

FRITZ LEIBER'S

LANKHMAR™

THE NEW ADVENTURES OF FAFHRD™ AND GRAY MOUSER™
THE TWO MOST FAMOUS ROGUES OF FANTASY



ADVENTURES IN LANKHMAR SOURCEBOOK
DUNGEON MASTER'S EYES ONLY

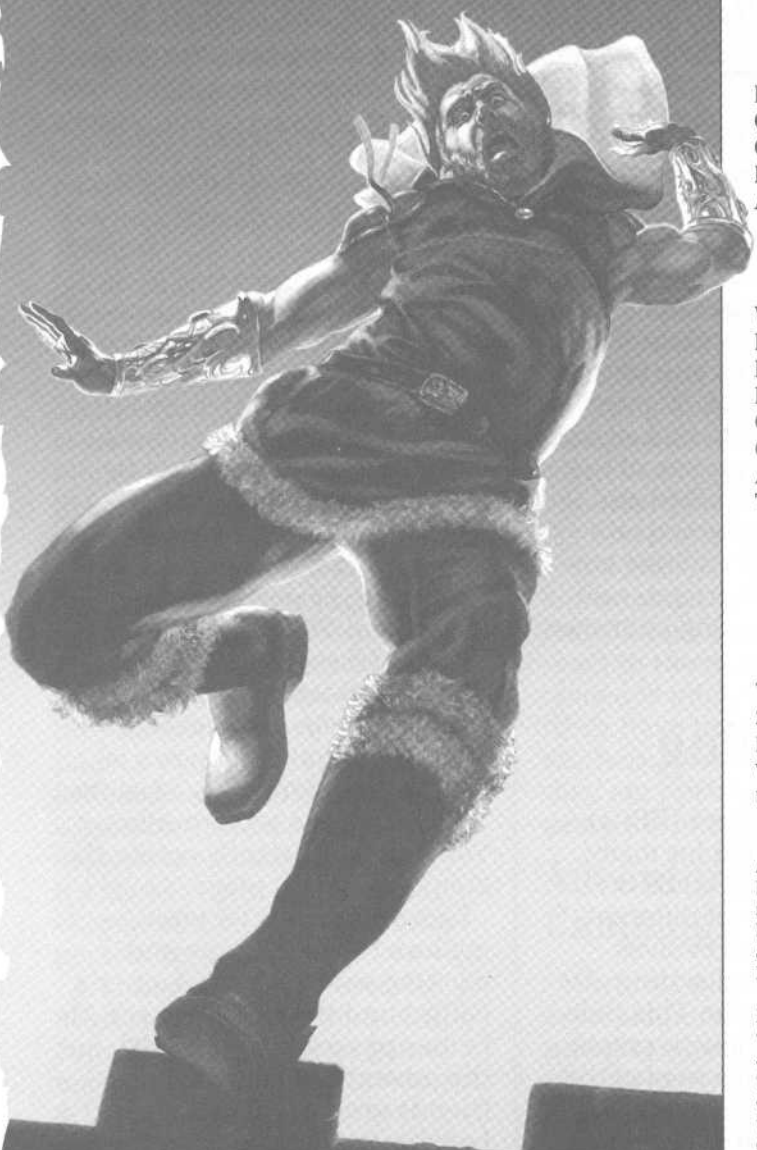
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READ THIS BOOK FIRST: FOR ALL PLAYERS!

ADVENTURES IN LANKHMAR™



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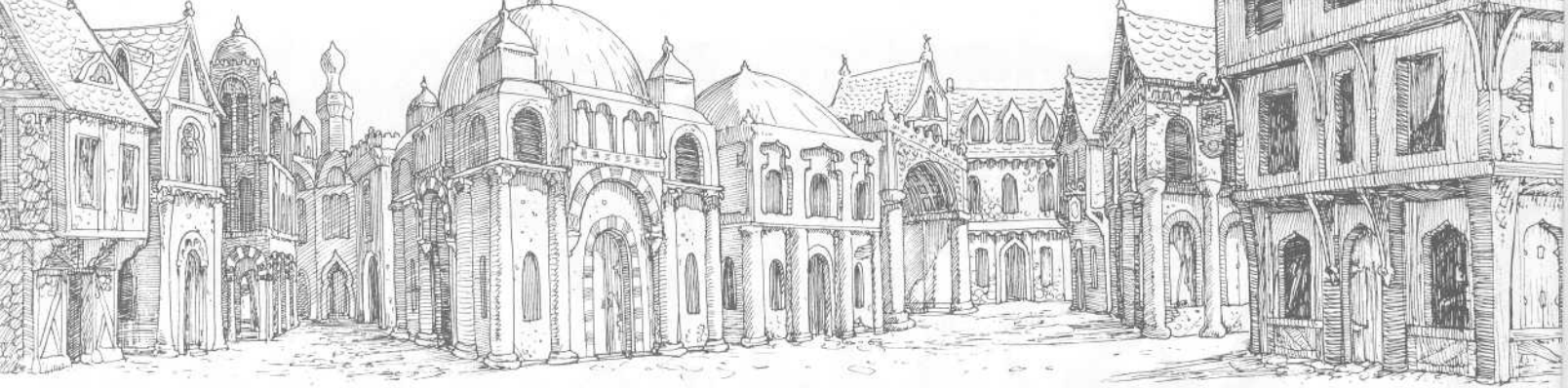


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You are Gerrick, a crafty thief in the city of Lankhmar. Moments ago you received a summons to meet a mysterious caller in the shadows of Bone Alley. Cautiously you crept into the dark cul-de-sac, your hand on the rapier at your side.

"Come closer," says a thick, gurgling voice from the shadows. You suppress a gasp as a robed figure steps from the darkness. "I have need of a clever rogue," whispers the caller. The figure draws a glowing stone of deepest purple from his vest. The band that holds the stone is green and scaled, like that of a fish. "It is the Heart of Simorgya, an ancient kingdom that now lies beneath the Outer Sea," says the mysterious creature—you are no longer sure it is human.

"This is but a simple illusion," it sighs as the image disappears. "The true Heart resides within Lankhmar. I wish to return the Heart to its rightful owners deep beneath the sea. Will you aid me?"

What do you do?

What do you do?

This question and its answers are the very essence of role-playing. If you were Gerrick—an adventurous thief looking to make your fame and fortune in the mysterious world of NEHWON™ and LANKHMAR™ City of Adventure—what would you do in this situation? Would you take the strange stone and examine it? Or would you recoil in terror at the strange creature that offered it to you? There's no prescribed list of options for you to choose from—the only limit to your response is your own imagination. If you've never played a game like this before, you've just had your first taste of the wonder and excitement that await you.

The New Adventures of LANKHMAR FAFHRD™ and the GRAY MOUSER™ introduces you to the ADVANCED DUNGEONS & DRAGONS® game and Fritz Leiber's fantastic land of Lankhmar, home of the legendary rogues Fafhrd and the Gray Mouser. Now you won't merely read these exciting stories; you and your friends will create new tales using your own imaginary heroes.

Role-playing

Role-playing games (RPGs) have been around for many years. There are all kinds of RPGs that tell lots of different stories. This game revolves around the fictional setting of the city of Lankhmar. This Rulebook shows you how to create characters and how to play the game.

The material in the sourcebook, *Adventures in LANKHMAR*, draws upon the FAFHRD and GRAY MOUSER novels written by Fritz Leiber. There are seven books in this series: *Swords and Deviltry*, *Swords Against Death*, *Swords in the Mist*, *Swords Against Wizardry*, *Swords of Lankhmar*, *Swords and Ice Magic*, and *The Knight and Knave of Swords*.

The last booklet in this box, *Nehwon Nights*, provides an adventure that can be run in one to three long play sessions. Think of it as a story outline. You and your friends create the chapters as you play.

These materials let you explore the dangerous and exciting world of Fritz Leiber's Fafhrd and the Gray Mouser. Mr. Leiber passed away in 1992, but the adventures you and your friends create will keep Lankhmar alive for a long time to come.



Players, Characters, and Dungeon Masters

Most role-playing games have several elements in common and have developed terms to refer to these elements. For instance, almost all role-playing adventures consist of people who pretend to be characters in a story. These people are simply called the “players,” and the characters they play are called “player characters,” “PCs,” or “heroes.”

Each player creates one character—an imaginary person that the player will control in the adventure. These are the heroes of the story. Some might play stealthy rogues like the Gray Mouser, whereas others might play the roles of Lankhmar’s mysterious wizards. You may choose to play a brawny barbarian like Fafhrd or a rugged buccaneer of the Inner Sea. You will find many characters to choose from in this book, but these are only meant to serve as guidelines. If two players wish to play barbarians, there is no reason why both characters must act, look, or even dress the same. It’s up to you to imbue your character with its own life and personality.

Another element shared by most role-playing games is the concept of a referee or game master. The *ADVANCED DUNGEONS & DRAGONS* game refers to this individual as the “Dungeon Master.” The Dungeon Master, or “DM,” creates the adventure outline and, once the game

begins, plays the role of all the “extras” that populate the imaginary world your group explores. The strange caller in the introduction above, for instance, would be created, controlled, and played by the Dungeon Master. All of these “extras”—diabolical villains, neighborly innkeepers, and loyal retainers—are called nonplayer characters (or NPCs), and are always controlled by the DM. Monsters are also the tools of the Dungeon Master—from terrible sea monsters to legendary behemoths and common sewer rats.

The Dungeon Master does not compete with the players, though the characters and creatures he controls often will. It is important for the DM to think of his non-player characters as individuals. They should not know things they wouldn’t normally know, and they should react to the player characters as someone might in the real world. NPCs have their own desires and motives. The more realistically they are portrayed, the more the game world comes alive.

Adventures and Campaigns

Most role-playing games last several hours. Players who enjoy role-playing may find themselves playing every few weeks creating a “campaign” of continuing adventures as they build the legends of their heroes.

In a campaign, the players keep the same characters week

after week, adventure after adventure. As time goes on, characters develop numerous relationships with the Dungeon Master’s nonplayer characters, as well as grow in power and reputation in the game world. Campaigns are usually the most fulfilling and rewarding way to play a role-playing game. Raising a character from meager beginnings to great renown is a rewarding accomplishment.

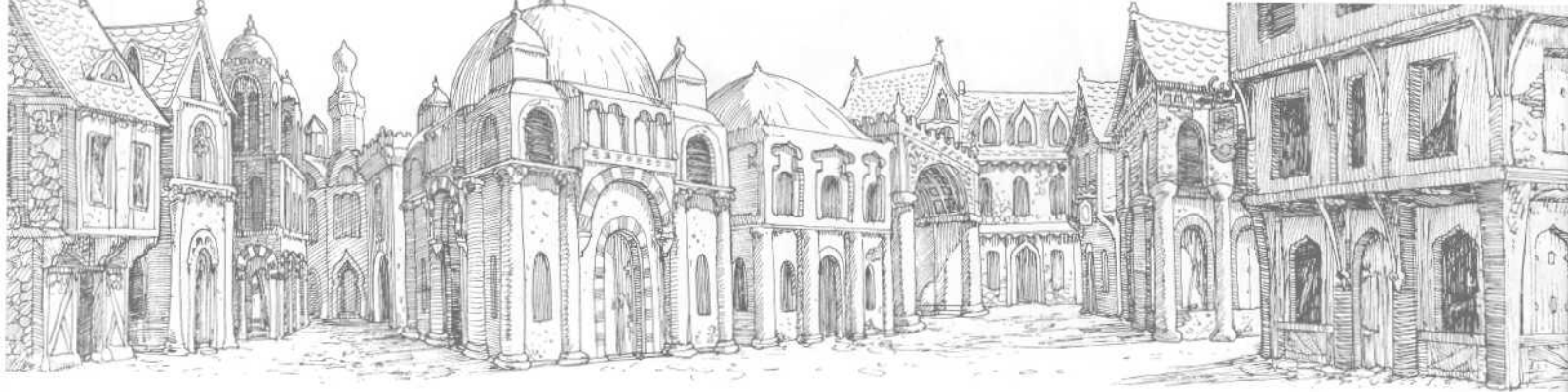
What You Need to Play

As a player or a Dungeon Master, you need these things to play this game: these rules, dice, and pencils and paper.

Rules

The rules in this set are condensed versions of the *ADVANCED DUNGEONS & DRAGONS (AD&D)* rules. This book is primarily intended for players, though the Dungeon Master should read it as well. *The Adventures in Lankhmar* sourcebook contains special rules for the DM and information on Nehwon’s secrets, characters, and monsters.

Once you feel you have mastered the rules in this set, you may want to pick up the *AD&D Player’s Handbook* and the *DUNGEON MASTER® Guide* from your local book or game store.



Both of these are completely compatible with *The New Adventures of FAFHRD and the GRAY MOUSER*.

Dice

These rules help determine if a character was hit by a flying dagger, beguiled by terrible sorcery, or enchanted with a beautiful maiden. The success or failure of many actions is expressed as a numerical chance, which is compared to random numbers generated by several types of dice. For instance, the DM might decide

that your character can break down a locked door if he rolls a 1, 2, or 3 on a 20-sided die.

Besides normal six-sided dice, the LANKHMAR game also uses four-, eight-, 10-, 12-, and 20-sided dice. For simplicity each die is usually called a d4, d6, d8, d10, d12, or d20, where the "d" simply means "die." Sometimes you will roll several of these dice and add them together. We note this by putting the number of dice in front of the "d." To roll four six-sided dice, for instance, we can simply say "roll 4d6." We can add or subtract from the result

by noting it as "2d10+3," in which case you would roll two 10-sided dice and add three to the total.

Ten-sided dice, or d10s, can also generate a number from 1-100, or a percentage. To roll "percentiles," simply roll one ten-sided die as the "tens" digit, then roll a second for the "ones" digit. If you roll a 2 and then a 6, for instance, you have rolled a 26. To avoid confusion for yourself and those who are watching, use two different-colored d10s—one for the "tens" digit and one for the "ones" digit.





Characters are defined not only with concepts, but with numbers that represent their skills, strengths, and weaknesses. These numbers work with the dice to help determine the success or failure of a character's actions during play. The next few sections teach you how to create your own unique persona in the rich world of Nehwon and its greatest city, Lankhmar. If you have played the ADVANCED DUNGEONS & DRAGONS game before, you already know how to create a character and can skip most of this section.

Generating a Character

Let's begin building your first character now. Record the results of each step as you go. Either photo copy the character sheet in the back of the *Nehwon Nights* booklet, or write down the important information on a piece of paper.

The next few pages will lead you through the character creation process step by step. There are charts on the inside covers of this booklet that you will need during this process. Place them so you can access them easily.

• 1. Create Your Character's Background

Ask yourself who your hero really is. Where does he or she come from? From what kind of family? Why has this character taken up the adventuring life? What are his or her goals? Dreams? Fears?

If you can't answer all of these questions right now, don't worry about it. Feel free to develop a background as you go. (Note: You can create a male or female character. For convenience, this section assumes a male character.)

Let's start creating our character together. Our hero, Gerrick, will be a scoundrel modeled after the Gray Mouser. Gerrick will live in Lankhmar, where he brags that he is a great adventurer. In truth, Gerrick is more of a con-man than a swordsman. His boasting usually gets him into more trouble than he can handle.

This is our character concept. Knowing what kind of hero we're going to be playing helps us make choices in the rest of the creation process.

• 2. Generate Ability Scores

A character's physical and mental abilities are called ability scores. In the world of Lankhmar, player characters are defined in terms of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Write these one below the other on a piece of paper. These abilities, explained below, are rated with numerical scores ranging from 3 (low) to 18 (high). It is sometimes possible for characters to exceed these limits, but this is rare. Determine your character's attributes by rolling four six-sided dice (4d6, remember?). Add the three highest dice together (ignore the lowest) to find your character's rating, then assign it to any of the six ability scores.

Strength: This score measures raw physical might. Note: If you roll an 18 for your character's Strength and you later decide to play a warrior, you will also need to generate "exceptional Strength." In this case, roll percentile dice and record the results on the character sheet after the 18 ability score. Exceptional Strength, a measure of physical might above the normal limit of human potential, ranges from 1 to 100. Fafhrd, whose life in the harsh mountains of the Cold Wastes gave him phenomenal strength, has a score of 18/75.

Dexterity: How agile, quick, and coordinated your character is.

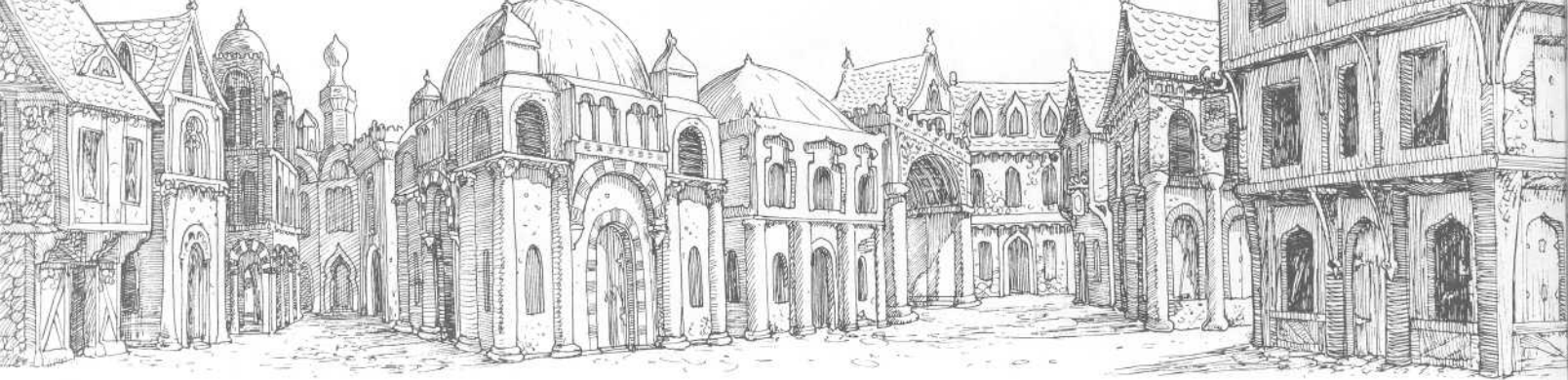
Constitution: A measure of your character's endurance and fortitude.

Intelligence: Learned knowledge, education and perception.

Wisdom: Wits and the ability to make difficult decisions correctly. Wisdom is also a measure of your character's resistance to hostile sorcery.

Charisma: Your character's appearance and his or her ability to lead others.

You've now created your first character. Is he strong? Wise? Looking at your



scores, you start to get an idea of what this individual might be like. If you cannot create the character you had in mind because the ability scores aren't high enough, your Dungeon Master may allow you to try again. You should be able to play the type of character you want, but you shouldn't roll again just to get higher ability scores. Remember that part of the fun of the game is role-playing your character's weaknesses as well as strengths.

Our character, Gerrick, winds up with the following ability scores:
Strength: 14
Dexterity: 17
Constitution: 12
Intelligence: 9
Wisdom: 9
Charisma: 11

• 3. Find Ability Score Modifiers

Attributes that are very low or very high may be subject to certain modifiers. The charts and rules that follow use many terms that haven't been explained yet, but they will become clear as we proceed. For now, simply look up your character's ability scores on the charts on page 7, then record any bonuses or penalties on your character sheet. The effects of these modifiers are explained below, but don't try to remember everything right now—just refer back to this book whenever you need to.

