth and apparently mummified. The bier is decorated with silver embossing and carved stone.

Several locked chests are placed around the room, holding the spending money for the overlord's sojourn into his next life. Each chest is locked. Any attempt to disturb any of these treasures animates the body of the overlord, who has become an undead mummy.

The chests around the room contain strong incentive for plunder, totalling 10,000 bronze agols, 6,000 silver smerduks, and 2,000 gold rilkis.

17. Family Room

This burial chamber holds the deceased members of an ancient family of nobles. The tomb is dirty and decayed. Eighteen alcoves line the walls of the room, although only three of them hold bodies. Several bones, including a couple of skulls, are littered about the floor, as if the chamber has been plundered.

The three bodies lying in repose as the PCs enter are actually night gaunts. They are former members of the noble family who turned to evil and have been corrupted into their present form. The night gaunts are responsible for the plundering of the other bodies in their family tomb. The curse of their evil behavior destroyed the family name in the city of Lankmar. As a consequence, they are bound to remain in this tomb for all eternity, unless they can provide a fresh human body to take the place of each gaunt. Consequently, they attack savagely if the PCs enter the room. One tries to block the exit to prevent their quarry from fleeing while they do their utmost to slay three PCs.

18. Lair of the Shree-kah

This is the largest room in the catacombs, and is the central lair of the shree-kah. In the center of the room rests a low, slime-covered pedestal. Upon it sits the unblinking eye of the *leviathan*.

Three moldy wooden doors are set into heavy frames along the east wall of the room. Each is held shut on the outside with a heavy wooden beam braced against the frame. Small and large bones are littered about the chamber. Many obviously came from rats or other rodents; a few look like human bones.

All of the shree-kah in the room are gathered in the muddy alcove to the northwest. They are out of sight of characters just entering the chamber. As soon as the trespassers move toward the eye, or discover the shree-kah waiting in ambush, the entire horde attacks. Three stage V, four stage IV, three stage III, four stage II, and eight stage I shree-kah fight to the death, unless the PCs reach the eye of the *leviathan* and threaten to destroy it with a heavy blunt weapon. Realizing that the future of their race depends on the artifact, the monsters will go to any lengths, promising anything at all, in order to recover the eye. Of course, the word of the shree-kah is worthless. They attempt to betray the PCs as soon as the eye has been regained. If the PCs destroy the eye, the shree-kah go into a berserk frenzy in their attempts to kill the defilers of their holiest possession.

19. Cells of the Shree-kah

These dingy, dirt-filled rooms are the holding chambers for human prisoners brought to the catacombs for eventual degeneration into shree-kah. Currently the cells are empty, unless an occurrence specific to your campaign has resulted in a prisoner or two being kept here.

The doors are windowless, and held shut by heavy bars on the outside. A character attempting to break one of the doors open may do so by making a Bend Bars/Lift Gates roll with a -15 dice modifier. The passage running behind the cells offers easier promise of escape, but the PCs must figure out that they will have to dig their way through the wall.

If the characters do not escape, the eye starts its corruptive effects within a week of the party's incarceration. This procedure is explained under the description of the eye of the *leviathan*.

NEW MONSTER

Shree-kah

FREQUENCY: Very Rare
NO. APPEARING: 1-12
ARMOR CLASS: 7-4
MOVE: 2"-6"/12"-24"
HIT DICE: 1-6
% IN LAIR: 100%
TREASURE TYPE: None
NO. ATTACKS: 1 (2 if 3 HD or more)
DAMAGE/ATTACK: 1-6 (+1 per hit die)
SPECIAL ATTACKS: None
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Special
INTELLIGENCE: Average
ALIGNMENT: Variable (Evil)
SIZE: M (L for stage VII creatures)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: Varies

The shree-kah are former humans who have been corrupted by exposure to the *eye of the Leviathan* (see page 30). This exposure causes a slow degeneration of the human, who gradually takes on more reptilian aspects.

