

Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

LANCKHMAR

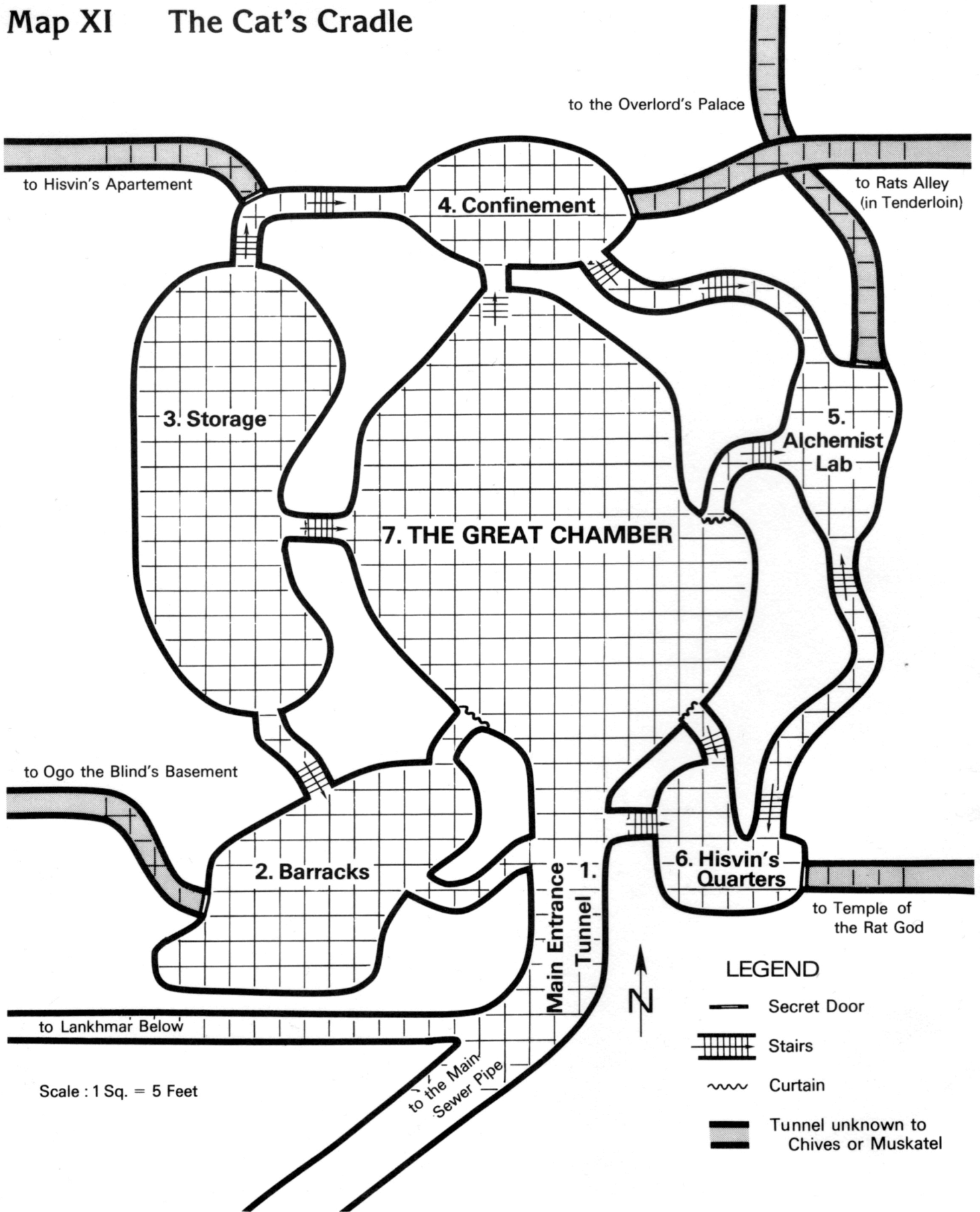
Swords Of Deceit

by Bourne, Dobson, Mecca, and Rolston




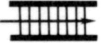


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Map XI The Cat's Cradle



Scale : 1 Sq. = 5 Feet

LEGEND

-  Secret Door
-  Stairs
-  Curtain
-  Tunnel unknown to Chives or Muskatel

Advanced Dungeons & Dragons®

OFFICIAL GAME ADVENTURE

For 4-5 Characters, Levels 10-15



Swords of Deceit

by Stephen Bourne, Michael Dobson
Steve Mecca, and Ken Rolston

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TABLE OF CONTENTS

INTRODUCTION	2
Dungeon Master's Notes	2
Chapter 1: THE CURSE OF VALINOR	3
Background	3
Beginning the Adventure	3
Encounter Key	5
Finishing Chapter 1	10
Chapter 2: RETURN OF THE RATS	12
Background	12
Encounter Key	13
Entering Lankhmar Below	23
Ending the Chapter	28
Chapter 3: ONE NIGHT IN LANKHMAR	29
The Last Chance Gambling Den	29
Stuck Inside of Lankhmar with those Gambling Blues Again	32
The House of the Rising Sun	35
Epilogue	38
NEW MONSTER IN LANKHMAR	39

LIST OF PLAYING AIDS

Map I: Noble District	4
Map II: Citadel District	13
Map III: Temple District	15
Map IV: River District	17
Map V: Road to the Shrine	19
Map VI: The Red God Shrine	20
Map VII: The Gambling House	21
Map VIII: Myrria's Mansion	22
Map IX: Cash District	31
Map X: Tenderloin District	33
Map XI: The Cat's Cradle	cover
Prerolled Characters:	cover
Monsters Statistics Table:	cover
Random Encounters Table:	cover

INTRODUCTION

Dungeon Master's Notes

This module is designed for the LANKHMAR™ City of Adventure setting, and the ADVANCED DUNGEONS & DRAGONS® game. *Swords of Deceit* is an adventure for a party of four to five characters, levels 10 to 15. The party should contain a thief, a white wizard, and a number of fighters.

Swords of Deceit is the second module made for the Lankhmar setting, the world created by Fritz Leiber for his famed fantasy heroes, Fafhrd and Gray Mouser. This adventure may be played as a sequel to CA1, *Swords of the Undercity*, or it may be played separately.

Leiber's world of NEHWON™ is somewhat different from settings of most AD&D® games. The use of magic is limited and NEHWON™ has its own assorted creatures and gods. Clerical powers, spell choices, and player character races are also different.

The LANKHMAR™ *City of Adventure* sourcebook (hereafter called the "Sourcebook") points out the distinctions between the two worlds and should be read by the DM before the adventure is started. The DM should be familiar with the various gaming elements of the world of NEHWON™, such as the monetary system, the powers of the multiple guilds, and the social levels.

Swords of Deceit is divided into three scenarios, "The Curse of Valinor" by Stephen Bourne, "The Cat's Cradle" by Ken Rolston and Steve Mecca, and "One Night in Lankhmar" by Michael Dobson. Each adventure can be played separately during one evening session. The adventures may be played in any order.

Random Encounters and City Events

During the first two scenarios, the party may encounter random events in the city of Lankhmar, the catacombs, or the sewers below Lankhmar. The random encounters are listed in a single table located on the inside of the module cover. Roll on the column that corresponds to a general location of the adventure. Due to the nature of the third chapter, (the streets are for the most part deserted,) there are no random encounters there.

NPC and Monster Statistics

The key non-player characters of the three scenarios are described within the appropriate adventure sections of this booklet.

Other NPCs are described in the Sourcebook, or in the Monster Statistics Table (if they are normal humans or simple guards). These may be encountered during any of the three scenarios.

The monsters' statistics are listed on the Monster Statistics Table located on the inside of the module cover. For more information on these monsters, refer to "Monster Manuals I and II", or chapter 7, "Nehwon's Monsters", pages 69-73 in the Sourcebook.

Role-Playing Guidelines

First suggested in *Swords of the Undercity*, five pre-rolled characters are proposed at the end of this booklet. If the players do not have characters of sufficiently high levels or if there are not enough party members, the pre-rolled characters should be used. The information provided is sufficient to play the characters. But if more detail is desired refer to CA1.

Player characters who have completed *Swords of the Undercity* should keep any items or wealth acquired during that adventure and each PC will have a detailed history which should affect role-playing.

Player Characters should react as Nehwonian people. They should challenge dangerous and mysterious creatures for the sake of curiosity and adventure. Good role-playing should be rewarded with extra experience points, but players who did not participate in *Swords of the Undercity* should not be penalized because they are unfamiliar with the NEHWON™ world.

Magic should remain a rare occurrence and the DM should pay particular attention to the individual social levels of characters. High level Black Wizards should be treated as NPCs not PCs.

Although Fafhrd™ and Gray Mouser™ are recommended as PCs for the third scenario it is preferable for the heroes to remain as NPCs in the first two chapters. This is particularly true for *The Cat's Cradle* when Fafhrd and Gray Mouser will be kidnapped and therefore absent for a significant part of the adventure. Occasional encounters with the two heroes can help

the PCs find important information when they are having trouble, but Fafhrd and Gray Mouser should probably not spend the entire adventure with the party.

City Adventuring

City adventuring allows for numerous player options and DM improvisation. In a city, the PCs can attain information from a dozen places and people — taverns, guilds, libraries, temples, informants, skilled experts in numerous disciplines, sorcerers, fortune tellers, town clerks, guard stations, etc. Although this freedom is intended to be fun, it increases the number of wrong trees up which PCs can bark. This can be frustrating for the players. Listed below are a few suggestions to the DM on how to keep the game moving.

a. A lack of accomplishment will lead to disappointment and perhaps boredom. Give the PCs useful information before they get restless.

b. Avoid giving the players too many distracting details in improvised encounters. The PCs may become confused and it may be difficult to get them back on the right track.

c. If the PCs do get off the track, use NPCs or their messengers to get the party going in the right direction. For example, in chapter 2 it is necessary for the PCs to get information from Ogo the Blind, a prominent fence, before the adventure can really begin. If the PCs wander and miss the Ogo connection, Duchin, an NPC, can tell the PCs to visit Ogo or he can send a messenger telling the party the information that Ogo was to give the characters.

d. Do not invent too many complicated subplots, misleading clues, or fascinating but irrelevant details. The best response is usually negative; "No, we haven't heard anything about that." "No, we don't know what that strange object is." "No, we haven't seen either of them."

Chapter 1: THE CURSE OF VALINOR

By Stephen R. Bourne

Dungeon Master's Background

This adventure involves the nefarious intrigues of the house of Valinor, a highly placed and much respected noble family of Lankhmar. Lord Essen, the current Count Valinor, is a trusted advisor to the overlord of Lankhmar and a minister in the city government.

Of late the Valinors have fallen on hard times. Lord Essen's wife, the countess, has recently died from a sudden illness. The count himself lies stricken with a strange and inexplicable malady and his attending physicians fear for his life. Lady Tanya Valinor, the count's daughter, is well enough in body but the stress of these dark days tests her sanity. It is clear that a malevolent force has taken over the House of Valinor.

The Family History

Count Essen's father, Allma Valinor, was not by birth a Lankhmart. He came from the east, from the lands of the Red God and the realms of the fire magicians.

Allma Valinor was well acquainted with many aspects of sorcery for he was, by vocation, a scholar of legend, lore, and the history of necromancy. Valinor advised the potentate on all matters of wizardry and he effectively recruited appropriate magic-users for specific or ongoing tasks.

Allma Valinor had the knack of "weeding out" potential trouble-makers for the overlord. For this service Valinor and his heirs were given a title, a stipend, a town estate in the Noble District and a parcel of property adjacent to the Marsh Road to the east of Lankhmar (see Map V).

With the overlord's tacit approval, the newly titled Count Valinor built a large stone shrine to the Red God on his marsh property. While erecting the shrine, workers discovered a small system of catacombs beneath the ground. Delighted, Valinor fashioned a tomb amidst the tunnels, establishing a secret family vault close to the Red God.

The Valinor Sons

Allma Valinor had two sons, Inrik and Essen. As the eldest, Inrik was heir to the family title and his father adored him with a devotion equal to that shown his deity. Allma was determined that Inrik would

prosper and increase the family fortunes. He hoped his eldest son would rise above the role of overlord's advisor on magics and become instead the overlord's sorcerer. And so it was that as a youth Inrik was sent east to study wizardry under the fire magicians.

The younger son, Essen, was overlooked in this grand scheme. Without title or schooling in magics there was little glory left. But after some deliberation Allma decided that young Essen would study mercantile matters.

Even to a young chap it was apparent that Inrik's future held the promise of untold excitement and romance, not to mention the title of count. Essen could see that his own fate involved the role of little more than merchant or money handler. The younger Valinor's envy and malice grew and in his heart Essen secretly vowed to turn the tables.

Ten years passed and despite his reluctance, Essen prospered as financial manager for the family. Many in Lankhmar eagerly entered into business with the Valinors and rarely were those ventures unfruitful. With the family at the height of its prosperity, Allma died of heart failure.

Amidst the sorrow and upheaval, and despite his incomplete apprenticeship, Inrik was summoned by family members to assume his birthright.

While the Valinors awaited Inrik's return, Essen arranged his father's burial. Disdaining his father's reverence for the Red God, he decreed the count be buried in the town estate crypt. Despite family protests, Essen had his way.

Essen knew his brother's mind well and correctly anticipated that Inrik would stop at the shrine of the Red God (where he thought his father would be buried) to pay private homage to the dead patriarch. Lying in wait and with the aid of two thugs, Essen waylaid his brother in the catacombs. Inrik was overpowered, stripped of his raiments and magical things and bound in heavy rope. Placing his hapless brother in a sarcophagus, Essen ordered the thugs to wall-up the entry to the antechamber and tomb.

With the deadly masonry work complete, Essen produced a flask of wine for the evil hirelings to drink. The thugs barely had time to wipe their mouths before the potent poison in the wine killed them. With Inrik buried alive and the thugs dead, Essen returned to Lankhmar secure in the knowledge that he alone held the titles of

the family Valinor.

Days later a messenger arrived from the East to report the tragic demise of Inrik Valinor. According to an eyewitness account, Inrik had been accosted by brigands on the road to Lankhmar and his body committed to a marshy bog. As proof, the peasant witness produced two small tokens, which belonged to Inrik, and which the peasant claimed had been recovered from the roadway. The witness was never again seen in Lankhmar.

Inrik Valinor's Ordeal

After three days of scratching and clawing, Inrik liberated himself from the ropes and the tomb. He emerged from the ground half dead, mostly mad, and completely bent on vengeance.

The story of Inrik Valinor's life over the next 20 years is not told in this tale. It is sufficient to note that he returned to the East where he completed his apprenticeship in magic.

Twenty years have passed and Valinor is one of the most prosperous noble families in Lankhmar. Count Essen holds the position of the overlord's financial advisor.

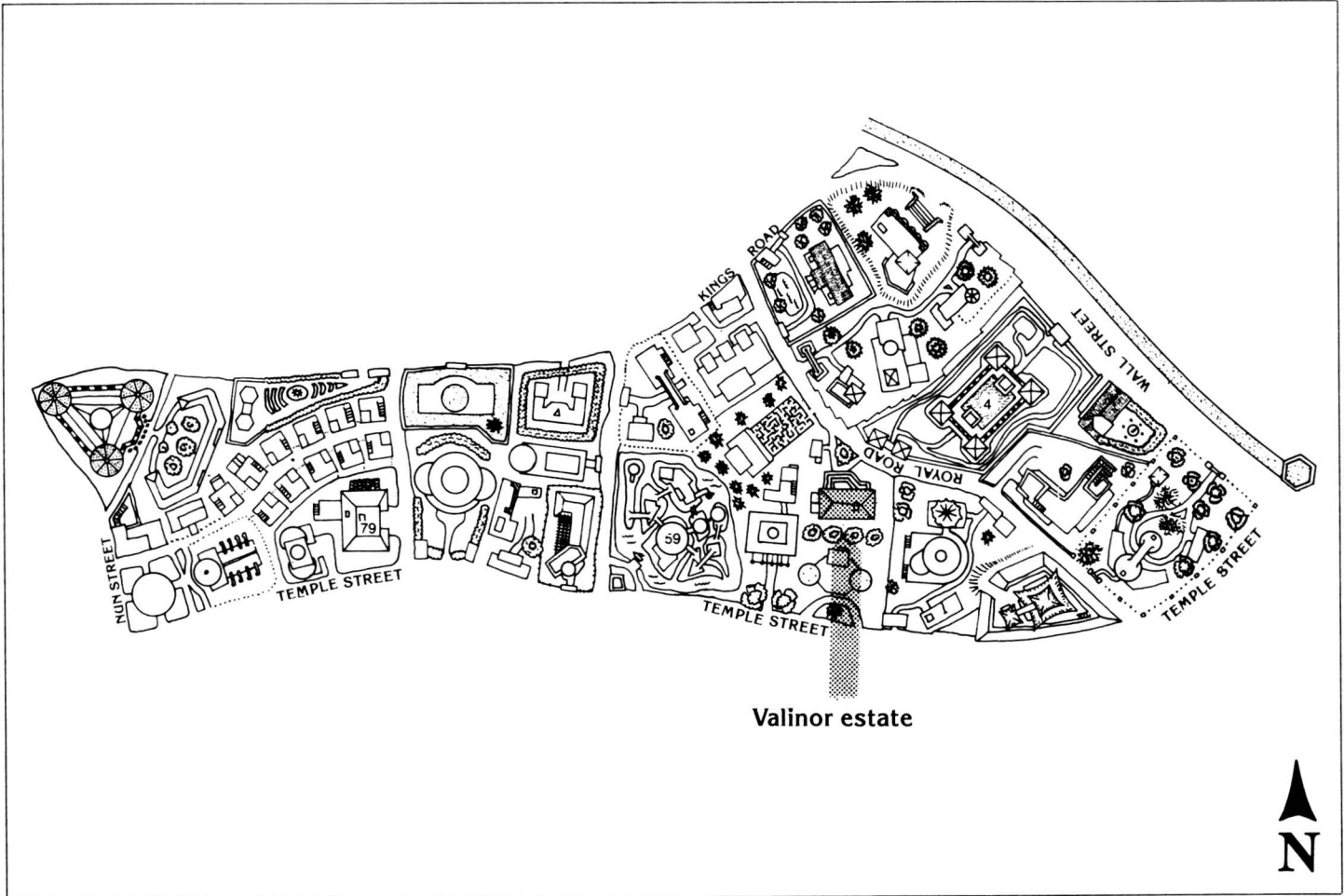
Beginning the Adventure

Ironically it is the family status that has caused the ailing Count Essen to investigate the rumors of strange occurrences at the marsh shrine of the Red God. He has directed his daughter to hire trustworthy characters to conduct the investigation. For his daughter's benefit and that of the hirelings, Essen has concocted a story that belies his own secret and his most hideous fears.

Early one evening the PCs are accosted by an old servant man in the Silver Eel Tavern on Dim Lane (see Map X, area 45). The old man asks the adventurers to meet with his master at midnight on Bones Alley behind the tavern. At the appointed time and place the characters see a black carriage with two dark horses. The hooded driver bids the PCs to enter the carriage. Inside sits an austere but lovely young noblewoman in a black dress and dark veil. Tanya Valinor offers the following commission to the adventurers:

"Good evening. I'm so glad you have come at my servant's bidding. I am Tanya Valinor, daughter of Count Essen Valinor and the late countess. As you

Noble District



may know, my father is a high-ranking advisor to the overlord of Lankhmar. It is my understanding that you offer your services with the utmost discretion. If so, we are prepared to underwrite this confidence with a handsome fee."

Tanya then pours 100 gold rilks from a velvet pouch into her lap.

"We are prepared to offer you 50 times this amount," she continues, "if you will undertake an investigation on our behalf. Allow me to explain."

Tanya looks at each of the players to make sure they are following her.

"Years ago my grandfather advised the overlord on matters of wizardry. He had keen judgment in such affairs and was of great assistance to the administration of Lankhmar. Before he died my grandfather was responsible for the dismissal of a magic-user, Athol, an easterner from the lands of the Red God and the fire magicians. At that time, this sorcerer vowed revenge on three generations of the house of Valinor. Soon after, my grandfather died

quite suddenly and my Uncle Inrik was murdered.

"Years passed without incident until recently when my mother died of a sudden illness. And now my father lies stricken with a terrible malady that the physicians cannot explain except by black magic. It is obvious that the sorcerer has renewed his campaign.

"If we fail to stop this accursed magician, the House of Valinor will fall. The wizard Athol must be found and his diabolical work terminated.

"Lately there have been reports of strange occurrences east of the city, in the vicinity of the marsh shrine to the Red God. Peasants have seen strange lights and shadowy figures in this area on the Marsh Road, just east of the Marsh Gate. We think the wizard has a lair near the shrine of his patron."

"If you accept this mission I must again ask you to undertake it in secrecy. We do not want it known that the House of Valinor is under a curse. Such a disclosure would reflect badly on my grandfather's legacy and my own father's reputation. It is for this rea-

son that we have refrained from using the Lankhmar constabulary."

If the PCs hesitate in taking the assignment Tanya will add in an even more distraught voice than she has been using:

"Oh yes, there is one thing more... A few days ago someone broke into the family crypt in the Noble District and made off with my grandfather's remains. As you can see, our sorrow and despair grows daily."

Tanya Valinor then gives the PCs the 100 gold rilks and implores them to begin the mission with haste. She will offer to meet with them again in two days time at midnight on Bones Alley.

The DM will note that Tanya Valinor believes the tale offered to the adventurers. At her father's suggestion she has omitted the fact that the Red God shrine is on Valinor land. In point of fact the author of this elaborate lie, Essen Valinor, believes that his brother Inrik is reaching out to him from the grave. Tanya's father has reasoned that adventurers might be

reluctant to go after an undead sorcerer.

Cast of Major NPCs

Inrik Valinor

Level 10 Fire Magician (Black Wizard)

MV 12"; hp 33; AL CE; #AT 1; Dmg 2-5 or spell

S 15, I 18, W 14, D 17, C 17, Ch 15

Spells:

Level 1: *affect normal fires, burning hands, magic missile, unseen servant*

Level 2: *pyrotechnics, invisibility, knock, levitate*

Level 3: *fireball, flame arrow, hold person*

Level 4: *fire charm, wall of fire*

Level 5: *magic jar, conjure elemental (fire)*

At this time Inrik Valinor is 46 years old but he looks nearer 60. He is 6 feet tall but carries himself with a noticeable stoop. He wears black, flowing robes, a metal skull-cap beneath his hood, and thick oilskin boots for plodding in the marsh. He usually carries an old, knotted staff from which he can produce a short flame at will (sufficient to ignite a combustible within the staff's reach). He also employs a short *dagger + 1* which he can hurl.

Around his neck is a gold medallion with ruby studs. Depicting a flame and sword, it is an ornament of the Red God.

Although cunning, Inrik Valinor is quite insane and he is prone to laugh aloud for little apparent reason. When alone, he often carries on a running conversation. But despite his eccentricities he has a magnetic charisma and his servants are extremely loyal.

Inrik is often followed by Mestopha, his familiar pet. A special hell hound (see Monster Statistics Table), such creatures are not uncommon familiars for fire magicians. Through magic, Valinor has raised the Intelligence and abilities of this hound, allowing Mestopha a humanlike understanding of the world and the ability to communicate telepathically with Inrik. In addition, the animal can change its visage, appearing to be a small, unobtrusive mongrel when this suits its master's purpose. In this form his eyes do not glow.

Nerka

Level 8/9 Assassin/Thief

Human male: AC 3; MV 12"; hp 45; AL CE;

#AT 2; Dmg 1-4 (dagger*), 16 (dirk)

Str 14, Int 16, Wis 13, Dex 18, Con 15, Cha 13

Nerka is Inrik Valinor's chief henchman and an excellent assassin. He has a thorough knowledge of poisons, in addition to outstanding skills as a thief. Nerka caused the death of Essen Valinor's wife through the use of a slow-acting poison which produced the symptoms of a deadly, three-day malaria bout. The assassin simply pricked the lady's arm with a pin one day while she made her way through crowds in the marketplace. Nerka also engineered the clandestine removal of Allma Valinor's body from the family crypt.