Strength Modifiers

Hit probability (Hit): Your character's Strength affects his chances to hit and penetrate armor in combat. This bonus or penalty is added to your die roll whenever you attack an opponent.

Damage adjustment (Dmg): Obviously, stronger characters will cause more damage than weaker ones. Add any bonus to your damage roll whenever you score a successful hit.

Open Doors (Open): This is your character's base chance to open heavy doors or perform simple feats of strength. You must roll 1d20 for a number less than or equal to this number for success. If you fail, you can keep trying, but each try takes time (your DM will tell you how much) and makes a lot of noise.

Bend Bars/Lift Gates (BB/LG): Extreme acts of strength are expressed as a percentage chance. When the DM asks for a bend bars/lift gates result, you roll percentiles dice and compare them to this number. If your roll is equal to or less than your character's number, your character has successfully completed the task.

Dexterity Modifiers

Reaction adjustment (Reaction Adj.): Reaction determines how easily your character is surprised or how fast he reacts. The Dungeon Master will show you how to use this score when it becomes necessary.

Missile attack adjustment (Missile Adj.): Dexterous char-

acters are better shots. Add or subtract this modifier whenever your character attacks with a missile weapon.

Defensive adjustment (Defensive Adj.): It is far more difficult to hit a nimble opponent than a slow or clumsy one. Add or subtract any defensive adjustments to your character's Armor Class (a term explained below). Remember that a negative adjustment that lowers your AC is good, whereas a positive Defensive Adjustment that raises AC is bad.

Constitution Modifier

Hit point adjustment (HP Adj.): Hardy individuals may add their bonus to any hit points received during character creation or upon gaining a new level. Similarly, sickly individuals may have to subtract a few points from their Hit Die rolls. However, a character always gains at least 1 hit point on reaching a new level.

Intelligence Modifier

Number of languages: Learned or quick-witted individuals pick up new languages faster than others. All characters begin the game able to speak Lankmart. Other common languages a character may know are Eevanmareensee, Klesh, Mingol, and Quarmallian. Note: If you wish, you can "trade in" your character's extra languages for additional nonweapon proficiency slots. (See the next step for an explanation.)

Scores Derived From Character Attributes

Table One: Strength

STR	Hit	Dmg	Open	BB/LG
2	-3	-2	1	0%
3	-3	-1	2	0%
4-5	-2	-1	3	0%
6-7	-1	None	4	0%
8-9	Normal	None	5	1%
10-11	Normal	None	6	2%
12-13	Normal	None	7	4%
14-15	Normal	None	8	7%
16	Normal	+1	9	10%
17	+1	+1	10	13%
18	+1	+2	11	16%
18/01-50	+1	+3	12	20%
18/51-75	+2	+3	13	25%
18/76-90	+2	+4	14	30%
18/91-99	+2	+5	15 (3)*	35%
18/00	+3	+6	15 (6)*	40%

*Parenthetical numbers are the character's chance to open a locked, barred, or magically held door. Only one roll per door is allowed; if it fails, that character cannot try again.

Table Two: Dexterity

DEX	Reaction Adj./ Missile Adj.	Defensive Adj.
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

Table Three: Constitution

CON	HP Adj.	CON	HP Adj.
3	-2	16	+2
4-6	-1	17	+2(+3*)
7-14	0	18	+2(+4*)
15	+1		

*Parenthetical bonus applies to warriors only. All other classes receive maximum bonus of +2 per die.

Table Four: Intelligence

INT	# of Languages	INT	# of Languages
3-8	1	16	5
9-11	2	17	6
12-13	3	18	7
14-15	4		

Table Five: Wisdom

WIS	Magical Defense Adj.	WIS	Magical Defense Adj.
3	-3	15	+1
4	-2	16	+2
5-7	-1	17	+3
8-14	0	18	+4

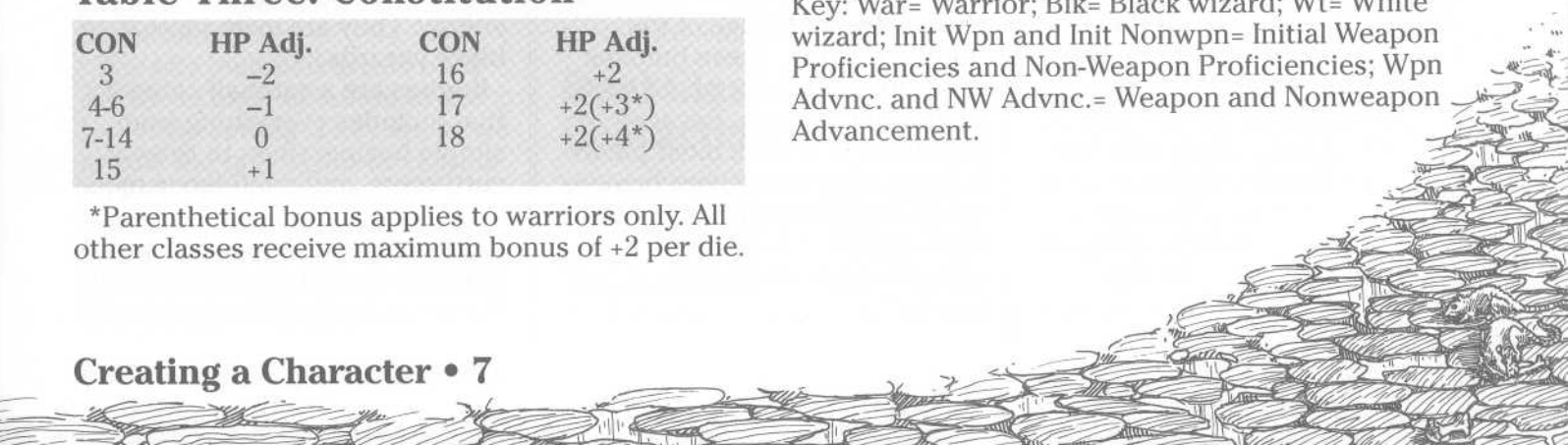
Table Six: Charisma

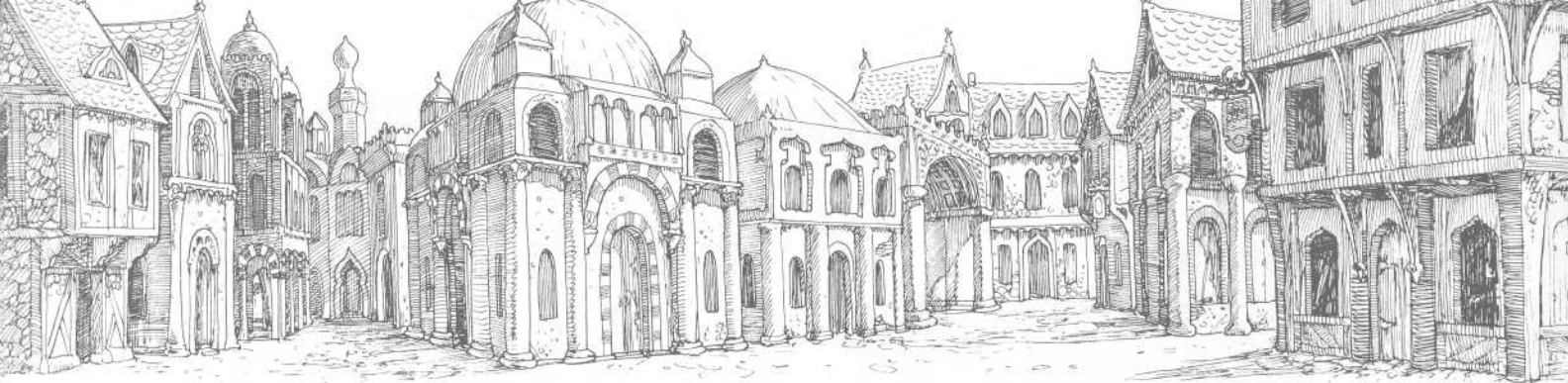
CHA	Reaction Adj.	CHA	Reaction Adj.
2	-6	13	+1
3	-5	14	+2
4	-4	15	+3
5	-3	16	+5
6	-2	17	+6
7	-1	18	+7
8-12	0		

Table Seven: Proficiency Advancement

	War	Blk	Wt	Rogue
Init Wpn	4	1	2	2
Penalty	-2	-5	-3	-3
Wpn Advnc.	1/3	1/6	1/4	1/4
Init Nonwpn	3	4	4	3
NW Advnc.	1/3	1/3	1/3	1/4

Key: War= Warrior; Blk= Black wizard; Wt= White wizard; Init Wpn and Init Nonwpn= Initial Weapon Proficiencies and Non-Weapon Proficiencies; Wpn Advnc. and NW Advnc.= Weapon and Nonweapon Advancement.





Wisdom Modifier

Magical defense adjustment: Wisdom affects a target's ability to withstand sorcery that directly attacks the mind. This modifier is added to or subtracted from a character's saving throw vs. spell

Charisma Modifier

Reaction Adjustment: Attractive and likable characters have high Charisma scores. Characters with low Charisma are less likable or impressive. The DM will use this modifier when figuring the opinion a nonplayer character might have towards your hero.

Gerrick's only high ability score is Dexterity. A 17 grants him a defensive adjustment of -3, a reaction adjustment of +2, and a missile attack adjustment of +2. These modifiers and other numbers derived from Gerrick's ability scores are already noted on his character sheet.

Ability Checks

Occasionally the DM will ask you to make an ability check. You will roll 1d20 and compare the result to one or another of your ability scores. If you roll the score number or lower, the check succeeds. If you roll higher than the ability score, the check fails. Obviously, the higher the ability, the better the chance you have to succeed in the check.

Ability checks are most often used in conjunction with proficiencies, explained below.

• 4. Choose a Race

Although characters in the AD&D® game come from many fantasy races, such as elves and dwarves, all characters in *The New Adventures of FAFHRD and the GRAY MOUSER* are human. However, you have several types of humans to choose from. Decide which one of these human races you would like to play and write it down on your character sheet. (To learn more about the areas these people hail from, see the sourcebook.)

Eevanmareenseers come from a distant, decadent empire. All natives of Eevanmareensee are completely hairless, causing a -1 penalty to their Charisma scores. Due to the ancient wealth of the empire, characters of this race receive four times the normal starting wealth of their class and kit.

Kleshites are small, quick, dark-complected people of the Klesh jungle. All Kleshite characters add +1 to their Dexterity score.

Lankhmarts include the denizens of Lankhmar as well as the general populace of the middle regions. These humans have no bonuses or penalties to their ability scores. Because Lankhmarts are the most plentiful race, they are generally more easily accepted than those of the northern or southern lands, who are sometimes seen as "outsiders."

Mingols have swarthy skin, black hair, and short, stocky builds. There are two major groups. The Land Mingols are nomadic warriors and master bowmen. The Sea Mingols are excellent sailors, but have not lost their connection with the land. All Mingols receive +1 to their Dexterity scores but -1 to Strength because of their small stature.

Because Gerrick is a con-man in Lankhmar, choosing a race other than Lankhmart might make it difficult for him to easily gain potential victims' trust. We'd best make him a Lankhmart.

• 5. Choose a Class

A character class is an occupation, pursuit, or role in society. Characters in Lankhmar have many different occupations, but all are based on one of four general archetypes or classes:

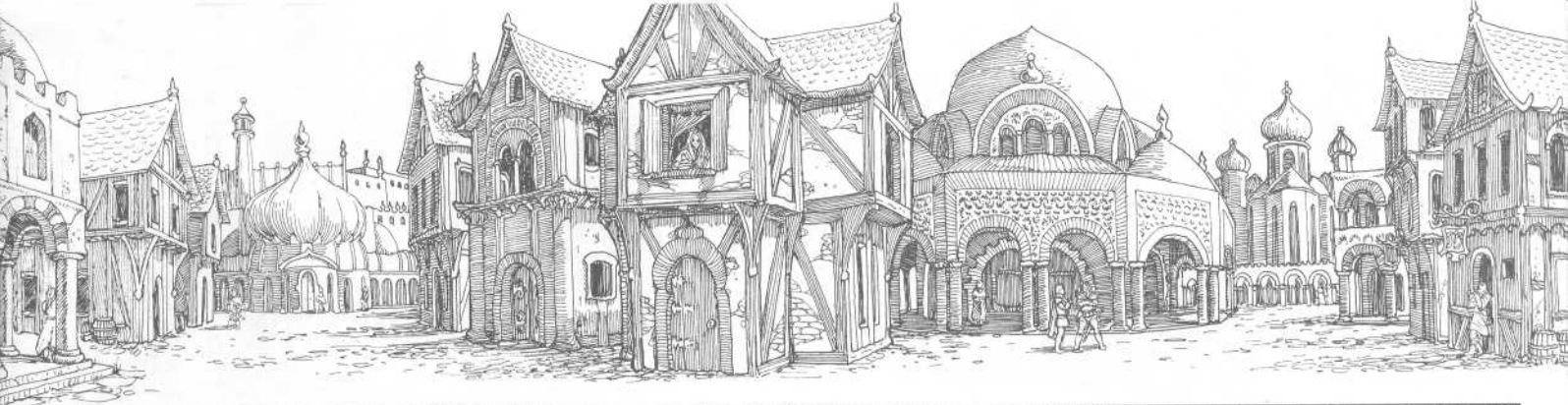
Warriors concentrate their efforts on martial skills.

Black wizards are rare individuals who use their mind and force of will to control the forces of dark magic.

White wizards attempt to harness more positive forces and manipulate it into sorcerous energy. They are even rarer than black wizards.

Rogues are a catchall category that includes everything from simple businessmen to thieves, cutthroats, and confidence men.

The complete details for each of the character classes begin in the next chapter. Glance through



these pages now, but return here before studying them in depth, or you may get confused!

5A. (Optional) Choose a Character Kit

At the end of the class descriptions are a number of character "kits." Kits are ways to further define and specialize your character. There are many warriors, for example, but some may be soldiers, some sailors, and some barbarians.

The kits included in this book are those most common to the LANKHMAR setting. They are by no means the only types of characters around, however, and Dungeon Masters and players should feel free to create new kits based on these models once they feel comfortable with these

rules. For more pre-designed kits, check out the AD&D game Complete Handbook series. *The Complete Thief's Handbook* is especially recommended for the Nehwon setting.

If you choose a character kit, keep in mind any special benefits or hindrances it confers as you finish creating your character.

Gerrick's class is most definitely that of the rogue. There's even a perfect kit—the confidence-man.

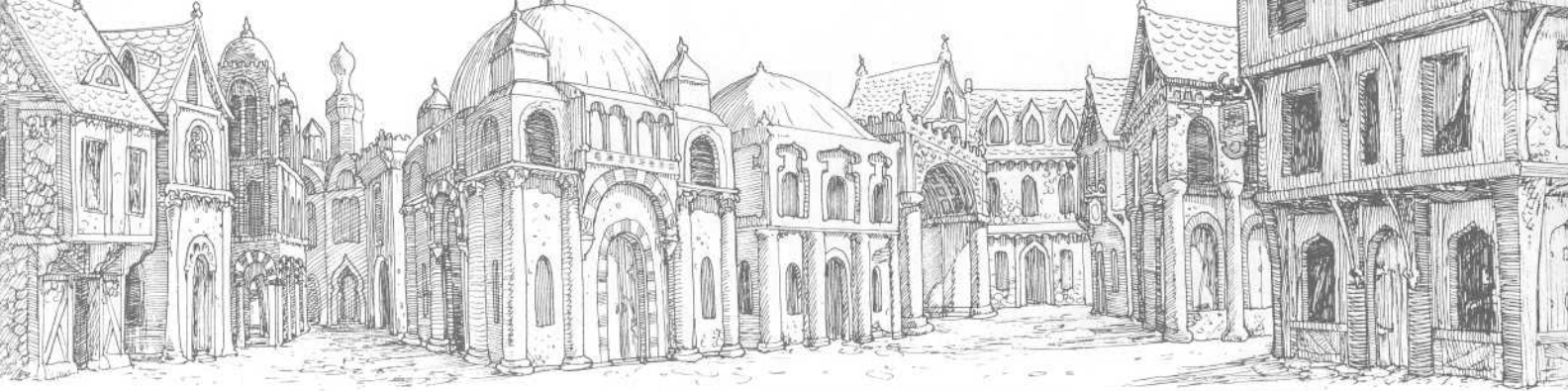
Dual Classed Characters

The Gray Mouser is primarily a thief, but he started his life as a wizard. Your character may also change class, if you wish. Once the hero has reached the level

you desire in one class (at least 2nd), simply tell the Dungeon Master that your character is changing profession. The character need only qualify normally for the new class in alignment and attributes.

You and the Dungeon Master should work out how your character manages to change profession. Perhaps, like the Gray Mouser, your adventurer is an apprentice mage and now desires to leave his mentor and try life as a rogue. Or perhaps your barbarian is taken in by a strange shaman and taught the path of white sorcery.

The details are up to you and the DM, though you should both



try to fit them in so that the campaign can continue. It won't be much fun for your hero to study at a monastery while the rest of the group sails off to explore sunken Simorgya.

To change class: After your character has changed class, he no longer earns experience points or advances in level in the previous profession. He still retains previous hit points, but must use the combat and saving throw tables of the new class. The adventurer also temporarily loses any special abilities (such as spell use, backstab bonus, thieves' skills, or multiple attacks) associated with the old class. New hit points in the new class aren't awarded until its level advances beyond that of the character's previous class. At that point, the character not only begins gaining new hit points, but, if he chooses, he may also use any of the abilities of his previous class(es).

When Gerrick reaches 2nd level, we could change his class to that of a black wizard. If we did, he would lose all of his thief abilities until he became a 2nd level black wizard. We don't have to worry about this now, but it's good to remember in case Gerrick is offered the chance to dabble in sorcery.

• 6. Choose an Alignment

A character's attitude to matters of ethics and morals is determined by his alignment. All beings are aligned in two ways; in regard to law, neutrality, and chaos; and in regard to good, neutrality and evil. Choose one of each set for your character (lawful and good, for example, or chaotic and neutral; characters neutral in both sets are "true neutral"). Alignment does not determine every facet of your character's personality, but it does define his major outlook on the ways of the world.

Law vs. Chaos

Law: Those who believe in order and the greater good of society versus the individual are aligned with law.

Neutrality: Neutral characters believe in balance. They maintain that lawful order, tempered by creative chaos, is the true nature of the universe.

Chaos: Chaos is the spark of creativity and the driving force of individualism. Those who are taken with this notion believe in freedom of individuals over conformity and order of society.

Good Vs. Evil

Good: Good characters attempt to be honest and help those around them. Few individuals are this gracious all the time, but truly good characters strive to better themselves and the world around them.

Neutrality: Neutrals do not usually believe in such high concepts as good and evil. They

reason that all beings have the capacity to perform acts of both extremes. Some neutrals also believe that an action is justified by its benefits. Though it may be wrong to steal a loaf of bread, for instance, a neutral would excuse the action if the thief had no other means to feed himself.