Shree-kah are the size and shape of normal humans, and often, heavily-shrouded in bandages or veils, they pass among the streets of Lankhmar after dark has fallen. The skin of a shree-kah is scaly and the feet and hands are both webbed and clawed. The teeth and eyes show the most dramatic effects of the *eye*. The teeth are long, slender, and sharp, while the eyes are pale and unseeing.

The shree-kah proceed through seven stages during their degeneracy. Each of these stages is marked by the acquisition of another hit die, and loss of further aspects of human appearance. By the seventh stage, a shree-kah is completely scaled, has lost the power of speech and may leave the lair for the high seas.

All shree-kah have the following characteristics:

Enhanced aquatic capabilities. Shree-kah can swim 12" per turn, considerably faster than they can move on land. Older shree-kah may swim faster. All shree-kah can breathe either air or water at will.

Hatred of light. Shree-kah are not only totally blind, but suffer severely in the presence of any light. When fighting an opponent who carries a torch or other similarly bright light source, the shree-kah suffers a -1 to all attack rolls, and +1 to Armor Class. When confronted with light



brighter than this, such as a bright fire or a *light* spell, the shree-kah must attempt to flee. It cannot attack and suffers a +3 penalty to AC. In bright sunlight a shree-kah becomes completely paralyzed. If left in the sun for more than four hours, the shree-kah loses 1 HD per subsequent hour of exposure and progressively returns to its human form. At 0 HD the victim is returned to its former class and level, although he will retain a slight fishy smell for 1d6 months thereafter.

If a shree-kah has lived longer than a normal man's lifespan, it turns to dust rather than returning to its original human form.

Claw Attack. In combat, a shree-kah slashes at an opponent with its razor-sharp claws. This attack, if successful, does 1d6 of damage plus the number of

Hit Dice of the attacking shree-kah. For example, a 3 HD shree-kah does 1d6 + 3 points of damage on a successful attack.

The Armor Class of a shree-kah depends on the scalliness of its skin. Consequently, the further along the degeneracy, the better its natural protection.

Shree-kah Armor Class Table

HD	AC	HD	AC
1-2	7	3-4	6
5	5	6	4
7	1		

In addition, upon gaining its third Hit Die, a shree-kah gains the ability to attack with both of its hands. This is treated as two attacks per round, each successful hit gaining the +3 (or more) damage bonus as per the Hit Dice of the creature.

All shree-kah with fewer than 6 Hit Dice can speak common, although the more Hit Dice, the less understandable the speech. Those with one Hit Die most resemble humans, so they are sent into the streets of Lankhmar to acquire new "converts" or simply to gather food. As the shree-kah degenerates, its speech becomes more like a hissing sound.

Skree-kah Abilities

Stages I, II Shree-kah

AC: 7 Hit Dice: 1-2
 Attack: 1 claw Damage: 1d6 +1, or +2
 May pass for a human with a hissing accent if wearing crude gloves and a hood. The hands and feet are webbed and the skin is grayish-green.

Stages III, IV Shree-kah

AC: 6 Hit Dice: 3-4
 Attack: 2 claws Damage: d6 +3, or +4
 May pass for a hunchback with a walking problem. Skin is scaly green and speech is difficult.

Stage V Shree-kah

AC: 5 Hit Dice: 5
 Attack: 2 claws Damage: 1d6 +5
 Whenever it walks, this type of shree-kah leaves a trail of slime, as a slug

would. It still has a humanoid form, but its speech is hardly understandable.

Stage VI Shree-kah

AC: 4 Hit Dice: 6
 Attack: 2 Damage: 1d6 +6
 Because of its increased deformities, such as long arms and extra appendages growing from its torso and back, it has little chance of passing for a human (moves 4" on land, but 18" in water). It has lost its speech abilities.

Stage VII Shree-kah: Sole Master of the Lair

AC: 1 Hit Dice: 7
 Attack: 4 Damage: 1d6 +7

This shree-kah has lost the use of its legs and can only slither on the ground at 2" per round (24" at sea). The creature has four 10-foot-long tentacles instead of arms and legs which it can use to fight. Sun would kill a creature at this stage.