Nerka attacks at +2 to hit with a throwing dagger. His blades are poison-tipped only in the event of a planned assassination. An ambidextrous fighter, Nerka can thrust and parry with his dirk and either jab or hurl his dagger. At any one time he carries six throwing daggers in a special harness-holder on his back.

Nerka wears a dark leather jerkin, brown leggings and a dark brown cape over one shoulder. At any one time he will be carrying 2d20 gold rilks in his pouch. He wears a gold necklace (50 gold rilks) and a ruby ring (100 gold rilks). Nerka's AC 7 *bracers of defense* and +4 Dexterity bonus allow him an armor class of 3.

Kruma

Level 9 Fighter

Human male: AC 6; MV 9"; hp 72; AL CE; #AT 1; Dmg 3-10 (scimitar) +2 to damage only, by virtue of Strength

Str 18, Int 10, Wis 12, Dex 14, Con 17, Cha 12 (scale bound leather jerkin)

Kruma and his brother Xuma (see next entry) are Kaddish tribesmen (desert-dwellers) and Inrik Valinor's henchmen. Kruma stands 6 feet 3 inches tall and weighs 230 pounds. He wears brown pantaloons, boots, a scale-bound leather jerkin and a turban. He has dark hair, a swarthy complexion and slightly slanted eyes. He wields a large scimitar and carries a dagger in his belt. His pouch holds 1d20 bronze agols.

Xuma

Level 8 Fighter

Human male: AC 5; MV 9"; hp 70; AL CE;

#AT 1; Dmg 2-9 (scimitar) +1 to damage only

Str 17, Int 12, Wis 13, Dex 16, Con 16, Cha 11 (studded leather jerkin)

Xuma closely resembles his brother in size and appearance. He carries 1d10 bronze agols, 1d6 gold rilks and wears a solid gold ear stud with a diamond inset (300 gold rilks).

Encounter Key

The following encounters cover the important aspects of this scenario. Boxed encounter descriptions may be read directly to the players. In other cases the DM must provide the appropriate information for the turn of events.

1. Midnight Meeting on Bones Alley

As Tanya Valinor's carriage leaves the PCs a small dog runs behind the buggy. Each PC has a 30% chance of spotting it.

This creature is Inrik's familiar, Mestopha. For the moment the animal's task is to shadow Count Essen's daughter.

2. The Marsh Gate

During daylight hours the PCs are free to leave Lankhmar at their leisure. If they leave at night they will be accosted by two guardsmen at the gate. The man in charge is Sergeant Chevas and he will require the adventurers to state their business. Although he has no reason to detain them, Chevas will become difficult by asking many questions. "What are the adventurers doing? What do they have in their packs? etc."

A couple of bronze agols will produce a change in the sergeant's disposition. He will be quite willing to bid the party good-night and to answer any questions they may have. Chevas knows the following:

Clue a: A band of brigands has been working the Marsh Road of late.

Clue b: Strange lights and shadowy figures have been seen in the area of the marsh shrine to "that funny Red God".

Clue c: The peasants talk of a lich that inhabits the marsh, a ghastly undead high priest of the Eastern God.

The DM should note that re-entering the city presents a more serious problem. Day or night, the guards will question the party

in some detail about their business in Lankhmar. A brief inspection of the characters' gear is certain but a couple of gold rilks will inevitably secure swift re-entry. If the party arrives at night Sergeant Chevas will admit the players without question in exchange for a couple of bronze agols.

3. On the Marsh Road

(see Map V)

The landfall adjacent to the marsh road and within close proximity to Lankhmar is marshlike but something less than a swamp. The road itself and most of the surrounding ground is quite solid, although well covered by tall, marshy grass and shrubs. Further east, past the shrine of the Red God, the ground adjacent to the road gives way to widespread swampy conditions with water flow and bogs. The road, however, remains solid well into the east.

Day or night, there is a 70% chance that the small party of adventurers will be waylaid by brigands approximately 500 feet west of the shrine. These highwaymen will ambush the party from the cover of the high grass on either side of the roadway. A band of 20 brigands and one brigand leader will open fire with arrow attacks, two each in the first melee round.

If the PCs fail to take appropriate evasive action the brigands will launch another arrow volley from their concealed positions in the tall grass. With the leader hanging back and directing the attack, the attackers will swarm the party on foot with a longsword melee. If the brigands lose over half their number, the leader will order a retreat into the marsh to the south of the roadway.

The leader of this band is a nasty fellow named Seffron the Swampmaster. Seffron has struck a deal with an old associate he knows only as The Weasel. In exchange for a weekly purse of gold, Seffron and his men have agreed to keep people clear of the Red God shrine. To date, the brigands have waylaid all passersby except heavily armed patrols and caravans. The Weasel has advised them to be alert for small groups of men-at-arms. Only Seffron knows the terms of this arrangement and only he can provide useful information on the deal with The Weasel.

The Weasel is Nerka, Inrik Valinor's henchman. Seffron's and the Weasel's

relationship dates back to when they had done some freelance work together for the Thieves Guild.

Although they work the marsh, Seffron's brigands are based in Lankhmar and gain access to the marsh through a tunnel under the city wall, just south of the second tower south of the Marsh Gate.

About 500 feet south of the ambush site is Seffron's makeshift camp with a fire pit and three lean-to structures made of wood supports and canvas. Three women and five additional brigands prepare food here for the others. Twenty feet due south of the fire pit and approximately two feet below the surface of the ground is Seffron's treasure chest. His treasure includes: 450 gold rilks, 670 bronze agols, 137 silver smerduks and jewelry worth 87 gold rilks.

If Seffron is captured and made to talk (or bribed with at least 100 rilks) he will admit knowing the Weasel and striking the deal to keep people away from the shrine. He does not know The Weasel's whereabouts but he suspects that he is either at the shrine or boozing in town. Seffron, however, knows nothing of The Weasel's current business with Inrik or why the shrine is so important.

If threatened, Seffron will admit that The Weasel enjoys the ale in the Hanged Man Tavern (north side of Shady Street, just west of Carter). Seffron also knows that the land about the Red God shrine is owned by the Valinor family.

4a-m. The Shrine of the Red God

(See Map VI)

As the party approaches the shrine, read the following:

About half a mile east of the Marsh Gate, just north of the roadway, is a clearing in the marsh grass. A 35-foot effigy of a warrior sits in the midst of this land. Around the center piece and punctuating the four corners of a stone platform are smaller effigies of lions. The central figure, rendered in bright red granite, is armed with a fighter's jerkin, a sabre in one hand and a dirk in the other. The finely carved head is that of a handsome man with a pencil thin mustache and sharp facial features. Atop the head sits a spiked helmet.

On one of the small lion effigies is a stone inscription: "In Reverence—Valinor." Anyone conducting a close

examination of the smaller statue will have 70% chance of deciphering the fading inscription.

In the northeast corner of the base a 4-foot-square doorway is hinged inwardly. Under and behind the hanging mane of the lion, a small stone pressure plate activates the door release mechanism, opening the portal and revealing stairs descending toward the west.

4a. Burial Caverns

The stairs lead to a large iron door about 30 feet below the ground. The door is rusted and discolored from oxidation caused by large quantities of salt in the great marsh.

The lion crest and the family name "Valinor" are etched into the door at eye level. A large rusted padlock hangs uselessly from a handle ring on the door that seems not to have been opened in years.

4b. Entry Tunnel

Past the iron door a roughly hewn 40-foot corridor leads into a cavern. The tunnel is cold and clammy and a faint rotting smell pervades the air.

There is nothing of importance here.

4c. The Trap

Read the following only if the party is actively searching the area.

Hanging on the western wall of this chamber, just inside the door, is a torch holder. Below this figure, set unobtrusively in the wall, is a stone bar 8 inches long and 2 inches wide.

This room is trapped with a collapsible floor. If turned to a vertical position, the stone bar triggers a neutralization of the trap. If the lever is not operated and 100 pounds of pressure is applied, the two 5-by-10 foot doors in the floor open and anyone standing on them will fall 10 feet into a pool of water below. Counterbalanced with weights and pulleys, the floor will automatically return to a flush position within six seconds. The PCs must roll Dexterity or less on 1d20.

Anyone floundering in the pool must tread water to avoid drowning. Within two



COLTON MAC

rounds, three poisonous eels will attack the trapped victim(s) in the 15-by-15 foot cavern. The bite of the eel is poisonous and a victim must make a saving throw vs. Poison or die in 1d10 turns. In the water the eels will be +3 to hit a humanoid and the humanoid will strike the eels at -3. The water is 15 feet deep and the player character must strike the eel and avoid drowning at the same time.

4d. Cave of the Water Cobras

Moisture hangs in the air and you can feel the slickness of the steep limestone walls by the glossy green hue on their faces. A greenish-yellow pool of water fills the center of this cavern which you estimate to be some 30 feet wide and nearly 50 feet long. A ledge runs along the perimeter of the oval and leads to two passages.

This water cave is home to three water cobras. All bites of these creatures are very poisonous and the victim must make a saving throw vs. Poison or die in 1d4 rounds. A number of small fissures in the rock formations afford viable exits for these water creatures.

In this encounter two of the cobras will be in the water (AC 4) and one will be curled up near the east entrance to the cave. While in the water, the cobras, with their chameleon-like ability to change colors, are virtually invisible. On the ground the serpents are AC 8 and clearly visible.

Secret Door to 4i

Having been sealed with stones and mortar for 20 years, this closed entranceway looks consistent with the rest of the wall. It is covered by lichen and natural moss formations. PCs detect the entranceway with a -15% to their normal chances, but have an 80% chance of detecting it if they conduct a tapping procedure throughout the cave.

The wall must be dismantled by force (pick work, digging etc.), but because much of the mortar has suffered salt deterioration the wall will quickly come apart after an initial hole has been punched.

4e. The Skeleton Cave

After the PCs have conducted a careful search of this cavern the DM should read the following:

Near the southern exit of this cavern you see a man-made object sticking out from the rocky ground. Upon closer inspection this thing appears to be the heel of a boot.

After clearing away numerous stones, rocks and pebbles the characters find the skeletal remains of two bodies. These are the corpses of the thugs employed by Essen Valinor many years before.

The clothing has all but rotted away but the leather raiments (boots, jerkins, belts etc.) are still recognizable. Two corroded daggers are evident in this makeshift grave, as well as a rotted oilskin pouch filled with tiny rubies worth 400 gold rilks.

4f. Cave of the Giant Bats

A strange and unnerving sound of chirping emanates from this cavern.

This cave is home to 11 giant bats which attack only if their cavern is entered. These creatures have a +2 to hit while airborne and a bite victim must make a saving throw vs. Poison or suffer the consequences of a viral infection. There is a 40% chance that a victim will contract rabies within 2 days of a failed saving throw. The bats exit and enter through a small hole in the cave ceiling which leads to the marshland above.

4g. The Treasure Cave

This westward-leading tunnel opens into another water cave. The water is still and tepid in this cavernous reservoir.

In the far eastern corner of the pool, near the tunnel ledge and just below the water, is a chain hooked onto a spike. The chain is 16 feet long and is attached to an iron chest at the bottom of the pool. Neither the chain nor the chest can be seen in the murky water. Belonging to Allma Valinor, the treasure was hidden here for emergency use. The iron chest holds: 500 gold rilks, 300 silver smerduks, and 600 bronze agols. Assuming they can swim, the adventurers may safely dive for the chest.

4h. Will-O-The-Wisps' Cave

A number of dancing and darting lights are evident at the end of this tunnel. Three or more tiny fissures at the cave's end lead into darkness.

This tunnel end is home to three will-o-the-wisps which inhabit the fissures in the cave wall. An investigation of the area will cause the wisps to attack. Usually seeking their prey in the marshland, the wisps are currently interested only in protecting their lair. If the characters retreat, the strange creatures will not pursue them. The wisps are immune to all spells except *protection from evil*, *magic missile* and *maze*.

4i. Tomb Entry Tunnel

In this tunnel, the alarm (indicated by the letter "A" on Map VI) warns the occupants of 4j and 4l that the secret door is being dismantled. At the southern end of the corridor stands a heavy iron door bearing the image of the Red God and the lion token of the house of Valinor.

4j. Shrine Room

Against the eastern wall of this chamber a small statuette, similar to the large warrior statue above ground, sits atop a stone pedestal. On all sides of the statuette are unlit red candles in elaborate gold holders. In the northeastern and northwestern corners large upright, wooden sarcophagi stand to a height of 7 feet. Full length images on the front of these coffers depict savage warriors in full battle gear. A wooden chest with iron braces rests atop another pedestal on the western wall. At the southern end of the chamber a portcullis blocks the entrance to another chamber.

Inrik Valinor and his henchmen have laid a trap for the party. Xuma and Kruma, the Kaddish warriors, are concealed inside the wooden coffers. Once the party enters the chamber these fellows will attack savagely. Meanwhile, Nerka, the chief henchman, hurls four daggers at the group through the portcullis from the shadows of 4l. If the battle is not going badly for the Kaddish warriors, Nerka enters the melee through a door in the portcullis. Otherwise he remains in 4l.

Xuma and Kruma will fight to the death while Nerka, if directly involved, will attempt to escape if the fight turns against him. His first choice for retreat is 4l but he will attempt an escape via 4i if he must. If he is not killed or restrained Nerka will leave the tomb and cavern when he is convinced that the PCs will not spot him.

During the melee, Inrik Valinor and his familiar are in 4m watching the battle through an unobtrusive peephole. Valinor will fire five *magic missiles* at the characters, favoring a clerical target over others. There is an 80% chance that the magic-user will attempt a *hold person* spell on one of the fighters. If the battle goes badly for his men, Inrik Valinor and his familiar will retreat and evacuate the tomb via the secret exit from 4m.

The DM will note that Inrik Valinor will not be directly accosted in this scenario and will escape if threatened by the party's incursion into the burial caverns. Furthermore, it is worth noting that Valinor will refrain from using any of his formidable fire magics for fear of damaging the tomb.

The statuette of the Red God, rendered in red marble, is a fine piece of work worth 50 gold rilks. The four candlesticks are worth 40 gold rilks each.

The chest on the west pedestal contains a records book written in the hand of Allma Valinor. The volume discusses:

Allma Valinor's origins in the east, his study of magics and lore and his devotion to the Red God.

His journeying to Lankhmar and his rise to prominence as the overlord's advisor on magics.

The building of the Red God shrine on the Valinor marsh property and the fashioning of a secret family tomb in the caverns below.

The arcane effects of the family's pendant and the obscure powers invoked from the Red God during the pendant's enchantment. Most of this entry is incomprehensible to the party.

Allma's hope that the Valinors prosper and that the secret tomb will be a safe and sacred resting place for himself, his wife, Inrik and Essen.

4k. The Portcullis

If Nerka occupies 4l, the portcullis door will be locked. The PCs can however, open the portcullis by finding a hidden lever located just west of the gate in 4j.

4l. The Crypt

In the east recess of this chamber there are two sarcophagi lying side by side, east to west. On one stone cover, the most ornately sculpted, is the inscription, "Allma, Count Valinor of Lankhmar." The other sarcophagus bears the words, "Mina, Countess of Valinor." Two additional uncovered sarcophagi lie in each of the south and west recesses.

In the center of the southern chamber is a cauldron fixed on four iron supports. Above the cauldron, hanging from the ceiling by two thin chains, is a doll-like effigy resembling a man. A gold ring encircles one of the miniature arms of the doll and five pins are sticking into it; two in the legs, two in the shoulders and one in the abdomen.

Against the wall between the east and south recess chambers lies a small bed. A bench holding bottles, flasks, pestles and a set of scales sits flush against the wall between the south and west areas. Beneath the bench are a number of unmarked jars.

The sarcophagus on the north side of the east recess holds the earthly remains of Allma Valinor. A massive gold chain and a lion pendant worth 500 gold rilks, lies on the skeletal form. The coffin beside it is empty because Inrik Valinor has not yet removed his mother's remains from the town crypt. If the party removes the pendant, the skeleton will animate 1d6 nights later in mummy form. Attracted by the pendant, the mummy will stalk the party, into Lankhmar if necessary, and attempt to recover its family symbol. If the artifact is hurled toward the mummy, the undead Allma will pick it up and walk away.

If the item has already been sold to a fence, the mummy automatically recovers it. The next day, the fence will be discovered dead, with a look of absolute terror in his eyes. If the fence happens to be Ogo the Blind, or a similar popular character of Lankhmar, assume Ogo had time to sell the item to a minor fence.

The cauldron contains a strange and sickening solution used in the making of a magical fire. The actual functions of the cauldron are known only to Inrik Valinor.

The hanging doll figure is an effigy of Essen Valinor. The finger ring around the doll's arm bears the token of the lion and

the initials "E.V." Inrik has been using the effigy of his brother in the pursuit of black magic and revenge. The ring, worth five gold rilks, was stolen from Essen Valinor by Nerka, and is the personal item required to give the doll "life". The pins have caused Count Essen's pain and suffering and once these items are removed from the doll, Essen's torment will cease and the black charm will be broken. Only Inrik Valinor can renew it.

The bed is the macabre sleeping station of Inrik himself. Beneath the bed is a locked chest containing 400 iron tics in a sack, three bronze agols, and a dark robe with a hood. In haste, Inrik made off with the valuable contents of the chest, disdaining the iron coins and dropping the three agols.

The items on the work bench figure in Inrik's alchemy. They include: one bottle of acid, one bottle of hemlock (poison), one flask of lizard blood, one flask of cobra venom, and one flask of saline solution. Four jars hold: one unit of dead frogs, one unit of lizard tongues, one unit of bulls' blood and one unit of sulphur solution.

In the western alcove of 4l is a 4-by-3 foot section of wall which is a secret portal. Hinged on the west side and opening into the spying room of 4m, to a corridor and finally an exit, the portal will automatically become flush with the wall when opened.

4m. Spying Room

Another of Inrik's recent innovations, two sliding panels, one at eye and the other at waist level, may be moved to reveal peepholes looking into chamber 4j.

If the PCs examine the ground in this small space they will find a leather pouch, a pack dropped by Inrik in his hasty retreat. The pouch contains the magic-user's diary. Before revealing what the diary says, the DM should make clear that it contains one continuous entry. Furthermore the ink quality suggests that the entry was written quite recently.

"That devil! He thought he'd finished me but by the Red God, I'm alive! Well, do I remember it? Of course...twenty years ago in the year of the serpent. I record it now so that the truth will have a voice...

"My father, Count Allma Valinor died while I was away in the East studying the necromantic arts under the fire magicians. When my family sent me

word of my father's death, I returned to the West to take up my birthright. As the eldest son it was I who should have been Count Valinor and not that money-grubbing little swine Essen.

"On the road to Lankhmar I stopped at the marsh shrine to pay my respects to my father for I knew it was his wish to be buried in the secret family crypt.

"But my scheming brother anticipated me. He and two scoundrels accosted me in the caverns and then buried me alive in the vault. Oh, so cold was the stone sarcophagus that enclosed me in the bowels of the earth!

"But the living corpse escaped its tomb. Scratching, clawing and scraping myself to the bone, I freed myself from the bonds and pushed aside the stone coffin lid. I must have been half dead but still I searched for a way out of that cold stone of eternal death. To my horror I discovered that my dear brother and his hoodlums had bricked-up the entry from the water cave.

"I despaired until I happened upon a weakness in the crypt wall. After bashing and digging with a stone I broke through the wall and found another narrow tunnel leading out of the crypt. After five days of torment I finally emerged from the ground alive. Alive, by the Red God!

"I thought then to have my revenge, to present myself to the overlord and have Essen arrested. But I heard a voice. Yes, it was a voice. 'Wait,' it said, 'wait until dear Essen has had time to enjoy his titles and land. Wait, Inrik, and then strike!'"

"I returned to the east and renewed my unfinished study of magics. The fire magicians despaired because I turned to the dark side. Oh yes, I learned the fire magics, but I also learned the secret of the black curse; the death that steals a man's life from afar. Twenty years passed before I returned to Lankhmar.

"My man, Nerka murdered Essen's silly wife while I made my lair here in the marsh shrine. What perfect justice! Reaching out from the grave to have my revenge on my dear brother.

"I can see him now, writhing in agony while the physicians stand around helpless. He knows it's me... he knows I've come back from the dead to slowly wring the life out of him. I rejoice in his terror."

After the PCs have read the diary they notice Inrik's footprints leading to the exit. From their sharp detail the PCs can tell they were rather recently set. The party should then follow the prints through the narrow corridor and to a crude wooden ladder and the exit above. A flat rock, which can easily be moved by one person, covers the opening to the tunnel.

The trail will then be lost in the marsh.

The first character to emerge from the secret tunnel will have a 60% chance of seeing a small dog about 25 feet away. If the adventurer saw the dog in Bones Alley he will recognize it as the animal. The creature is Mestopha, Inrik's familiar.

By now Inrik Valinor is well on the way to Lankhmar. The enchanted dog will dart after his master and report on the party's progress. Only an accomplished ranger will have any chance of tracking the creature which follows the secret brigand route and entry into Lankhmar.

Finishing Chapter 1

With his secret lair uncovered and his black magic pre-empted, Inrik Valinor must now act swiftly to accomplish his revenge. Inrik plans to slay Essen at midnight, at the same time that the adventurers plan to rendezvous with Tanya Valinor in Bones Alley. Mestopha will be the instrument of his wrath.

The following epilogue should cover all the possibilities in this scenario. The DM is advised to keep a careful track of time. Quite possibly, the characters may not have time to make any attempt to save Essen Valinor should they wish.

Saving Essen Valinor's Life

Tracing Inrik Valinor is not possible. The magic-user has taken refuge in a secret hideaway in the north docks district. To save Essen Valinor the party must intercept Mestopha prior to their second meeting with Tanya Valinor. If the characters conduct a stake out of the Valinor residence on Royal Road they can accost the animal at five minutes to midnight.

If Mestopha is not attacked, the hell hound will scratch the Valinor door until a servant takes pity on the poor little dog. Once admitted Mestopha will scamper to Essen Valinor's bedroom, assume hell hound form and slay the count.

Intercepting the hound is the only way of delaying Essen Valinor's death. If Mestopha is prevented from slaying Essen,

then Inrik will subsequently destroy his brother within 24 hours by launching a *fireball* at the count's carriage. The assassination will take place in a crowded street while the count is travelling to the Rainbow Palace, near Kings Road. Inrik Valinor, will escape the scene amid the crowd's panic.

Rendezvous with Tanya Valinor in Bones Alley

At this meeting the young lady will have 2,400 gold rilks to offer the adventurers in exchange for a valuable report on their investigation. She plans to deliver the balance (2,500 gold rilks) when the party can prove that the evil magic-user is dead.

If the characters produce Inrik's diary and explain the whole sordid story, Tanya will be visibly shattered. She will refuse to believe it and demand an opportunity to study the journal and talk with her father.

If the story is true she will agree to pay the characters the rest of their fee in 24 hours at the same location. If the characters demand more money from the Valinors, by way of blackmail, she will agree to discuss it with her father and report in 24 hours in the usual fashion. After paying the rilks, and before leaving, Tanya will ask the characters to give her the diary. If they refuse she will leave in an even more agitated state.

The DM should note that at the very moment of this second meeting, Mestopha may be slaying Count Essen.

Third Meeting with Tanya Valinor (24 hours later)

On this occasion Tanya Valinor will not be present in the carriage. Instead, her old servant man will inform the characters that Count Essen Valinor is dead and that Lady Tanya is indisposed. In point of fact, Tanya Valinor now fears for her life.

If Tanya is not in possession of Inrik's diary her servant will offer the adventurers the balance of their fee (2,500 gold rilks) for the journal. If the characters hold out for more money the servant will offer them another 500 gold rilks but no more. The servant will explain that with the death of the count the diary is of less consequence.

In any event the old servant will give the party at least 2,500 gold rilks. The driver will then wisk away into the night, calling back, "your dealings with the Valinors are now at an end."