Evil: An evil individual is selfish in the extreme, believing he is the single most important being in all Nehwon. If someone stands in the way of his happiness, an evil individual shows little compassion. Only a few true villains actively seek to cause harm to others for no particular reason.

Characters of most classes can choose their alignments. Black and white wizards, however, must follow certain guidelines given in their individual descriptions. Write your character's alignment down after you have accounted for any class restrictions.

Gerrick is something of a "diamond in the rough." He doesn't respect the laws of Lankhmar, but he would never murder or take from those he felt were basically good. In regard to law vs. chaos, Gerrick is definitely neutral. In the struggle between good and evil, Gerrick is mostly out for himself, but he's got a touch of Robin Hood and Aladdin in him. We'll call him neutral here, too, but we can also add a note to his background story to remind us that Gerrick is a sucker for helping those who are down on their luck.



• 7. Determine Experience Points and Level

A character's power is directly related to his experience and knowledge. In this game, characters earn experience points (XP) whenever they complete minor and major goals in the story, act in character, or defeat villains and monsters. The DM usually awards XP at the end of each game session. Your hero begins the game with no experience, so leave this space empty for now.

When your character has accumulated enough experience points, he will rise in level. Each level gained makes your character tougher and more skilled. A 1st-level warrior, for instance, is easy prey for a veteran 5th-level warrior. Similarly, an apprentice wizard of 1st level will not last long in an arcane duel with a mage four levels his senior. Characters in Lankhmar always start out at the 1st level of experience unless the DM says otherwise. Record the character's level on your sheet now.

Gerrick starts out at 1st level. As shown by the Experience Chart on page 32 of this book, he'll reach 2nd level when he accumulates 1,250 experience points.

• 8. Determine Social Level

The world of Nehwon, and the city of Lankhmar in particular, is very class conscious. Society's most affluent citizens do not even enter the districts of beggars, and struggling merchants make every attempt to be seen at the side of those who are rich and powerful.

All characters have a base social level equal to 1/3 their experience level (round down; minimum zero). For instance, a 4th-level character has a social level of 1, whereas at 6th level the character's social level becomes 2. This social level can be modified by wealth, events, or simple fortune. Of course the citizens of Lankhmar do not assign themselves a numerical rating, but a level 11 merchant knows he is moderately more successful than a rival with a score of 10. No one can have a social level less than zero (an unknown person), nor can a character's social level ever exceed 15 (that of the Overlord of Lankhmar himself.) The chart below lists a few common ways of losing or gaining social level. Feel free to invent more.

Modifier Typical Causes

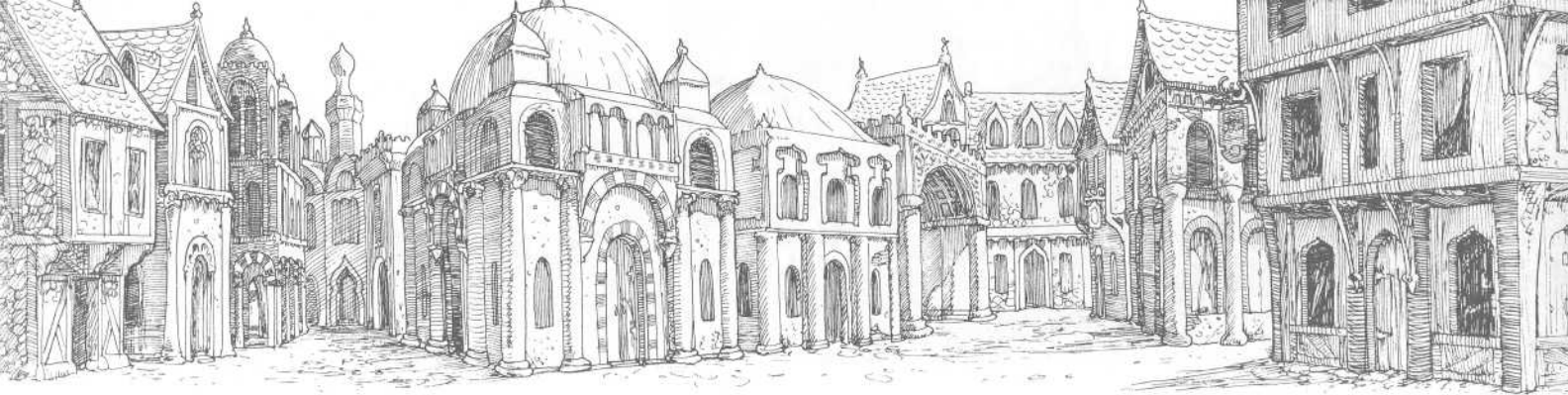
- 4 Criminal
- 3 Obviously poor or destitute, associate of a criminal
- 2 Commit serious crime (murder, assault on a noble, etc.) or act which threatens city, seen in presence of criminal or lower-class individuals
- 1 Publicly show cowardice, create a sizable nuisance (such as a minor fire or a riot)
- +1 Bribed officials or nobles for recognition, seen at a posh social event, show bravery in public
- +2 Wealthy, friend of a nobleman, perform act of notable bravery

- +3 Very wealthy, hero of Lankhmar, friend of high-ranking noble, seen in the presence of the Overlord or at a major palace function
- +4 Filthy rich, saved city, Overlord's friend

As Gerrick begins the game, no one outside his family has ever heard of him. His social level is 1/3 of 1 (because he's 1st level), rounded down to zero.

• 9. Determine Armor Class

Armor Class (AC) is a measure of how difficult a character or creature is for an opponent to successfully hit in combat. A good Armor Class means that an individual is either very quick and agile, well-armed, or both. The highest and worst Armor Class a being can have is 10. Ordinary characters wearing no armor and having average Dexterity scores usually have AC 10. When a character dons armor, he reduces (improves) his Armor Class to a set amount. A few fortunate characters might even wind up with an AC of 0 or less (a negative number). The equipment section lists the armor available in Lankhmar and its Armor Class. Skip this entry for now, but return to it when you've purchased your character's equipment and determined if he gains a Dexterity bonus or penalty (explained below).



Gerrick can subtract 2 from his Armor Class because of his high Dexterity. When wearing leather armor (which grants AC 8), he'll have AC 6 (8 minus 2 equals 6).

• 10. Determine Movement Rate

A character can normally walk his movement rate in tens of yards in a single round (one minute.) The standard movement rate for a healthy human is 12.

A character wearing metal armor moves 1/4 slower than the base rate (for a human, 9). If the DM determines that an adventurer is too heavily laden, the movement rate may even be halved to 6.

Gerrick wears only leather armor, so his move rate is not affected. If he should ever strap on a suit of heavy chain mail, his movement rate would drop to 9. If he were also loaded down with loot, his move could drop to 6.

• 11. Determine THAC0

"THAC0" is an acronym for "to hit Armor Class 0." It is a quick and easy way for players and the Dungeon Master to figure out if an attack hit its intended target. All 1st-level characters have an initial THAC0 of 20.

When you wish to make an attack, simply subtract the Armor Class of your target from your THAC0 to determine the number your character needs to hit. See the Combat chapter for more information.

As your character rises in level, his THAC0 will decrease (improve), making it easier for him to hit an opponent. The rate that your THAC0 decreases depends on your class. Warriors' THAC0s decrease fastest, then white wizards and rogues are next, and black wizards improve THAC0 most slowly.

Gerrick's THAC0 at 1st level is 20. It won't improve to 19 until Gerrick reaches 3rd level.

• 12. Determine Hit Points

Hit points (hp) are an abstract measure of how much damage, strain, or shock a character can take before falling unconscious or even dying. Characters become more skillful and resilient as they progress in experience. Every level that a character earns will add to hit points and thus make him harder to defeat.

Your character's hit points are determined by rolling a single die, or Hit Die, for each of his levels. The type of die you roll is determined by your class. Find your Hit Die Type in the character class section and roll it once for each level of experience your character has (just once if you are playing a 1st-level character). A generous DM may simply assign beginning characters their maximum legal hit points.

The Rogue class information tells us that Gerrick gets a six-sided Hit Die. We roll a 4 and write it down on the character

sheet. Notice that Gerrick doesn't get extra hit points from Constitution, because that ability score is not above average. The DM might instead have allowed Gerrick to start with 6 hp, the maximum allowed a 1st-level rogue.

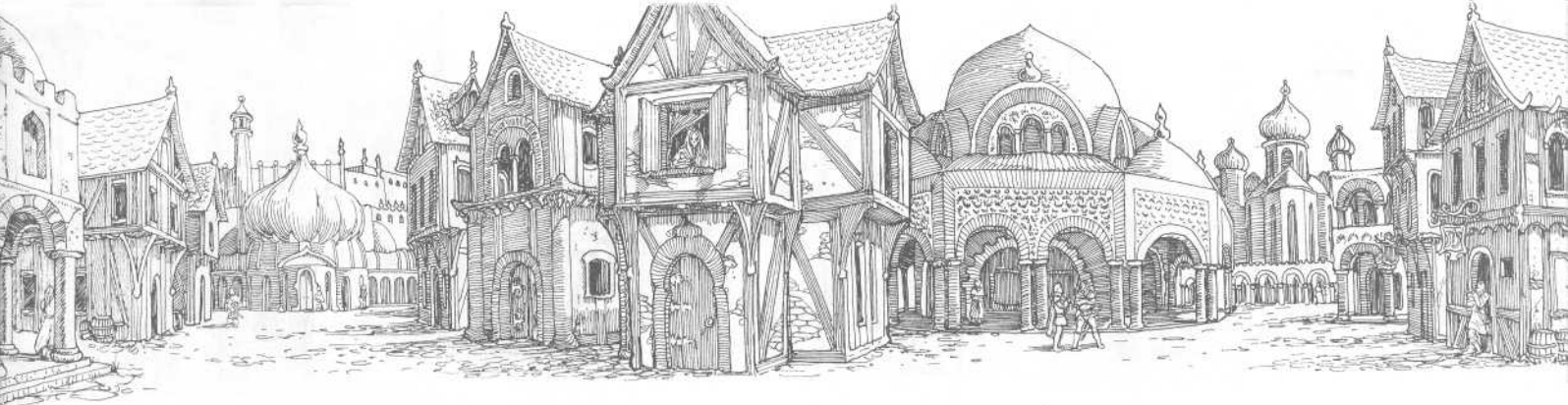
• 13. Select Proficiencies

Proficiencies are skills and talents your character has acquired throughout life. Level defines an adventurer's general power and combat ability, but proficiencies fill in the blanks and account for other knowledge and experience.

Proficiencies are broken down into weapon and nonweapon groups. Your character may be proficient with one type of weapon for each weapon proficiency he has. If your adventurer uses a weapon with which he has no proficiency, he fights at a penalty determined by his class.

Nonweapon proficiencies are divided into four classes: General, Black and White Wizard, Rogue, and Warrior. All characters may choose skills from the General group. Characters may choose skills from their class group freely. Skills from other class categories may be purchased, but require one extra proficiency slot than usual.

Characters begin the game with a certain number of "proficiency slots" that may be filled with the skills listed on the next four pages. New weapon and nonweapon slots are earned as characters advance in level, as shown on the chart on page 7.



Initial Weapon Proficiencies (Init Wpn): This is the number of weapons your character may be familiar with at 1st level. This includes both melee and missile weapons as well as brawling (see the *Adventures in LANKHMAR* sourcebook).

Penalty: Whenever your character uses a weapon with which he is unfamiliar, you must subtract this modifier from your attack roll.

Weapon Advancement (Wpn Advnc.): Your character may become proficient with one additional weapon every three, four, or six levels (depending on class). A warrior, for example, with a weapon advancement of 1/3 (one per three levels) gains skill with a new weapon at 3rd, 6th, 9th, and 12th level. This set only allows for advancement to 10th level, but the AD&D game upon which these rules are based has rules that let characters advance to 20th level.

Initial Nonweapon Proficiencies (Init Nonwpn): This is the number of non-weapon skill slots your character has at 1st level.

Nonweapon Advancement (NW Advnc.): Every three or four levels, depending on class, your character gains an additional nonweapon proficiency slot.

Gerrick starts the game with two weapon proficiencies. Looking at the "con-man" kit from the Rogue class, we see that con-men are not allowed to use any weapon longer than a short sword or short bow. A

short sword seems a good choice for a melee weapon, but a bow is impractical in the streets of Lankhmar. Throwing daggers seem more appropriate to our character concept.

Our scoundrel also gets three nonweapon proficiencies. The "con-man" kit requires him to have the fast talk skill, so we make that our first choice. From the General list, etiquette seems like a good proficiency to use when persuading potential employers that Gerrick is a genuine hero. From the Rogue's list, appraising seems a likely choice for our con-man. The kit also gives Gerrick a bonus proficiency for free—forgery. We can also use his language bonus from Intelligence to purchase one more non-weapon proficiency in lieu of a language. We use this to select disguise, another useful ability for our rascal.

Gerrick's proficiencies: Weapon: short sword, throwing dagger; Nonweapon: forgery, fast talk, etiquette, appraising, disguise.

Nonweapon Proficiencies

On this list, each proficiency is followed by an ability that determines the proficiency's score. For instance, animal handling has a score of "Wisdom -1" (Wisdom minus 1). If Gerrick, with Wisdom 9, takes animal handling as one of his proficiencies, his score in that proficiency is 8.

General

Proficiency Alertness **Attribute Wisdom -1**

Characters with this proficiency have an instinctive knack for noticing disturbances in their immediate vicinity. A successful proficiency check reduces the character's chance of being surprised by one.

Animal Handling **Wisdom -1**

The ability to handle and control domestic or pack animals.

Animal Training **Wisdom**

Each slot used on this skill allows the character to be able to train one type of beast to obey simple commands. The training process usually takes several months depending on the intelligence of the animal.

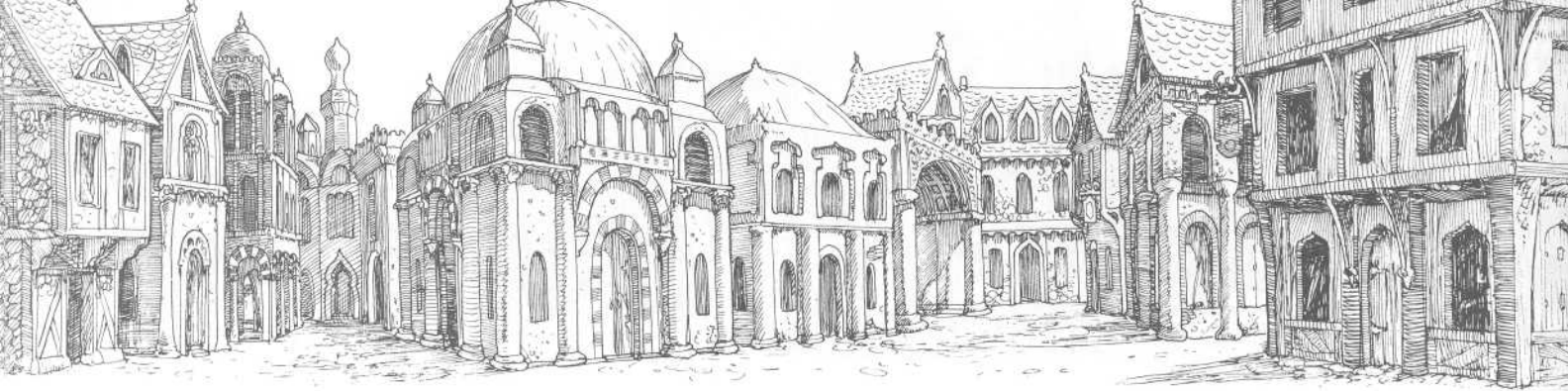
Blacksmithing **Strength**

The skill of making simple tools and other implements from iron. It takes a long time to make weapons or armor, but with a successful check, a desperate character could make a crude short sword or other blade in 2d4 hours. However, characters using the weapon take a -3 penalty to hit, and the weapon does 3 points less damage than usual.

Direction Sense **Wisdom +1**

By concentrating 1d6 rounds, the character may make a check to determine which compass direction he is facing.





Etiquette

Basic understanding of the proper forms of behavior in many different situations. Heroes skilled in etiquette can talk to beggars as well as kings with relative ease.

Charisma

Leather-working

Tan hides; make and repair leather, including leather armor.

Intelligence

Mining

Miners know what types of stone might be found in an area, whether or not a cave or mine is stable, and general geologic information.

Wisdom -3

Riding

All characters are presumed able to ride a horse under normal conditions, unless a player desires otherwise. Difficult maneuvers while on horseback require riding proficiency rolls. Characters with this skill can generally handle their mount better, climb into the saddle quicker, and force an animal to jump over obstacles. They may also guide their horse with their knees, allowing them to attack with bows or other two-handed weapons while mounted.

Wisdom +3

Rope Use

Adventurers skilled in the use of ropes can swing from dangling cords and bind opponents securely. A character bound by ropes can escape if he makes his Dexterity proficiency check

Dexterity

by 6 or more (Dexterity-6).

Those utilizing rope use to help climb receive a +10% bonus to the climbing check.

Seamanship

Those skilled in seamanship are familiar with the general workings of Nehwon's various water-borne craft. This does not grant the character any ability to navigate, though the sailor knows most common routes (such as those across the Inner Sea).

Dexterity +1

Swimming

Characters without this proficiency tend to sink like stones when they hit water. See "Rules for the Dungeon Master" in the *Adventures in Lankmar* campaign book to learn how characters drown.

Strength

Weather Sense

A successful proficiency check gives characters with this proficiency a decent guess at the weather for the next several days.

Wisdom -1

Black and White Wizards

Proficiency

A character with this proficiency knows much about Nehwon's past, and may even have a small library. In general, if a character succeeds in an ancient history proficiency check by a wide margin, the DM can assume the character is very familiar with a particular historical topic.

Attribute

Ancient History Intelligence -1

Ancient Languages Intelligence

As with ancient history, this proficiency assumes the character has a working knowledge of Nehwon's dead languages. The wider the margin of success in a proficiency check, the better acquainted the mage is with a particular dead language.

Astrology

Characters with this proficiency are familiar with the constellations of Nehwon. They gain +3 to any navigation proficiency check. They may also determine the time and the heroes direction when the stars are visible.

Intelligence

Healing

Healers may attempt to restore lost hit points to a wounded individual once per day. A successful check restores 1d3 hit points to the character's patient—including himself if necessary.

Wisdom -2

Herbalism

Those familiar with herbalism can identify most common plants. Herbalists may also make poultices that cure mild poisoning, sickness, or disease.

Intelligence -2

Local History

The character knows most everything and everyone in a particular area. The more dramatic the success of a particular proficiency check, the more the character knows on that subject.

Charisma

Navigation

The character has learned to navigate by the stars, way points, or landmarks. It is near-suicidal

Intelligence -2



to brave Nehwon's seas without a character skilled in navigation.

Reading/Writing Intelligence +1

This proficiency indicates the character is well-versed in reading, writing, and even literature. All other characters can only read and write rudimentary messages.

Religion Wisdom

Wizards skilled in religion are familiar with most of Nehwon's gods and the cults that serve them.

Spellcraft Intelligence -2

This is a basic skill for all black and white wizards. By making a spellcraft proficiency check, a wizard can identify any spell he has just witnessed. He may also deduce the powers of magical items after watching them function, though this check is made at -2.