It is the master of the lair but will leave as soon as another shree-kah reaches that stage. The older master then swims to the high seas and will never return. It grows for years until it becomes a full size leviathan.

The shree-kah stage constant raids into the city of Lankhmar. Usually the objective is to seize prisoners who are brought within the aura of the eye and held until they degenerate into shree-kah. If the monsters face a food shortage in the interim, however, they are not averse to

human flesh if no other fresh meat is available. Generally, the shree-kah eat fish, rats, and grain that they steal from the mighty silos above them. A well-fed shree-kah can live for several centuries.

The desires and wants of the shree-kah are all at the most basic levels. They crave food constantly, although they are not cannibalistic. They are drawn to the presence of the eye. In fact, within the aura, a shree-kah can sense the presence of the eye and determine its location.

The creatures also have a weakness for strong drink, and often a raiding party will enter the city for the sole purpose of purchasing or stealing a keg or two of wine and returning with it to their lair.

When encountered outside of their lair, shree-kah in a single group will generally be of the same stage of degeneracy.

The total number of shree-kah is very limited. It is possible, in the course of this adventure, that aggressive PC activities will seriously deplete their numbers. The following roster displays the total number of shree-kah at each stage of development in the community below Lankhmar. When one is slain, mark a box off next to that stage of shree-kah. If the number of a given stage drops to one-half the original total or less, reduce to half the number of shree-kah of that stage whenever they are encountered. In no event should the players encounter more shree-kah of one type than there are remaining in the community.

Lankhmar Shree-kah Roster

Shree-kah Stage	Number at Start
I	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
II	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
III	<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"/> <input type="checkbox"/>
IV	<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"/>
V	<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"/>
VI	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

NEW MAGICAL ITEM

The Eye of the Leviathan

This orb is a potent magical item that has been plucked live from the face of the mighty sea creature. Although no special steps to preserve it have been taken, the eye shows no sign of decaying. About the size of a man's skull, it glistens with a natural coat of slime. A deep black pupil stares from one side of the eye.

After one day out of the leviathan's eye socket, the artifact produces a powerful illusion that causes it to look and feel like a large diamond, however, it oozes a light goopy slime. It is inoffensive but somehow disgusting. The people who know what this diamond is, or those who cast a *dispel magic* (or similar spell) on it will see the diamond for what it really is: a large, slimy eye.

Despite its flesh origin, the eye is a solid item. The older it is, the harder it becomes. The one kept in Urgan of Angargng's treasure house is several centuries old, and is now as hard as a sphere of steel. Urgan bestowed several more powers on the eye, however, they only function in his house. As soon as the eye is out of the building, it only retains the normal powers of the eye of the leviathan.

The eye is a highly evil source of magic. It spreads an aura to a radius of 360 feet, although the aura does not penetrate solid earth. Creatures within this aura are susceptible to the eye's pervasive influence.

Any normal human remaining within the aura of the eye for three consecutive days must make a Saving Throw vs. Magic (plus one every subsequent day of exposure) until he starts showing some signs of contamination (pale grayish skin, slight fishy smell, low rumbling voice, heavy sweating in the sun). Those symptoms disappear when the victim stays away from the eye's aura for at least a week.

After one full month within the eye's aura, a contaminated victim becomes a stage I shree-kah. If the human leaves the aura even momentarily, the procedure must begin again.

Upon this first stage of degeneration, all skills, knowledge, and values held by the human are lost. They are replaced by the primitive hunger of the shree-kah. The shree-kah need not spend its entire life in the aura of the eye; however, after it has been there for 1-6 months, another stage of degeneracy is entered and another Hit Die added. This degeneracy continues until the shree-kah reaches the seventh

stage. Only one shree-kah of that stage will be found in a lair. If another shree-kah reaches that stage, the older disappears into the water to follow some mysterious calling. Although the creature swims out to sea, it continues to develop during 1d10 years to finally become a leviathan.

Although the progression of the shree-kah is described as a series of well-defined stages for game purposes, the actual degeneration is a gradual process. As soon as a contaminated human in the aura of the eye fails the saving throw, the skin slowly begins to take on a scaly appearance. The teeth and fingernails gradually lengthen into fangs and claws, while memory of the world of humans falls rapidly away.