Visit to the Hanged Man Tavern (see Map X)

If Nerka, Inrik's henchman, has survived, the characters may wish to track him through a trip to the Hanged Man Tavern on the north side of Shady Street, just west of Carter. If the visit is made between dusk and midnight the characters will find the fellow sitting by himself at a corner table nursing an ale. If confronted in the pub, Nerka will disavow any knowledge of the characters and he will refuse to engage in any sort of melee. If the characters make a fuss the patron will warn them to "pipe down."

If the PCs leave Nerka alone and wait for him to leave, after midnight he will walk west on Shady Street and then cut through a laneway on his way to Cutthroat Alley past Whore Street. The villain lives at the end of the second laneway (see Map IX, area N).

If the PCs carry him out of the Hangman or if they attack him on his way home, Nerka will offer the following: "Look here, my friends, don't concern yourself with Essen Valinor. He's a dead man!"

The Posthumous Fate of Allma Valinor

In the event the undead form of Allma

manages to recover its family pendant, the walking corpse will seek revenge against his disloyal son. Through the sewers, it will reach the Valinors' estate during the next night, and attempt to massacre anyone it finds there. Allma will take his son's body from his fresh grave if Essen has already been buried. Allma will then head toward the city catacombs. There, in ways only undead know, it will forever torment Essen's soul, and haunt the dismal underworld in eternal and utter sorrow.

The Fate of Tanya Valinor

After a complete investigation of Essen Valinor's death, Tanya Valinor will admit to the authorities (the overlord's investigators) that her uncle is the killer with revenge as his motive. Henceforth Inrik Valinor, the outlaw, will be wanted for murder.

If the undead form of Allma has attacked the family estate and taken Essen's body away, Tanya may hire the party to recover and guard the body until the investigation is completed. Until destroyed, Allma will persistently seek to take Essen's corpse back to the catacombs.

With the male line of Valinor diminished, the house of Valinor will lose its preferred position in Lankhmar. Lady Tanya will con-

solidate the family holdings, sell the accursed estate's house and properties, and then leave Lankhmar for her grandfather's homeland in the East.

The Fate of Inrik Valinor

As a known murderer and fugitive, Inrik Valinor will be forced to "go underground" in Lankhmar. Still disinherited and now despised as a killer, Inrik will embrace a darker and even more twisted life in the underbelly of the city.

Soon after Count Essen's death, the leader of the adventurers will receive a note from the barman at the Silver Eel Tavern. The barkeep will simply say that an old man left the letter and then disappeared.

"Well my friends, you thought you could save the life of the dear count, did you? What folly! Don't you know better than to come between the dragon and its prey? You have dared to cross my path and I won't soon forget it. Perhaps we'll meet again when you least expect it."

"With all deserving wishes, I.V."

Chapter 2: RETURN OF THE RATS

by Steve Mecca and Ken Rolston

Dungeon Master's Background

Deep below the streets of Lankhmar and existing in the sewer system of the city is the Rat Kingdom of Lankhmar Below. Once enemies, the rodent and human civilizations have peacefully co-existed since the last Rat-Human War some years ago.

Recently however, a number of grain storage houses in Lankhmar have been attacked and the grain hauled off by rats. With the food supply of all of Lankhmar in danger the City Council calls on Newhwon's most celebrated heroes, Fafhrd and Gray Mouser, to end the acts of terrorism and avoid a full-scale war.

But Lankhmar is in more trouble than anyone had imagined. Fafhrd and Gray Mouser are missing and it appears that they have been kidnapped.

The kidnapping and the raids on the storage houses were perpetrated by Hisvin, a wererat, and an army of large alien Ilthmarian rats that are clandestinely basing their operations from a number of abandoned tunnels in Lankhmar Below. Aided by Erastus, an avatar of the Ilthmarian rat god, Hisvin and his army seek the conquest of Lankhmar.

Hisvin and the Rat Plague

Hisvin is chairman of the Council of 13 for All Rats. A former ruler of Lankhmar and motivated by greed, the lust for power, and rat pride, Hisvin once tried to conquer Lankhmar with rat legions. But the humans, aided tremendously by Fafhrd and Gray Mouser, dealt the rats a horrible defeat. The rat kingdom and its inhabitants were indelibly scared and prompted by internal pressures, Hisvin exiled himself from this rat land.

At the end of the war, the Rat-Human Peace Treaty was signed. And although distrust and hatred linger between the two groups, the fear of another carnage has kept both humans and rats relatively respectful of the treaty.

During the years since the war, Hisvin has been living in Ilthmar, a Nehwon city similar to Lankhmar, albeit a bit smaller (see Sourcebook, page 41). Brooding over his defeat, it was there that Hisvin's spirit was reborn when he converted to the religion of the Ilthmarian Rat God.

Instilled with a new religious fervor, dur-

ing the last number of years Hisvin has been planning his revenge. He trained an elite corp of Ilthmarian rats, a particularly large and vicious breed, and having proclaimed a religious crusade to convert the beings of Lankhmar, Hisvin received from the Rat God, Erastus, an avatar capable of expanding to four times its normal rat size.

Armed and ready for conquest, Hisvin had the despoilers of his first conquest attempt kidnapped. Now with little in the way to stop him, Hisvin set the plans for his revenge and the Rat God's crusade in motion.

Adventure Summary

At the request of the overlord, a group of adventurers is gathered to investigate the rumored disappearance of Fafhrd and Gray Mouser. From clues provided by Ogo the Blind, a prominent fence, the trail leads to a disreputable sailor and dock-worker, Gustillo, the abductor of the duo.

Gustillo provides two clues. "Drugged and bound," he tells the PCs, "Fafhrd and Gray Mouser were delivered to the abandoned residence of Hisvin."

The second clue is Gray Mouser's cloak which the PCs find in Gustillo's tenement. With the cloak containing a note, the party is lead to the tailor Nattic Nimblefingers. Nimblefingers gives the PCs a package containing a warning to the Gray Mouser about "rodent problems" in Lankhmar Below and a number of *diminution* potions which will allow the PCs to travel in the small tunnels that comprise the rat kingdom.

In the basement of Hisvin's old home, the PCs follow a trail which leads into the sewers of Lankhmar Below. After several encounters the PCs are confronted by Chives, a rat spokesperson.

Alarmed by the presence of humans and the threat of war, Chives asserts that his rodent constituency has abided by the Rat-Human Treaty. He does suggest however, that a number of large alien rats have been spotted in the Cat's Cradle, an abandoned section of the sewer system.

It is in this area that the PCs find the bound heroes, Hisvin, his army and Erastus. It also here that the party must free Fafhrd and Gray Mouser and defuse the plot of Hisvin to bring Lankhmar under the heel of the Ilthmarian Rat God.

The City Council

(See Map II, area C)

Read the following to the players.

In the Rainbow Palace of The Overlord Radomix Kistomerces, the City Council meets to deliberate on the business of guiding the affairs of Lankhmar. The council room is filled with representatives of all the important factions of the city. As one discussion regarding tariffs ends, a new one concerning terrorist activity begins.

"It has come to my attention," intones First Speaker of the Council Gabel Ratchett, "that there is a group of subversives that is attempting to undermine the economic stability of Lankhmar by attacking and carting away our precious grain stores."

The leading grain merchants murmur among themselves. Councilors reluctantly await a verbose speech from the infamously long-winded first speaker.

"But the economic stability of our great city cannot be jeopardized," he continues. "We are a free people and these acts of terrorism cannot be tolerated. I have prepared a carefully researched report and this report indicates that these acts were committed by rats."

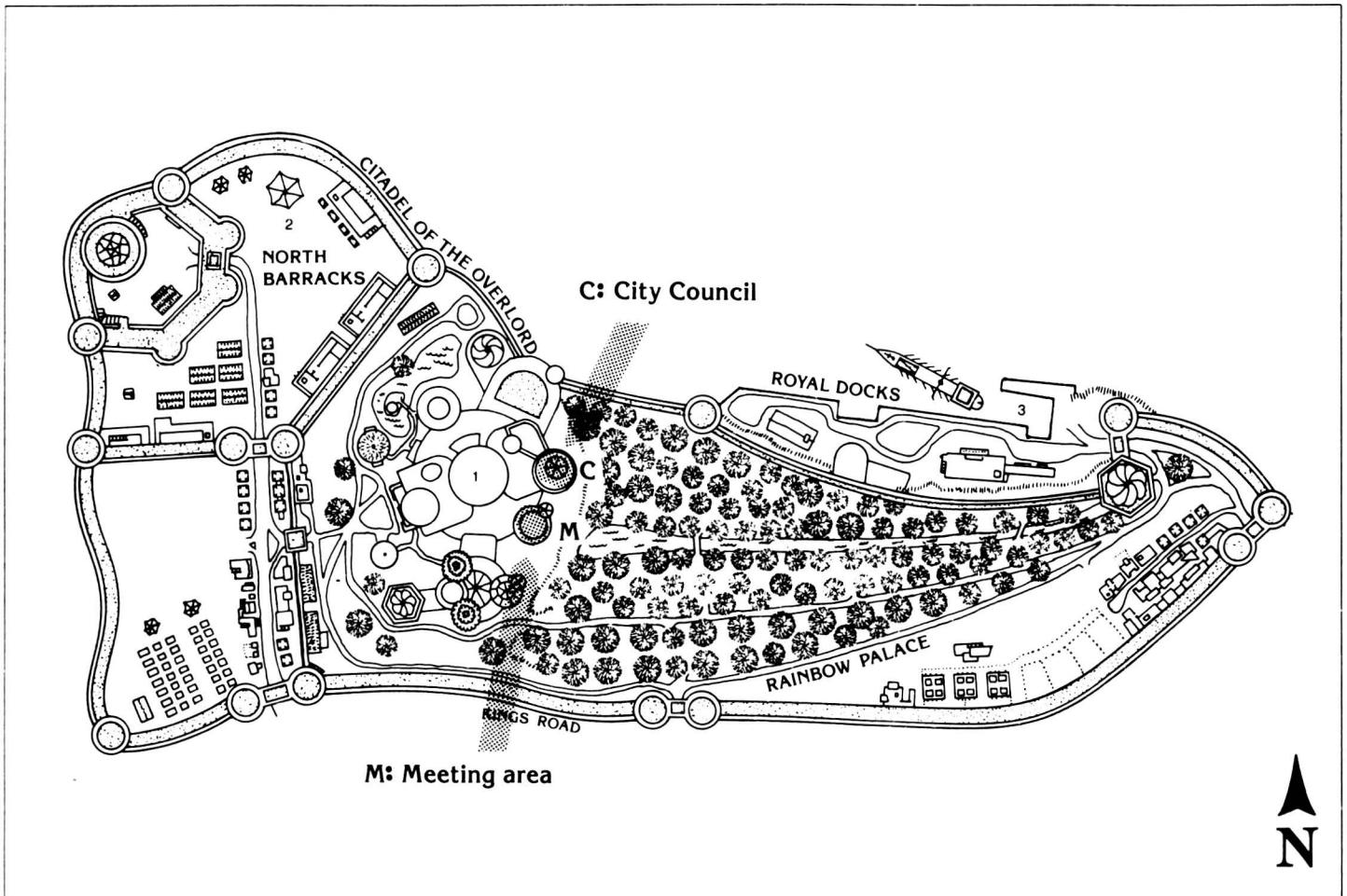
"I don't however want to jump to any conclusions. Since the signing of the Rat-Human Treaty at the end of the last war, the government of Lankhmar Below has been friendly and I consider the rats to be our friends."

Restless listeners begin to grumble. "Get on with it," and "enough you old windbag."

"So what I am saying," the speaker hollers over the hecklers, "is that we are unsure what group is responsible for these acts and we do not want to unnecessarily create a situation of tension with the rat government."

"I hereby propose that our benevolent monarch and undisputed champion of justice, our esteemed ruler our invincible overlord, might call upon our revered champions Fafhrd and the Gray Mouser to discover who these terrorists are and to drive them back from where they came."

A chorus of supportive exclamations "Here, here!" are heard from the councilors to indicate their gratefulness that the speech has finally come to an end. The overlord, looking rather grim, then begins:



"Although Fafhrd and the Gray Mouser are the undisputed champions of Lankmar, and though they are in my service for as long as I should desire, I'm afraid we'll have to do without them for the present. Certain of the pair's widely recognizable personal effects are said to be for sale on the black market. From this I make the inference that the twain have disappeared under unfortunate circumstances. Indeed, they may even be at this very moment...deceased.

From the floor of the City Council comes a tremendous uproar. Lankmar without Fafhrd and the Gray Mouser would be like the Street of the Gods without temples. Everyone suddenly forgets about terrorist plots and their attention is turned to the matter of Fafhrd's and Gray Mouser's disappearance.

"I believe that a team of specialists should be organized to conduct an immediate investigation," the overlord continues. "At the same time, these investigators can look into the grain storage incidences that First Speaker Ratchett has spoken about at some

length and with much verbiage. I will dedicate my considerable personal resources to this matter without delay. This meeting is hereby adjourned."

The overlord consults with his numerous advisors in order to assemble a team with the necessary skills to pursue the investigation most effectively. Citizens and foreigners from all walks of life are considered. At last the members of the team are selected and summoned to an audience with the overlord—a summons that no loyal or Lankmart would refuse.

Encounter Key

Once the PCs have received their briefing from Duchin, the overlord's chamberlain, they must start unraveling the mystery of Fafhrd's and Grey Mouser's disappearance.

The Investigation

Encounter 1 should be the first event played. After the party meets the overlord, the DM can run the subsequent events in any order that seems most appropriate.

The sequence may vary depending on the actions of the PCs.

1. Audience with the overlord (See Map II, area M)

Each of you receives a summons to an audience with the overlord. The summons is accompanied by a platoon of palace guards. The guards are polite but firm. "Come now. We will escort you," they say. "You may express your gratitude for this honor to the overlord himself."

You are individually escorted to the palace, where you meet for the first time in a small conference chamber. Giving assurances that someone will speak with you shortly, the guards withdraw, locking the doors behind them.

Give the players a few minutes to speak in character to one another. Encourage new PCs to describe at least their physical appearance and to reveal at least some aspects of their personality. New and established characters may wish to share rumors and speculate on the reasons for their summons.

After five to 15 minutes of game time, the overlord, his chamberlain, and a small escort of palace guards enter the room.

A small man in exceedingly fine robes confidently enters the room cradling a well-groomed cat. In his wake are a number of guards, a tall, elegantly dressed man and a young servant, who carries a large leather satchel.

The man with the cat strikes a pleasant but slightly bored pose.

"How do you do?" he asks.

Each player should tell how his character greets the overlord. Bowing and scraping, with politeness, arrogance, or dignified silence. The responses themselves are not important, but this helps to get the players into the setting.

The overlord graciously acknowledges your greetings with a nod, smiles a trifle insincerely, and hands his cat to the chamberlain. The chamberlain disdainfully gives the cat to his servant as the overlord addresses you:

"Welcome ladies and gentlemen. Thank you for answering my summons. I have an important matter I wish looked into, and I'm told that you folks will handle it intelligently and discreetly. Needless to say, if you are successful in this venture, I will be most grateful and generous in my rewards."

The overlord pauses here waiting for a reaction from the party. He then continues.

"Now, please give your attention to my chamberlain, Lord Duchin. I look forward to your reports." The overlord turns toward his chamberlain. "Lord Duchin?"

Taking the cat from the servant the overlord abruptly marches from the room. All but two of the guard escorts leave with him. Lord Duchin steps forward.

"I'll come right to the point," he says. Fafhrd and the Gray Mouser are missing. It is your job to find them.

"If, during the course of your investigation, you come across information concerning rodents, vandalism and theft in the River District, or the activities of subversives, please report to me

at once.

"You are to be given wide discretion in pursuing this investigation and you are completely responsible for your own actions. We will deny any connection between yourselves and the overlord. We will however, provide for certain expenses, but only with my approval.

"I have prepared a brief summary of what we know." His servant produces papers from the satchel and hands them to the chamberlain.

"...Fafhrd and Gray Mouser," the chamberlain continues, "have been missing more than thrice a fortnight.

"...A small apartment rented by the two has been unvisited for at least a month. The presence of their packs and traveling gear suggest that the two did not anticipate a long journey. Their horses are being cared for at a nearby stable.

"...A survey of their favorite haunts indicates that neither have been seen in weeks. They were last definitely reported at the Golden Lamprey six weeks ago."

"...An unconfirmed rumor suggests that the personal weapons of the two heroes have been offered on the black market."

"That is all we know. We expect you to pursue the last clue, which seems the most promising, and which we at the palace are least well-suited to follow up.

Having read the contents of the paper, the chamberlain hands it to his servant who puts it back in the satchel. The chamberlain again addresses the party.

"Now, concerning the rodents and vandalism. Fafhrd and Gray Mouser are wanted by the overlord to look into these matters. While you search for the two men, keep your ears open for anything that may be important.

"Remember that discretion is critical. Word of the disappearance cannot be known at large. Fafhrd and Gray Mouser are two of the city's most celebrated protectors, and their disappearance may cause serious distress to all Lankhmarts.

"And neither," the chamberlain says emphatically, "under any circumstances are rumors of another rat

rebellion to be stirred up. We all remember well the Rat Plague and the price the city paid. Remember that we have a treaty with the rats, and this matter must be handled with the utmost delicacy. But if there is any indication that the rats are planning another rebellion, you must notify me at once. Another rebellion must be stopped at all costs.

"Now, if there are no questions, I must be about my business. If you have anything important to tell me, a discrete word to a palace guard will bring you to my attention. I look forward to your reports. Goodbye gentlemen and good luck."

Duchin refuses all requests for equipment and supplies. "Nothing personal," he says, "we just can't afford to be identified with you." He hints that some money may be available for bribes and other expenses but that in general, the PCs are on their own. Duchin then leaves, and a troop of guards escorts the PCs from the palace.

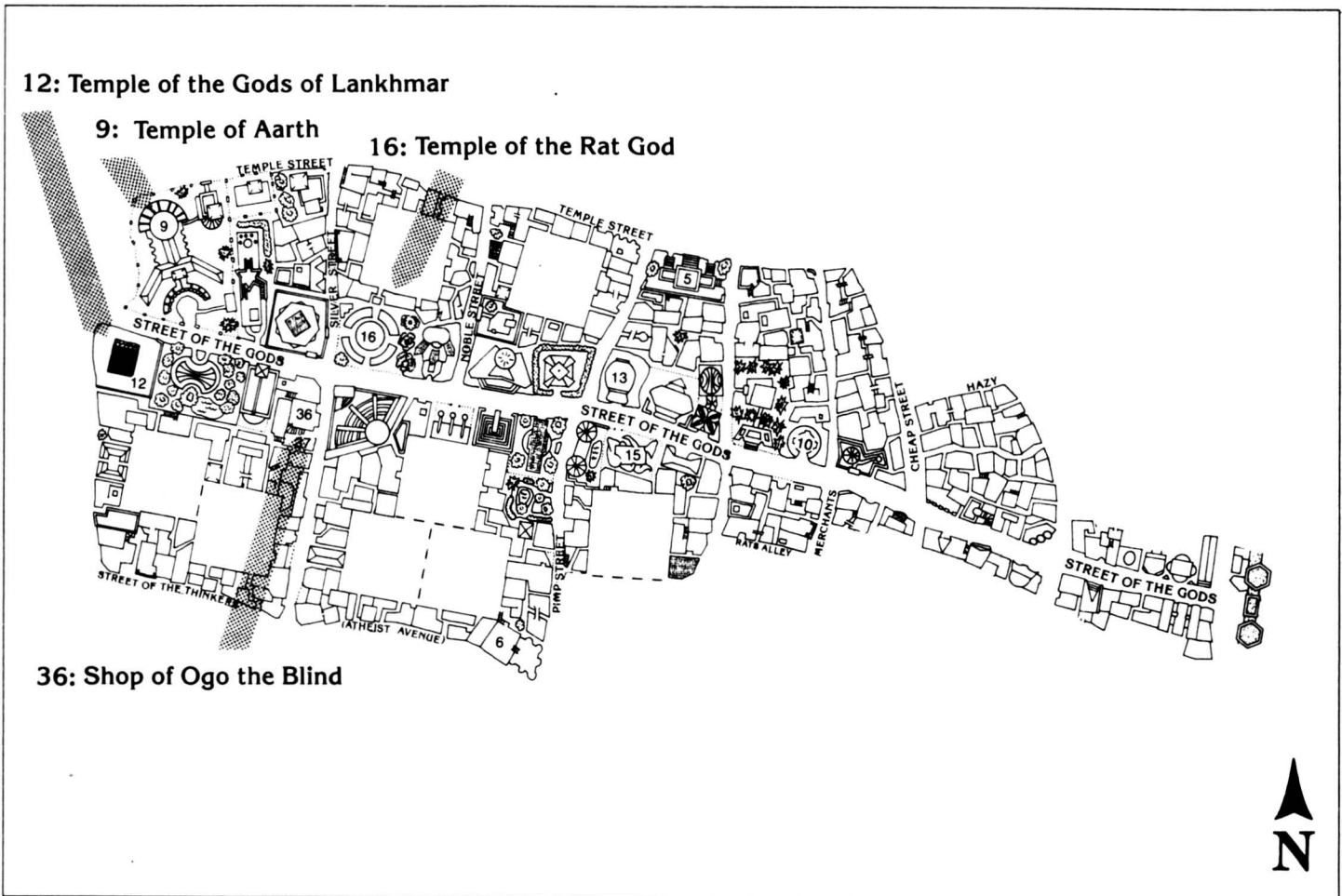
2. Rumors in the Streets

While the PCs are on their way to find clues, let them hear rumors. The rumors should develop a sense of mystery and suspense.

The DM should use his discretion in deciding which PC should hear which rumor. If possible, fit the rumor to a character likely to have interaction with the rumor's source. For example, a city guardsman or merchant might know details of the depredations of the grain storage buildings. If a PC is one of those occupations or has extended interaction with them, then he should hear the rumor. Otherwise assume the rumor came from idle tavern or street talk.

What follows is a list of rumors. At the end of each is a parenthetical remark indicating if the statement is true or false. Obviously, the parenthetical information is reserved for the DM only. The PCs, at their own discretion, may or may not share the information they have with others.

Rumor a: The Gray Mouser recently failed to keep an appointment to duel for the honor of one of his paramours. She has loudly, publicly, and colorfully denounced him for his faithlessness and cowardice (True).



Rumor b: A collector boasts that he is negotiating with Ogo the Blind for a number of personal items supposedly owned by Fafhrd and the Gray Mouser. He refused to say which items, or for what price, but he hinted that the sums were staggering (True).

Rumor c: A number of grain storage houses have been damaged by rodent pests. City inspectors have blamed the incidents on poor management by the independent grainery owners (True).

Rumor d: A huge dead rat wearing a medallion was discovered in the River District and sent to the Great Library for identification. The portrait on the medallion resembles the Rat God of Ilthmar, but the inscription is unidentifiable. Priests at the Temple of the Rat God refused to cooperate in identifying the object. The rat itself is of a new and unusually large species (True).

Rumor e: The normally secret religion of the Rat God of Ilthmar is experiencing a surge in popularity among citizens—particularly the poor and underprivileged. Bread and cheese are being made available to the poor in unprecedented generosity, and the faithful harangue passers-by on the Street of

the Gods with parables of the Rat God's munificence (True).

Rumor f: The guildmaster of the Thieves Guild has been boasting privately of having "rid Lankhmar of its two most prominent heroes," and of having made himself rich in the bargain. (False: The guildmaster may have been boasting, but no member of the Thieves Guild knows anything about the fate of Fafhrd and Gray Mouser).

Rumor g: A gray-bearded mage has been inquiring in the taverns of Lankhmar as to the whereabouts of Gray Mouser. The mage has been insisting that he be paid immediately for services rendered the hero (True).

Rumor h: Quatch the Racketeer has been quietly assembling a small army of bullies and thugs. The purpose of the army is unknown but the pay is said to be good (True, but irrelevant to this adventure.)

3. Ogo the Blind

Duchin told the PCs to investigate the rumor that Fafhrd and Grey Mouser's weapons are for sale on the black market. If the PC who heard the rumor about Ogo the Blind shares it with the party, the PCs

will probably begin the investigation there. Otherwise the PCs may go on a systematic tour of Lankhmar's black market, visiting various taverns and established fences to pick up rumors about who is selling the items. Sooner or later the PCs should be directed to Ogo's shop.