Rogue

Proficiency Appraising Attribute Intelligence

A very important skill for thieves, this ability allows one to realize the basic worth of valuable items. This skill is also useful in identifying fakes or forgeries.

Blind-fighting None

Any character skilled in blind-fighting has been trained to fight without the use of sight—a useful talent when attacked at night, in darkened interiors, or even by invisible opponents. Most characters suf-

fer a -4 penalty to their attack roll when deprived of sight. Blind-fighters only subtract 2.

Disguise Charisma -1

Heroes skilled in disguise may alter their appearance to look like any general type of person of about the same height, weight, age, and race. Trying to disguise oneself as a specific person is more difficult, and must be checked at a -10 penalty when observed by those familiar with the assumed persona. The DM may forbid attempts to impersonate someone of much different build, height, and weight.

Fast Talking Charisma

Fast talking is the art of conning or persuading someone into believing a ruse. The more clever or plausible the scam, the greater is the rogue's chance of convincing his target he is telling the truth. A character with an Intelligence and/or Wisdom higher than the rogue's Charisma inflicts a -3 penalty to the con-man's proficiency check.

Forgery Dexterity -1

This skill allows forgers to copy the signature or seal of any other person—as long as the forger has seen the original handwriting or symbol he wants to imitate. Forgers may also spot a forged signature if their roll succeeds by more than the opposing forger's.

Gaming Charisma

A character with this skill knows most common games and their basic strategies. Use this

proficiency whenever a hero enters a game of chance with another. The winner is the one who makes his proficiency total by the most.

Gem Cutting Dexterity -2

Gem cutters turn raw, uncut stones into works of art. The better the roll, the more valuable the gem.

Juggling Dexterity

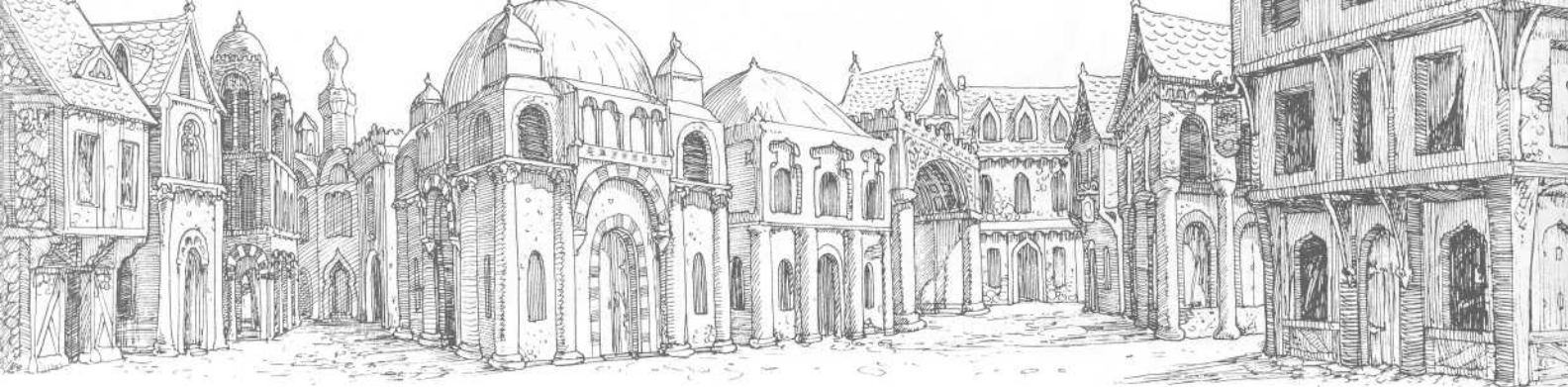
Other than the basic talent of tossing and catching small objects, this skill allows a character to catch thrown missile weapons as well. Doing so requires an attack roll (not a proficiency check) versus AC 0 before the opponent's attack roll is made. If the catch succeeds, the missile is caught. If it fails, however, the character automatically takes damage.

Jumping Strength

Heroes with this skill can jump 2d6 plus their level in feet, provided they have sufficient running room to do so. A standing jump gives the jumper 1d6 plus half his level in feet. This skill also grants the ability to pole vault.

Observation Intelligence

Heroes with this proficiency have cultivated exceptionally acute powers of observation. The DM may ask for (or secretly roll) a proficiency check anytime there is something subtly askew in the hero's surroundings.



Read Lips Intelligence -2

Given enough light and good eyesight (or a telescope), a rogue with this skill can follow inaudible conversations. The completeness of the spy's translation is determined by the amount the roll exceeds the proficiency check.

Set Snares Dexterity -1

Lets the character create traps for both humans and beasts. Make a proficiency check when the trap is constructed and every time it is reset. An opponent might sometimes detect a trap if he or she makes a Wisdom ability check at -4.

Tightrope Walk Dexterity

Rogues with this ability can traverse narrow ledges, ropes strung between buildings, or even the rigging of ships with relative ease.

Tumbling Dexterity

Acrobatic rogues know how to roll with a blow or fall. A successful proficiency check halves the damage from falls of 60 feet or less, and negates damage from heights of 10 feet or less. Characters may also forego any attacks in a round of combat to subtract 4 from their Armor Class against any opponent whose initiative is slower on that round.

Ventriloquism Intelligence -2

The ability to throw one's voice is useful for distracting guards or opponents, who must make a Wisdom check to disbelieve the ruse.

Warrior

Proficiency Animal Lore **Attribute** Intelligence

A successful animal lore check grants basic knowledge of any natural beast. The more the roll exceeds the score, the more specific the information should be.

Armorer Intelligence -2

Armorers can make any of the armors listed in the equipment lists. This process takes two weeks per level of AC better than 10. This skill also lets the character repair, appraise, and evaluate all forms of metal armor.

Blind-Fighting
(See Rogue Proficiencies)

Bowyer/Fletcher Dexterity -1

Fletchers are skilled in making their own arrows or crossbow bolts. With a successful check, 1d6 bolts or arrows can be made in a day.

Endurance Constitution

Endurance is more a trait than a skill, and represents familiarity with long periods of physical exertion. Warriors with this proficiency can perform strenuous activity twice as long as most others.

Gaming
(See Rogue Proficiencies)

Hunting Wisdom -1

The character can catch and cook common game animals. If the hunter must provide for others, roll for each person to

be supplied. Each attempt takes 10-60 minutes (1d6x10).

Mountaineering None

This proficiency gives familiarity with ropes, spikes, pitons, and the like, and adds +10% to climbing rolls when using such equipment. Note that mountaineering is not the same as the rogue's climbing ability, because the latter does not require aids of any sort.

Navigation
(See White Wizard Proficiencies)

Running Constitution -6

The character can move at twice his normal movement rate for a day with a successful proficiency check. If engaged in combat during this time, the runner is penalized +1 THACO due to general fatigue.

Set Snares
(See Rogue Proficiencies)

Survival Intelligence

A character with survival picks a basic environment such as arctic, woods, mountains, desert, etc. While within the chosen terrain, the adventurer can make proficiency checks to find basic sustenance, recognize common hazards, and know general weather patterns.

Tracking Wisdom -6

The ability to follow the trail of creatures and characters across most terrains. The DM should feel free to apply any of the following modifiers to tracking proficiency checks:



Soft or muddy ground	+4
Thick brush or vines	+3
Dust	+2
Normal ground, wood floor	
Rocky ground, shallow water	-10
Every two creatures in the group	+1
Every 12 hours since trail was made	-1
Every hour of rain, snow, or sleet	-5
Poor lighting	-6
Tracked party tried to hide trail	-5

Weaponsmithing Intelligence -3

Creating and maintaining metal and wooden weapons of all varieties. Wooden weapons generally take 2d12 hours to create. Metal weapons take 5-45 days (DM's decision) depending on the amount of metal and forging that must be done.

• 14. Determine Starting Money

Now that you know the basics about your character, it's time to outfit him or her with deadly weapons, trusty armor, and useful provisions. To do so, determine how much money your character starts with. Use most of this to buy weapons, armor, and provisions in the next step. The class description for your character lists starting money as well as any restrictions on the types of weapons and armor an individual of that class may use.

Characters in Nehwon start with less money than those in other AD&D game worlds. This encourages the roguish nature of Lankhmar and forces the

heroes to seek employment and adventure.

The currency of Nehwon is shown on page 18. For the convenience of veteran players, the AD&D equivalent is listed directly to the right.

• 15. Select Weapons and Equipment

To finish your character, spend your starting money on equipment. A list of items commonly available in the shops and bazaars of Lankhmar appears on the next page. Your character may purchase anything on this list, though some classes forbid the use of certain weapons or armor types.

Weapon information: Four lines are given to record your character's weapons. You may have more, of course, but this should be sufficient for most characters. The first weapon line is for your character's fists. Back-alley and tavern brawls are a common occurrence in Lankhmar. The rules for brawling can be found in the "Rules for the Dungeon Master" chapter of the *Adventures in Lankhmar* campaign book. The second and third lines are for your character's main melee weapons.

In addition to the type of weapon, also write in its speed modifier and damage. Speed modifiers are added to your initiative die rolls in combat. Damage is the number of dice you roll once you've scored a hit. The damage your character causes is subtracted from your foe's hit points. Lighter, faster fighters tend to hit first, but usu-

ally cause less damage than heavier, slower opponents.

The last weapon line describes missile weapons your character might carry. Bows, crossbows, slings, and throwing daggers are all common in Lankhmar. In addition to speed modifiers and damage, missile weapons also have a line for Rate of Fire (ROF) and range. The Rate of Fire is how many times you may attack with that weapon in a single round of combat. Range is a measure of how accurate and deadly the weapon is at certain distances. The modifiers for range appear in the combat chapter of this book.

So what, or whom, have we created?

Gerrick is a con-man who uses his brains more than his fists, and who likes to brag that he's much more important and dangerous than he really is. Let's figure out how he got that way.

Gerrick must have grown up rough. Perhaps he was always a little weak, and never had a mother or father to take up for him. So he compensated for his lack of brawn with his wits and fast tongue. No one ever took the scrawny thief seriously, so he began to make up stories and brag about daring feats.

That's a pretty good start. Once we start the campaign and get a feel for our scoundrel, we can add more detail to Gerrick's history.



Table Eight: Equipment List

The following list is a basic selection of items that are readily available for sale in Lankhmar and other cities. DMs should feel free to add their own items, using the prices given as guidelines.

There are many AD&D adventures and source books available, some which are useful to LANKHMAR DMs. Therefore, we've an "exchange rate" chart. (A DM might want to buy the AD&D accessory *Den of Thieves* or one of the two Thief's Challenge adventures to use with a LANKHMAR campaign. The rules are similar enough that this is easily done.)

LANKHMAR/AD&D Conversions

	LANKHMAR game	AD&D game
Diamond in amber glulditch	500 gold rilks	500 gp
Gold rilk (gr)	2 smerduks	1 gp
Silver smerduk (ss)	10 agols	1 ep
Bronze agol (ba)	100 tiks	1 sp
Iron tik (t)	—	1 cp

Item

Clothes

Item	Cost
Simple clothes	1ss
Elegant clothes	5-60gr
Hooded cloak	1ss

Daily Food and Lodging

Ale, gallon	2ba
Meal, common	3ba
City rooms (per month)	20gr
Inn lodging	5ba

Transportation and Equipment

Leather barding	150gr
Saddle	10gr
Saddle bags	3gr

Adventuring Gear

Backpack	2gr
Belt pouch	7ba
Chest, large	2gr
Chest, small	1gr
Candle	2t
Chalk	2t
Fishing net, 10 sq ft	4gr
Flint and steel	5ba
Grappling hook	8ba
Lantern, hooded	7gr
Oil, lamp	12t
Piton	6t
Rope (per 50 ft)	1gr
Sack, large	4t
Spyglass	1000gr
Thieves' picks	30gr
Torch	2t

Armor

Brigandine (leather), AC 7	120gr
Chain mail, AC 5*	300gr
Helm, great, AC -1	30gr
Leather, AC 8	5gr
Shield, AC -1	10gr
Studded leather, AC 7	20gr

*Chain and plate armor reduce a character's Move by 1/4.

Melee Weapons

Weapon	Cost	Speed	Damage	
			S-M	L
Axe, Hand	1gr	+4	1d6	1d4
Axe, Battle	5gr	+7	1d8	1d8
Club	0	+4	1d6	1d3
Cutlass	20gr	+6	1d8	1d6
Dagger	2gr	+2	1d4	1d3
Flail	15gr	+7	1d6+1	2d4
Mace	8gr	+6	1d6+1	1d6
Pick	8gr	+7	1d4+1	2d4
Glaive	6gr	+8	1d6	1d10
Halberd	10gr	+9	1d10	2d6
Quarterstaff	-	+4	1d6	1d6
Rapier	15gr	+4	1d6+1	1d8+1
Sickle	6ba	+4	1d4+1	1d4
Spear	8ba	+6	1d6	1d8
Sword:				
Broad	10gr	+5	2d4	1d6+1
Long	15gr	+5	1d8	1d12
Saber	15gr	+4	1d6	1d6
Scimitar	15gr	+5	1d8	1d8
Short	10gr	+3	1d6	1d8
2-Handed	50gr	+10	1d10	3d6
Trident	15gr	+7	1d6+1	3d4
Warhammer	2gr	+4	1d4+1	1d4
Whip	1gr	+8	1d2	1

Missile Weapons

Weapon	Cost	Speed	Damage Rate		Range
			S-M/L of Fire	S/M/L	
Bow, long	75gr	+7	1d6/1d6	2/1	7/14/21
Bow, short	30gr	+6	1d6/1d6	2/1	5/10/15
Crossbow, light	35gr	+7	1d4/1d4	1	6/12/18
heavy	50gr	+10	1d4+1/1d6+1	1/2	8/16/24
Dart	5ba	+2	1d3/1d2	3/1	1/2/4
Hand axe	1gr	+4	1d6/1d4	1	1/2/3
Sling	5t	+6	1d4+1/1d6+1	1	5/10/20
Spear	8ba	+6	1d6/1d8	1	1/2/3
Throwing dagger	2gr	+2	1d4/1d3	2/1	2/4/6



A character class is like a profession or career. It is what your character worked at during his younger years. If you wanted to become a doctor, for example, you'd need some training and guidance before treating the sick. The same is true of character classes in the LANKHMAR and AD&D games. Beginning characters have finished their education and training, and now, armed with a little knowledge, are ready to make their names and fortunes.

Rogues

Rogues are by far the most common character type in this game. Innkeepers, spies, thieves, bandits, and many adventurers all fall into this category. Rogues practice many skills, some respectable, others less so.

Rogues must have a Dexterity of at least 9. Those with a Dexterity score of 16 or greater gain a 10% bonus to any experience points they earn.

Hit Die: d6. Rogues gain 1d6 hit points per level until they reach 10th level. Afterward they receive 2 hit points per level.

Starting money: 1d6x10 gold rilks.

Weapons and armor: Rogues can use any weapon and wear any type of armor. Most prefer leather armor so as not to interfere with their movement, climbing, or other skills. Chain or other metal armor subtracts 10% from the ability to move silently, climb, detect noise, or hide in shadows.

Backstab: Rogues are masters of surprise and treachery. Whenever they are able to strike their victims from behind and unawares, their attack rolls are made at +4. In addition, the damage of the attack—if it hits—is multiplied depending on the

rogue's level. Both bonuses apply to a single attack—rogues may never backstab twice in a round, even if they somehow gain multiple attacks. The damage multiplier of a successful backstab is listed on the table below.

Level	Multiplier
1-4	x2
5-8	x3
9-10	x4

Thieving Skills

Rogues are not as powerful as warriors, nor as crafty as wizards. Their advantage lies in a host of special abilities called "thieves' skills." Unlike proficiencies, these skills range from 1-100. To use one, you must roll percentile dice equal to or under your character's current skill level. See the Introduction for how to roll percentiles.

Every rogue starts with the skills listed below. The number in parentheses is a 1st-level thief's base chance to successfully use that ability. Once you have recorded your character's base scores, you can then add up to 60 more points to raise any of these skills by a like amount. You may not raise any single skill by more than 30 points, however.

Pick Pockets (15%): The ability to quietly take small objects from an unsuspecting victim.

Open Locks (10%): Skill in lock-picking doors or chests.

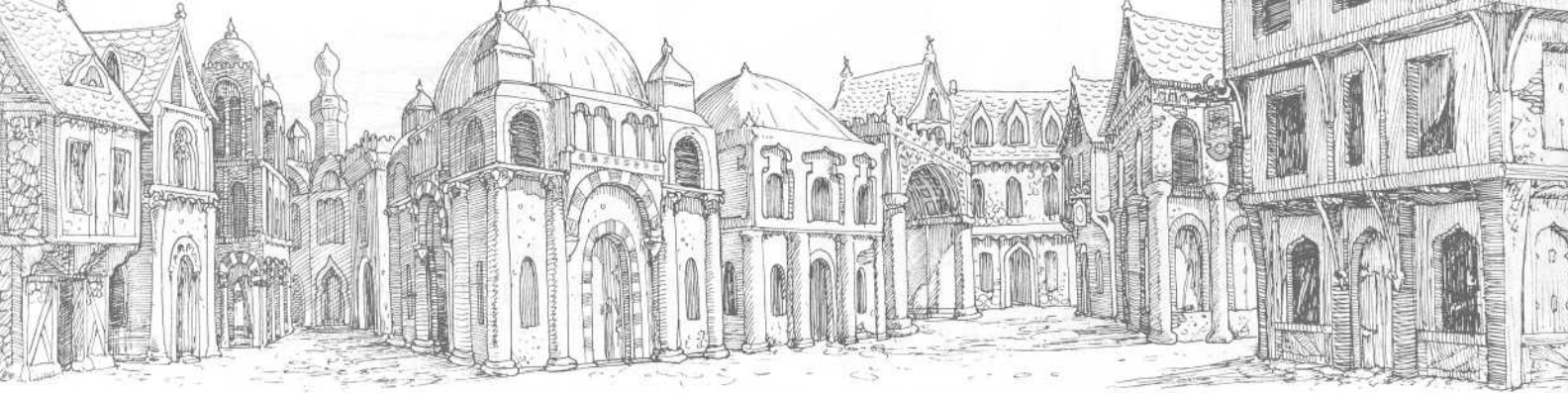
Find and Remove Traps (5%): This is the ability to both find and remove traps of all varieties. A separate roll must usually be made to find and then remove a trap. Searching for traps is an active process, and can only be attempted on a given item or area once for every experience level of the thief. Failure when trying to remove a trap indicates that it has been sprung, often with disastrous results!

Move Silently (10%): Skill in walking silently to sneak past or upon someone. This reduces the thief's move rate to 1/3 normal.

Hide in Shadows (5%): This skill allows the thief to blend in with the shadows. It is often used in conjunction with Move Silently to creep past guards and other sentinels.

Detect Noise (15%): Good thieves hear sounds that others might miss. Using this skill requires a round of silence from those around him.