Magical Abilities

After one century of existence, the eye develops its own form of evil intelligence (I 17). The one found in Urgan of Angargng's treasure house is one of this kind. It cannot do anything physical, but it can cast spells as a 3rd level black wizard.

Level 1: charm person, darkness (x2), unseen servant

Level 2: audible glamor, ESP

Level 3: suggestion

Its spell casting does not require spell components and is silent. The eye never casts a spell so it would betray its powers and intelligence. Every time the eye casts a spell it is to increase its chance of returning to the closest shree-kah lair. It cannot use *unseen servant* to move itself, but only

to move light objects. The *suggestion* spell should only be used to have a character volunteer to carry the eye, or choose a street in Lankmar close to the River District.

Within the aura of the eye, all shree-kah have magic resistance equal to 10% per Hit Die. Thus, a stage V shree-kah is 50% magic resistant within the aura of the eye.

The eye has a secondary magical effect as well. When a bottle of wine is placed within 10 feet of the eye, and remains there for a week, the wine becomes transformed into a *potion of water breathing*. The eye can perform this function on up to six bottles at once.

Origins of the Eye

Though not unique in Nehwon, this type of artifact is extremely rare. When an eye is plucked out of a leviathan, the monster must still be alive. Furthermore, the eye at that moment is excessively fragile (90% chance of ripping it or puncturing it) and may easily be soiled. Plucking one eye out of a leviathan instantly kills it (so its second eye is unusable).

If two different lairs of shree-kah were to exist within the same city or sewer system, they would stage a bloody war against each other, until one clan or the other is destroyed and its eye artifact captured. This could lead to the construction of barricades within the sewers, causing the city above to be partially flooded and epidemics to spread among the population. More shree-kah would be sent into the streets to seek "converts" in order to increase their troops.

PREROLLED CHARACTERS

Player Characters

Erwan Darho

Level 8 White Wizard

Strength	9	Hit Points	40
Intelligence	10	Armor Class	8
Wisdom	16	THACO	16
Dexterity	9	Damage	1d6 + 3
Constitution	12	Social Level	4
Charisma	13	Alignment	C. Good

Equipment

Staff of striking, leather armor, talisman of pure good (vs. black wizards), potion of extra-healing, 10 gold rilks, 50 silver smerduks

Spells

- Level 1:** cure light wounds (3), light, resist cold
Level 2: augury, hold person, silence 15' radius, charm person or mammal, warp wood
Level 3: dispel magic, neutralize poison, water breathing
Level 4: cure serious wounds, produce fire

Erwan is a popular but vaguely unrespectable member of his church. He disappears for months, even years at a time and is close-mouthed about where he has been, though occasional references suggest that he is well-traveled. In his early eighties, he is in excellent physical shape, but with the age, his mind has slightly deteriorated.

Erwan is generally regarded in his church as unreliable and sometimes irresponsible. He is unkempt and absent-minded. When in Lankmar he freeloads off friends (usually Hresstan) and sits around the church, killing time with the younger apprentices. He is a dedicated humorist—his range extends from puns and crude jokes to sophisticated satire and irony. Not everyone finds him funny, least of all, the butt of his jokes.

Rey Gorra is responsible for Erwan's selection for this expedition; the captain's recommendation carries a lot of weight, and there is a general agreement at the church that for all his eccentricities, Erwan is a world-class practitioner of white magic.

Leftie Smeell

Level 9 Thief

Strength	12	Hit Points	35
Intelligence	13	Armor Class	3
Wisdom	9	THACO	16
Dexterity	17	Damage	1d6 + 1
Constitution	11	Social Level	5
Charisma	16	Alignment	L. Neutral

Equipment

Leather armor + 1, cloak of displacement, short sword + 1, ring of telekinesis (500 gp strength), 30 silver smerduks, 15 gold rilks

Leftie is a loyal Thieves' Guild member in good standing. She is a tradeswoman just like any other and takes pride in her work. She is scornful of second-rate thieves, but grudgingly praises a fine craftsman. She is jealous of unfair competition and diligently guards the rights and privileges accorded to her by her seniority. In her late thirties, she is somewhat past her prime for the physical challenges of her trade, but she figures that her experience and devoted service to the Guild has earned her the right to respect and deference among the younger thieves.