Note: For information on Ogo the Blind, see "The Fences of Lankhmar," page 9; the "Shop of Ogo the Blind," page 32; the "Eyes of Ogo," page 48, and "Ogo the Blind," on page 53 of the Sourcebook.

The Shop of Ogo the Blind

(See MapIII, area 36)

Anyone in the shady underworld of Lankhmar knows the location of Ogo the Fence near the corner of Silver Street and the Street of the Gods. Marked only with a storefront sign of an eye without a pupil, the site appears to be a rather run-down curio shop specializing in religious paraphernalia. A dusty and unimpressive array of strange objects is secured behind a tiny-woven wire screen next to the door.

Silver Street between Street of the Gods and Street of the Thinkers is a common haunt for rough customers of the Lankhmar underworld. At any hour of the day there are usually a few surly toughs

boasting of their latest feats of brutality, and silent, sinister second-story men leaning against the walls and cleaning their nails with long, wicked dirks. Often these loiterers will have something to say to the PCs.

A knock on Ogo's door will receive a soft, feminine voice. "Yes? May I help you?" it asks. Once the PCs have stated their business or some plausible cover story, the door opens, revealing a pale-haired, dark-skinned girl with large eyes, a small chin, and pouty lips. Her voice is soft and silky, her manner shy and demure.

"I can arrange an immediate audience with Blind Ogo," she says, "but he insists that no more than two persons may enter the shop at any one time. Know also that Ogo conducts his business in absolute darkness. Any attempt to bring light to the audience would be extremely unwise."

The PCs must decide which of them are to enter the shop and which are to remain outside.

The Mean Streets of Lankhmar

Those who remain outside are going to be taunted by belligerents who hang out on Silver Street. The DM should draw on his memories of junior high school name-calling. If a PC is the scholarly type, comments on sissy clothing and brainy wimps may be appropriate. What follows are sample remarks.

"Gee, what a lovely pair of tights. Did your mother get them for you, little boy?"

"Hey, what a big sword you've got. Gee, I'm scared of soldiers, aren't you, Lukey?"

"Huh. I guess you guys are the stupid ones. Whatsa' matta', your buddies won't let you go inside 'cause they figure you'll dribble all over yourselves?"

"Ugh. Furriners. Kinda look like donkeys, don't they? Ooooo, what's that smell... is that them?"

This foolishness has nothing to do with the scenario, but it is a good city roleplaying situation and keeps the characters who do not visit with Ogo busy. The rough guys are not eager to start a real fight. Nobody wants to wind up in jail or with a fine for disturbing the peace. They just want to mouth off and pester folks. If the PCs get real aggressive, the tough guys will hem and haw - "Gosh, can't you take a little joshin?" "Whattaya a sorehead?..."

They will then wander off on pressing errands elsewhere.

Ogo's House

The Eyes of Ogo escorts the two chosen PCs down a series of short, unlit corridors. Each passageway ends in a heavy door with thick black curtains hanging before it. As the PCs finally enter what feels like a room, the Eyes of Ogo silently directs each of them to a chair. They cannot see nor hear anything, but the strong smell of unbathed humans, the odor of six Kleshite guards, pervades the air.

These short, swarthy guards are mute and motionless and their senses are so acute in darkness that they have the equivalence of infravision. They are utterly loyal to the Eyes of Ogo and will slay the visitors at her command.

Once in the dark of the room, the Eyes of Ogo uses ventriloquism and poses for the mythical Ogo the Blind. Through this ruse she creates a sense of mystery and menace that unnerves her customers, making her an accomplished bargainer.

Eyes has in her possession the weapons of Fafhrd and Gray Mouser. She bought the Scalpel, Cat's Claw, Greywand, and Heartseeker from Gustillo, the twain's abductor. Eyes will offer each of the weapons for 1,000 gold rilks.

Not expected to purchase these items, the PCs want to know who sold them to Ogo. Recognizing, however that it is bad business to betray a customer's confidence, Ogo will sell this information only for a high price. Eyes will offer the information for 500 gold rilks. If the PCs haggle she will settle for 250.

If the PCs do not have enough money, they may go back to Duchin who is willing to provide up to 500 rilks for information. The PCs can make some money for themselves if they were able to talk Ogo down in price.

Duchin will not offer the money to purchase the weapons, reasoning that once the twain are found, they will get their weapons back in one way or another. But if the PCs are charming, clever, or if they made an exceptional impression on the overlord or Duchin, the chamberlain can be persuaded to buy the weapons. When the PCs rescue Fafhrd and the Grey Mouser, the party can hand the duo their weapons and earn the heroes' everlasting friendship.

If the PCs raise the money to pay for the information, Ogo gives them the following

clues:

Clue a: The client who sold the weapons called himself "Gustillo." (So intimidated by Blind Ogo was Gustillo, that he forgot to give a false name.)

Clue b: The client had an odd accent, probably of Eastern origin, but so distorted by a high-pitched, squeaking intonation that Eyes could not be sure.

Clue c: Reeking of shellfish, the client was probably a sailor, dockworker, or food preparer.

Clue d: The potato bag that the weapons were wrapped in was marked "Glemene." Ogo points out that this is the name of a lowlife bar in the warehouse-grainery section of Lankhmar.

If the PCs outside do not get into too much trouble and if the PCs inside do not get pushy and spoil the deal with Ogo, the party should be able to purchase the necessary information. If the PCs foul up in some way, Duchin will obtain this information and pass it on to the party so the adventure can continue.

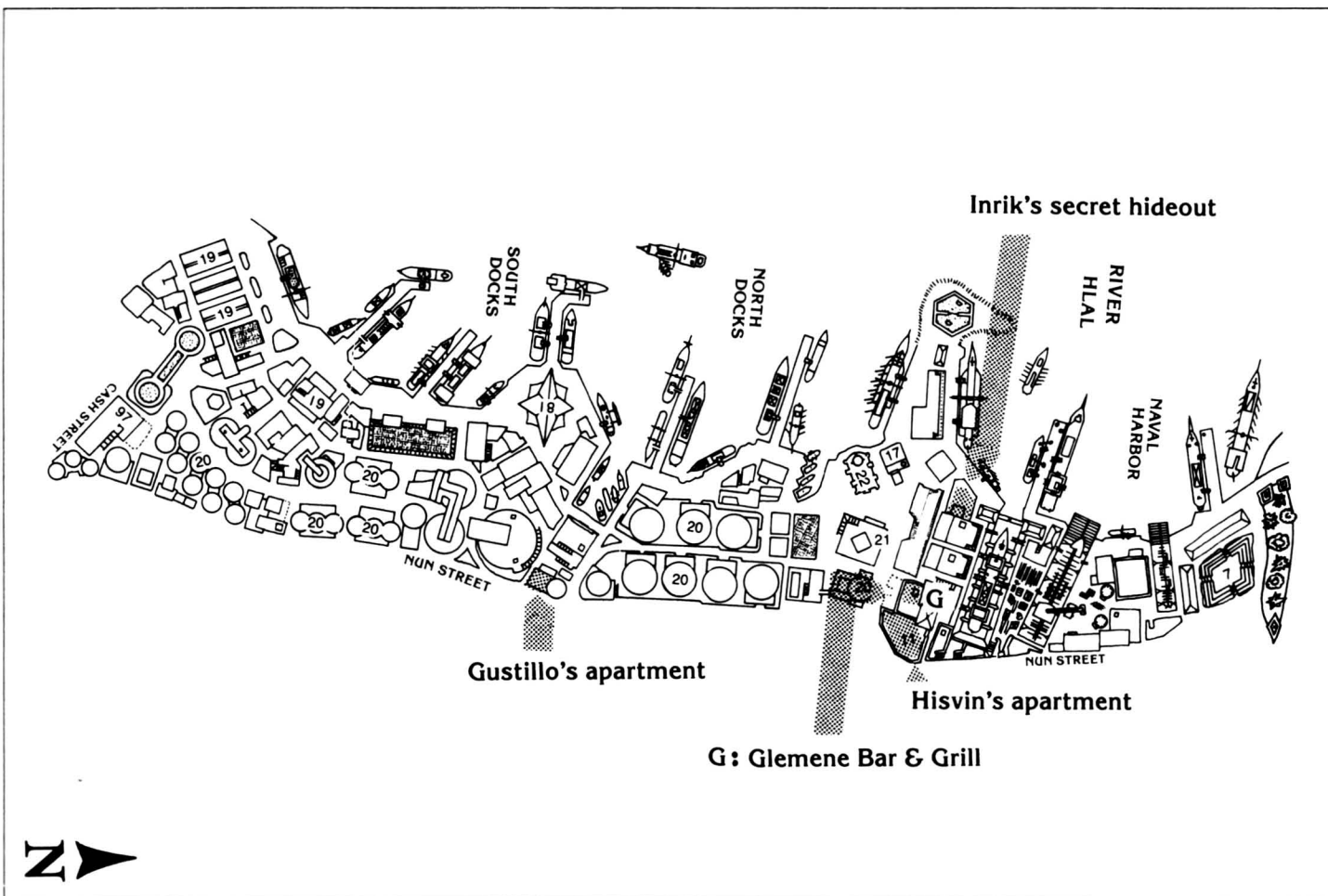
4. Gustillo, alias "Old Ferret-Face"

The abductors of Fafhrd and Grey Mouser, Gustillo and his wererat companions are tough and possessed of a shrewd animal cunning. They are, however, ignorant, crude, inarticulate, and easily impressed by displays of wealth, high social class, and flashy intelligence.

These qualities make Gustillo and his henchmen perfect foils for Hisvin's plans. Recruited in Ilthmar, the wererats were trained and outfitted by Hisvin, transported to Lankhmar, and employed in a plot to abduct the heroes who foiled Hisvin's first attempt at gaining control of Lankhmar in the Rat Wars.

The abduction plan was marvelously simple. Trained Ilthmarian rats slipped through the walls of the twain's rented tenement and introduced a powerful, low-acting drug into the wine. When the drug had taken effect, the rats reported to Gustillo and his ratmen, who delicately dropped the heroes from their second-story rooms to a garbage dump in an adjoining alley. Then disguised as trash carters, the wererats took the heroes away, delivering them to Hisvin's residence.

Hisvin, knowing Gustillo's lack of wit, strictly forbade him to steal anything from his captives. Unwisely, Hisvin trusted Gus-



tillo's fear to ensure the wererat's obedience. But greed won out over fear and Gustillo sold the weapons to Ogo. Having kept the sale of the weapons and the 500 rilks a secret from his companions and Hisvin, Gustillo is terrified he will be found out and punished.

Gustillo: a profile

A small, wiry man with a pointed face, Gustillo is known as Old Ferret-Face by his companions and enemies alike. His long, stringy hair is always unclean, his complexion greyish, as though he had a very bad diet, and his teeth are long and pointy. The result is an appearance and fragrance that makes Gustillo an unpleasant creature to be around.

Gustillo and his companions are wererats. They do not have the ability to shape-change at will nor are +1 weapons necessary to hit them. These abilities are reserved to the elect among the worshippers of the Ilthmarian Rat God. They are however, extraordinarily tough for their size, as is reflected in their Hit Dice. They also have the ability to summon and control 2d6 giant rats.

Glemene's Bar and Charcoal Grill
(See Map IV, area G)

Finding Gustillo with the clues from Ogo is quite easy. Gustillo spends most of his waking hours at Glemene's. On almost any evening he and his compatriots can be found there, drinking cheap beer and behaving like juvenile delinquents.

Having a certain notoriety at Glemene's, they are not popular but their baiting of strangers and the subsequent brawls are a source of entertainment. They are so well known that no one bothers being cagey about identifying them.

Although they are not well liked, a certain romantic aura seems to surround them. People appreciate and respect the little guy who beats up the big guy so the Constabulary does not arrest Gustillo and his followers.

Confronting Gustillo

The PCs' objective should be to get information from Gustillo. There are two basic approaches: intimidate Gustillo into talking, or abduct him and deliver him to the palace where Duchin's professional interrogators can work on him. The PCs can confront Gustillo at Glemene's or on the street between Glemene's and Gustillo's tenement flat.

If the PCs take on Gustillo and his rat-

men in the street, there will be little need for talk. The PCs must win this melee in order that they can interrogate Gustillo. If the party is in danger of losing, some of Gustillo's companions will inexplicably abandon him allowing the PC's victory.

If the PCs confront Gustillo in the bar, things will be somewhat more public, and Gustillo and his rat buddies will have an opportunity to talk tough to the PCs. "Yeah? Who wants to know? G'wan, beat it, jerk. Hey, Glemene, whattya doin' lettin' jerks like this bother yer payin' customers?" "Whattya lookin' at, punk? You wanta punch in ya face, eh?"

If the PCs mention the sale of the weapons to Ogo, however, Gustillo is in trouble. His companions look at him in suspicion: "Hey, you told us you dumped those things in the river? Didn't you do like the Boss said? Did you sell that junk? Say, are you tryin' to double-cross us?"

In this case, the PCs may have to rescue Gustillo from the fury of his betrayed colleagues, and he will be happy to cooperate with them if they will protect him from Hisvin's wrath.

If the PCs observe the ratmen in Glemene's, but no melee ensues, the party may tail the ratmen back to their tene-

ment. No matter how clever the PCs are in trying to stay concealed, Gustillo's followers will discover that they are being trailed.

The ratmen make a run for their tenement, grab their stuff, and head for the Marsh Gate. This should be played out as a chase scene through the streets of Lankhmar, climaxed by a melee when the PCs catch them. The PCs will inevitably catch Gustillo and his followers because they are foreigners, unfamiliar with Lankhmar's labyrinthine streets. The wererats might easily make a false turn into a blind alley.

Gustillo Sings Like A Canary

Tough as he is, once Gustillo learns that the PCs know he has sold Ogo the heroes' weapons, he will cooperate fully. For Gustillo, the alternative is facing Hisvin and the companions he has double-crossed.

But if the PCs do not use this fact to their advantage, Gustillo will remain true to the code of honor and not tell a thing. Because Gustillo understands that violence is not in the PCs' character, even the threat of force will not get him to talk. If the PCs turn him over to Duchin, assume the chamberlain's more sophisticated interrogation techniques get the information. If the PCs kill Gustillo, the information dies with him.

Clue a: After drugging the heroes, Gustillo and his companions carted them to Hisvin's currently vacant house in the River District (see Map IV, area 11). Hisvin's orders were to sneak in through an unboarded basement entrance and leave the bound captives in the cellar. Here the PCs may pick up the trail of the missing heroes.

Clue b: Not something the wererat knows, but rather something he has, in Gustillo's tenement (see Map IV, area A) is the Gray Mouser's cloak. If the PCs neglect to search the apartment, Duchin or a constable may suggest it.

In the cloak is a note that the Gray Mouser received just before he was abducted. The note reads as follows:

"Rodent infestations can be so troublesome, my little friend. (No offense intended to you, of course.) I've taken the liberty of delivering a package to the reliable fingers of a nimble friend of yours. I hope my gift may be of aid in

addressing such inconveniences.

As always, your friend
and mentor,
-S"

"Reliable fingers of a nimble friend of yours" is a reference to Nattic Nimblefingers, a trusted friend of the Gray Mouser. The package Sheelba ("S") (see page 54 in the Sourcebook) gave to Nimblefingers contains 12 bottles of *diminution* potions which will permit the PCs to enter the rat sized tunnels of Lankhmar Below.

Notes: If the PCs miss the reference to Nattic Nimblefingers, a constable will bring it to Duchin's attention.

Depending on the size of the party and the time the DM intends for them to be underground, he may wish to alter the number of potion bottles in the package or to extend the duration of their effect.

5. Nattic Nimblefingers

(See Map X, area 46)

Nattic is a thin, balding man of average height with bright, sparkling eyes. One of the finest tailors in Lankhmar, (though far from the wealthiest or most prestigious,) he is also one of the most generous, honest, and gentle souls in the city. His friendship with Gray Mouser is based on mutual admiration: Nimblefingers envies the Mouser's adventurous life, while the Mouser admires Nimblefinger's simple goodness.

When the PCs arrive at Nimblefinger's small shop on Plague Court near the Silver Eel, Nattic will initially be suspicious and distrusting. Once convinced however that the PCs are genuinely concerned about the welfare of the Gray Mouser and Fafhrd, Nimblefingers will admit to being worried because of the Mouser's long absence.

When asked about the package that has been left for the Gray Mouser, Nimblefingers will initially be apprehensive about giving it to them. The tailor must first be convinced that this is a desperate situation and that the heroes lives are at stake. Nattic has very definite principles about surrendering the Mouser's private property to strangers, but he is also capable of bending his principles when the necessity is obvious.

Inside the package is a note from

Sheelba and the 12 bottles of potion. The note reads as follows:

"I know you are familiar with these reducing potions, but I thought I'd just guard against your occasionally faulty memory.

"Each potion lasts approximately an hour and a half, and will reduce your body to about 5% of its normal height. This will leave you stark naked with no gear of suitable dimensions. You may enlist your friend's aid tailoring garments of an appropriate size. Other equipment must be improvised as usual.

"Also remember, after reduction, you will find a lovely pool of pinkish liquid around you. This is the other 95% of your body. When the potion wears off, you should be standing in this pool. If you are not the consequences are somewhat unpredictable. Sometimes the necessary organic matter is "borrowed" from other living matter. If the nearest living thing happens to be a pack of rats—well, you just might end up with a very squeaky voice. So watch yourself, and play it safe. As you well know, my friend, magic can be very tricky.

Best Regards,
-S"

6. Hisvin's House

(See Map IV, area 11)

Gustillo left the two heroes trussed and drugged in the cellar of Hisvin's house. The home has been vacant since Hisvin's part in the Rat Plague was discovered. Hisvin exiled himself and has not been heard of since.

The PCs may easily enter the cellar of the house if they follow Gustillo's directions. Inside they will find a clear trail in the dust leading to the place where Gustillo dumped the insensible heroes. But the pair is not there.

At first glance it seems possible that some other group came and took the two captives out the way they came in—along the path in the dust scuffed by the wererats. But in good light and upon closer inspection another trail in the dust leading toward a stack of barrels in a corner of the cellar can be seen. A very faint trail, the footprints were apparently made by very thin feet in human-style footwear.

Map V Road to the Shrine

Red God Shrine

Marsh Road

Secret Marsh Ground Entry

Scale: one square = 20 feet

N

GREAT MARSH

CITY of LANKMAR

2. Marsh Gate

W 1.

Marsh Road

3. Brigand Encounter

Shrine of the Red God

4a-m

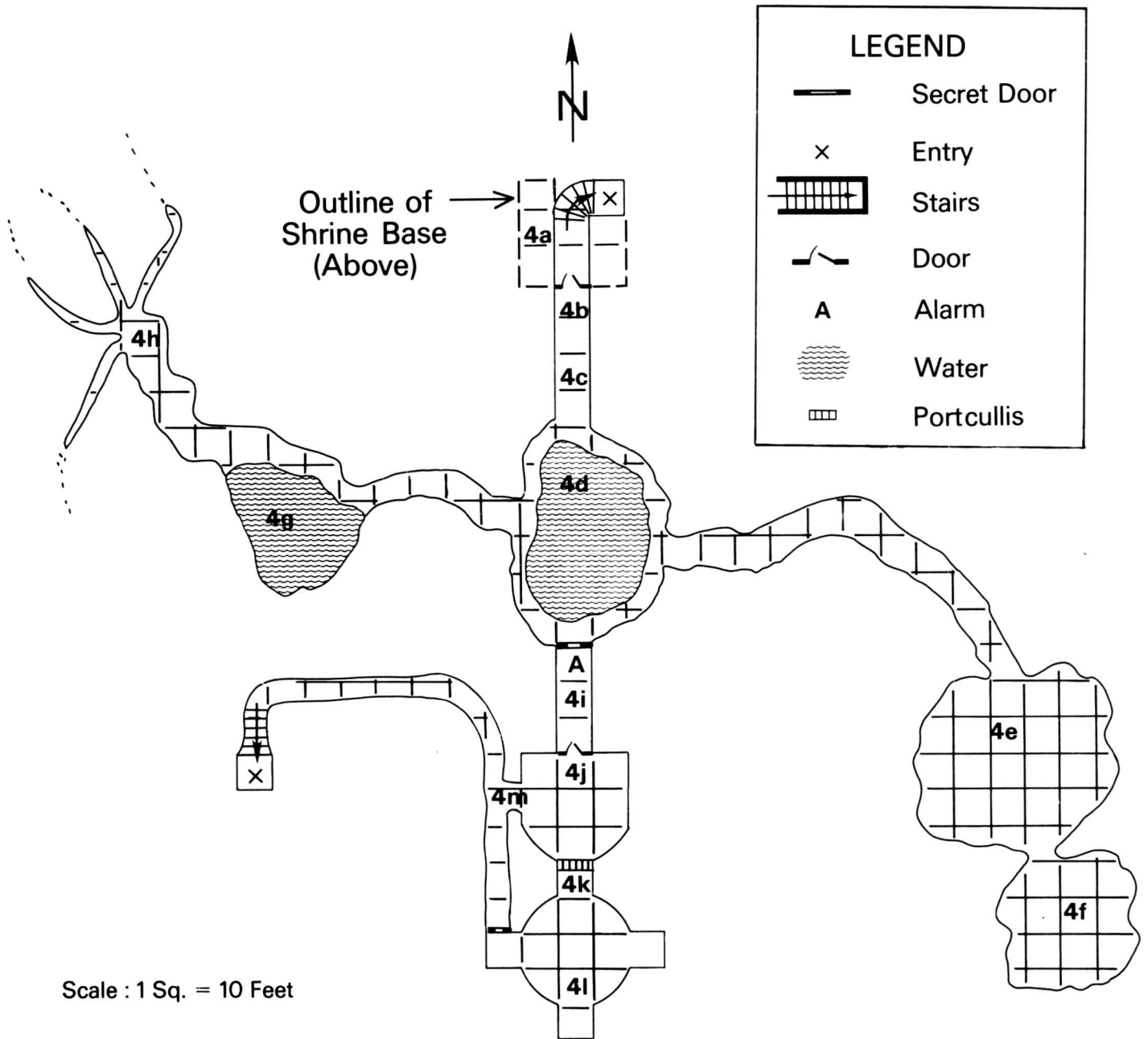
Brigand Camp

Secret Sewer Entrance

S

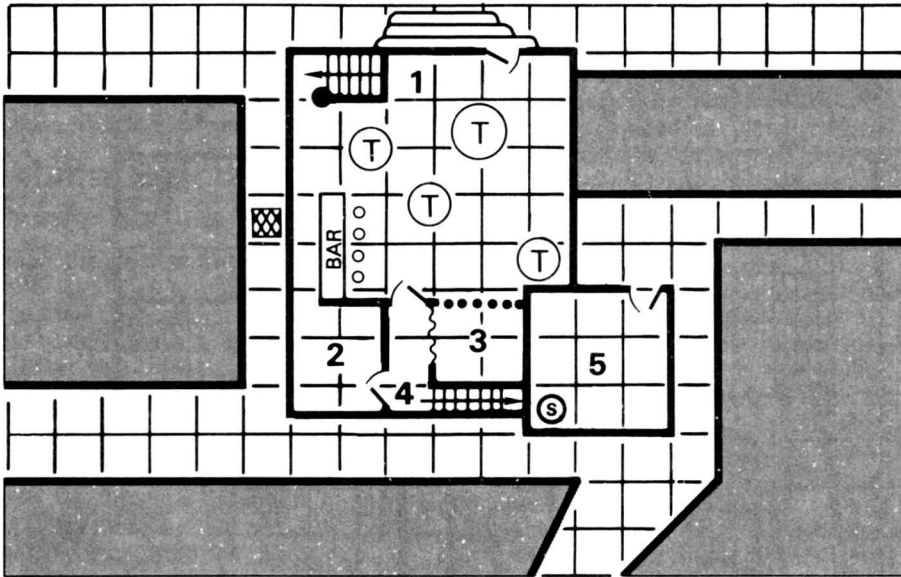
Scale: one square = 50 feet

Map VI The Red God Shrine

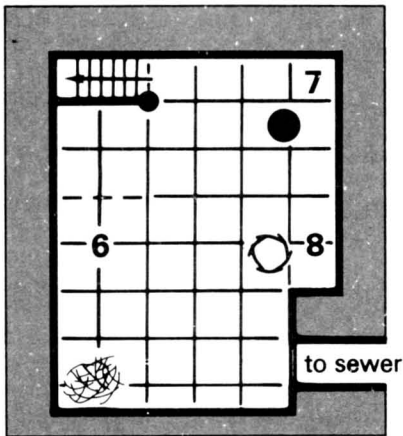


Map VII The Gambling House

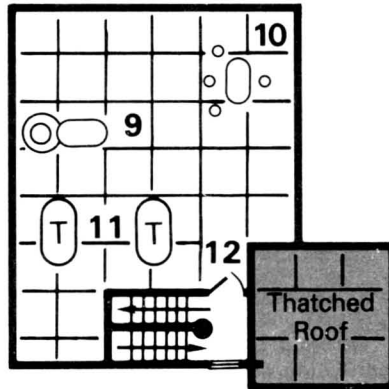
Carter Street – Street Level



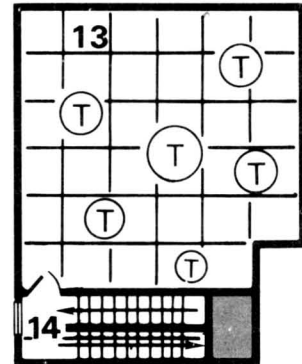
EXPLANATION	
	Door
	Secret Door
	Secret Trap Door
	Trap Door in Ceiling
	Window
	Curtain
	Stairs
	Pillar
	Fireplace
	Table
	Stool
	Pit
	Hay
	Sewer Entrance
	Roulette Table
	Cobra Basket
	Other building or wall
	Bars