Climb Walls (60%): All characters can climb to some degree, but nimble rogues are naturally



able to scale steep surfaces without tools, ropes, or gear of any sort. Even sheer or smooth walls or cliffs can usually be climbed in this way, though the DM may assign negative modifiers to climb very smooth or otherwise difficult surfaces

Read Languages (0%): Most rogues tend to wander and take on many kinds of work. Their diverse experience gives them some small ability to decipher various languages they don't know, especially those that might apply to treasure maps, deeds, secret notes, and even encryption. If the rogue already knows how to read a given language, this skill is unnecessary for documents in that language. Note that this skill starts with a score of 0, so you must add some of your discretionary

points to actually gain this ability.

Raising Thieving Skills

Thieving skills increase as your character rises in level. Each time the thief rises a level in experience, you may distribute another 30 discretionary points among his skills. After character creation, you cannot assign more than 15 of these points to any one skill, however.

Thieving Skill Modifiers

A thief's skill levels are modified by kit and Dexterity. Kit modifiers are described in each kit description. Dexterity bonuses or penalties are summarized on the chart on this page. Add or subtract any applicable modifiers from your character's base chance at each skill.

Table Nine: Dexterity Adjustment to Thieving Skill Ratings

Thieving Skills					
DEX	PP	OL	FT	MS	HS
9	-15%	-10%	-10%	-20%	-10%
10	-10%	-5%	-10%	-15%	-5%
11	-5%	—	-5%	-10%	—
12	—	—	—	-5%	—
13-15	—	—	—	—	—
16	—	+5%	—	—	—
17	+5%	+10%	—	+5%	+5%
18	+10%	+15%	+5%	+10%	+10%
19*	+15%	+20%	+10%	+15%	+15%

Key: DEX= Dexterity; PP= Pick Pockets; OL= Open Locks; FT= Find/Remove Traps; MS= Move Silently; HS= Hide in Shadows

* Mingols and Kleshites may have Dexterity scores of 19 due to their racial bonus.

Rogue Kits

Buccaneer

Buccaneers are the common rabble of pirate ships or more honest crewmen with a sense of wanderlust. They spend most of their lives aboard rat-infested vessels, sailing Nehwon's dangerous seas in search of treasure and adventure.

Buccaneers must be hardy to withstand the rolling tides and swaying decks (Constitution 10 or higher).

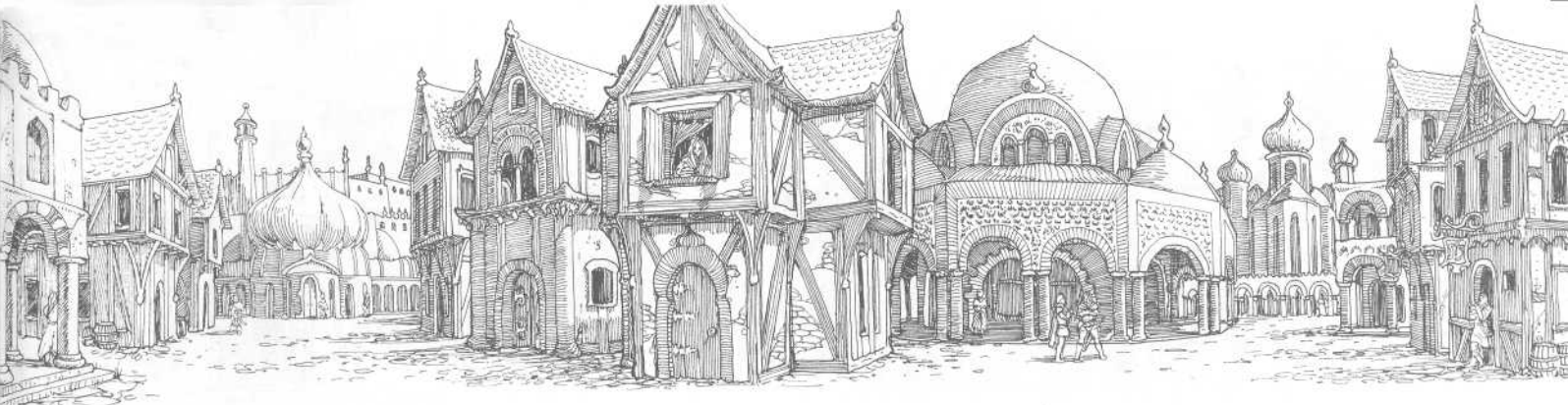
Proficiencies: Weapons: Buccaneers may use any weapons, but prefer light fencing swords such as cutlasses or sabers. Required: Swimming; Recommended: Carpentry (for repairing their ship), Gambling, Navigation, Rope Use, Tightrope Walking; Bonus: Seamananship.

Special notes: Buccaneers gain a bonus of +5% on climbing rolls if ropes are involved, and +10% if the ropes are on a ship.

Confidence Man

Confidence men, or con-men, are street-smart scam artists, always looking to make a quick rilk from the foolishness of others. Some con-men prefer to run simple games in the street, milking the occasional passer-by of a few smerduks. Bolder con-men may plot to swindle entire fortunes from their dupes. Dim-witted merchants and young nobles are the usual prey of both varieties.

Con-men must be savvy and have a Charisma of 10 or higher.



Proficiencies: Weapons:

Con-men must use weapons that can be easily concealed—it's hard to gain a victim's trust with a greatsword strapped across your back! Con-men may use any melee or missile weapon no longer than a short sword.

Required: Fast Talk; Recommended: Disguise, Gaming, Gambling, Read Lips; Bonus: Forgery.

Special notes: Con-men are usually the most literate of thieves and have a +5% chance to read languages. These rogues rarely fall for the ploys of others, and have a base 5% chance, +1% per point of Intelligence over 12, of detecting a lie or falsehood whenever they hear it.

Burglar

Burglars often consider themselves the elite of thieves. Their tight black outfits, rare tools, and incredible agility are much more elegant than the rags and clubs of cutpurses and street urchins.

Stealth and silence are burglars' greatest allies. Only nimble thieves (minimum Dexterity of 14) may master the art of burglary.

Proficiencies: Weapons: Burglars must scale walls, climb ropes, and wiggle through windows, so bulky weapons aren't practical. Any weapon as light as a short sword or less is permitted. Required: Appraisal; Recommended: Jumping, Rope Use, Tumbling; Bonus: Tightrope Walk.

Special notes: Burglars must be sneaky and silent. They gain a +5% bonus to both Hide in Shadows and Move Silently.

Cutpurse

Cutpurses are common muggers and back-alley thugs. These rogues often compensate for their limited fighting ability by joining or forming gangs. Some cutpurses are experts in luring victims into cul-de-sacs where more of their cohorts await in ambush.

Proficiencies: Weapons: Most cutpurses prefer to carry small, concealable weapons to lower their victim's guard until the critical moment, but there is no real limitation to this kit.

Required: Blind-fighting (for fighting in dark alleyways); Recommended: Appraising, Gaming, Gambling; Bonus: Set Snares.

Special notes: Cutpurses often lurk in dark alleys to waylay those foolish enough to enter their shadowy domain. Add +10% to a cutpurse's ability to Hide in Shadows.

Warriors

Trained soldiers and naturally talented fighters are classified as warriors. Some pirates, northern barbarians, or Lankhmart militia-men are all warriors of one sort or another. These characters are the strongest and most deadly combatants in melee, but are quick to fall prey to spells or powers of supernatural origin.

Warriors must have a Strength of at least 9. Those with a Strength score of 16 or greater gain a 10% bonus to any experience points they earn.

Hit Die: d10. Warriors gain 1d10 hit points per level until they reach 10th level. Afterwards they receive 2 hp per level.

Normal people without a character class are considered 0-level warriors.

Starting money: 3d4x10 gold rilks

Weapons and armor: Warriors may use any weapon and wear any armor.

Multiple attacks: A warrior who reaches 7th level may make a second attack every other round (3 attacks every two rounds.) At level 13 and higher, warriors may attack twice a round.

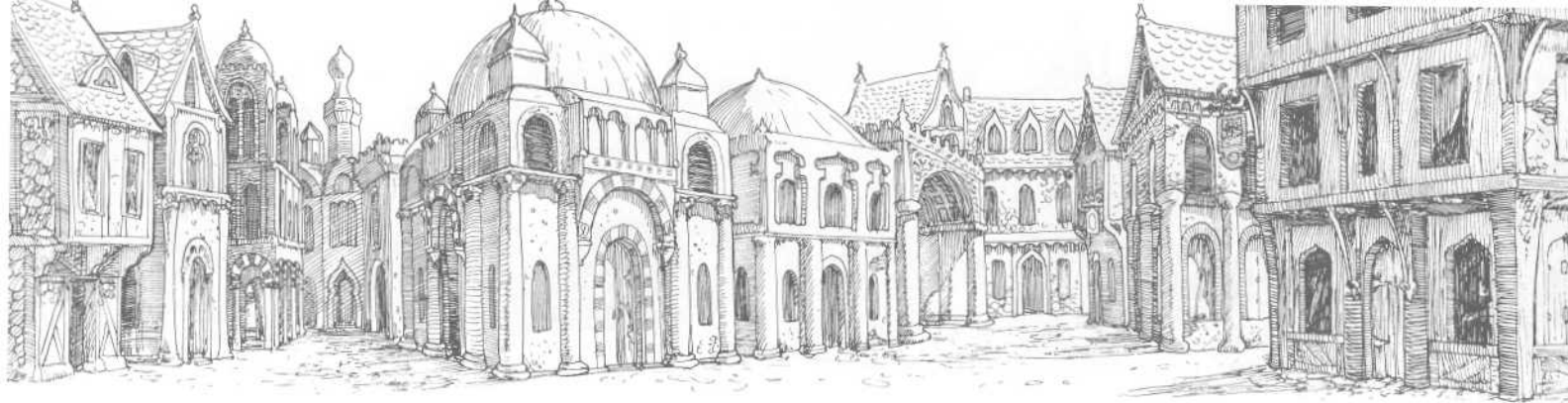
Warrior Kits

Barbarian

The men and women of the frozen north are renowned for their incredible fighting abilities. Many are uncomfortable in more civilized environs, though a few, such as Fafhrd, have gradually made the transition. Barbarians are rugged and tough, though easy prey for sophisticated sorceries or the schemes of street-smart thieves.

Barbarians must be strong and hardy to survive in their harsh homeland (minimum Strength and Constitution scores of 15).

Proficiencies: Weapons: Any, the bigger the better. Required: Survival (Mountains); Recommended: Blind-fighting, Hunting, Riding; Bonus: Mountaineering.



Special notes: Barbarians suffer a +3 penalty to any reaction modifier when first entering a city. This modifier decreases by 1 for each week the character spends in the city until it reaches 0.

Hired Sword

Hired swords are bodyguards, mercenaries, and men-at-arms. Despite their title, hired swords use all types of arms and armor. Some are near-knights bound in chain mail and carrying heavy two-handed swords. Others wear leather and wield short swords, looking no more deadly than a common street thug—until bloodshed begins.

By the nature of their job, hired swords find themselves in all sorts of predicaments, and

therefore have a wide variety of skills and backgrounds. This allows the character to purchase any one bonus proficiency from any list. These warriors must also learn to negotiate with their numerous employers, and are thus required to have the Etiquette proficiency.

Proficiencies: Weapons: Any. Required: Etiquette; Recommended: Blind-fighting, Armorer, Bowyer/Fletcher, Tracking; Bonus: Any one proficiency from any list.

Special notes: Hired swords earn their pay based on their reputation. Word gets around when a mercenary doesn't live up to his reputation. If the character performs poorly during a contract, he suffers a +3 reaction modifier to potential employers

(and a subsequent decrease in pay) until he accomplishes some redeeming feat.

Pirate

Pirates are the scourge of Nehwon's seas. Some of these reckless and daring sea-dogs are bloodthirsty dregs of society, but a few are swashbuckling scoundrels with their own code of honor and justice.

Pirates must have an iron constitution to withstand the terrible food and rolling decks of their galleons (minimum Constitution 10).

Proficiencies: Weapons: Pirates are not limited in their weapon choices, though there are a few that are recommended. Most prefer crossbows for firing





on enemy ships. Because pirates must often sheath their arms during a boarding action, light sabers and cutlasses are preferable in melee. Required: Swimming; Recommended: Carpentry (for repairing the ship), Gambling, Navigation, Rope Use, Tightrope Walking; Bonus: Seamanship.

Special notes: Pirates can be of any alignment, though most are chaotic. Those who are lawful abide only by the laws of the sea and the pirate's code. Specifically, lawful pirates do not harm innocents such as women, children, or unarmed men. Nor do they leave their victims stranded without means of survival—whether on an island or at sea.

Black Wizards

Those who study black magic have learned to manipulate—though not necessarily master—the essences of death, decay, and even evil itself. Most are selfish, greedy individuals who care far more about their goals than how they get there.

Black wizards are rarely great swordsmen, but (at higher experience levels) their deadly spells make them more than a match for most of Nehwon's heroes. They are restricted to daggers, staves, darts, and slings.

A character must have an Intelligence of 15 or greater to be a black wizard.

Hit Die: d4. Black wizards gain 1d4 hit points per level until they reach 10th level. Afterward they receive 2 hp per level.

Starting money: 1d4x10 gold rilks

Weapons and armor: Black wizards cannot wear metal armor as it interferes with their ability to channel the sorcerous energies of Nehwon. Metal weapons larger than a dagger are also prohibited.

Afflictions: The Gray Mouser's sorcerous tutor once told him that "none can use black magic without straining the soul to the utter most, and staining it in the bargain." This is certainly true, for the wizards of Lankmar suffer horrible afflictions as they consort with the forces of magic.

Whenever a wizard advances to level 5, he gains a disfiguring affliction from his long partnership with the unknown. Every level earned thereafter forces the mage to roll on this table again. If an affliction is ever rolled again, the sorcerer has managed to avoid disfigurement for the time being and does not have to roll again until another level is earned.

1d12 Affliction

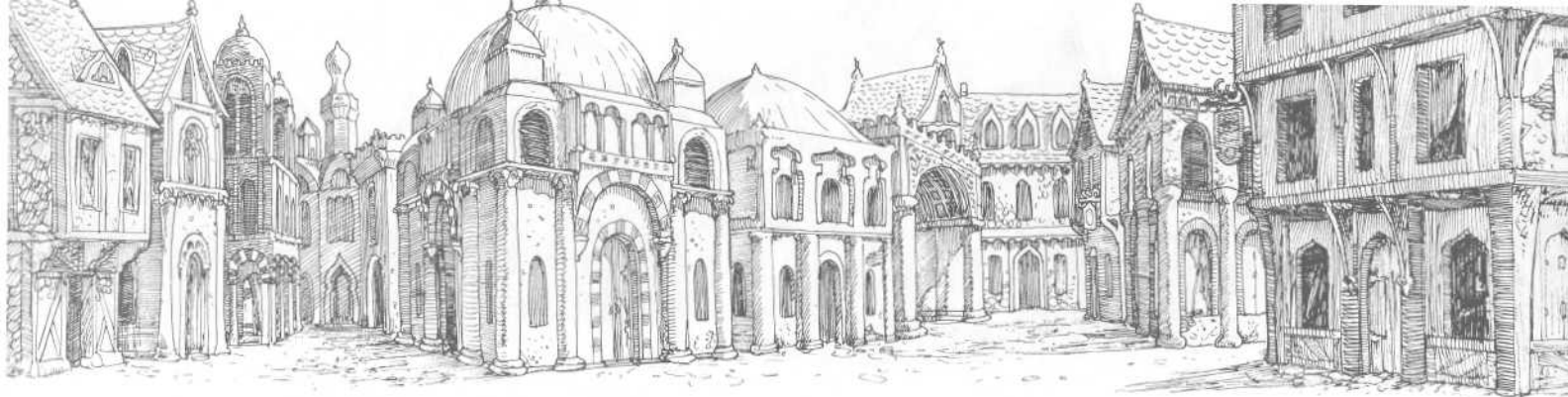
- 1 Wizard loses sight in one eye; remaining eye grows milky white as if dead.
- 2 Wizard loses all hair.
- 3 Wizard loses all sense of taste and smell.
- 4 Wizard loses 1d6 points of Charisma from minor but constant blemishes, shingles, or other superficial afflictions.

- 5 Wizard develops muscular tic in his face and body.
- 6 Wizard face becomes misshapen and hideous.
- 7 Wizard's hands become misshapen and twisted. -1d3 Dexterity.
- 8 Wizard's legs atrophy, causing a limp and 1/4 movement rate.
- 9 Wizard develops irrational fear of common object or animal.
- 10 Wizard develops serious paranoia.
- 11 Wizard loses endurance. He loses 1d4 points of Constitution and must rest for one turn after any strenuous activity.
- 12 Wizard develops severe allergy to any food not treated with rare herbs.

Black Wizard Kits

Elementalist

Some black wizards use the four elements—earth, fire, water, and air—to power their spells. The earth is theirs to mold, fire incinerates their adversaries, water brings their unnatural creations to life, and air is used to power fierce and destructive storms. Elementalists exploit the earth's natural forces for their own ends. Certain white wizards use the elements as well, but good mages work with nature to aid the earth and those who dwell upon it.



A few black wizard elementalists specialize even further. Ice-shamans are common in the barbarian clans of the Snow Wastes, and sand-sorcerers have been encountered in the deserts of the Eastern Lands.

Proficiencies: Weapons: Elementalists tend to use weapons made from the earth, such as obsidian daggers or stones fired from slings; Required: Spellcraft; Recommended: Agriculture, Ancient Languages, Mining; Bonus: Survival (All—their knowledge of the elements permits them to survive in most any environment).

Misanthrope

Some individuals gifted with magical talent serve dark gods or goddesses such as Hate, Pain, or Trouble. This is a tragic combination for the rest of Nehwon, for these mages then use their incredible powers to further their own dark causes. Collectively, these cruel sorcerers are called “misanthropes,” though they are rarely similar in all but their desire to create mischief. A “misanthrope” in the service of the Gods of Trouble, for instance, would travel the lands seeking only to create havoc and chaos in the world. He

might use more subtle spells to create suspicion among old friends, start a riot in an otherwise quiet village, curse a ship bound for the depths of the

Outer Sea. A follower of Pain might use more overt spells to create strife or even instigate a plague or pain-causing sickness. Black wizards who worship Hate often gather in cults and use their dark sorcery to foment anger among the unsuspecting towns and cities that harbor them.

Whatever the particular bent of a misanthrope, he or she is a bane to common folk and adventurers alike.

Proficiencies: Weapons: Those who consider themselves misanthropes are not long tolerated by those they visit. For this reason, no misanthrope can carry a highly visible weapon, but must always keep a concealed dagger or an innocuous walking stick/staff nearby; Required: Spellcraft; Recommended: Etiquette, Forgery, Read Lips; Bonus: Disguise.

Philosopher

The philosopher is a demented outcast scholar. He craves to unravel all the dark, hidden mysteries of the universe and adventures to locate obscure and forgotten texts of arcane lore that might assist him in his research. Treasure and glory doesn’t interest the philosopher, unless he thinks it can lead to him gaining more knowledge on a topic he is currently investigating. Knowledge and understanding are always the primary goals of wizards with this kit.

Proficiencies: Weapon:

Philosophers rarely have time for weapons training, and thus only learn to use the staff or dagger; Required: Ancient Languages; Recommended: Observation; Bonus: Ancient History.