Leftie is a very conventional operator. She likes all the precautions taken, she likes to case each job carefully, plan painstakingly and execute exactly according to plan. She dislikes showboating and freelancing. Teamwork is the key, and she feels that proper discipline and organization is critical to an efficient job. The authority of the leader is absolute and unquestionable.

Leftie is a well-known tavern crawler. She is renowned for her capacity, and is respected in all the town's more lively drinking spots. This is partly recreation and partly a professional responsibility for Leftie. This is how she keeps up with local gossip and trade opportunities.

Leftie has worked with several lightweights of the Magicians' Guild, but never anyone like Erwan. She is encouraged by the resources he brings, but she is intimidated by the strange and uncommon powers he wields. Also, his presence suggests that this expedition may be too dangerous for her. She thinks of Hresstan as a crude youngling and has no sympathy for Sergeant Treece who seems to remain too often, too close to her.

Sgt. Bain Treece

Level 8 Fighter

Strength	17	Hit Points	55
Intelligence	10	Armor Class	3
Wisdom	15	THACO	14
Dexterity	11	Damage	1d8 + 2
Constitution	15	Social Level	3
Charisma	9	Alignment	L. Neutral

Equipment

Chain mail, large shield, long sword + 1, ring of protection +2, 2 gold rilks, 20 bronze agols

Background

Bain is a career soldier, a capable fighter, and an experienced non-commissioned officer. In his formal capacity, he is all spit and polish, feared and respected. When informally among the men, he is a warm and friendly soul, well-liked and trusted. He has mutton chops and a big moustache, and is in his mid-forties. He is a veteran of several actions against coastal pirates and having served as a youth in several ill-considered and abortive campaigns of the overlord's conquest. His current duties in the guard are mostly limited to police and ceremonial functions, but he keeps himself and his men in top condition.

Treece is renowned in the barracks and taverns for his fine tenor voice and command of romantic and heroic ballads. Many historical and legendary events and figures may be discerned in the song of his repertoire, though considerably distorted by artistic license.

Bain privately disapproves of Erwan's undignified behavior, although he would qualify as a gentleman by education. Hresstan may be a fine fighter, but he is too undisciplined and unreliable, and cannot be counted on to cooperate in defense or offense. Leftie is completely unreliable and of dubious value, since she may at any time betray the group for her own personal gain. Bain intends to keep a sharp eye on her.

Bain is very fond of Rey and has great respect for his abilities, and a solid estimate of his limitations. Bain is quite loyal to Rey and intends to keep him from harm if at all possible.

Hresstan

Level 9 Ranger

Strength	18(60)	Hit Points	65
Intelligence	13	Armor Class	7
Wisdom	9	THACO	12
Dexterity	15	Damage	2d4 + 5
Constitution	16	Social Level	2
Charisma	11	Alignment	N. Good

Equipment

Thick shaggy furs, large wooden shield, *broadsword +2*, *bag of holding*, 2 short swords, great horned helm, 20 iron tiki, 5 bronze agols, 1 silver smerduk (shaved coin)

Background

Hresstan is a true hero, a lonely and independent figure driven by a profound and noble quest for a sense of meaning in a cruel world full of senseless injustice and brutality. Now in his mid-twenties, he has roamed Nehwon since his early teens. Orphaned by misfortune, he has been drawn by love of adventure and exploration to travel from village to village, city to city, in search of the answers to his many questions about the meaning of life.

Hresstan is a philosopher and seeker of truth. The god of his birth, family, and kin is Kos, the God of Doom, but all his clan except himself perished in a terrible flood and landslide, and he now wanders Nehwon seeking an explanation for such a senseless waste of human life. He seeks knowledge in the tests of life and death offered by strange lands and civilizations, and wherever he finds a "wise man" or a "just god," he poses his questions about the justice of human suffering and divine cruelty. In his travels, he has learned a good deal about Nehwon and his gods and philosophies.