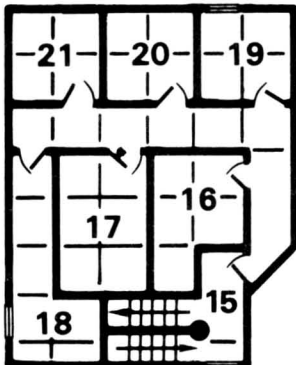
Basement



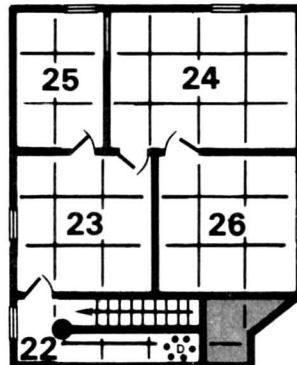
Second Floor



Third Floor



Fourth Floor

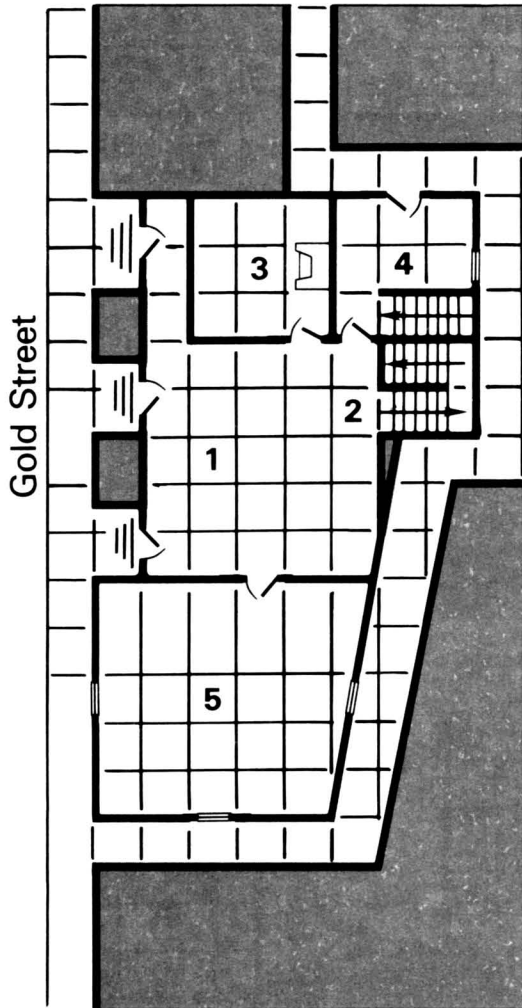


Fifth Floor

Scale : 1 Sq. = 5 Feet

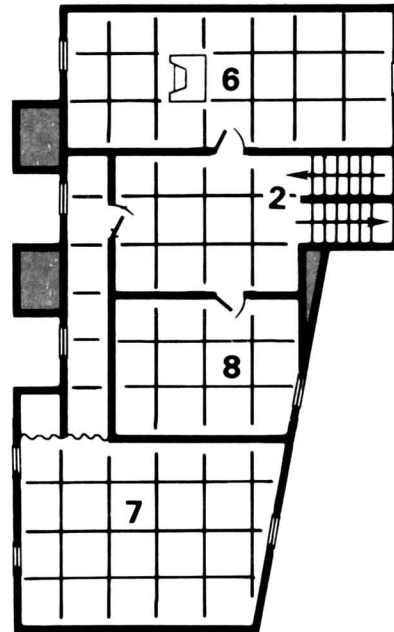


Map VIII Myrria's Mansion

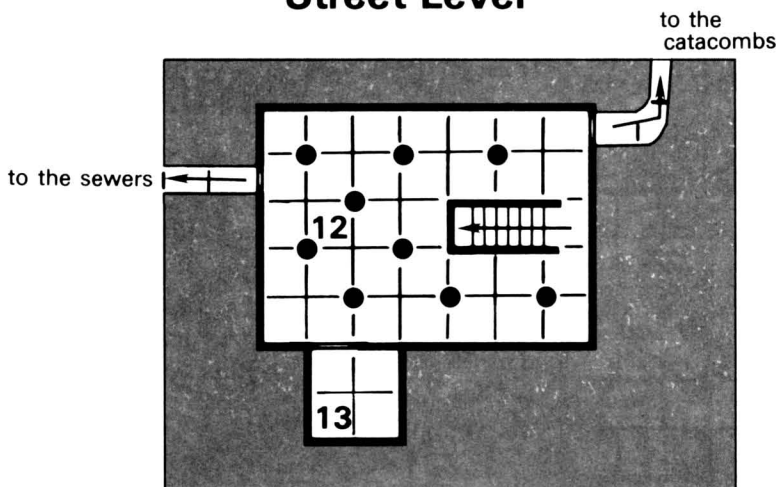


Street Level

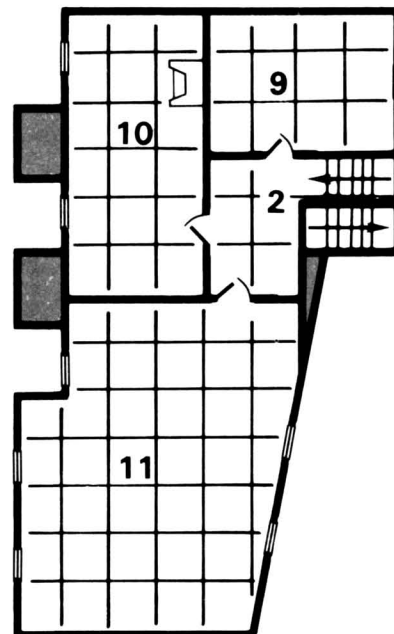
Scale : 1 Sq. = 5 Feet



Second Floor



Basement



Third Floor

If the barrels are removed, the trail can be seen leading into a single large rathole in the cellar wall. The PCs may follow the trail if they have the *diminution* potions with them. Otherwise they must secure the potions from Nattic Nimblefingers.

Lankhmar Below Encounter Setting

Beneath the black and smoky streets of Lankhmar stretches a network of muddy sewer tunnels. This system, originally constructed to carry the wastes of Lankhmar to the River Hlal or the Great Marsh, is also home to the Rat Kingdom of Lankhmar Below.

With an aristocracy, police, laborers, lower class, and an army, Lankhmar Below is a miniature reflection of the human society above.

In mirroring Lankhmar civilization, many of the perversions and emotions that pervade human society also exist in the rat community. Distrust, fear, guilt, lust, and the desire for power among them. When the PCs enter the tunnels below the city, they should be unsure as to the reception they will receive.

Lankhmar Below is still a society scarred by war. The terrible loss suffered by the rats at the hands of humans has left bitter feelings between the groups. With the carnage etched in the memory of members of the older generation of rats, a certain deference is paid humans so as not to provoke another confrontation. Most older generation rats, under normal circumstances, will hesitate to speak to humans and few will attack them—even if a human appears seriously injured.

But members of the younger generation know only the horror stories. Their limited contact with humans has reduced their fear. And the loss of their parents and grandparents has increased their rage. Although many understand that the rats would probably lose another war, some young rats are eager to demonstrate their eminence.

So despite the existence of a treaty and regardless of the diplomatic niceties, distrust and hatred exists on both sides. Barring the fear of an external invasion it is clear that each side views the other as its major security threat.

The Sewer System

It should be understood that Lankhmar

Below is essentially comprised of sewer tunnels. The tunnels are dark, clammy and wet. A draft persistently glides through the tunnels and the sound of dripping water never stops.

The walls are covered with a certain slime that resembles a blackened piece of soaked cardboard. This substance is slick but it clings to whatever it touches, hardening after some time. On the whole, the sewers are rather uncomfortable.

Tiny Combat in the Tunnels

But with its multiple underground levels and endless maze of passageways, this subterranean city is perfectly suited to dungeon-style adventuring. The fantasy theme of the magically diminutive adventurer provides a perfect selection of giant monsters in a plausible setting.

For a normal sized human, the rats of Lankhmar Below are mere half HD creatures. But to enter this rat civilization, humans must first ingest a *diminution* potion. With the human's reduction in size, the individual strengths and abilities of the rats and the humans can be better compared. It is as if the rats have become human sized. (See the Monster's Statistics given on the Master Chart on the cover.)

The DM should not, however, make any adjustments in the PCs stats. The adjustments have already been made. For the DM's easy reference, the combat ratings of the rats, not the PCs, has been adjusted. The DM should use the PC's AD&D® stats and assume that their opponents' combat ratings listed in the master chart have been adjusted proportionately. For emphasis, we repeat. The change in rat combat statistics reflects a more even footing between rat and human after the taking of the *diminution* potion.

A Map Key

The fold-up map included in this module represents the sewer system that makes up Lankhmar Below. Intended for the DM's use only, only the major features of the network are depicted. The DM may expand the network or add even smaller pipes and secret passages to the sewer system. What follows is an enlarged key to the map, describing in some detail the physical characteristics of the "city".

Drainage Pipes: Each of these locations feature a 10 foot long shaft with a street level grill of heavy iron at the top. Dots

indicate these pipes on the map.

Narrow Sewer Pipes: These passages make up the majority of the sewers beneath Lankhmar. Each is about 8 feet in diameter, with 12 inches of water standing or moving sluggishly along the bottom. Thin lines indicate these lines on the map.

Sewerfalls: Resembling waterfalls, the sluggish water tumbles over these cliffs and drops six feet to a tunnel where the water continues to flow as normal. Three short dashes running perpendicular to the pipes indicate sewerfalls on the map.

Main Sewer Tunnels: Huge passages collect the water from many smaller tunnels and carry it to the river. Each of these tunnels has approximately 4 feet of water moving through it, somewhat more rapidly than the water flows in the smaller tunnels. Thick lines indicate these tunnels on the map.

Silver Spouts: Secured with heavy iron grates, these spouts allow the contents of Lankhmar's sewer system to flow into the already polluted waters of the River Hlal.

The Catacombs: A winding series of passages lined with mud and cloaked in an inky darkness that knows no daylight, undead and other loathsome beings live here. The catacombs are located in the large shaded area under Silver Street.

The Rats

Lankhmart rats are not, for the most part, human-minded. They do not wear human clothes and use only crude weapons. (Their teeth, however, are very sharp.) Many can speak a few phrases in human speech and some can speak fairly well, though with a lisping, squeaky accent. Among themselves they speak a number of rat tongues and dialects that are nothing but squeaks, chitterings, and whistles to the human ear.

Lankhmart rats are relatively small in size, comparable with the more common Lankhmart field rat. But as a result of interbreeding with larger water-rats a number have grown quite large.

The rats with whom the PCs will engage in combat are much bigger. These wererats are foreign to Lankhmar Below and have been imported from the city Ilthmar for the purposes of Hisvin's plot.

Hisvin's Plot

Hisvin's master plan depends on five major elements.

Element 1: Hisvin hopes to build up a sizable fifth column among Lankhmar's wretched lower classes through the proselytizing efforts of the Rat God's priests.

Element 2: Hisvin plans to train and outfit an elite army of Ilthmarian rats, a particularly large and vicious breed, and then provide them with enlarging potions. These troops would suddenly appear at critical points to neutralize key defensive positions in Lankhmar.

Element 3: Hisvin hopes to rekindle the war between the rats of Lankhmar Below and the humans citizens of Lankhmar. He has planned a series of incidents that will gradually build the tensions between the rodent and human populations (ie. the grainy raids) until hotheads on either side fan the sparks of conflict into open war.

Element 4: Hisvin has been promised the aid of the Rat God himself, in the person of his avatar, Erastus.

Element 5: Having been previously defeated by Fafhrd and Grey Mouser, Hisvin believes that the success of his current campaign hinges on neutralizing Lankhmar's most dedicated defenders. Determined not to underestimate their talents and influence, Hisvin keeps them securely imprisoned in a chamber deep in the Cat's Cradle.

In the Rat Tunnels

When the PCs reduce themselves with Sheelba's potions, they can enter the rat tunnels and follow the trail of Fafhrd's and Gray Mouser's abductors.

The DM should take careful note of how the PCs outfit themselves for the descent into Lankhmar Below. They should have none of their normal-sized equipment. Any garments or gear they take will have to have been fashioned or improvised beforehand. Nimblefingers will cheerfully make them doll-sized clothes, though he may indulge his sense of humor at the expense of the PCs' sense of dignity.

Other items may be easily improvised - rope from heavy coat thread, torches from wood splinters and tar, swords and spears from needles and awls, armor and shields from leather scraps, and so on. Other items like crossbows, bows, lanterns, and so on will be too difficult to devise quickly.

The PCs may build little carts in which to carry gear, or even try to use trained rats as beasts of burden. The DM should indulge their imaginations and ingenuity: this can be one of the most entertaining parts of this adventure.

When the PCs enter the rat tunnel in Hisvin's cellar the trail is quite clear. But as the trail descends deeper beneath the city, smaller tunnels begin to appear from the sides. At first the floors of these tunnels will be covered with dust, indicating infrequent use. But after about five minutes of travel, the PCs will notice more and more traffic along the main and side tunnels. It is still clear however, that the twain's abductors have continued down the main corridor.

Events in Lankhmar Below

(See fold-up Map, Sewers of Lankhmar Below)

Play the following encounters in numbered order.

The first encounter is located just below the Temple of Aarth (area 9, Map III). A number of tunnels lead directly into the main sewer pipe under the temple (see fold-up map)

1. The Alarm is Sounded

A dim light glows in the distance. Another rat tunnel, this one apparently illuminated, crosses your passage at right angles. Suddenly a tiny cart with a rat in harness, a contraption that most resembles a rickshaw, pulls in sight and stops in the junction of the two tunnels. The rat turns his head as if casting about for a scent. Appearing to recognize the odor, the rat looks in your direction, gives a little frightened squeak, and dashes off to the left along the lighted rat corridor, abandoning his little cart. Further down the corridor to the left are heard a number of other squeaks.

The PCs have been sighted, and the alarm has been spread. A squad of rat militia will be moving to investigate within 2d4 rounds. In the meantime the PCs can explore the area. The cart is simply a means of transporting garbage discarded by the human population of Lankhmar. This rich food supply provides a sizable

portion of the nutritional needs of Lankhmar Below. The lit tunnel leads westwardly toward a large garbage dump near the River Hlal's banks. To the west the tunnel leads into the heart of Lankhmar Below.

2. The Rat Militia

In several minutes the PCs can hear a group of rats approaching from the City of Rodents. There is a low murmur of squeaky voices, but no discernible speech.

When the figures come into view, it is obviously a hastily organized rodent militia. Plainly garbed small rats carry simple tools and clubs as they cower behind a single large rat with an air of bravado and authority.

When the PCs come in view, or when the militia comes in sight of the place where the PCs were sighted, the leader halts and shouts in a high-pitched, sibilant voice:

"Humanth! Thtand forth and identify yourthelfth! For what reathon do you trethpath on the rightful domain of Lankhmar'th rodentkind?"

The DM should remind the characters of Duchin's request that the party demonstrate respect for the Rat-Human Treaty. Greechy, the rat spokesman, is the equivalent of a village alderman. He expects a certain deference, and if the PCs are polite and respectful, he will speak with them in a similar manner. If the PCs offend or try to intimidate Greechy, he will withdraw, warning the PCs not to advance further into Lankhmar Below unless they want real trouble. Any aggressive moves will make negotiations very difficult, but the rat militia is no match for the PCs.

Greechy has sent for an official spokesman of the Rodent Council and an escort of trained rat soldiers. They will arrive in 10 minutes, and Greechy will try to stall the PCs until their arrival. He will alternately make assurances that the rodents bear the humans no ill will while insisting that the humans are trespassing without permission on rodent soil. If he cannot stall the PCs, or if the PCs attack, Greechy withdraws along with the rest of the militia and waits for the rodent delegation to arrive.

3. The Official Delegation

The official delegation is led by Chives,



chief spokesrat for the rodent Council. Chives is a civilized, diplomatic, aristocratic elder rat who was held a political prisoner during the last Rat Plague. Chives is a pacifist, a rare quality for a rat, but an ideal spokerrat for liaison with humans.

Chives firmly asserts the sovereignty of Lankhmar Below, but will patiently listen to whatever the PCs have to say. His major objective is to avoid an incident that might precipitate another war with the humans. Chives speaks slowly and precisely, with only a trace of ratty squeak and lisp.

The official delegation is escorted by a dozen of the Guardians of the Peace—an elite rat troop dedicated to the defense of the tunnels from invaders. The leader of the escort is Muskatel, a young, swash-buckling rat in the Three Musketeers tradition. He is a firebrand and the antithesis of Chives. Incensed by the effrontery of the humans in marching uninvited into rat territory he wants to rally the rat citizenry to repel the smooth-skinned trespassers. Furthermore, Muskatel is an arrogant swordsman who would love to beat a human before an adoring audience.

But Chives will manage to keep Muskatel under control and the young swordsrats

will not become insubordinate. However, if a PC goads Muskatel enough, his control might snap and a serious incident will occur. In spite of the Human-Rodent Treaty rats and humans will fight.

Chives will order the guardsrats to interfere and subdue both human and rat, and hopefully the other PCs will try to stop the fight before someone is hurt. Once the two combatants are separated and subdued, Chives will demand an immediate apology from both man and rat. Muskatel, fundamentally a good soldier, will comply with as much good will as he can muster. If the PC does not also comply, Chives will continue to be polite, but he will insist that the PCs leave at once. He nor any of the other rats of Lankhmar Below will be willing to cooperate with the investigation.

4. Chives Offers His Aid

When the PCs explain that they are looking for kidnap victims and describe the circumstances that led to their searching the rat tunnel, Chives will offer to assist them in their investigation.

He assures them at once that there are no plans for a second Rat Plague. The consequences of the first war with humans were so dire, he says, that no

sane rodent would consider embarking on a second.

Chives acknowledges that there have been reports of very large foreign rats but he is quick to disassociate Lankhmar Below from the aliens. He says that strange rats, which have thick accents and unpleasant odors, have been seen in some of the abandoned and infrequently traveled tunnels. The presence of the alien rats are tolerated, Chives adds, because these tunnels are far from the population center's of Lankhmar Below.

Chives categorically denies any involvement in the attacks on the graineries. Such acts, he says, would require a large number of rats and therefore could not be conducted without notice by government authorities. Since such attacks would be in violation of the Human-Rodent treaty, no rat government would encourage or permit such activities for fear of hostile human response.

When the PCs ask about Hisvin, Chives answers that both Hisvin and his daughter, Hisvet, have been out of favor with the Council since the debacle of the Human-Rat War. Neither has been seen in Lankhmar Below for more than a year. Chives admits, however, that he would not

be surprised to find Hisvin at the bottom of another plot. Hisvin has always been ambitious and power-hungry, and an attempt to abduct Fafhrd and Gray Mouser would not be out of character.

In direct proportion to the diplomatic skills of the PCs, Chives will offer aid in finding the heroes. At minimum, Chives will tell the PCs of a remote section of rat tunnels called the "Cat's Cradle" no longer visited by local rats, but large enough to house a population of foreign rats without calling attention to itself. Cat's Cradle, Chives explains, has been frequented by Hisvin and his followers in the past.

If the PCs have behaved in a hostile or unfriendly manner, Chives will give them a map to the Cat's Cradle and suggest that they leave immediately before some hot-headed rats decide to avenge this unwarranted incursion on rodent territory.

If the PCs have been moderately polite and cooperative, Chives will send Muskatel and the Guardians of the Peace as guides to the Cat's Cradle. If the PCs have been forthright and honorable, Muskatel may even be helpful. He may volunteer suggestions and offer his sword at the human's side, even against Hisvin and other foreigner rodents.

If the PCs have earned Muskatel's dislike or distrust, he will only deliver the PCs to the Cat's Cradle, then abandon them to their own devices. Muskatel will follow the sewer tunnel to the south, passing under Ogo the Blind's house (see fold-up map of the Sewers Below Lankhmar).

The Cat's Cradle (See Map XI)

The name of this area comes from a legendary rat chieftain who is said to have kept a tamed cat which defended his tunnels from ambitious rat raiders. This somewhat implausible legend is given some credibility by the unusually great size of the main entrance passage and central chamber of the nest. Both are certainly large enough to permit a fair-sized cat to come and go at will.

The Cat's Cradle is located just above the sewer holding tank, under the Temple of the Rat God (see area 16, Map III and the fold-up map of the Sewers Below Lankhmar). The party will arrive through the main entrance, located in the sewer tunnel, south of the holding tank.

Because the main entrance is so large, it has been deemed indefensible by pru-

dent rats. For this reason and because the nest is so far from the bulk of Greater Lankhmar Below, the area has not been recently inhabited.

During the Rat Wars, however, Hisvin used this area as emergency barracks for the huge peasant militia he recruited from the grain fields surrounding Lankhmar. The chambers were crudely outfitted, uncomfortable, and desperately overcrowded. When the war ended so disastrously for the rats, the area was once again abandoned, and it has remained that way until now.

Since re-entering the area, Hisvin's army has constructed and concealed several new tunnels. A normal man has a 20% chance of discovering the secret portals if searching the area. One need only to push the portals open.

The Return of Hisvin

Hisvin has once again returned to Lankhmar with dreams of conquest. This time he has sought to enlist the aid of the Rat God of Ilthmar and its followers. Here in the Cat's Cradle Hisvin has brought an avatar of the Rat God, said to be a bastard son of the god himself—a demi-rodent named Erastus the Wild.

Erastus is a powerful, charismatic figure. Embarking on a crusade to convert the non-believers of Lankhmar. With the aid of Hisvin, Erastus has summoned the priesthood of Lankhmar's Rat God temple. In the great chamber of the Cat's Cradle, Erastus has taken on the aspect of the Rat God himself, and has infused the priests with a new spirit and ambition. In turn, the Rat God's clergy has gone forth among the deprived and disenchanting of Lankhmar's citizens, preaching the generosity of Ilthmar's patron deity.

Rescuing Fafhrd and the Gray Mouser

Although not aware of the new escape tunnels recently dug by the Ilthmarian rat troopers, the PCs have the advantage of the area map given them by Chives.

Sooner or later the PCs will be forced to resort to melee in rescuing the captive heroes but their chances for success increase if they use subtlety or clever tactics rather than a frontal assault.