White Wizards

White wizards, in contrast with those who study black magic, are concerned with the forces of life, healing, and personal fulfillment. White wizards are generally more robust than their malevolent counterparts. They are better combatants than rogues or black wizards, but are rarely a match for warriors. The utility of their spells make them a valuable addition to any party. White wizards are extremely rare in Nehwon—black sorcery offers a faster but more costly path to power.

White wizards are often sought for their insight and knowledge, and must have Wisdom 9 or better. White wizards with Wisdom 16 or higher gain a 10% bonus to experience earned.

These mages must be of neutral or good alignment, and can never be evil.

Hit Die: d8. White wizards gain 1d8 hit points per level until they reach 10th level. Afterward they receive 2 hp per level.

Starting money: 2d6x10 gold rilks

Weapons and armor: White magic is not as sensitive to



metal as is black sorcery, so its practitioners may use any weapon. Metal armor is still prohibited, however. Most white wizards prefer to shed as little blood as possible, and so use only blunt weapons such as maces, hammers, clubs, staves, and slings.

White Wizard Kits

Elementalist

White wizards who specialize in the elements believe in the harmony of nature. Earth, fire, water, and air all work together to form a wondrous land that is much more than the sum of its parts. Good elementalists attempt to emulate nature. Their rage is fire and storm, and their piety is sharing a simple drink of water or the rejuvenation of dead soil.

Some elementalists further specialize in a particular element, or even a lesser form of an element such as ice, steam, sand, or smoke. The barbarian clans of the Snow Wastes are feared for their cold-hearted ice shamans.

Proficiencies: Weapons: Elementalists tend to use weapons made from the earth, such as obsidian daggers or stones fired from slings; Required: Spellcraft; Recommended: Agriculture, Ancient Languages, Mining; Bonus: Survival (All—their knowledge of the elements permits them to survive in most any environment where.)

Naturalist

Many white wizards dabble with the forces of nature. The naturalists are those mages who dedicate the bulk of their study to the wilderness and the elements. Plants and mundane animals are their friends and the subjects of their sorcery. Like most wizards, naturalists tend to live in seclusion, though these fellows are friendlier than most and live in the lonely wilderness only because it is the source of their power.

Naturalists enjoy even the brutal side of the environment. They often expose themselves to blizzards and hurricanes just to revel in the full fury of nature's power. Their bodies must be tough to endure these forces and the everyday trials of living in the wilderness, so naturalists must have Constitution 12 or better.

Proficiencies: Weapons: Naturalists shun metal armor and weapons, preferring those made of wood or leather, respectively; Required: Survival (Any); Recommended: Astrology, Animal Lore, Healing; Bonus: Herbalism.

Special notes: Naturalists can cast *Locate Plants and Animals* up to three times a day. This is a bonus spell and does not take up one of their "slots." Like nature itself, naturalists must be true neutral in alignment. They do not believe in good or evil, only harmony and balance in the cycle of life.

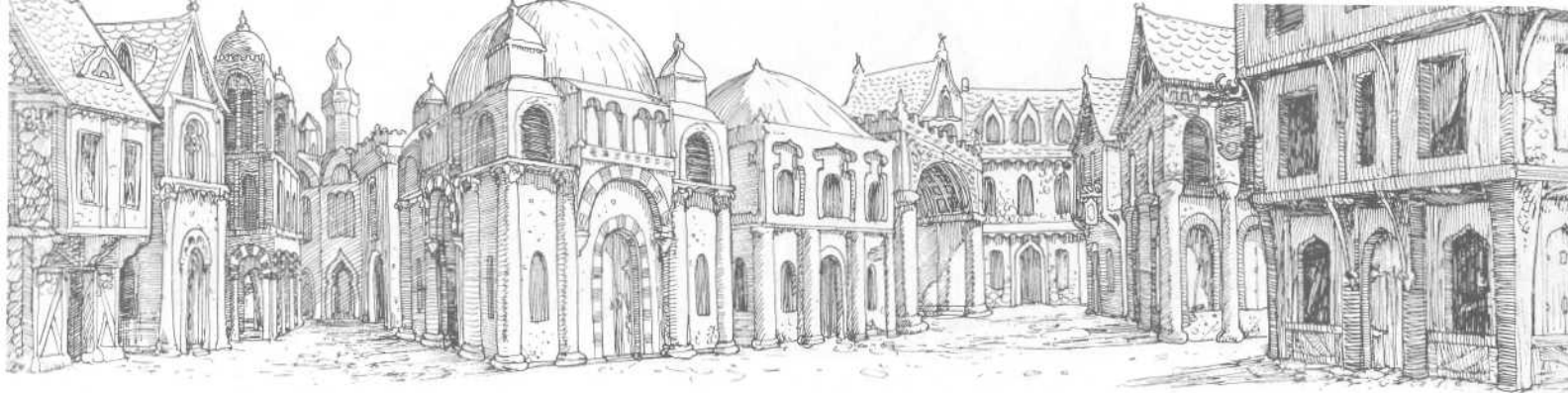
Traveling Healer

White wizards are a rare breed, and those who are not reclusive hermits are even more rare. A few good-hearted mages enjoy traveling from town to town, dispensing wisdom and healing to those who need it. Because those they aid are usually poor, traveling healers are rarely rich in material things. However, they say that their spirit makes them far richer than even the Overlord of Lankhmar.

Walking or riding across the face of Nehwon requires strength and endurance. Traveling healers must have a Strength and Constitution of 9 or better.

Proficiencies: Weapons: The wilds of Nehwon can be deadly, so traveling healers carry any number of weapons and armor in transit. When they are out helping those in need, however, healers are compelled to remove or conceal their weapons and armor; Required: Navigation (land); Recommended: Etiquette, Herbalism, Weather Sense; Bonus: Healing.

Special notes: Healers may cast a free *cure light wounds* once per day, though this bonus spell cannot be used upon themselves. Healers must be good in alignment, though they may choose whether they are chaotic, neutral, or lawful.



Magic in the world of NEHWON is strange and powerful. There are no true masters—even Fasbrd's patron, the revered Ningauble of the Seven Eyes and the Gray Mouser's mentor, Sheelba of the Eyeless Face, admit there are eldritch secrets beyond even their sorcerous reach.

The Wizards

Wizards come in all guises. One mage might call himself a shaman; another serves as spiritual leader of a village and dubs himself a priest. Despite their many titles, however, there are only two types of wizards—black and white—each named after the type of sorcery they pursue.

Black wizards are particularly aware that magic is a harsh mistress. As they grow in power, their bodies warp and mutate from their association with dark sorcery. White wizards do not have the power of their darker peers, but neither do they suffer from disfigurement of the body and soul. There are very few white wizards in Nehwon—the path of black sorcery is easier and eventually more powerful—though the toll is high.

Regardless of a wizard's affiliation, title, or outlook, all spell casters must keep a spell book. This is the source of their knowledge—and power.

is released by his mentor—usually just prior to the start of the game—he is given his spell book. This grimoire is the sum total of the young mage's knowledge up to this point. He must now go into the world and fill it with even more strange and mysterious secrets of the arcane arts. This is a lifelong commitment. Mages study musty tomes incessantly, always looking for new spells or ways to make their old spells faster, better, and more powerful. By necessity, mages must take their spell books with them wherever they go, yet they must never let these precious volumes come to harm. A mage without his grimoire is as effective as a fighter without his sword.

If you are playing a wizard character, note where your hero stores his or her spell book. Your character must take special care of it during storms, when traveling in or over water, or during combat. If your mage should ever lose his spell book, he can only fill the pages of a new one with his starting spells. Any others must be discovered or copied from scrolls and re-learned.

white wizards always start with *bless* and *cure light wounds*.

The Dungeon Master will choose four more 1st-level spells to place in your wizard's spell book. These usually reflect your character's background, so be prepared to give your DM a brief background story before beginning the game. If you cannot come up with a background yet, the DM can supply you with a random sampling of spells. Write these down on a sheet of paper. When your hero memorizes spells write them down on the part of the character sheet that says "Spells Memorized." The boxes just to the left of each entry are for you to mark which spells your character currently has memorized. Check these boxes with a pencil, so that you can erase them when you change your wizard's spell selection.

Recording New Spells

Whenever a mage encounters a previously unseen spell, he must roll to see if he can understand it. If he does, the spell can be recorded in his spell book and used normally whenever the mage is of suitable level. Note that black wizards cannot use or read white sorcery, and vice-versa. Sorcerers of Nehwon, being a rare breed, share and trade lesser spells easily, but guard the most powerful enchantments jealously.

Spell Books

Wizards are taught their eldritch skills by more experienced mentors. When the apprentice mage

Starting Spells

Every wizard character starts the game with a spell book containing six spells. First level black wizards always have *detect magic* and *read magic*. First level



The percentage chance for a black or white wizard to learn a spell is based on his Intelligence ability score. Try to roll this percentage or less on percentile dice whenever your character discovers a previously unknown spell. Failure indicates that the character cannot grasp the basic mechanisms of the incantation and can never learn that spell.

Memorizing Spells

Spells require mental energy to store and cast. For this reason, wizards can only have a limited number of spells memorized and ready to cast at one time. As mages grow in power, their ability to store these potent enchantments grows too.

The number of spells both black and white wizards may have ready to cast depends on their level, as shown on the chart on the previous page. If you play a wizard, mark which spells in your character's grimoire are currently memorized in the boxes just right of the spell lines on the character sheet. Note that a mage may memorize a spell more than once if desired, simply by placing a double check in a spell box.

A mage who wishes to memorize a spell must study it in his spell book. If the spell book is not available, the mage cannot relearn the spells contained within it.

The amount of time it takes to relearn a spell equals 10 minutes times the level of the

spell. Thus a 1st-level spell takes 10 minutes to memorize, whereas a 6th-level spell takes an entire hour. This is a tedious process, so a mage must rest and concentrate during memorization. The mage cannot travel, ride a horse, or engage in any other activity while trying to imprint a spell on his mind.

A wizard can discharge a spell to make room for another, but the spell's effect still occurs. If a mage wants to clear a fireball from his mind, for instance, he had best find a pond or lake so as to discharge it safely.

Casting Spells

Unleashing a sorcerous incantation usually takes at least a few moments of intense concentration. All spells have a casting time that reflects how long a wizard must concentrate. This time is expressed in rounds, or sometimes turns, units of measurement explained at the start of the next section. A spell with a casting time of 2 rounds, for instance, would require the caster to do nothing but concentrate for 2 rounds, at the end of which the spell would release. The caster could then begin another spell in the third round if desired.

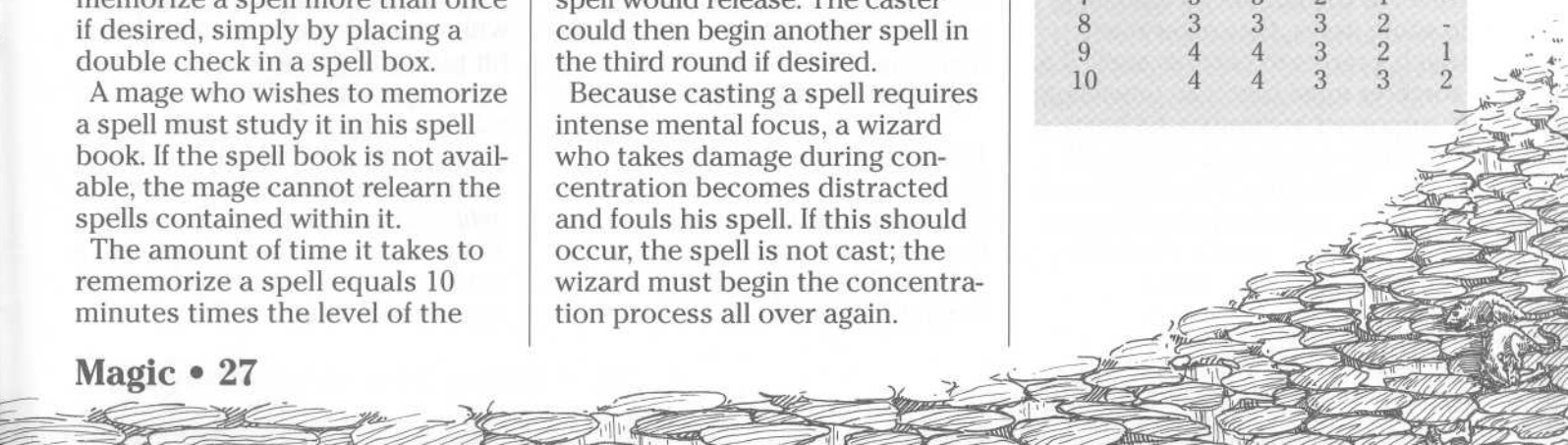
Because casting a spell requires intense mental focus, a wizard who takes damage during concentration becomes distracted and fouls his spell. If this should occur, the spell is not cast; the wizard must begin the concentration process all over again.

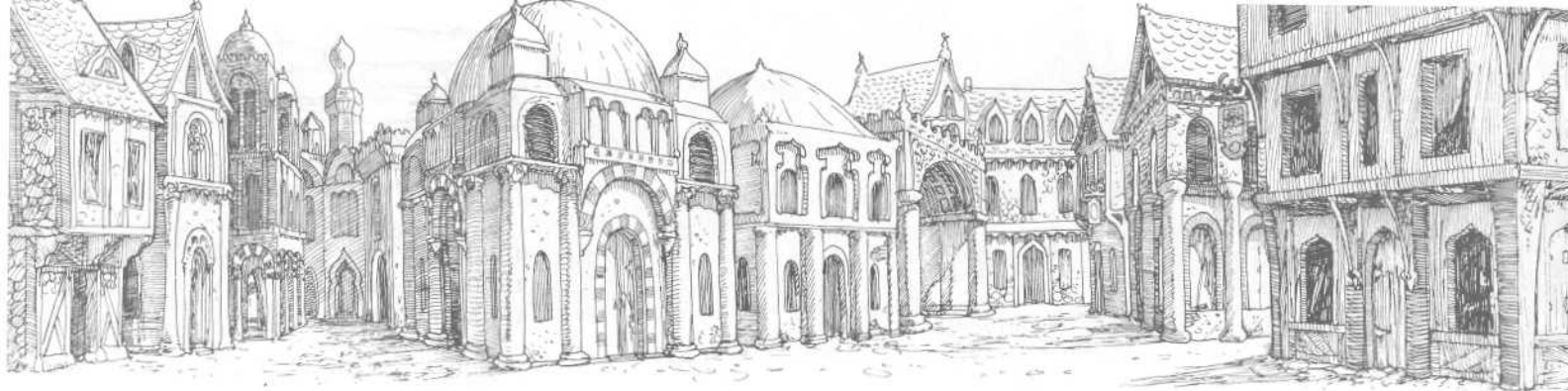
**Table Ten:
Wizard Spell
Progression Charts**

	% Chance to Learn				
INT					
9	35				
10	40				
11	45				
12	50				
13	55				
14	60				
15	65				
16	70				
17	75				
18	85				

Black Wizard Level	Spell Level				
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1
10	4	4	3	2	2

White Wizard Level	Spell Level				
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	3	1	-	-
6	3	3	2	-	-
7	3	3	2	1	-
8	3	3	3	2	-
9	4	4	3	2	1
10	4	4	3	3	2





Spell Listings

The *Adventures in LANKHMAR* sourcebook contains many 1st-, 2nd-, and 3rd-level spells. Your DM will grant you access to these lists only when your character discovers them in the game world. The spells all wizards start out with—*detect magic* and *read magic* for black wizards and *bless* and *cure light wounds* for white wizards—are listed here. Your DM should also allow you to copy the four other spells your character begins the game with.

If you look at Table Eight, however, you will notice that the spell progression chart allows wizards to cast 5th-level spells. This is because the AD&D game actually allows wizards to go as high as 20th level, and since the LANKHMAR rules are based on AD&D, some of the published adventures for this setting includes spells of higher level for player character wizards to discover. Many more spells for wizards can be found in the AD&D *Player's Handbook*, and they are easily used in the LANKHMAR setting.

Spells are defined by the following characteristics:

Range: How far the spell will travel or the limit of its influence. In some cases, the caster must touch a target to cast his spell. If a sorcerer must touch an unwilling opponent in combat, he must make a standard attack roll.

Duration: The number of rounds, turns, days, or weeks the spell lasts.

Casting time: The number of rounds, turns, hours, or eight-hour blocks needed to cast the spell. Spells take longer to cast in LANKHMAR. If the DM is using spells from the *AD&D Player's Handbook* or other sources, whenever a spell states that it takes a "segment" to cast, this should be taken to mean rounds, while "rounds" means turns, "turns" means hours, and so on.

Area of effect: The creatures affected, volume, dimensions, or area of the spell.

Saving throw: There are three possible entries. *None* means the target of the spell receives no saving throw—the magic automatically succeeds. A notation of $1/2$ means that success halves any damage taken from the spell. *Negates* indicates that a successful saving throw completely avoids the spell for that target.

Black Wizard Starting Spells

Detect Magic

Range: Touch

Duration: 2 rounds/level

Casting Time: 1 round

Area of Effect: 10' path, 60' long

Saving Throw: None

When a *detect magic* spell is cast, the wizard is able to see all magical effects and objects within a path 10 feet wide and 60 feet long. Thick walls or other solid materials block the spell.

Read Magic

Range: 0

Duration: 2 rounds/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The *read magic* spell allows a mage to read magically enchanted scrolls, arcane sigils, or any other writing of magical origin. Reading magical writing does not invoke its power—except in the rare case of *curses*. Once the spell is cast, the wizard can always read the writing again without recourse to another *read magic*.

White Wizard Starting Spells

Bless

Range: Up to 60 yards

Duration: 6 rounds

Casting Time: 1 turn

Area of Effect: 50 foot cube

Saving Throw: None

Bless is a basic spell taught to all those who would follow the way of the white wizard. To cast it, the mage simply chooses a radius up to 60 yards. All friendly creatures within this circle who are not already involved in combat gain +1 to all saving throws versus fear effects and attack rolls. Multiple blessings are not cumulative.

Cure Light Wounds

Range: Touch

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: Creature touched

Saving Throw: None

This most characteristic of white wizard spells restores 1d8 hit points to any wounded character or creature. This cannot raise a character's hit points above their original total. The spell can be reversed to *cause light wounds* if desired. To inflict 1d8 points of damage, the mage must touch his opponent by making a normal attack roll.



Most of your game sessions will consist of role-playing interactions between player characters and nonplayer characters. Inevitably, however, some nefarious villain or horrible monster will attack and seek to send your hero to the halls of Death. This section shows you the basics of combat and the options your character has in violent struggle.

Time

In addition to real units of time such as hours and days, the LANKHMAR game also uses rounds, turns, and blocks to regulate casting times, movement rates, and combat. A round is one minute long. A turn consists of 10 rounds, and is thus 10 minutes long. The duration of many spells is listed in turns. A block in this campaign set represents eight hours.

Time in combat is broken down into rounds. A character can usually perform a single action per round, such as casting a spell or making an attack. Some other things an adventurer might accomplish in one round: drink a potion, light a torch, move up to the limit of his move rate, search a body, or search through a backpack for some item of critical importance.