Though a fair judge of human nature, Hresstan is generally bewildered by Lankhmar and its people. He is always more at home among simple people who live closer to nature and one another. As a gladiator in the combat arena, Hresstan has learned to be an entertainer as well as a warrior, though he is still perplexed about the nature of combat as a spectator sport. Like many unsophisticated visitors to civilization, Hresstan is generally open and trusting of others, though he is learning to be more cautious.

Hresstan is a fearless and reckless fighter. He fights with a ferocious confidence in his ability and honor, with little thought for tactics and subtlety. His heroic

stature as a warrior permits him this luxury when in one-to-one combat, but he may be at a serious disadvantage if confronted by a sophisticated and organized group of opponents.

Hresstan has no established rules by which to judge his companions. He is largely naive about class, status, and wealth in civilized society. He is drawn to bold warriors and deep thinkers. He is reserved and suspicious of those who propose subtle or dishonest methods. He cheerfully accepts friendly competitive challenges, stated or implied. He is quick to defend insults to his honor (or to friends), and slow to appreciate situations where diplomacy and subtlety are required.

Rey Gorra

Level 6 Fighter

Strength	16	Hit Points	45
Intelligence	14	Armor Class	4
Wisdom	11	THACO	16
Dexterity	12	Damage	1d8 + 2
Constitution	12	Social Level	7
Charisma	13	Alignment	Neutral

Equipment

Chain mail, large *shield +2*, great helm, *long sword +2*, *brooch of shielding*, 20 silver smerduks, 15 gold rilks, 2 diamonds in amber gluditch

Rey is a young and ambitious member of Lankhmar's upper classes. It is customary for young lords to serve a tour of duty with the overlord's guard. The experience is thought to make a man of a boy, and it teaches the practices and responsibilities of authority. Rey is a fine physical specimen in his mid-twenties, and though he is an indifferent swordsman, he has earned the respect of his men by being tougher than any of them when it comes to hard labor or brutal training. He has a natural leader's way of never asking anyone to do something he would not do himself, and he never hesitates to prove this when appropriate.

Rey has a sheltered life, and he is very naive about the lifestyle of the vast majority of Lankhmarts. As a noble's son and a guard officer, his family and his men loyally protect him from the realities of life out of a fond admiration for his boyish enthusiasm and idealism. He mistakenly attributes noble or romantic motivations to people when a wiser head would recognize less noble motivations.

Gorra's family is well-situated in the textile import business, and Rey keeps himself informed about economic laws and affairs in Lankhmar, since he intends to retire to the business.

Rey's father has hired a number of magicians in his time, and their abilities hold little awe or mystery for him. Lettie is a colorful character, a criminal but a romantic figure, independent and challenging society's rules. Normally it is Rey's job to arrest such folk, but he is actually looking forward to working with such a charming person. Bain is Rey's master sergeant, extremely capable, loyal and reliable. Bain is also a father figure for Rey—older, experienced, and wise in the ways of the world. Hresstan is a veteran of the combat arenas, a professional warrior. He also is a colorful character, though Rey is unsure of his usefulness, he enjoys Hresstan for his entertaining qualities. Rey also is smart enough to appreciate Hresstan's independent spirit in unusual circumstances.

Random Encounters Chart

Roll percentile dice

Swamps	Catacombs	Sewers	Encounter	Numbers
—	—	1-10	Bats	4-40
1-10	—	—	Behemoth	1
—	1-10	11-30	Black Pudding	1-2
11-20	—	31-40	Giant Leeches	2-8
—	11-20	41-50	Giant Rats	2-24
21-30	21-30	51-60	Giant Worms	2-12
31-35	—	—	Leviathan	1
36-50	—	—	Marsh Leopard	1-2
51-60	—	61-65	Poison Eels	2-12
—	—	—	Rats	2-40
61-70	—	66-75	Salt Spiders	2-8
71-80	—	—	Scrag	1-2
81-90	—	—	Sea Cloaker	1-4
—	31-40	—	Skeletal Bats	10-50
—	41-60	76-85	Stage I Shree-kah	1-12
—	61-75	86-90	Stage II Shree-kah	1-10
—	76-85	—	Stage III Shree-kah	1-8
—	86-90	—	Stage IV Shree-kah	1-6
—	91-98	—	Stage V Shree-kah	1-4
—	99-00	—	Stage VI Shree-kah	1-2
—	—	91-95	Stirges	4-16
91-00	—	96-00	Water Cobra	2-12