The PCs are outnumbered by the rat troopers. This fact by itself would not be a serious threat to the party's military superiority, but combined with Hisvin's powers and the god aspect of Erastus, the rat army in the Cat's Cradle is a formidable

force.

Hisvin, by himself, with his magical abilities, presents some danger to incautious PCs, but Hisvin generally bugs out when the going gets tough. The real danger is Erastus. Although he does not look particularly alarming in his normal-sized rat form, when he takes on the aspect of his father the Rat God, he is probably more than a match for the PCs.

In the PC's favor, however, is a neutralizing feature of Erastus's powers. In his god aspect, Erastus is too large to move through normal rat-sized tunnels. Only in the great central chamber and the main entrance tunnel to the Cat's Cradle can Erastus maneuver in his god aspect. As an avatar, he is imprisoned by his own size.

Possible PC Strategies

To help the DM anticipate and prepare for the different tactics the players may employ, a list of possible PC strategies on how to rescue the captive heroes follows.

- a. **Frontal Assault:** This will work just fine if the PCs are extremely powerful, well-supplied with first-rate magic, and supported by Muskatel's Guardians of the Peace. If they are not, they will be whittled down by the rat troopers, then devastated by Erastus's combat and magical abilities.
- b. **Feint and Decoy with Flanking Maneuver:** This might work if the rat troopers are drawn off in pursuit of a portion of the party, while another part uses stealth or magical concealment to sneak through the side passages in search of the captured heroes. There is still the danger of bumping into Erastus in the main chamber and underestimating his abilities when he takes on his godly aspect.
- c. **Stealth:** This might work if the PCs are superior thieves or are supported with magical concealment or subduing spells. Such a plan is enhanced if provisions are made for distractions and a fast getaway when they are discovered.
- d. **Disguise:** This worked for Gray Mouser in **CA1, Swords of the Undercity**. With wit, magical support, and a clever cover story, this might get the PCs past the first guard point, but will probably not allow them get Fafhrd and Gray Mouser out.

Rodent Tactics—An Overview

When an intruder is discovered, two guards run from the entrance to spread the alarm in the smaller chambers while four guards try to hold the main entrance. If the attack seems likely to overrun the guard station, the main entrance guards retreat to and rally in the main chamber with Erastus. The defenders of the great chamber will be joined in short order by 12 rat troopers from the barracks and the storage room. The six rat guards in the confinement room remain to guard their charges.

Hisvin peers into the main chamber, then immediately makes his escape. Erastus withdraws to the far end of the main chamber and waits for the rat troopers to mass before him. Then he uses his clerical spells to support them, or if necessary, he calls upon himself the Aspect of the Rat God. With the transformation taking one round, Erastus swells to four times his normal size and becomes a giant rat-beast that instinctively attacks the enemies of the nest.

Encounter Key

(See Map XI)

1. Main Entrance Tunnel

Six rat troopers lounge and squeak among themselves. The conversation is vulgar and of interest only to similarly low-minded rodents. The entrance tunnel is about a foot wide here.

Unless invisible or otherwise aided by magic, no one can slip past the guards without being noticed. A few minutes after the PCs arrive, however, four of the rat troopers slip off toward the barracks in search of a bite to nibble. A clever ruse, a lucky rush, a magical spell—any number of tricks might get the PCs past this point without tripping an alarm.

If the alarm is sounded, the rat troopers try to hold their positions against the intruders. But if they are in danger of being overrun, they withdraw and rally with Erastus in the main chamber.

2. The Barracks

Six rat troopers are sleeping here. Even if the alarm is sounded, it takes them three rounds to struggle into their armor and grab their weapons. When ready they rush into the main chamber to guard Erastus.

3. Storage

Six rat troopers are here stuffing their faces with cheese and telling longwinded, off-color jokes with lame puns as punch lines.

The jokes are not conceivably amusing to a human, but the rats are in stitches—so much so that they may be taken completely by surprise by the intruders.

If the alarm is sounded, these six troopers take three rounds to struggle into their armor and grab their weapons, then they rush out into the main chamber to support Erastus.

4. Confinement

Here in a pair of cages are the greatest heroes of Nehwon. They are dirty, tired, hungry, and miserable. Their dispositions can be described as irritable. Regular doses of *diminution* potions have kept them rat-sized.

Six rat troopers guard the captives. Initially they spent much of their time taunting the two heroes, an entertaining sport for a while. But soon the captives stopped responding and simply sat around, glaring poisonously at their captors. Now the entertainment consists of playing with the prisoners' food before it is tossed on the floors of the cages. The details of this entertainment will be omitted to avoid disturbing delicate stomachs.

If the alarm is sounded, one guard goes to each of four passages leading out the chamber while the other two stand guard near the cages. If things look rough, these six rats have agreed to run for it, on the logical grounds that anything that gets as far as this chamber is not going to be stopped by six rats.

5. The Alchemist's Lab

Hisvin has kidnapped an alchemist, Faragio, and imprisoned him here. Faragio manufactures *diminution* potions and their antidotes for Hisvin. If Faragio refuses to produce the potions, Hisvin refuses to feed him. As further incentive, since Faragio is currently trapped in a small room underground, he must continue to consume potions or he returns to normal size in the confines of a three-foot square chamber.

Faragio is chained to a wall. The chain is

of fine craftsmanship (chance to break-equal to bend bars on Strength Table). Faragio is perfectly willing to cooperate with anyone who might help free him. He has seven potions of *diminution* and seven antidote potions hidden in his component supplies.

It may occur to clever players that a sip of an antidote potion might make a PC significantly larger, while still able to move about in the larger chamber and main entrance tunnel. Experimenting is dangerous, but under Faragio's supervision, the risk is minimal. Enhancements of the PCs combat abilities are left to the DM's discretion.

6. Hisvin's Quarters

Hisvin will always be found here, pondering and polishing his master plan for the subjugation of all of Lankhmar. If surprised he will pretend to surrender good naturedly, then explode a couple of gas bombs Faragio has manufactured. Under cover of these bombs which are equivalent to a *stinking cloud* spell, Hisvin will escape through his bolt hole. He can appear as an archvillain in later adventures.

If the alarm is sounded, Hisvin will make a brief appearance in the main chamber, then head for his bolt hole.

It is important that Hisvin escapes. Such a villain is always more useful as a returning nemesis than as a captured or killed opponent.

7. The Great Chamber

This is Erastus's great temple to the Rat God of Ilthmar. Here a small crowd of the elect may come and observe as the mortal rodent form of Erastus transforms into the awesome immanence of the Rat God.

If the fight has turned against the rats in the great chamber, a band of rat troopers will stand in front of Erastus on guard and he will swell up to four times his normal size. He will glow with a terrible light, gain flashy magical powers, and become almost invulnerable to injury or magical assault. His voice sounds as if it is coming from deep within a cavern. Listeners cannot later recall the specifics of what was said, but can remember that the voice filled them with the power and vision of the Rat God.

Erastus the Wild

Son of the Rat God of Ilthmar

Mortal Form: 6th level black wizard: MV 18", hp 36; AL CE; #AT 1; Dmg 5-10 (magical mace "Black Cat," with an obsidian head in the form of a black cat, +3 to hit, sounds a bloodcurdling yeowl and *cause fear* in rodents each round) or spell

Spells

Level 1: *curse* (reversed *bless*), *command*, *cause fear* (reversed *remove fear*)

Level 2: *chant*, *find traps*, *speak with animals*

Level 3: *cause disease* (reversed *cure disease*), *dispel magic*

Avatar of the Rat God Form: AC -2, MV 18", HD 12+3, hp 96, #AT 3; Dmg 4-24 (jaws)/2-16 (claw)/2-16 (claw); SA *color*

spray or *hypnotism* as a sixth level illusionist as a natural ability once per round; SD 50% magical resistance

If Erastus is in his aspect form while in the vicinity of the PCs, there are likely to be some casualties unless the characters evacuate in short order. On the other hand, a decent character should survive the first round.

Ending the Chapter

If the PCs survive the bout with Erastus, discover the captives, but fail to free the heroes on their initial penetration of the Cat's Cradle, then the PCs have failed their mission.

By the time the PCs can return to the Cat's Cradle with help, Hisvin, Erastus, and the rest of the rats will have fled with the captives in the direction of Ilthmar. The overlord will be very displeased and the

PCs may find themselves facing a trial for treason.

If the PCs discover and free the captives they will become public heroes.

The overlord will hold banquets in their honor, find them profitable and leisurely jobs in the royal service, grant sizable gifts of wealth, and commission ballads in their honor.

Thereafter the PCs will receive the "honor" of being selected for every dirty and dangerous problem with which the overlord is faced.

Fafhrd and the Gray Mouser acknowledge their gratitude to the PCs. And "a barbarian always pays his debts," Fafhrd has said. The PCs can expect the aid of the two heroes in the future. Each PC gains a status level for being acquainted with the overlord and for being a known companion of the greatest heroes of all Lankmar.



Chapter 3: ONE NIGHT IN LANKHMAR

(Makes A Proud Man Humble) Michael S. Dobson

Lankhmar...city of thieves, city of adventure. On the Night of Fear, it is a city of mystery and of danger, when the very gods of Lankhmar have been known to roam the streets. A dense fog blankets the Tenderloin, where no honest man goes at night, and where no sane man walks this night. The silent shrouded streets seem still and soft. Footsteps...a clacking against the cobblestones...a cowed figure in the fog, these are the sights and sounds of a night when the air of Lankhmar is tinged with the scent of death...or is it just the salty sea air?

"One Night in Lankhmar" is a short adventure designed for two high-level characters, perhaps peak versions of Fafhrd and the Gray Mouser. But it can also be played by a maximum of four characters of mature levels. The use of spellcasters is not recommended.

This adventure is set during one of Lankhmar's national holidays, the Night of Fear, (see Sourcebook, page 79) which takes place on the day of the Bat in the month of the Goat. Once in every seven years on this date, the gods of Lankhmar walk the streets. Is this the night? No one knows for sure, but few sane men take chances.

The adventure begins in the Last Chance, one of the most popular gambling houses in the Tenderloin. The Last Chance is described here in some detail so that it can be used in future adventures.

The Last Chance Gambling Den

The Neighborhood

The Last Chance is located near the corner of Carter Street and Atheist Avenue, (see Map X, area 52) in the Tenderloin District (see Sourcebook pages 27-29). Carter Street is a wide street, busy both day and night—except, of course, on the Night of Fear, when it is deserted. Carter stretches from the Grand Gate north all the way to Temple Street, where it changes its name to Royal Road.

Along the stretch that passes through the Tenderloin, the street is typically filled with residents of that wicked district. With most of the denizens living on the wrong side of the law, thieves and pickpockets abound. There is a 15% chance each day

that a pickpocket or mugger will victimize a stranger. Local residents and obviously well-armed and alert characters are left alone.

The Street of the Thinkers (more commonly known as Atheist Avenue) is a narrow, twisted lane that runs between Wall Street near the Marsh Gate all the way across Lankhmar to the North Docks. As the Street of the Gods is wider and more heavily traveled, only those with business on Atheist Avenue should be expected to pass on this road.

If the Last Chance is to become a major part of your Lankhmar campaign, the random building and NPC generators should be used to populate the buildings and nearby shops. For this adventure no such generation is needed.

The Building

The Last Chance is an old, slightly crooked building (in both senses of the word), soot-covered and paint-peeled from years of exposure to the sea air and the Great Marsh mists. A sign depicting a pair of dice rolled to double ones (snake eyes), hangs over the door. A stairway in the back leads to a landing and door on the second and fifth stories. A rusted rain gutter runs along the top edge of the flat roof and continues along the south side of the building and into an alleyway. In a bad rain, the rusted holes leak torrents onto passersby.

If one followed the alley on the south side of the building, he would have to kick the piles of rubbish and scatter the rats in order to get to a back door leading to a kitchen. In the alley, rats, more than humans, seem to be the dominant species.

Attached to the main building is a smaller, even ruder hut; a bare shelter occupied by thieves and beggars. A maze of alleyways leads to Atheist Avenue, to Carter Street in another direction, and also into the shifting inner courts of the Tenderloin (otherwise known as City Geomorph blocks). Only the brave and well-armed dare travel in those inner courts and even then they watch their backs.

All-in-all, the Last Chance is not an attractive place, nor an inviting one. But those who know it ignore the external appearance and enter its walls by way of a door on the first floor.

The First Floor

Area 1. The Main Gambling Hall

Fatty greets almost all of his guests by name at the door. He has a phenomenal memory for names, and if a customer has been there before, he will remember. Various gaming tables featuring card games, games of chance, and dice games of various sorts are located throughout the room. A bar runs along the right-hand wall and a cashier's cage, where money is exchanged for chips, is directly in front of you. A spiral staircase is in the corner. The room is bustling and busy.

The gambling in this room normally involves a minimum wager of a bronze agol. Bets of more than 10 rilks require the approval of the cashier or Fatty.

Area 2. The Kitchen

The Last Chance has a tiny kitchen that cooks more for the servants than for the guests. The chef makes various dishes and *hors d'oeuvres* for the higher-stake gamblers on the second and third floors.

Area 3. Cashier's Cage

The Cashier's Cage has iron bars and a small window. The door leading to the stairwell (area 4) is always kept locked and barred. There is a bell alarm that the cashier can pull, and a trap in the door of the cage triggers an alarm if opened improperly.

The cage contains 3d20x100 agols, 2d20x100 smerduks, and 3d12x100 rilks at any one time. When the cage is unoccupied, the money is kept in an iron safe with a complex lock (-30% on a normal thief's chances to open).

Area 4. Rear Stairwell

This stairwell ascends to platforms and doors on the second and fifth floors.

Area 5. The Hovel

A one room, single-story, thatched roof hovel normally occupied by peasants and thieves, Fatty rents it out for 2 smerduks a month. There is a frequent turnover of residents because anyone who cannot afford 2 smerduks a month is evicted immediately and anyone who can afford even 3 smerduks finds better accommodations.

The place is filthy and cramped and the roof leaks.

The residents do not know about a secret door in the floor that leads to an entranceway into the sewer system. Fatty built the secret passageway thinking someday he might need to make a quick exit.

All information about the residents should be secured from the Random NPC Generation system. Because the occupants change so frequently, a new character should be rolled for each visit the PCs make.

The Basement

The basement is used for unusual, and sometimes gruesome, gambling contests. Only Fatty knows about the secret exit to the sewer network. The sewer exit also leads to the trap door in the hovel (area 5).

Area 6. Dwarf Tossing Arena

A patron must stand behind the line on the floor and toss the dwarf onto the hay. Adding to the complexity of this strange sport is the frequent unwillingness of the dwarves to be thrown.

Area 7. The Pit

The pit is used for cock fighting, bull baiting, and similar genteel sports for aristocratic tastes.

Area 8. Cobra Basket

Another popular sport at the Last Chance is cobra kissing. The cobras, of course, are fully poisonous (saving throw vs. poison or death in 1-4 rounds). A cobra has a 60% chance of striking at a kisser, and has normal chances to hit.

The Second Floor

The second floor is for high stakes gambling and other illegal diversions. Food and drinks are served to the gamblers on this floor and the minimum bet is a silver smerduk. A patron must make a suitable bribe, be known to Fatty or have had proper introductions in order to be allowed on this floors.

Area 9. Roulette Table

Lankmart roulette is similar to regular roulette, but there are 3 zeroes and 27 numbers. See the **Dungeon Masters Guide** to learn how to handle gambling in the AD&D® game.

Area 10. Blackjack Table

At this table, the gamblers play blackjack or if the DM prefers, any other card game.

Area 11. Craps

At this table, the gamblers shoot craps or if the DM prefers, any other dice game.

Area 12. Stairs

The door leading to the stairs is locked, but all staff members carry keys.

The Third Floor

Area 13. Private Gaming Room

In this room where some of the highest stakes private gaming in Lankmar takes place various card games are played. The minimum bet is 1 gold rilk and there is no limit on wagers. The third floor is open by invitation only. The kitchen help serves food and drink, and patrons can obtain various special items and services from Fatty.

Area 14. Stairs

The stairs lead both down and up from this point. The door is locked, but all staff members have a key. A locked door blocks the landing leading to the fourth floor, but again, all staff members have a key.

The Fourth Floor

The fourth floor consists of quarters for the staff. With Fatty charging four smerduks a month for rent, some of the employees have found other places to live.

Area 15. Stairs

The stairs lead both up and down. The door is locked, but all staff members have a key. Another locked door for which the staff does not have a key, is located at the top of the stairway. The door leads to the fifth floor and Fatty's apartment.

Areas 16-21. Staff Apartments

Each of these small rooms contains a bed, a dresser, a night stand with a washbowl and chamberpot, and various personal belongings, such as clothes and minor knickknacks. A thorough search (ie. looking under the straw mattresses) will reveal numerous cockroaches and 1d20 smerduks.

Fifth Floor

The fifth floor is Fatty's apartment. Only

he has a key to the door.

Area 22. Stairs

The stairwell ends here. There is an iron rung ladder leading to a trapdoor to the roof. The door is always locked.

Area 23. Fatty's Living Room

This room contains two comfortable chairs, a rug, a small but well-stocked bar, and a table. There is nothing of particular value here.

Area 24. Office

Fatty does his bookkeeping here. A safe with a complex lock (-30% to a thief's chances to open) holds his personal fortune: 5,000 gold rilk. Outside the window, hidden from view, is a rope ladder with which Fatty can escape with his fortune to the roof.

Area 25. Kitchen

Fatty's personal kitchen; the larder here is full. After all, Fatty does like to eat. A secret door leads to the office.

Area 26. Bedroom

Fatty's bedroom contains a bed, a wardrobe, and a stand with a washbasin and chamber pot. A window opens to the street.

The Roof

The roof is flat, with a thin two foot high lip surrounding it. A rusted and dirty rain gutter, which frequently overflows, runs around the building.

The Staff

Fatty MacCome

Human: 0 level

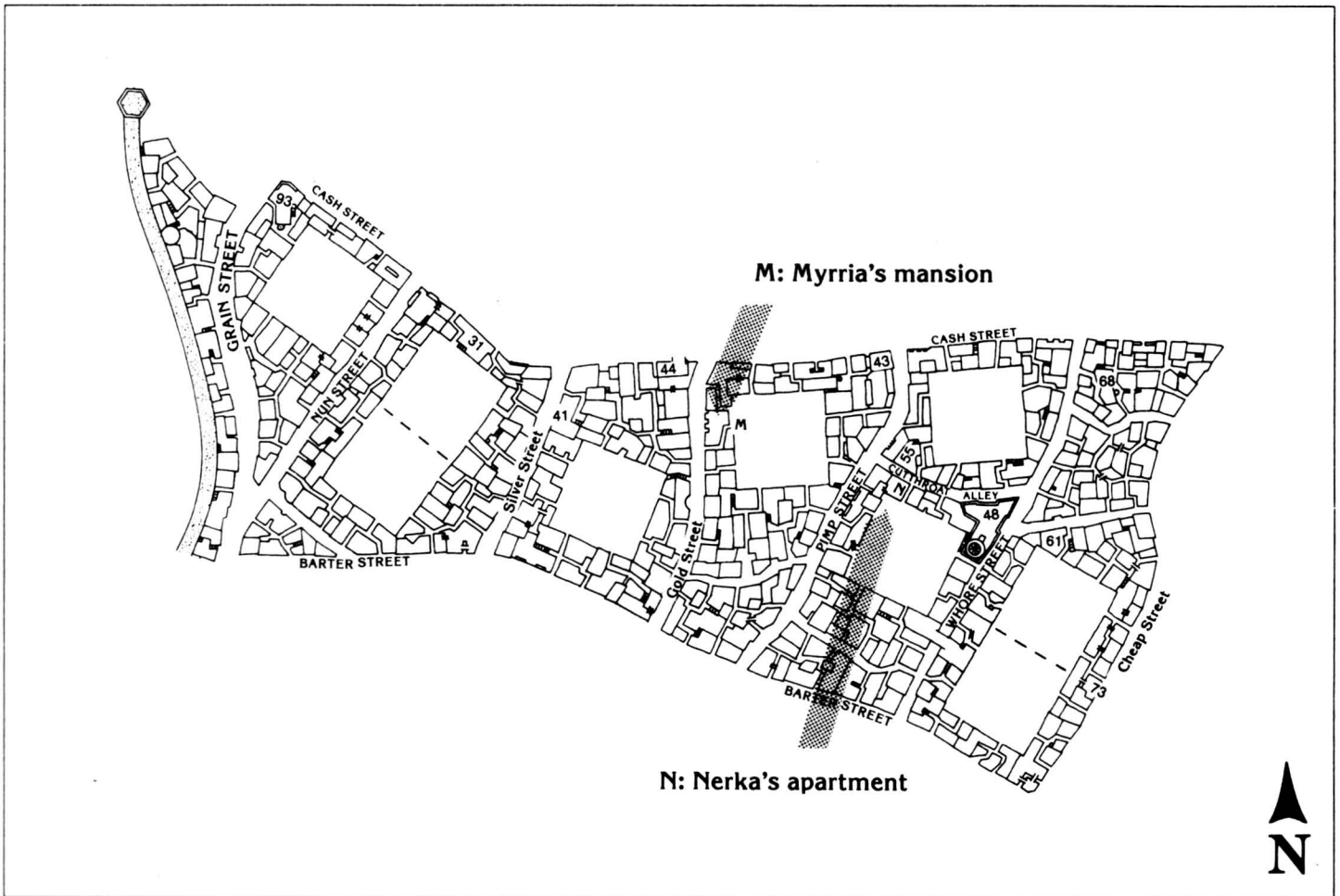
Social Level: 3

Alignment: Neutral

Fatty MacCome is the owner and manager of the Last Chance. Born and raised in the Tenderloin, Fatty earned his nickname as a child. He discovered quickly that if one did not possess great strength success would come only with cleverness. He parlayed his cleverness into half-ownership of the Last Chance and became full owner when his partner died of natural causes several years ago.

The popularity of the establishment is due to Fatty's offering of the best gaming odds in Lankmar. And he is honest to boot. But Fatty does not possess an innate

Cash District



honesty. Rather he possesses a fear—a worry that with too much success will come the various guilds and their desire to share in his profits. Therefore, Fatty takes only a modest profit—enough money with which he can live well, but not enough to attract attention. He has, however, saved a pretty penny and he has hidden it away for his old age.

Fatty weighs about 300 pounds, little of which is muscle. Possessing a weak chin and a high-pitched laugh, he is not a particularly likeable man, but he is able to radiate a kind of sincerity that allows people to trust him more than they should. He treats his male staff relatively well but he often sexually harasses his female employees.

On a typical night at the Last Chance, Fatty can be found greeting the high rollers by name, and escorting them to their tables on the second and third floors. He keeps a close eye on the bar receipts and the cashier's cage on the first floor.

Not a gambler himself, and often bored with the activities on the first three floors, Fatty is often in the basement watching some of the less savory events taking place there. He is particularly fond of the dwarf tossing contests.

Essentially, Fatty is out for himself, and he knows his weaknesses. His recipe for success is to keep a low profile and not to appear too greedy.

With a large number of drunken adventurers passing through his establishment daily, Fatty is a good source of information about the goings-on in Lankmar. For a suitable bribe (ranging from a silver smerduk to any number of gold rilks) Fatty can be persuaded to talk. There is a 45% chance that Fatty will know any desired bit of information.

Big Blawgi

Fighter: 8th level
Social Level: 1
Alignment: Lawful Neutral

Big Blawgi, the Last Chance bouncer, like his boss Fatty, deserves his name. At nearly 6-and-a-half feet tall and over 270 pounds of solid muscle, Big Blawgi *is* big. Even his muscles have muscles—unfortunately, he also has muscles between his ears.

His shiny bald head is divided by a long, horrid scar which starts at his scalp, runs through the socket where his left eye used to be and continues down the length of his

neck. He does not talk much but he occasionally grunts.

Strong, clumsy and stupid (S 18/00, D and I 6), Big Blawgi is there to keep the customers honest and well behaved. On his own initiative, he will attack anyone causing a disturbance, and he will also attack anyone that Fatty commands. His fist does as much damage as a short sword (Dmg 1-6).