Sometimes characters and monsters can take multiple actions in a single round. Missile weapons generally allow the user to fire twice or more in a round, and high-level warriors may make more than one attack (see the warrior class for information). Many monsters also have multiple attacks.

Initiative

Initiative determines the order that player characters, non-player characters, and monsters act in a particular combat round. At the beginning of each round, every character or creature involved in the fight rolls a d10. If your adventurer is attacking with a weapon, you add any weapon speed modifiers to your die roll. The lowest roll goes first, followed by the second lowest, and so on until the character with the highest initiative for the round has acted. At that point a new round begins, and everyone rolls a new initiative score.

Sometimes the DM may make a single initiative roll for a large group of nonplayer characters. Then all the NPCs attack at that initiative score.

Movement

A character or monster's move rate is the number of tens of yards he can move in a single round. Since most characters have a move of 12, they can travel 120 yards in a round (one minute). This is not a flat-out run, but a general measure of the time it takes to maneuver around danger or other obstacles during combat.

Attacks and Damage

An attack in combat consists of two steps: attempting to hit, and if successful, rolling damage.

You already know the terms "THAC0" and "Armor Class." Here's how to use these numbers. Your character's THAC0 is based on class and level. Armor Class is dependent on the type of armor a character wears and his Dexterity.

Attack rolls are always made with a 20-sided die (1d20). The number you need to roll (often called the "to-hit" number) is figured the same whether the attack occurs in melee (hand-to-hand combat) or at a distance. Certain wizard spells might also require an attack roll, especially those with a range of "touch."

To find the "to hit" number, subtract your target's Armor Class from the character's THAC0. This tells you what number is required to hit the target. If the opponent has that AC or greater (worse), your character has successfully hit, and you now roll the amount of damage he inflicts.

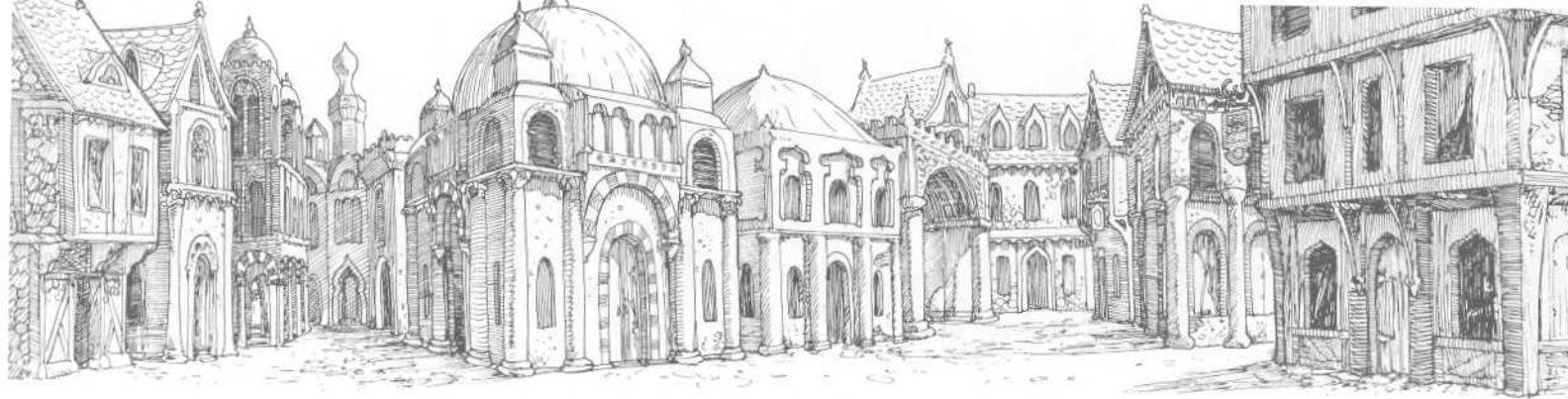


Table Eleven: To Hit Armor Class Zero (THAC0) Advancement Chart

Class	THAC0 Table									
	1	2	3	4	5	6	7	8	9	10
Rogue	20	20	19	19	18	18	17	17	16	16
Warrior	20	19	18	17	16	15	14	13	12	11
Black Wizard	20	20	20	19	19	19	18	18	18	17
White Wizard	20	20	20	18	18	18	16	16	16	14

Attack rolls can be modified by beneficial or adverse circumstances. Add or subtract any applicable modifiers below to your die roll to get your final "to hit" number.

Combat Modifiers

Strength bonus: See Ability Score Modifiers in melee attack	
Dexterity bonus: See Ability Score Modifiers in missile attack	
Attacker on high ground:	+1
Defender invisible/concealed:	-4
Defender off-balance:	+2
Defender sleeping or held:	automatic
Defender stunned or prone:	+4
Defender surprised:	+1
Missile fire, long range:	-5
Missile fire, medium range:	-2
Rear attack:	+2

Impossible Attacks

Sometimes a character or creature will need more than a 20 or less than a 1—normally an impossible feat on a 20-sided die. Modifiers may bring the to-hit number back into a reasonable range, but sometimes even this won't help. In these rare cases, remember that a natural, unmodified roll of 20 always hits, and a natural roll of 1 always misses. Combat is a dangerous and haphazard affair where anything can happen!

Damage

Whenever an attack is successful, the target takes damage. Every weapon listed in the Character Creation section includes its damage rating versus Small/Medium and Large target sizes. Humans are always considered Small/Medium targets. Large targets include giants and huge monsters.

To figure damage, simply roll the number of dice listed for the weapon your character is using, then add or subtract any modifiers due to Strength.

Damage points are subtracted from a victim's hit points. If the victim reaches 0 hit points, he falls unconscious and will die without aid. Unconscious characters can usually be slain automatically if desired.

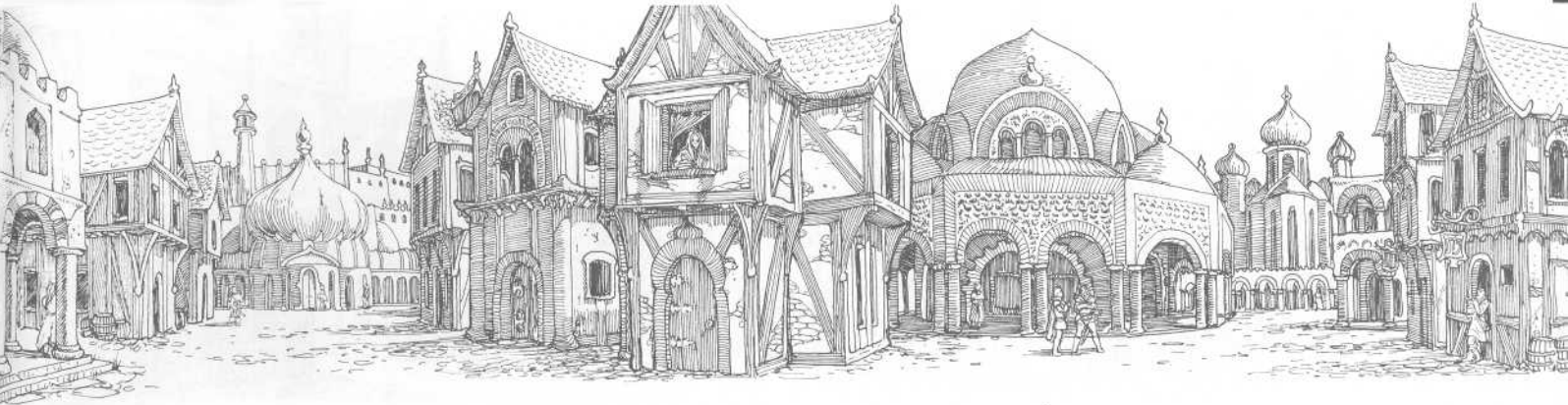
Gerrick is strolling down Carter Street when he recognizes a familiar face. Nallon, a jewelry dealer, and three of his guards are heading directly towards him. "There's the thief that swindled

me!" Nallon cries out. The merchant's guards draw their blades and are on top of Gerrick before he can fade into the crowd. The con-man cannot escape and is forced to draw his short sword. He prepares to fight the three guards.

The first thing we do before the fight starts is roll a d10 for initiative. We get a 4, then add to it Gerrick's short sword speed modifier of +3, for a total of 7. The DM then tells us that the guards' initiative is 11, so we'll get to act first.

We decide to go for a straightforward attack and try to stab the leading guard with the short sword. The guards are wearing leather armor (AC 8) and have no Dexterity bonus or penalty. Gerrick is a 1st-level rogue, so his THAC0 is 20. Subtracting 8 from 20 is 12. We must roll a 12 or higher on a 20-sided die to hit. We get a 14, and Gerrick's blade draws blood. (If we had rolled 11 or less, the attack would have failed and it would be the guards' turn to attack.)

The damage for a short sword versus small or medium targets is 1d6. Gerrick has no Strength bonus. We roll a 6, and the DM tells us the guard howls in pain. However, this particular guard has 14 hit points, so the fight isn't over yet!



Saving Throws

The saving throw is a die roll that represents fate, luck, or an incredible effort of agility, willpower, or endurance in order to avoid some frightening danger. Spells, the effects of poison, traps, and supernatural powers may all require your character to make a saving throw to avoid the worst. Each column of the saving throw chart listed with your character class information represents a

different type of threat. The DM will tell you which column to use when attempting a saving throw.

To make a saving throw, a player rolls a 20-sided die. If the number is equal to or greater than the number listed for the particular type of threat, the save succeeds.

Gerrick is about to be surrounded by Nallon's guards when he hears the jewel-dealer shout, "Wait, I have use for one such as him." Nallon recites a strange

and melodic verse of black sorcery, and Gerrick's head begins to swim. . .

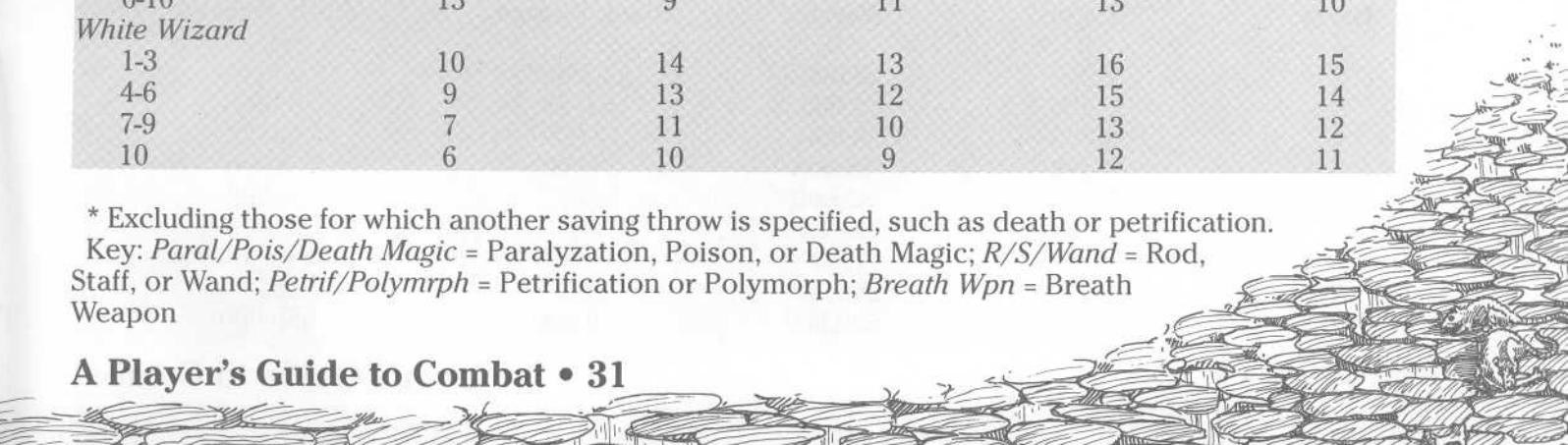
Gerrick has been targeted by a charm person spell. The DM sees in the spell's description that a successful saving throw negates its effects. We consult the "saving throw vs. spell" box on Gerrick's character sheet; he needs a 15 or higher on a D20 to shake Nallon's sorcery. We get lucky and roll a 15! Gerrick shakes his head clear and looks for a way out of this mess, while Nallon curses in frustration.

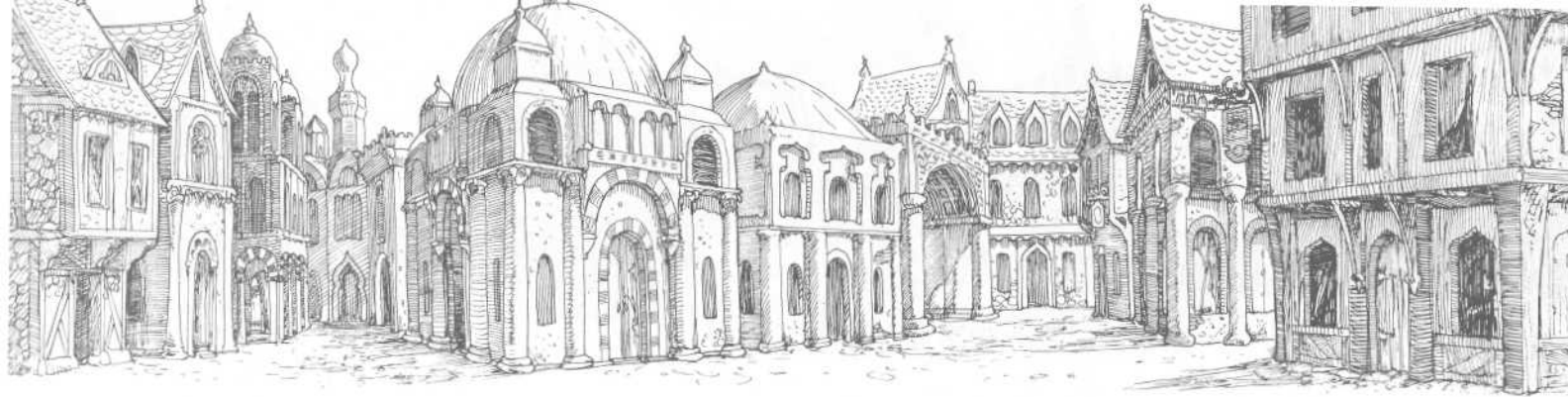
Table Twelve: Saving Throw Advancement Chart

Class & Level	Spell*	Saving Throws			
		Paral/Pois/Death Magic	R/W/Wand	Petrif/Polymrph	Breath Wpn
<i>Rogue</i>					
1-4	13	14	12	16	15
5-8	12	12	11	15	13
9-10	11	10	10	14	11
<i>Warrior</i>					
0	16	18	17	20	19
1-2	14	16	15	17	17
3-4	13	15	14	16	16
5-6	11	13	12	13	14
7-8	10	12	11	12	13
9-10	8	10	9	9	11
<i>Black Wizard</i>					
1-5	14	11	13	15	12
6-10	13	9	11	13	10
<i>White Wizard</i>					
1-3	10	14	13	16	15
4-6	9	13	12	15	14
7-9	7	11	10	13	12
10	6	10	9	12	11

* Excluding those for which another saving throw is specified, such as death or petrification.

Key: *Paral/Pois/Death Magic* = Paralyzation, Poison, or Death Magic; *R/S/Wand* = Rod, Staff, or Wand; *Petrif/Polymrph* = Petrification or Polymorph; *Breath Wpn* = Breath Weapon





What Next?

Now that you know everything about creating characters, and the basics about the rules of the LANKHMAR game, you are ready to do one of two things. If you are a player, it's time to open your imagination, because the character you have just created is about to be thrust into a world of high adventure and intrigue. If you're planning on being the Dungeon Master, then you've got some more reading to do, and you need to find the *Adventures in LANKHMAR* book. That book contains additional rules and guidelines intended to help the DM create exciting stories. It also contains an overview of the city of

Lankhmar and the world in which it exists. You also might want to turn to the back of the *Nehwon Nights* booklet, as there is a character sheet included there. You have permission to photocopy it for your use, and for the use of other players in any LANKHMAR game that you run or play.

Character sheets help organize the information you need to know about characters in the game for both players and DMs. You should write all information about your character in pencil, as his level will change as he gains experience points, and as his level changes, so will his saving throws, THAC0s, and hit points. Plus, there are unusual circumstances in some of the published LANKHMAR and AD&D

scenarios where even a character's attribute scores change.

Other Sources

Finally, before you move on, we'd like to recommend the AD&D accessory called the *Complete Thief's Handbook*. This book is an excellent resource for both players and DMs of LANKHMAR campaigns. It contains a wealth of new equipment for rogue characters, many more kits, and a wealth of ideas for creating and running rogue-based campaigns. A variety of other LANKHMAR products are also available from the store where this game was purchased. These are primarily adventures for the DM's use, however.

Table Thirteen: Experience Levels

Characters advance in level based on how many experience points (XP) they earn in adventures. Each creature defeated has an experience point value, and DMs should award XPs for good role-playing, clever ideas, and for solving mysteries or inventing solutions that allow the heroes to outsmart the villains. The DM decides the sizes of these awards based on the importance the idea or event has to the overall storyline. There is more information on awarding XPs in the sourcebook.

When characters accumulate enough XP, they rise to the next level of experience, gaining greater abilities and powers. Characters advance at different rates according to their class, as explained in the "Character Classes" chapter.

This chart tells how many total, accumulated experience points (XP) a character requires to reach a given level. For instance, a warrior who has accumulated 4,000 XP over his career has reached 3rd level; after he earns another 4,000 XP, bringing his total to 8,000, he will become a 4th-level warrior.

Level	Rogue	Warrior	Black Wizard	White Wizard
1	0	0	0	0
2	1,250	2,000	2,500	1,500
3	2,500	4,000	5,000	3,000
4	5,000	8,000	10,000	6,000
5	10,000	16,000	20,000	13,000
6	20,000	32,000	40,000	27,500
7	40,000	64,000	60,000	55,000
8	70,000	125,000	90,000	110,000
9	110,000	250,000	135,000	225,000
10	160,000	500,000	250,000	450,000

FOR THE EYES OF THE DUNGEON MASTER ONLY

Fritz Leiber's

LANKHMAR™

The New Adventures of FAFH RD™ and the GRAY MOUSER™

Adventures in Lankhmar

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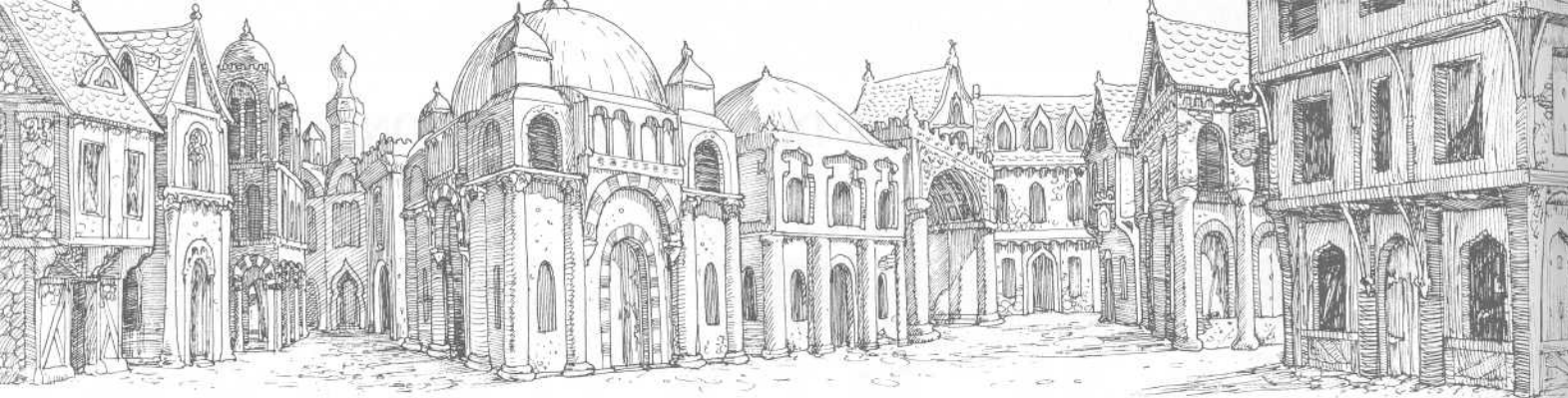


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Fafhrd and the Gray Mouser are two of the greatest heroes in fantasy fiction. *The New Adventures of Fafhrd and the Gray Mouser* captures “the Twain’s” fantastic adventures through the ADVANCED DUNGEONS & DRAGONS® game. Get ready for high-spirited heroics, thrilling danger, narrow escapes, and action, action, action!