Random City Events

Tax Day: Word has spread that taxmen are out on the streets collecting their dues. Read the section on Taxes, Lankhmar sourcebook page 77, and run the "Taxman" encounter on page 92.

Orphans: Run the "Orphans" encounter on page 93 of the Lankhmar sourcebook. The older urchin occasionally works for Basharat and always knows how to find him, no matter where he hides in the city.

Accident: Run the "Accident!" encounter on page 92 of the Lankhmar sourcebook. Use Roggors' thugs as emissaries of the Slayers' Brotherhood.

Chameleon Day: This is the festival day of the Chameleon. Read the section on Festivals, Lankhmar sourcebook page 79.

Southern Barracks Guards: Run the "Bullies" encounter on page 92 of the Lankhmar sourcebook. The party could have a preliminary encounter with General Worlga, the commander of these guards.

Gylch's Bar and Grill: Run the encounter of the same name, page 93 of the Lankhmar sourcebook. Gylch could have been hired by General Worlga, Lord Rannarsh, Sivilan, or Basharat, whichever is most appropriate.



innen tzee

mein 'oard

noorz

lankhmar

ilthmar

tzienking
lantz

graan fieltz

hlal

osten tzee

*Let Kings
and Merchants
envy. I have a
diamond as big as
a man's skull and
twelve rubies as big
as the skull of a cat.
I have a hoard house
where two hills hump
double a day's ride beyond.*

Det kingz und meerch'ntz anvie. Ysh 'aave an
daam'nd az kros az an om'z kranium und twove
roobiz az krooz az den kranium von den kadz.
Ysh 'aave an 'oard 'ouuz wehr tvo hielz 'ump
tohle an daaq'z Reid peyond.

Zoon peyond den kieztion von den tchieph dom,
mein 'oard laiz 'idh.

Det den voloz ziek ith!
Ohey jall wien ith noth!
Amptie az ehr,

Niet dedlic krature en rok Ichr,
Niet gaard autzeid nietvehr,
Niet peetvahl, poezon, draap, oar snehr,
Apoff und peloff den hoole pladz behr,
Von temon oar tev'l niet an ehhr,
Niet zarpant let'aal faangd yeth fehr,
Niet kranium vez mort'l eie-an-glehr,
Yeth 'aave ysh lephr an gaard dehr.
Det den weize ried diz riidd'l und forsbchr.