Elana

Thief: 2nd level
Social Level: 1
Alignment: Neutral

Elana is one of the more popular croupiers at the Last Chance. Young, friendly and quite pretty (Ch 16, Com 18) she casually flirts with anyone who gambles at her table. She is particularly amatory with bettors who are obviously rich and not native to the Tenderloin. Elana would love to marry someone with money, or at the very least arrange to have some of it rub off on her.

The life of a freelance thief is hard and dangerous, and the consequences are often extreme. So Elana has found something that passes for honest work. She

reluctantly puts up with Fatty's groping hands, and so far she has been nimble enough to survive. Her popularity with the customers and her ability to earn tips (of which Fatty takes his cut) keeps Fatty from pushing her too far. The dagger she keeps strapped to her thigh also keeps Fatty on guard.

If the PCs come to the Last Chance often, and flash money when they are there, Elana will welcome them at her table and do her best to get to know them. A nice relationship may develop...as long as the cash is there.

The Staff

Human: 0 level

Social Level: 1

Alignment: Neutral

Fatty employs five croupiers (some male and some female), three cashiers (one per shift), and 10 servants (kitchen staff, waiters, charwomen, etc.). Use the Random NPC Generator (Sourcebook, page 83) to create the staff members as needed. Most of the staff live in apartments on the fourth floor of this building. Fatty charges them most of their meager wages as rent. Employees come and go, and the PCs will probably never meet the same person twice.

Encounter Key

The following encounters cover the important aspects of this adventure scenario. Boxed text should be read directly to the players.

With few sane people or creatures out on the streets on this night of the gods, there are no Random Encounters in this adventure.

Stuck Inside of Lankhmar with those Gambling Blues Again

1. Save The Last Chance For Me

Read the following aloud:

It is on the Day of the Bat in the Month of the Goat that the strange festival known as the Night of Fear occurs. Legend has it that the very gods of Lankhmar roam the city to see if the citizens have kept the city in accord with their wishes.

On the day of the Night of Fear,

Lankhmarts prepare gifts for their temple. They wear only black togas, and all conversations are held in whisper. At night, all the people of the city stay behind locked doors with weapons ready. Not even thieves venture willingly into this night.

It is said that on the Night of Fear, the gods roam the city streets...and anyone who spies upon them dies horribly. But boredom is sometimes worse than death, and there are times when some feel an urge to revel and gamble the evil night away.

The Last Chance never closes, not even on the Night of Fear, (see Sourcebook, page 79) but most patrons arrive at dusk and plan on staying until morning. Fatty will give a regular customer a bed and breakfast even if he gambles away all his money.

The adventure can start as the PCs enter the Last Chance or at their home in Lankhmar. It is advisable that they arrive at the Last Chance before dark, but if they fail to do so they can reach the Last Chance without incident anyway (DM's discretion).

If the PCs have visited the Last Chance before, they are greeted as old friends by Fatty. He remembers what games they played, shows them to a table or to the bar, and sets up a round of drinks on the house. They might end up in the basement, or on the first, second, or third floors, depending on their pleasure.

If this is their first visit to the Last Chance, Fatty greets them effusively in his high-pitched voice. "Welcome to my 'umble establishment," he says. If the PCs show a lot of cash when they buy their first round of drinks, Fatty suggests that, for a small fee, more interesting diversions can be found on the other floors of his establishment. If not, the PCs gamble on the first floor.

If the PCs ask about the other floors, Fatty (or whatever servant, bouncer, or croupier they ask) waits expectantly for a tip or bribe, telling the party about the available diversions of the establishment after it is paid. The normal tip for getting into the basement is 2 smerduks, for getting onto the second floor, 1 rilks, and for getting onto the third floor, 3 rilks.

To warm up for this adventure, the PCs should gamble a while. The DM should talk about how the fog is rolling in, the streets are

getting dark and how deserted and mysterious everything seems. The DM should work at building a mood of suspense.

When the proper atmosphere is built and your players are fully into character, run event 2.

2. The Lady In Red

The PCs must be on the first floor of the Last Chance for this event. If they have been gambling elsewhere, have them come, at Fatty's request, to the first floor for a drink. When the PCs arrive read the following:

The door flies open with a loud bang, startling everyone. The tendrils of night fog creep into the room like fingers of darkness and surround a hooded figure cloaked in black standing in the doorway.

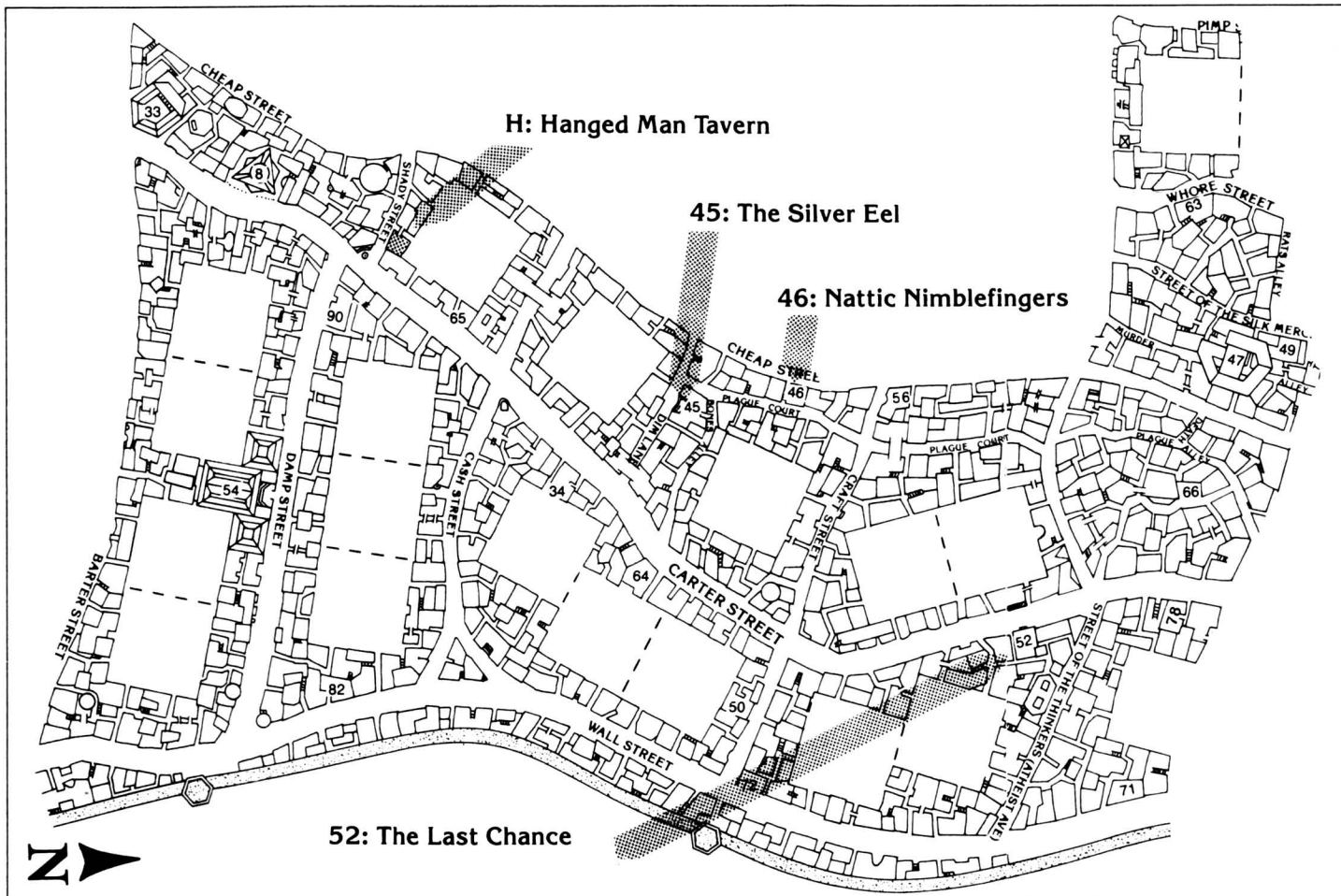
A soft white hand reaches up to the cowl of the long black robe and pulls it away, revealing black tresses framing a lovely, pale white face. "I am in desperate need," the figure says, in a soft, melodic voice. "Will any of you help me?"

"My name is Myrria," the woman says, removing her long black robe to reveal an elegant low-cut red gown. "Thank you for letting me inside. I have been consumed with fear, and now I must throw myself on your mercy for aid and succor." Myrria rubs her bloodshot eyes. She looks as if she has been crying.

"You see," she continues, "I was being driven home to be with my family by a business associate of my brother's, when he made improper advances. When I protested, and refused him, Lugh pushed me from his carriage into the streets. I have wandered in this neighborhood for several hours and when I knocked on doors, no one would admit me. For a while, I cowered in an alleyway, but then I noticed a light in your window."

Beginning to lose her composure, she pleads. "Please, please, please help me return to my father's house in the Cash District. I am certain he will pay a great reward if I am returned safely there. But I must arrive home before midnight, or he will be fraught with worry! Please, I beg of you, take me home."

Tenderloin District



If good aligned characters are reluctant to help, the DM should make clear their "natural" feelings of wanting to aid a person in danger. If they still refuse to help, a slight alignment change may become desirable. True neutral, chaotic, and evil characters should be motivated by the thought of reward. If they want specifics, Myrria promises that her father will pay 1,000 gold rilks for her safe return. If necessary, she ups the reward offer to get the PCs to agree.

If the PCs still refuse to escort Myrria home, two particularly ugly and brutish patrons of the Last Chance offer to take very good care of her and see her safely to her father's house. If this fails to move the PCs to action, Fatty urgently whispers:

"You can't let Groogh and Knarq have her! Those boys will leave her dead in an alleyway for sure; you won't get the reward; and I'll catch trouble if her father ever gets word she was in here tonight! Think of the money, boys ...think of the money!"

NPC Capsule

Myrria
 Human: 0 level
 Social Level: 5
 Alignment: Lawful Good

Myrria's Story

Myrria is the daughter of Arravis, a prominent member of the Moneylender's Guild. She has an older brother, Dannal, who is following in her father's footsteps. Her mother died in childbirth.

Her home is in the Cash District, on Gold Street between Cash and Barter. Lugh, a business associate of Dannal's, is an oily character who Myrria thinks is trying to marry her to get his hands on the family fortune....not to mention other things...

She has led a sheltered and pampered life, and this is the first time anyone has ever done anything to hurt her. She is exceptionally trusting and because she is so innocent, she may talk loudly at inopportune moments or reveal her background when it is not in her best interests to do so. Once however, someone has promised to aid her, she begins to think of her predicament as an adventure.

DM Note: As you will shortly see, there is a little bit more to Myrria than meets the eye. But until then, play her according to the above description.

3. Into the Night

This event takes place when the characters agree to escort Myrria back to her home in the Cash District (Map IX, area M).

As you grab your cloaks and prepare to escort Myrria out into the fog-ridden night, you notice various patrons of the Last Chance look at each other solemnly shaking their heads. "People who are about on the Night of Fear frequently do not return," one elder patron says.

But Myrria looks at you with her bright, trusting eyes, and, with the thought of paternal reward firmly in your minds, you step out into the fog. As the door of the Last Chance closes behind you, there is nothing but the night air and the sound of your boots on the cobblestones.

Movement: A normal AD&D® game char-

acter can move 12 inches in a single round. In outdoor scale, this converts to 120 yards. This movement rate is appropriate for combat, or for short periods of time, but is hard to sustain.

It is also true that characters who are trying to be cautious and alert move slower, and 0 level humans like Myrria do not possess large quantities of stamina or speed. So for the purposes of this adventure, assume that the PCs can move 2 inches on the large map of Lankhmar (inserted in the Sourcebook) in a game turn (10 minutes) when moving normally and cautiously. Sprinting or fighting characters are entitled to their full normal 12 inches = 120 yards movement rate.

Visibility: Visibility in the dark fog is 10 feet without a lantern and 40 feet with illumination. Because of the fog, the range of infravision is still only 40 feet. Magical devices or spells, such as a *gem of seeing*, retain their normal properties.

If the characters are familiar with the city of Lankhmar, allow them to use the fullsize map to trace their route. If not, Myrria tells them that they must go down Carter to Cash, over to Gold, and then down Gold to her home.

4. The Ambushers

This event takes place after the characters have traveled about a quarter of the distance to Myrria's house. It can take place on whatever street the characters are travelling.

The PCs are about to be ambushed by a party of 12 thugs of the Slayers' Brotherhood. Before the Slayers attack, the DM should roll for surprise to see if the PCs hear a strange sound or see a shape moving in the fog. Because of the Slayers' concealment they receive surprise on a roll of 1-4 on a 1d6.

Two Slayers attack each of the PCs, and the remaining members of the ambush try to grab Myrria and spirit her away. Myrria screams and struggles, but is ineffectual against her attackers. Two attackers pick her up and carry her away. Their destination is the Temple of the Gods of Lankhmar on the corner of Nun Street and the Street of the Gods. She continues to scream even if taken out of sight of the PCs. Tracking her is therefore automatic.

If Myrria has been kidnapped, the remaining Slayers try to kill the PCs. Once half or more of the remaining thugs have

been killed, the rest run away (see Thugs on the Monster Statistics Chart). If any of the Slayers are captured alive and interrogated, they say nothing about their mission. Only magical persuasion can loosen their tongues, and even then they can only manage to say that they were ordered to take Myrria to the temple. They do not know who gave the orders or why.

If the PCs decide to visit the Slayers Brotherhood building to find out who gave the order, they will be told nothing. If they bring Myrria along, another group of thugs will try to complete the original mission. If the PCs are belligerent, the Slayers may take a personal interest in rubbing the party out.

The characters may wonder how the thugs knew Myrria would be coming by, or why the thugs were so interested in kidnapping her. They may be curious as to why the Temple of the Gods of Lankhmar was involved. If they ask, Myrria has a new story. If they do not the DM should not volunteer any information.

Myrria's New Story

"Well, uh, I guess I wasn't completely frank with you," she says, "but I wasn't sure I could trust you. Dannal isn't really my brother...he's my lover. My father's moneylending hasn't been going very well, and Dannal was going to help him. You see, Dannal worked out a deal with Lugh that involved this rich stupid noble woman, the Countess Lesva, and these *awfully* expensive pearls...and Lugh, the wretch, tried to double-cross Dannal.

"When I tried to make peace with Lugh and tried to get him to honor his commitment, well, first he wanted to have his way with me, and then, when I told him that I was faithful to Dannal, he *threw* me out of his carriage, and that's where I met you.

Myrria, while telling her story has been avoiding eye contact with the characters. She looks up here to make sure they are following her. She then rambles on.

And Lugh, well, he's in tight with some Guild members that simply *hate* my father...and I'm pretty sure that's why those Slayers Brotherhood people were out looking for me, because if

they could kidnap me and hold me for ransom, then Dannal would have to let Lugh get away with stealing the pearls of Countess Lesva. Then my father would be thrown out of the Guild...oh, it's all simply *too* awful.

"So, you see, you simply *have* to get me home to Dannal by midnight, or else it's all going to collapse, and my father will be ruined! And Dannal's awfully rich, you know, and if you just get me home safe, I know he'll pay you a whole lot of money, I just know it! Please, oh, please take me home!"

The PCs have two choices. They can take Myrria home or abandon her on the street. If they try to leave her, she follows them, pleading for help and gradually increasing the promised reward money until the characters finally agree to take her home. If the characters are not moved by these pleas, Myrria's noise can, at the DM's option, attract additional members of the Slayers Brotherhood.

Myrria does not know very many details about Dannal's proposed jewel heist, nor does she know where Countess Lesva lives. In fact, Myrria does not seem to know very much at all.

5. Back From The Shadows Again

This event takes place when the characters reach either the intersection of Cash and Gold or Barter and Gold, and are turning onto Gold Street toward Myrria's house.

The dark Lankhmar fog is broken by the dim flicker of torches as you enter the Cash District. Soon, you will have returned Myrria to her father, and you can almost feel the heavy gold rills of the reward clanking in your money purse. The Night of Fear has been fearsome, but with the approach of midnight nigh, the worst is surely over...or is it?

Have each player character roll 1d20. If the result is equal to or less than half the character's Intelligence (rounding up), the character sees or senses a dark shape about 60 feet away, moving toward the party. If no character notices it, Myrria screams and points when it is 30 feet away.

This strange, dark shape is an Eater of Souls. (See the New Monsters Section at the end of this booklet.)

The Eater of Souls advances slowly and



menacingly. It is heading for Myrria, but this may not be instantly apparent with Myrria standing directly behind one of the characters. If the PCs have magic weapons (less usual in the land of Nehwon than in most AD&D® game worlds) Myrria warns that the creature drains wisdom and recommends that they flee.

If, on the other hand, they are not carrying magic weapons, Myrria shouts in a commanding tone, “The weapons you have can’t harm the creature. Hurry, follow me—it’s your only hope of killing it before it drains all of us dry!”

Because of its slow movement rate, the party can easily outrun the Eater of Souls. Myrria, demonstrating leadership qualities and common sense that the adventurers have not heretofore seen, leads the way to her mansion.

House of the Rising Sun

(See Map VIII, and area M on Map IX)

Myrria’s residence is a large townhouse on an expensive street. Torches burn on both sides of the front door, but no lights can be seen in the windows. The door is unlocked and the building appears empty.

The furnishings are dusty and the furniture is covered with sheets.

DM Note: The Encounter Key follows the description of the Room Key below.

Room Key

General Overview

Sconces with unlit torches appear in each of the rooms and can provide full illumination if lit. The windows are veiled with thin lace curtains that are pulled and tied to each side.

Area 1. Foyer

The front door opens onto a wide foyer and at the end of the foyer is an ornate ascending staircase (area 2). Intricately carved double sliding doors on the right lead to the library (area 5). Two doors, one leading to the sitting room (area 3) the other to the kitchen (area 4) are located on the left wall.

Area 2. Staircase

Leading to the second and third floors the staircase has a beautifully carved oak bannister. Landings appear on and half-way between each floor.

Area 3. Sitting Room

The sitting room contains four overstuffed chairs and a coffee table. The walls are covered with a dust-covered and rotted silk brocade wallpaper. An operative but empty fireplace sits along the western wall.

Area 4. Kitchen

The kitchen contains a sink with an operating water pump, empty cabinets and pantries, and other expected kitchen facilities. A rotted wooden staircase leads to the basement. There is a 50% chance that when someone steps onto the stairs they will collapse causing 1d12 points of damage.

Area 5. Library

With the exception of window space, the library walls are covered from floor to ceiling with bookcases. The volumes are all leather-bound and look expensive. A rare book dealer would pay 300,000 rilks for the 6,000 volumes in this room.

If a PC spends one full turn examining the books, he finds a few titles of interest: *The Vampire of Lankhmar: Legend or Fancy?*, *Creatures of the Night*, *Summoning and Demonology*, and *Tales of the*

Gods of Lankhmar. These would bring 50 rilks apiece from a dealer in magical and occult works.

More importantly, if a PC spends two full turns browsing through these books, he will learn about the Lankhmart vampire and the Eater of Souls, and how these creatures can be destroyed.

One row of books is fake and when pulled aside reveals a safe. The safe contains a *dagger +2*, a leather box filled with expensive jewelry (worth approximately 11,000 gold rilks) and a leather scroll case. In the case is a *protection from evil* scroll and a second scroll containing a list of ways to destroy a vampire.

Perhaps the library's single most striking feature is a full-length portrait of Myrria dressed in clothes of 100 years ago.

Area 6. Bedroom

The bedroom contains a large, four-poster bed, a free-standing fireplace, and several chairs, all covered in white sheets and dust.

Area 7. Bedroom

Lacking a fireplace this bedroom is similar to the one in area 6. In the bed is a dead young man with an unusually pale countenance. Two strange marks are on his neck and he looks as if he has been drained of blood.

This young man is Dannal. In his belt pouch there is a message, "Beware Myrria!"

Area 8. Bedroom

Similar to area 6; no fireplace; no corpse.

Area 9. Servant's Bedroom

Cheaper furniture, fireplace, nothing of interest.

Area 10. Storage Chamber

This large room is filled with junk—old furniture, moth-eaten linens, children's toys, etc. A nest of 6 giant centipedes (see Monsters Statistics Chart) will be disturbed if the PCs search the room.

Area 11. Bedroom

This bedroom, dusty and sheet covered, is large and opulently appointed. A large dresser contains four gold candlesticks worth 120 rilks apiece.

Area 12. Basement

The basement is old and musty and

contains arched stone buttresses every ten feet giving one the impression that he is in a series of catacombs. Old crates, barrels and boxes, the normal detritus of a basement, are scattered about.

Numerous giant centipede nests are also in the basement. For every turn the PCs search, there is a 50% chance they will disturb a nest of 2d12 giant centipedes.

There is nothing of value in the basement.

Pressing a jutting brick on the south wall opens the secret door to area 13.

Area 13. Secret Room

A coffin in which Myrria sleeps during the day is found in this room. Inside the coffin is a purse containing 50 diamond in amber glulditches and a *bucknard's everful purse*, Lankhmar style. If an agol, smerduk, and rilks are placed inside, the next morning, 26 of each will magically appear in the purse. Otherwise the purse functions as its AD&D® game equivalent.

Encounter Key

6. I'm a Soul Man ...

If the Eater of Souls has not been killed, it inexorably follows the characters at its slow pace. Myrria is a bundle of energy, brushing off questions with a "We'll talk about this later" air, as she leads the way into the library. Purposefully, Myrria reveals and opens a safe from behind a row of leather-covered volumes, and pulls out a gleaming dagger—a *dagger +2, +4 vs. enchanted or summoned creatures*. She gives it to one of the PCs just as the Eater of Souls rends the heavy oak door of the library. With the only escape being a third floor window, the PCs must make their stand here.

Myrria's Newest Story

When the Eater of Souls is destroyed, characters may once again become suspicious of Myrria. Why should a strange demonic creature be hunting an innocent young woman over a fight among moneylenders? And what about the change in her personality? The Myrria the PCs knew would simply have cowered in fear.

If the PCs start asking questions read the following text aloud. If they do not ask questions, do not give them this information.

"I see that I must now tell you the full truth. Your bravery must not go unre-

warded or unappreciated; and men such as yourselves deserve to know everything about the one you are aiding so well.

"My name is Myrria. My late father was a moneylender, and indeed my lover's name is Dannal."

Shedding her innocent and demure personality, this time Myrria is confident when she talks. Her tone is louder and more controlled and she keeps eye contact with the PCs.

You see, Dannal dabbled in the arcane arts. He recently came to the attention of the Sorcerer's Guild when he uncovered the secret of transmutation of the elements. He would not share it with the black wizards of that guild, so their chief enforcer, Lugh, kidnapped me in order Dannal be forced to surrender the secret. I escaped from his carriage as he was taking me to the guild's secret lair, and wandered the Tenderloin until I discovered you.

"Again, let me apologize for the deception, but I was scared that no one would aid me against the Sorcerers. It was obviously Lugh who sent the Slayers after me, to complete the kidnapping he bungled. But it must have taken powerful wizards to conjure the Eater of Souls. They are taking no chances, and would sooner see Dannal and myself dead than risk the secret of transmutation coming to the attention of the overlord.

"Dannal will be meeting me here shortly, and once he enters his laboratory in the basement, he will be able to conjure protections that will keep us all safe throughout the Night of Fear. Then, in the morning, we will give the transmutation spell to the overlord, and he will reward Dannal and me beyond measure. And you, too, shall be amply rewarded for your assistance."

With Myrria now revealed as a strongwilled, capable woman of great beauty and power, her Charisma and Comeliness increase by 1 point each. If the players are running Fafhrd and the Gray Mouser, these characters should be *charmed* by her beauty. If the DM is running a Lankhmart AD&D® game campaign, the charm, influence, and social level of Myrria should auto-



COLTON MAC

matically influence the PCs.

But whatever game the DM is running, he should emphasize Myrria's beauty and charisma and encourage the players to have their characters respond strongly to it.

If the PCs try to leave Myrria, she can cast a *charm person* spell of unusual potency (-2 on saving throws against its effect). A manipulative character, she tries to play the characters off each other. Whenever she is alone with a PC, she suggests that she is falling in love with him. Meanwhile the other members of the party may wander around the mansion.

It should be clear to the DM (but not yet to the players) that all of Myrria's stories are false, and that she is actually a Lankhmart vampire. (See New Monsters in Lankhmar section at the end of this booklet.) Danna was in fact her lover but sooner or later every vampire shows her love in the same way.

Myrria's True Story

Myrria is a Lankhmart vampire, now well over 300 years old. For all this time, she has claimed one new victim each full moon. The loneliness of vampirism has driven her to take on many lovers over the years; each has lasted no more than a month. Some months, she is merely thirsty, and takes the nearest victim she can find.

This is the first time in 300 years that the "real" Night of Fear, in which the Gods of Lankhmar actually walk the streets, and a full moon have coincided. A number of years ago, one of Myrria's victims was a priest of the Gods of Lankhmar. Tonight, the Gods are taking their revenge.

First, they directed the Slayers' Brotherhood attack and when that failed, they sent the Eater of Souls.

Now, with the full moon about to rise, the Gods of Lankhmar grow desperate...

7. Bad Moon Rising

If the PCs have grown suspicious or try to leave, run this event immediately. If not, the DM should build up the suspense before letting the adventure reach its climax.

The full moon rises at midnight. The sound of church bells echo throughout the city.

As soon as the disk of the moon appears through the window, casting its ghostly light on everyone in the room, you notice a transformation taking place in Myrria's face. Her pale face grows

even whiter, her incisors lengthen, her lips change from red to black, and her eyes glow with a sinister light.

"It is time!" she shouts triumphantly, as you realize that Myrria now looks very much like a vampire in the horror stories you were told as a child.

Now consumed with bloodlust, Myrria attacks the characters with the intention of killing them and draining their blood.

She is capable, powerful, intelligent, and crafty, and will use all the powers at her command in order to win. If the characters do not possess magic weapons (except for the dagger), they will find it difficult to beat her directly. If they do not think of it themselves, suggest that the characters flee...after all, dawn is only about 6 hours away (If they flee, see encounter 8.)

Myrria will pursue the characters, chasing them through the deserted streets of Lankhmar. All the doors on street level are locked and no one will open them under any circumstance. Likewise, all the window shutters are tightly secured. Any opening is otherwise barred.

Myrria summons hordes of rats and bats to aid her in hunting down the PCs. Use all the resources of the Random Building and Block Generators in the Sourcebook to make a wild and exciting chase through the deserted city.

If the characters survive until dawn, Myrria must retreat to her house and enter her coffin in room 13. The PCs should have an easy time destroying her here.

If the PCs learned earlier that the Slayers were going to take the kidnapped Myrria to the Temple of the Gods of Lankhmar, the party may decide to go there. (The DM may give the PCs a clue if they need help.) Myrria will follow them to the Temple's portal, when a number of strange shapes conjure up from the floor. Looking around, she screams in terror, and tries to flee, but the shapes continue to advance, surrounding her. She screams once more in agony as the shapes disappear, leaving a pile of dust inside Myrria's red gown.

At last, the gods of Lankhmar have gotten their revenge.

8. Devil With A Blue Dress On

This encounter has a 25% chance of occurring, each half-hour the party spends in the streets. Run this event only if the PCs

are fleeing from Myrria's mansion.

As you run down the street, a thick fog covers the humid pavement and you begin to feel your movements slowing down almost to a halt. In awe, you discover six utterly horrible creatures. Some are wrapped in bandages; others wear ancient trappings and armors that must once have been those of heroes and kings. You try screaming, but no sound comes from your lungs. As their dark eye sockets glow with the aura of evil and anger, they slowly raise their skeletal arms in your direction. The cold grip of death clutches your hearts.

The creatures are the Gods of Lankhmar (see Sourcebook, page 66) roaming the streets of the city in search of revenge. They can cast any spell described in the rules.

In this event, the party falls victim to an array of *slow*, *fear*, and *hold person* spells. Each PC must make two saving throws vs. Paralyzation at -5 or be totally *paralyzed*. Some of the gods are using *ESP* on the PCs, and therefore understand that Myrria is pursuing the party.

Without a word, the gods should immediately go after Myrria. She will run toward the temple and after a few moments the characters will see Myrria die as described in event 7.

Although the gods will not harm the PCs during their brief encounter, they should terrify them nearly to death. For example, one god might lift a *paralyzed* character, stare him in the eyes, and carelessly throw the PC aside. Of course, if a PC tries to attack rather than flee, that character should be destroyed.

Epilogue

Once Myrria is dead, the PCs can steal whatever treasure on which they can lay their hands. Unhappy with the PCs because they killed the Eater of Souls, the Gods of Lankhmar and their priests offer no reward, but they seek revenge.

Fatty is happy to welcome them back at the Last Chance, especially since they have cash, but he and the patrons consider any story the PCs tell to be just another tall tale.

NEW MONSTERS IN LANKHMAR

Eater of Souls*

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 0

MOVE: 6"

HIT DICE: 10 (av. 50 hp)

% IN LAIR: 10%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

THACO: 10

DAMAGE/ATTACK: 1-10 each + special

SPECIAL ATTACKS: Wisdom drain

SPECIAL DEFENSES: +1 or better
weapon to hit

MAGIC RESISTANCE: Standard

INTELLIGENCE: High

ALIGNMENT: Neutral

SIZE: L (10' sphere of darkness)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/XP VALUE: VII/2400 + 14/hp

An Eater of Souls is a being from another dimension summoned or granted to high level clerics. It is used to slay beings as ordered by the cleric who summoned or received it. An Eater of Souls appears as a cloud of glowing darkness, about 10 feet in diameter. It can assume any shape desired. Once assigned a victim to kill, the Eater of Souls will not quit until either it or its victim is defeated. An Eater of Souls is highly intelligent and will accomplish its mission by any means it can.

In combat, the creature attacks with two ghostly claws each round. In addition to normal damage, each time it hits, the victim must make a saving throw vs. Death Magic or lose one point of Wisdom. (If the character survives an encounter with the Eater of Souls, he regains lost Wisdom at the rate of 1 point per day. The clerical spell *restoration* will also restore lost Wisdom.)

The Eater of Souls may only be struck by magical weapons. Normal and silver weapons have no effect on it.

If a victim is slain, or is reduced to 0 Wisdom, the victim is dead, and the Eater of



Souls returns to its own dimension. Characters slain by an Eater of Souls cannot be raised or reincarnated. If the Eater of Souls' hit points are reduced to 0, it dissolves into a formless cloud and drifts away, never to return.

If the Eater of Souls' victim is slain by another being, or if the Eater is defeated in combat, the Eater of Souls returns to the cleric who summoned it and attacks him.

Because of its rage and frustration, the Eater attacks as if it were a 20 HD monster, and does 3d6 points of damage + 2 Wisdom points drain per attack. If the summoning cleric defeats it again, the Eater of Souls returns to its home dimension and will not return.

*Thanx and a tip o' the hat to Zeb Cook, designer extraordinaire.

Vampire, Lankhmart

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 1
MOVE: 12"/18"
HIT DICE: 8+3
% IN LAIR: 25%
TREASURE TYPE: F
NO. OF ATTACKS: 1
THACO: 12
DAMAGE/ATTACK: 5-10 (d6 + 4)
SPECIAL ATTACKS: Energy drain
SPECIAL DEFENSES: +1 or better
weapon to hit, *regeneration, gaseous form*
MAGIC RESISTANCE: See Below
INTELLIGENCE: Exceptional
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/XP VALUE: VIII/3800 + 12/hp

The Lankhmart vampire is in many ways similar to its AD&D® game cousin, the most dreaded of the chaotic evil undead.

Unlike the normal vampire, Lankhmart vampires only have their full vampiric abilities when the full moon is in the night sky. During other times, they have normal human characteristics — those they had when they were mere mortals. Like all vampires, they must rest in their coffins during the day and can only come out at night, whether or not they are in their full vampiric phase.

When they are normal nocturnal humans, they are pale of complexion, frequently of high charisma, and seek companionship with the desperation of those who live only a shadow life. They do not have the blood lust upon them, and frequently pass as normal.

But those who become involved with a beautiful Lankhmart vampire are safe only until the next moonrise, when the fangs of the vampire slowly appear, and the raging lust for blood becomes the only thing on its mind. Then no one, not family or dearest love, is safe from its depredations.

On the night of the full moon the vampire becomes fully powered. The Lankhmart vampire acquires 18/76 strength, and the ability to drain 2 life energy levels per successful hit. In all phases, whether or not the moon is full, the Lankhmart vampire is immune to all but magical weapons.

When the moon is full, the vampire



regenerates damage at the rate of 3 hit points per melee round. If brought to 0 hit points by combat, the vampire is not killed, but is merely forced into *gaseous form*. It must then return to its coffin within 12 turns and rest for 8 hours.

Sleep, charm, and hold spells do not affect vampires; neither do poison or paralysis. Vampires take only half damage from cold or electrical spells.

A vampire can assume *gaseous form* at will, and can *shape change* into a large bat whenever desired.

The vampire has the ability to *charm person* merely by gazing into its victim's eyes—this power works whether or not the moon is full. The *charm* is a powerful one, resulting in a -2 to saving throws vs. its effect. The vampire is normally loath to use the power when not fully powered, because of the consequences of failure.

Vampires can *summon* creatures to aid them. Depending on the surroundings, the *summon* results in 1d10 rats or bats, or 3d6 wolves arriving in 2d6 melee rounds.

Lankhmart vampires recoil from strong garlic or the face of a mirror. Their image does not reflect. Any holy symbol (since all white wizards in Lankhmar are of a good alignment) will, if strongly presented, hold off the attack of a vampire. None of these

devices harm or drive the monster off, but merely cause it to hesitate 1d4 melee rounds before attacking again. A holy symbol forces the vampire to position itself so that the object is not between the vampire and its intended victim.

Summoned or *charmed* creatures under the influence of a vampire can attack regardless of the presence of such wards, and can be ordered by the vampire to wrest the objects away.


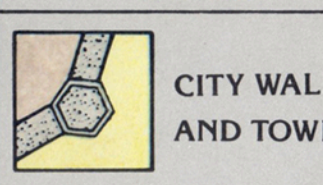
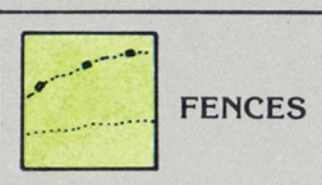
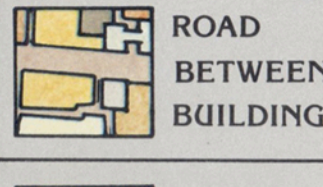
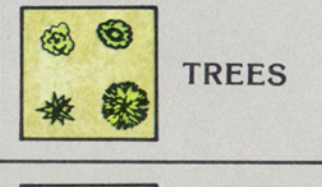
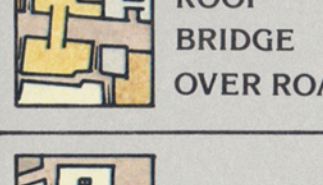
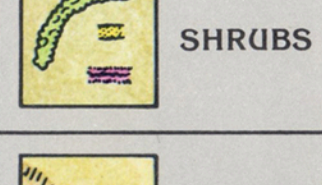




A Lankhmart vampire can be slain only by the following methods: exposure to direct sunlight (causes death in one turn, and it loses all special powers immediately), immersion in running water for three melee rounds, or destroying all its coffins (but a clever vampire may have several coffins hidden away). A vampire not under the influence of the full moon cannot enter *gaseous form* unless it is reduced to 0 hit points. It is possible to capture a vampire, hold it until the next day, and then expose it to sunlight.

Any human or humanoid drained of all life energy by a vampire becomes a vampire under the control of its slayer. This transformation takes place one day after the creature is buried. If the vampire that slew the creature is itself killed, the vampires created by it become free-willed monsters.

LANKHMAR

SEWER NETWORK

INNER SEA

KEY	
	SCALE: 1 inch = 120 feet
	
	
	
	
	
	



PREROLLED CHARACTERS

Erwan Darho™ Level 9 White Wizard

Erwan is a popular but not well respected member of his church. He disappears for months, even years at a time and is closed-mouthed about where he has been. Just over 80 years-old, he is in excellent physical shape, but his mind is slightly deteriorated.

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

Rey Gorra recommended Erwan for this expedition. There is a general agreement at the church that for all his eccentricities, Erwan is a world-class practitioner of white-magic.

Leftie Smeall Level 10 Thief

A loyal Thieves Guild member in good standing Leftie is a tradeswoman who takes pride in her work. She is scornful of second-rate thieves, but grudgingly praises a fine craftsman. She vigilantly guards the rights and privileges accorded to her by seniority. In her late 30s, Leftie believes her experience and devoted service to the Guild entitles her to respect from the younger thieves.

A conventional operator, Leftie likes to case each job carefully, plan painstakingly and execute exactly according to plan. She dislikes showboating and freelancing. The authority of the leader is absolute and unquestionable.

Leftie is a well known low-life tavern crawler. She is renowned for her capacity to drink and generally well-known and respected in all the town's more lively drinking spots.

Leftie has worked with several lightweights of the Magicians' Guild, including Erwan, and she has mixed feelings. On the one hand she is encouraged by the resources he contributes and on the other hand she is intimidated by the strange and uncommon powers he wields. She thinks Hresstan is a crude youngling and she has no sympathy for Sergeant Treece who always remains too close.

Sgt. Bain Treece Level 9 Fighter

Bain Treece is a carrier soldier, a capable fighter and an experienced non-commissioned officer. In his formal capacity, he is all spit and polish, feared and respected. When informal among the men, he is a warm and friendly soul, well liked and trusted. Picture him as a British sergeant-major in the movies, complete with mutton chops and big moustache.

Currently in his mid-40s, Treece is a veteran of several actions against coastal pirates and numerous ill-considered and aborted campaigns of the overlord's conquest.

Treece is renowned in the barracks for his fine tenor voice and command of romantic and heroic ballads.

Treece has problems with several characters in the party. He views with an inward disapproval Erwan's undignified behavior, and despite Hresstan's valor as a ruthless fighter, Treece sees him as too undisciplined to be counted on. Treece finds Leftie of dubious value because she may at any time betray the group.

Having great fondness for Rey, Treece has a great respect for his abilities and a solid estimate of his limitations.

Hresstan Level 10 Ranger

Hresstan is a true hero. A lonely and independent figure, he is driven by a noble quest to find a meaning for a world full of senseless injustice and brutality. Now in his mid 20s, he has roamed Nehwon since his early teens.

Hresstan is a philosopher and seeker of truth. The god of his birth, family, and kin is Kos, the God of Dooms. All his clan, save himself, perished in a terrible flood and landslide, and he now wanders Nehwon seeking an explanation for human suffering and divine cruelty. He seeks knowledge in the tests of life and death offered by strange lands and civilizations.

Though a fair judge of human nature, Hresstan is generally bewildered by Lankhmar and its people. He is more at home among simple people who live closer to nature and one another.

Hresstan is generally trusting of others. By necessity, however, he is learning to be more cautious.

Though still perplexed about the nature of combat as a spectator sport, as a gladiator in the combat arena Hresstan has learned to be an entertainer as well as a warrior.

A fearless and reckless fighter, in combat Hresstan carries a ferocious confidence in his abilities and has little thought for tactics and subtlety. His heroic stature allows him this luxury when in one-on-one combat, but he may be at a serious disadvantage when confronted by an 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 a civilized society. Drawn to bold warriors and deep thinkers, he is reserved and suspicious of those who propose subtle or dishonest methods. He will cheerfully accept friendly competitive challenges, stated or implied.

Rey Gorra Level 7 Fighter

Gorra is a young and ambitious member of Lankhmar's upper classes. As is customary for young lords, Gorra is serving a tour of duty with the overlord's guard. (The experience is believed to make a man of a boy, and to teach responsibility and authority.) A fine physical specimen in his mid-20s, he has earned the respect of his men by showing a fantastic capacity for hard labor and brutal training.

Gorra has lived a sheltered life and he is naive about the lifestyle of the vast majority of Lankhmar's. 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 motives to people when a wiser head would recognize their lack of altruism.

The Gorra family is well situated in the textile import business. Expecting to leave the military and retire to the business, Rey Gorra keeps himself abreast on the changing economic laws and affairs of Lankhmar.

Gorra's father has hired a number of magicians in his time, and their abilities hold little awe or mystery for him. Rey Gorra sees Leftie as a colorful character, a romantic figure, independent and challenging society's rules. Normally it is Gorra's job to arrest such folk, but he is actually looking forward to working with such a charming (and efficient) person.

Gorra views Sergeant Bain Treece as extremely capable, loyal and reliable: a father figure. Gorra perceives Hresstan as a colorful and entertaining character.

PREROLLED CHARACTERS

Hresstan Level 10 Ranger

Strength: 18.60 Hit Points: 70
 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, 2 short swords, great horned helm, *bag of holding*, 30 iron tiks, 8 bronze agols, 2 silver smerduk (shaved coins)

Erwan Darho™ Level 9 White Wizard

Strength: 9 Hit Points: 42
 Intelligence: 10 Armor Class: 8
 Wisdom: 16 THACO: 16
 Dexterity: 9 Damage: d6 + 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*, 20 gold rilks, 80 silver smerduks

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*

Level 5: *distance distortion* ©1986 TSR Inc. All Rights Reserved.

Leftie Smeall

Level 10 Thief

Strength: 12 Hit Points: 40
 Intelligence: 13 Armor Class: 3
 Wisdom: 9 THACO: 16
 Dexterity: 17 Damage: 1d6 + 1
 Constitution: 11 Social Level: 5
 Charisma: 16 Alignment: LN



Equipment: *leather armor* +1, *cloak of displacement*, *short sword* +1, *ring of telekinesis* (500 gp strength), 45 silver smerduks, 30 gold rilks

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Rey Gorra Level 7 Fighter

Strength: 16 Hit Points: 50
 Intelligence: 14 Armor Class: 2
 Wisdom: 11 THACO: 14
 Dexterity: 12 Damage: 1d8 + 2
 Constitution: 12 Social Level: 7
 Charisma: 13 Alignment: Neutral



Equipment: *Chain mail* +2, large shield +2, great helm, *long sword* +2, *brooch of shielding*, 50 silver smerduks, 30 gold rilks, three diamonds in amber glulditch

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Sgt. Bain Treece

Level 9 Fighter

Strength: 17 Hit Points: 60
 Intelligence: 10 Armor Class: 2
 Wisdom: 15 THACO: 12
 Dexterity: 11 Damage: 1d8 + 3
 Constitution: 15 Social Level: 3
 Charisma: 9 Alignment: LN



Equipment: *Chain mail* +1, large shield, *long sword* +1, *ring of protection* +2, 5 gold rilks, 40 bronze agols

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Monsters Statistics Table

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
Bats, Giant	7	6	20	1	2-8	3"/15"	NE	13	MM2	Yes	Yes
Behemoth	4	15	90	1	4-40	12"/18"	N	8	CA	No	No
Black Pudding	6	10	50	1	3-2	6"	N	10	MM1	Yes	Yes
Brigands	5	F2	10	1	1-6	12"	CE	20	—	No	No
Brigand Leader	4	F6	40	1	1-8	12"	CE	16	—	No	No
Chives* (NPC)	9	T4	12	1	1-4	12"	N	20	—	No	No
Eater of Souls	0	10	60	2	1-1	6"	N	10	New	Yes	Yes
Giant Centipede	9	1/4	3	1	Nil.	15"	N	20	MM1	Yes	No
Giant Leech	9	1/4	3	1	1-4	3"	N	20	MM1	Yes	No
God of Lankhmar	3	20	160	1	3-3	9"	NE	7	L&L	Yes	Yes
Greechy* (NPC)	8	F5	25	1	1-6	12"	N	16	—	No	No
Guard, Kleshite	8	F6	35	1	2-8	12"	NE	16	—	No	No
Guard, Palace	4	F4	25	1	1-1	9"	LN	18	—	No	No
Hell Hound	4	7	56	1	1-1	12"	LE	16	MM1	Yes	No
Mummy	6	6+3	33	1	1-1	6"	LE	13	MM1	Yes	No
Muskatel* (NPC)	6	F7	40	1	1-6	12"	CN	14	—	No	No
Poison Eel	6	1/2	2	1	1-4	9"	N	20	CA	Yes	No
Rat, Elite Guard*	4	F5	30	1	1-6	12"	CN	16	—	No	No
Rat, Ilthmarian*	8	6	40	1	1-8	12"	CE	13	—	No	No
Rat, Ordinary	7	1/4	2	1	1	15"	N	20	MM2	No	No
Rat Soldier*	6	F3	15	1	1-6	12"	CN	18	—	No	No
Salt Spider	6	3	15	1	1-8	15"/18"	N	16	CA	Yes	No
Skeletal Bats	7	1/2	3	—	—	12"	NE	—	CA	Yes	No
Stirge	8	1+1	6	1	1-3	3"/18"	N	18	MM1	Yes	No
Thugs (Slayers)	6	F4	20	1	1-6	12"	LE	20	—	No	No
Vampire	1	8+3	67	1	5-1	12"/18"	CE	12	New	Yes	Yes
Water-Cobra	8(4)	3+3	18	1	1-4	12"	N	16	CA	Yes	Yes
Wererat	6	3+1	20	1	1-8	12"	LE	16	MM1	Yes	Yes

* Statistics given for creatures when the PCs are reduced to their size.

MM1 = Monster Manual 1; MM2 = Monster Manual 2; New = New Monster; L&L = Legends & Lore
CA = LANKHMAR™ City of Adventure sourcebook

Random Encounters Table *Roll percentile dice*

Catacombs	Sewers	Encounter	Motive
1-10	—	3d6 Giant Bats	For 1d4 rounds they try to force the party to retreat.
—	1-15	1 Behemoth	Grabs a PC by the ankle and tries to pull him into the water (surprise on 1-4).
11-20	16-30	1 Black Pudding	Drops off ceiling onto one character chosen at random (surprise on 1-5).
21-25	31-35	2d6 Brigands	On their way to pillage an old tomb: flee immediately on being spotted.
26-40	36-40	1d6 G. Centipedes	Centipedes creep into PC's backpack, attack when pack is opened.
41-50	41-50	2D4 Giant Leeches	The leeches (or worms) attack wounded characters first.
51-65	—	1 Mummy	This may be Allma Valinor (chapter 1) or a mummy that looks like him.
—	51-55	2d6 Poison Eels	The eels slide down a wet pipe to attack the party passing below.
—	56-75	3d8 Ordinary Rats	The rats scurry away and report to Muskatel (chapter 2).
—	76-80	2d6 Salt Spiders	The spiders have been sent by the Temple of Mog to invade the sewers.
66-80	—	5d10 Skeletal Bats	There is an 80% chance that a mummy will arrive within 1d6 rounds.
81-90	81-90	4d4 Stirges	If the party does not interrupt the stirges', the stirges ignore the PCs.
91-00	91-95	2d4 Thugs	The thugs, absorbed in planning their next crime, do not see the party.
—	96-00	2d6 Water Cobras	One or two cobras coil around PC's legs while others try to kill him.

For Use With
Advanced Dungeons & Dragons®
Game

LANKHMAR™

Swords of Deceit

In the dead of the night, a ghastly fog shrouds the deserted streets. Doors are locked, windows shuttered, as a deathly silence haunts the shadows. Almost all of Lankhmar's citizens cower in their homes. Tonight the streets and alleys of Lankhmar belong to the ancient gods — this is the Night of Fear.

Whose life will be lost this night—a lonely wench abandoned in the street? Perhaps a young noblewoman betrayed by her family?

You can find out, as you venture into the dark and winding streets of Lankhmar. But beware, eyes are already watching you.

This 10th to 15th level adventure is designed for the LANKHMAR™ City of Adventure setting and the ADVANCED DUNGEONS & DRAGONS® game. It cannot be played without the LANKHMAR™ City of Adventure book or the AD&D® rules published by TSR Inc.

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