Monster Statistics Chart

Name	AC	HD	hp	AT	D	MV	AL	THACO	BOOK	SA	SD
Bats	8	1/4	2	1	1	1"/24"	N	20	MM2	Yes	No
Behemoth	4	15	30	1	4-40	12"/18"	N	8	CA	No	No
Black Pudding	6	10	50	1	3-24	6"	N	10	MM1	Yes	Yes
Darsh (NPC)	10	1/2	2	—	—	9"	LN	—	—	—	—
Giant Leech	9	1/4	3	1	1-4	3"	N	20	MM1	Yes	No
Giant Rat	7	1/4	4	1	1-4	12"/16"	N	20	MM1	Yes	No
Giant Worm	10	1	5	1	1-4	8"	N	19	CA	Yes	No
Guards											
Basharat's	8	F3	18	1	1-6	12"	N	18	—	No	No
Rannarsh's	7	F4	24	1	1-6	12"	LE	18	—	No	No
Woriga's	5	F5	30	1	1-8	9"	LN	16	—	No	No
Lacedon	6	2	10	3	1-3/1-3/1-6	9"/9"	CE	16	MM1	Yes	Yes
Leviathan	-1	40	290	8	4-40 x 8	8"/15"	N	7	CA	Yes	Yes
Load (NPC)	10	1/2	1	—	—	6"	CN	—	—	Yes	No
Marsh Leopard	8	3	15	3	1-3/1-3/1-6	9"	N	16	CA	No	No
Mummy	8	6+3	33	1	1-12	6"	LE	13	MM1	Yes	No
Night Gaunt	7	5	25	2	1-4x2 or 1-8x2	15"/24"	CE	15	CA	Yes	Yes
Poison Eel	6	1/2	2	1	1-4	9"	N	20	CA	Yes	No
Polio (NPC)	8	1/2	3	1	1-4	12"	N	20	—	No	No
Pseudo-Dragon	2	2	15	1	1-3	6"/24"	NG	18	MM1	Yes	Yes
Rat, ordinary	7	1/4	2	1	1	18"	N	20	MM2	No	No
Rot Grub	9	1/4	1	—	—	1"	N	20	MM1	Yes	No
Salt Spider	6	3	15	1	1-8	15"/18"	N	16	CA	Yes	No
Scrag	3	5+5	30	3	2-5/2-5/3-12	3"/15"	CE	15	MM2	Yes	Yes
Sea Cloaker	2	5	25	1	1-8	9"	CE	15	CA	Yes	Yes
Shree-kah											
Stage I	7	1	5	1	1-6+1	8"/12"	CE	19	—	No	No
Stage II	7	2	10	1	1-6+2	6"/12"	CE	16	—	No	No
Stage III	6	3	15	2	1-6+3/1-6+3	6"/12"	CE	16	—	No	No
Stage IV	6	4	20	2	1-6+4/1-6+4	6"/12"	NE	15	—	No	No
Stage V	5	5	25	2	1-6+5/1-6+5	6"/12"	NE	15	—	No	No
Stage VI	4	6	30	2	1-6+6/1-6+6	4"/12"	NE	13	—	No	No
Stage VII	1	7	35	4	1-6+7 x4	2"/24"	N	13	—	No	No
Skeletal Bats	7	1/4	3	—	—	12"	NE	20	CA	Yes	No
Spectre (Urgaan)	2	7+3	50	1	1-8	15"/30"	LE	13	MM1	Yes	Yes
Stirge	8	1+1	6	1	1-3	3"/18"	N	18	MM1	Yes	No
Thug (NPCs)	8	F2	12	?	1-8	12"	LE	20	—	No	No
Water-Cobra	8(4)	3+3	18	1	1-4	12"	N	16	CA	Yes	Yes
Wessal	6	1/4	20	1	1	15"	N	20	MM2	No	No

*Web movement

MM1 - Monster Manual; MM2 - Monster Manual 11

CA - LANKHMAR* City of Adventure sourcebook

Random Swamp Terrain Chart

Die Roll	Terrain Encountered	Die Roll	Terrain Encountered
1	<i>Large body of water:</i> depth 1d100 feet. Trees are submerged. Check for a Random Encounter once per hour of presence in the water or sailing on it. Check again for terrain in 1d4+2 hours.	6-7	<i>Sticky mud:</i> reduce normal speed by 50%. For each hour of presence, the characters must roll below their Constitution scores to avoid disease contamination. Check again for terrain in 1d8 hours.
2	<i>Shallow body of water:</i> depth 1d6-1 feet. Trees occasionally rise from the swamp. 10% chance of 1d4 characters entering quicksand per hour of presence. Check again for terrain in 1d8 hours.	8-9	<i>Dry hummock of land surrounded by marshy streams:</i> reduce normal speed by 25%; the party may set camp and rest. Check again for terrain in 2d6 hours.
3-5	<i>Knee deep swamp:</i> can be waded but rot grubs are likely to be present (10% chance per hour of presence). Reduce normal speed by 50% and check again for terrain in 1d8 hours.	10	<i>Dry stretch of land:</i> move at normal speed; the party may set camp and rest. Check again for terrain in 2d6 hours.

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LANKHMAR™

Swords of the Undercity

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