Before you try to play, we suggest you read at least a few of Fritz Leiber’s incredible tales of heroic fantasy. You’ll be glad you did, and there is no better source for atmosphere and adventure ideas than the original. Leiber’s LANKHMAR™ books include *Swords and Deviltry* (1970), *Swords Against Death* (1970), *Swords in the Mist* (1968), *Swords Against Wizardry* (1968), *The Swords of Lankhmar* (1968), *Swords and Ice Magic* (1977), and *The Knight and Knave of Swords* (1988). Noted fantasist Robin W. Bailey is now continuing the LANKHMAR series with new fiction from White Wolf.

Only the person who will serve as the group’s “Dungeon Master” should read this book, and then only after reading the *Rulebook*. A description of role-playing games and these rules is found there. Once you are familiar with the basic concepts, you can return here and learn how you will lead your friends on daring, thrill-packed adventures in the world of Nehwon.

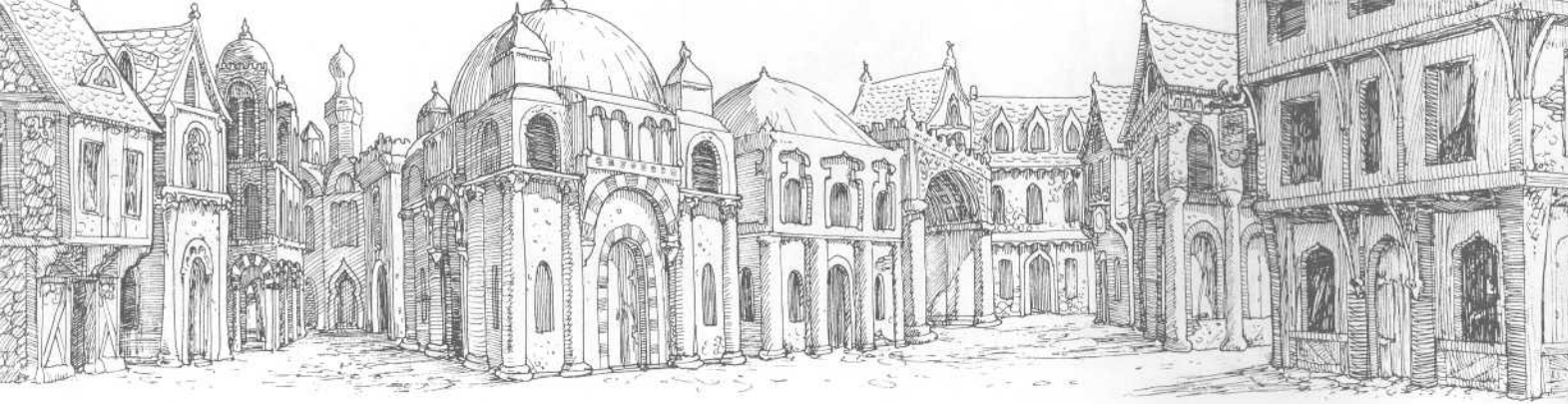
The Nehwon™ Campaign

This product is a “campaign setting.” TSR, Inc., publishes several different settings that you can use to frame your adventures. This one focuses on the world of Nehwon as presented in Fritz Leiber’s *Swords* series. Adventures in Nehwon are fast-paced and occasionally tongue-in-cheek. Heroes live by their wits and their swords. They rarely die, but the *threat* of death hangs over them constantly. Dreadful monsters, vile sorcerers, and occasionally even the deities themselves will make the characters’ lives as perilous as they are exciting.

Your players will take on the role of rogues, wizards, and warriors. Some may model their characters after Fafhrd and the Gray Mouser. Others will create entirely original adventurers. Their exploits will occasionally take them to the farthest reaches of the Known Lands, from the fabled Death Pole to the bizarre City of the Ghouls. More frequently, they will wander the streets of Lankhmar, the City of Thieves. The heroes must watch their step here, for though Lankhmar is the largest city in Nehwon, it is still small enough for a scurrilous rogue to quickly develop an unsavory reputation. It doesn’t do to make all of one’s neighbors angry, and most Lankhmarts are unforgiving.

At the heart of the Nehwon campaign are rogues, thieves, and vagabonds. Unlike most AD&D® worlds, this setting emphasizes heroes with a shade of gray to their nature. There are no knights in shining armor or pure-hearted paladins. Instead, the heroes of Nehwon are carefree scoundrels looking to make a quick fortune and craving adventure. Nehwon heroes are never evil, but merely possess a strong rougish streak. A hero will rush to the aid of someone in distress, but if the victim seems ungrateful, the hero is just as likely to pick his pocket afterward.

An important note must be made here concerning thievery. Though the rogues of Nehwon do not take after the likes of Robin Hood, neither will they victimize the poor and downtrodden. Their targets are always hypocritical temples, greedy merchants, black-hearted nobles, or even other thieves. This does not make their actions right, of course, but there is certainly an unspoken code of honor that forbids preying on the weak. The latter is the domain of Nehwon’s villains. The heroes may not consciously seek to defeat their less honorable rivals, but Fate often causes their paths to cross anyway.



Fafhrd and the Gray Mouser faced each other across the two senseless thieves . . . poised for attack . . . yet neither moved. Each discerned something inexplicably familiar in the other.

—Ill Met in Lankhmar

Lankhmar's two greatest heroes have had many daring adventures. They survive through their own wits, courage, and occasionally blind luck. Their game statistics appear on the card sheets included in this set.

But it is "the Twain's" adventures that define them more than their statistics. Below are highlights of the two heroes' trials. Each entry comes from a single story in one of Fritz Leiber's seven books.

These summaries, often involve death-defying feats, close brushes with death, and breakneck escapes. See the next chapter for how important parts of adventures in Lankhmar could be turned into adventures for your players.

The Snow Women

[Swords and Devilry]

Fafhrd is a rugged barbarian from the Cold Wastes. His clan is led by a council of stern matriarchs called the Snow Women. One of the most powerful—and cruel—of the Snow Women is Mor, Fafhrd's mother. Her husband, Nalgron, resists the power of the Snow Women and openly flouts their edicts. When he defies their order

not to climb the mountain White Fang, Nalgron's rope and pick shatter, most likely due to Mor's ice sorcery.

Shortly afterward, the clan makes the annual trek to a clearing called Cold Corner, where merchants from the south set up their wagons for trade. Along with the merchants comes a theatrical troupe. One of the performers is Vlana, a beautiful showgirl and, unknown to most, a freelance thief in trouble with the Lankhmar Thieves' Guild. Fafhrd falls in love with Vlana and turns his back on his pregnant wife, Mara. Needless to say, Mor disapproves of her son's actions. Fafhrd, lured away by both Vlana's charms and the allure of seeing the civilized cities of the south, flees the encampment and the sorcerous reprisals of the Snow Women.

The Unholy Grail

[Swords and Devilry]

The Mouser starts his adventures as the apprentice of a gentle "hedge wizard" named Glavas Rho. The two live east of Lankhmar in the forests of Duke Janarri. "Mouse," as the Mouser is called at this stage in life, gradually falls in love with the Duke's daughter, Ivrian, who is also learning Glavas Rho's white sorcery. While Mouse is away on a quest for his mentor, Duke

Janarri becomes alarmed at his daughter's sorcerous interests and association with commoners. When the Mouse returns, he finds Glavas Rho dead. He suspects that Ivrian betrayed the kindly white wizard and vows to turn to black magic to avenge Glavas Rho's death. He is captured before his plans come to fruition, however, and the angry Duke tortures him. But Ivrian had not betrayed her friends, and the Mouse channels dark sorceries through her. The pair escape after a vicious attack on the Duke and his men, then flee to Lankhmar as lovers.

Ill Met in Lankhmar

[Swords and Devilry]

Both couples—Fafhrd and Vlana, Ivrian and the newly named Gray Mouser—take up residence in the lower-class districts of Lankhmar. The stage of destiny is now set: Fafhrd and the Gray Mouser meet while trying to ambush the same victim. The two feel a common bond and gather their lovers for an evening of carousing. During this time, Vlana confesses her hatred of the Thieves' Guild. She taunts the two young (and inebriated) heroes into helping her gain vengeance against the Guild.

The two rogues disguise themselves as beggars to penetrate the Thieves' Guild, and get so far



as to meet Krovas the Master Thief. Krovas' companion, a horrible sorcerer named Hristomilo, detects the pair's bluff, however, and sends them fleeing for their lives. But the barbarian and his magically skilled companion create such havoc on the supposedly impregnable guild that Hristomilo is compelled to seek his own revenge. When the rogues return to the Mouser's hideout in Bones Alley, they find Vlana and Ivrian dead by sorcerous means, their remains nearly devoured by scores of rats under the influence of Hristomilo.

In a rage, the two return to the Thieves' Guild and stage an incredible frontal assault. They hack their way through scores of lesser thieves and other minions, finally confronting Krovas and Hristomilo. The black wizard's sorcery is about to get the better of the two heroes when Fafhrd hurls Vlana's dagger into the wizard's eye, slaying him instantly. The two escape Krovas' gathering horde with some difficulty, but stricken by grief, leave Lankhmar and do not return for several years.

The Circle Curse

[Swords Against Death]

The Circle Curse is a time of wandering for Fafhrd and the Gray Mouser. Traveling most of the Known Lands, they try unsuccessfully to put the deaths of their first loves behind them. One of their journeys takes them to Cold Corner to search for Fafhrd's clan, but there they

find only rumors that the entire clan was massacred by ice gnomes. Later they travel to the City of Beggars, Tovilyis, where the Mouser, an orphan, believes he may have been born. That quest, too, proves fruitless. The two wander depressed for a short while longer, then encounter two strange supernatural individuals who encourage them to return to Lankhmar. Though the pair do not yet know it, these mysterious entities are Sheelba of the Eyeless Face and Ningauble of the Seven Eyes, who will be their sorcerous mentors in times to come.

The Jewels in the Forest

[Swords Against Death]

The rogues haven't been back in the city long when they discover a map to the treasure of a long-dead sorcerer named Urgaan. They follow the map into the Lankhmar outlands and there locate the strange ruins of Urgaan's manor. They discover that the sorcerer imbued it with life, turning it into a protector of his ancient treasure. The house attacks the explorers with hypnotic terror and by molding its walls, ceilings, and floors into powerful clubs. This is another battle lost by the Twain, though they narrowly escape once again.

Thieves' House

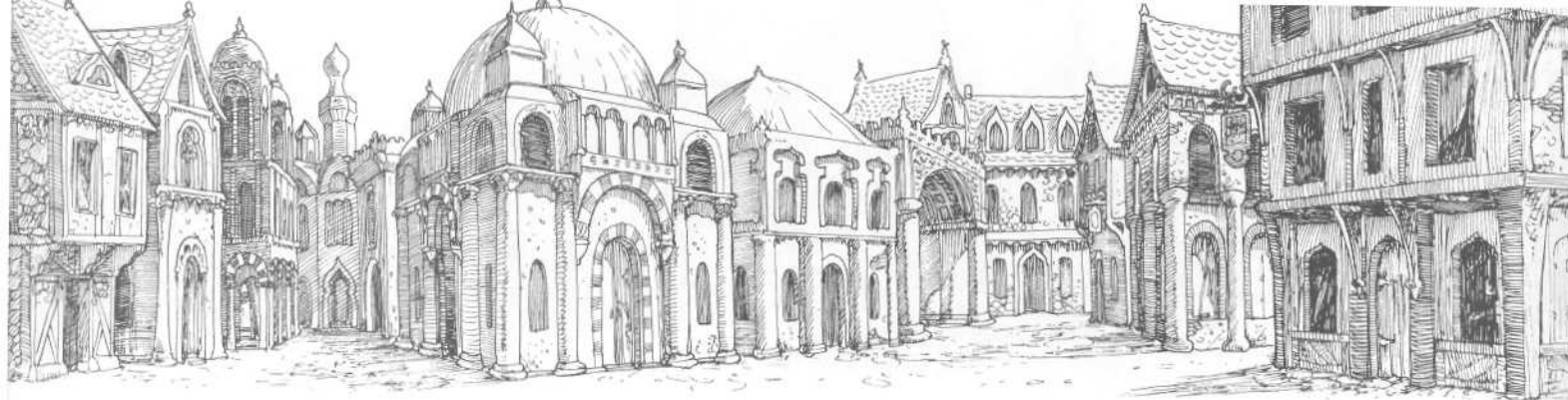
[Swords Against Death]

A rogue of the Thieves' Guild,

Fissif, tricks Fafhrd and the Gray Mouser into stealing an ancient skull from the Temple of Votishal. The heroes do so with little difficulty, only to have Fissif steal the skull from under their noses. The pair eventually realize Fissif is with the Guild and rush to the Guild House. There they find Master Thief Krovas strangled and witness the escape of his paramour, Ivlis, who now has the mysterious skull. The two are about to give chase when they are discovered and forced to flee.

Unfortunately, Fafhrd stumbles into the crypts below the Thieves' Guild and discovers that the long-buried Dead Master Thieves have risen. The Dead Masters reveal that the stolen skull belonged to one of their own, Ohmphal. They threaten Fafhrd with a horrible fate if he does not recover the sacred relic. Fafhrd agrees but is captured on his way out by Slevyas, the new Guild Master, who threatens Fafhrd's death unless the Mouser returns the skull. ("If you do not bring the jeweled skull by next midnight, we will begin to kill the Northerner.")

Fortunately, the Gray Mouser has already obtained the skull from Ivlis by a clever disguise. When he returns to the Guild House, he and Fafhrd struggle with Slevyas who accidentally smashes the skull of Omphal. This sends the Dead Master Thieves into a rage, and they come crashing through the walls to teach the Guild a



painful lesson in respect. Thieves' House is nearly destroyed as Fafhrd and the Mouser once again make a death-defying escape.

The Bleak Shore

[Swords Against Death]

Fafhrd and the Gray Mouser are sent to seek their doom by a small, pale, mysterious man. Unable to resist his curse, the two sail off in Fafhrd's sloop as if in a trance. The sloop is crewed by four Mingol sailors indebted to serve it for life after being saved by the Twain from the City of Black Idols during their earlier travels. After a dream-like voyage of over 40 days, the small vessel reaches land, and the Twain send their Mingols back to Lankhmar. (Only one, Ourph, survives the journey.)

On the rocky island that is the Bleak Shore, Fafhrd and the Mouser discover two score giant eggs. Terrible gladiator lizards hatch from two eggs and, with talons as long and sharp as swords, attack the heroes. It truly seems the two have met their doom when the Gray Mouser finds and smashes an egg containing the embryonic form of the pale man, "lying here and sending its spirit abroad, lying here and calling men to doom." The Mouser stabs this form with his blade. Instantly, the two snap out of their stupor, the lizards fall dead, the eggs crumble to dust, and the curse is broken—leaving the two heroes stranded "on Nehwon's western continent, or on the easternmost shore of its

eastern continent. No one knows." They spend the next three stories trying to get home.

The Howling Tower

[Swords Against Death]

The Twain are drawn to a somber gray tower somewhere in Nehwon's wilderness. A crazed black wizard tricks Fafhrd into drinking a magical potion that sends him to a shadow dimension. There the barbarian is beset by the spirits of the wizard's hounds. These haunting beasts seek vengeance on the mage for imprisoning and starving them to death, and the mage hopes that Fafhrd's soul will sate their hunger.

The Mouser disrupts the mage's plans, however, and forces him to drink his own potion, sending him to the shadow plane. The Mouser journeys to that plane as well, and the two find Fafhrd just as he is about to succumb to the angry hounds. When the creatures see their former master, however, they quickly forget the barbarian and chase the wizard into the shadows. When the Twain awaken, they find the old man dead, his soul consumed by the dreaded hounds.

The Sunken Land

[Swords Against Death]

While fishing in the Outer Sea, Fafhrd finds a strange golden key in the belly of a fish. Fafhrd guesses that the key is from a land he heard about in his



youth, the sunken kingdom of ancient Simorgya. Though the Gray One expresses a bad feeling about it, Fafhrd laughs and tucks the key into his cloak.

Only a short while later, as their sloop drifts in the stormy night, a dragon-prowed galley bursts through the darkness. Fafhrd is knocked onto the galley's oars while the Mouser and the sloop are pushed away into the night. When Fafhrd climbs up from the oars, one of the galley's sailors attacks him, but the barbarian catches the man's wrists and hurls him into the stormy sea. When Fafhrd makes it on board, he discovers that the galley is commanded by Lavas Laerk, a strict captain who forces his crew to drink heavily and take a vow of silence. Fafhrd is forced to take the place of the man he pulled overboard. Soon he finds that Lavas Laerk has sworn to raid sunken Simorgya.

As Fate would have it, Simorgya rises from the depths during the storm. Lavas Laerk forces Fafhrd and the rest of his crewmen onto the island and into eerie phosphorescent halls. Unchallenged, the pirates reach the end of a great tunnel and find scores of rotting treasure chests. The crewmen begin fighting over the pale gold and jewels inside, while Lavas Laerk grieves that his lifelong quest has come to such an easy end.

Suddenly, however, Laerk finds a small locked doorway. To Fafhrd's horror, he sees that Laerk has stolen his key and is about to unlock the door. The

barbarian suddenly realizes that no accident or coincidence brought him the key, and it wasn't mere fortune that put him on the deck of the galley. With all his energy he sprints away from the pirates and back up the glowing hallways. His suspicions are confirmed when the island begins to sink rapidly, drawing Laerk and his doomed crew down with it. The barbarian is rescued by his companion, the Gray Mouser, who was prowling the island in the sloop. As they sail away, the Gray One tells Fafhrd that the pirates attempted to escape as well, but were taken by frightening blanket-like sea-creatures (sea cloak-ers) that enveloped them and dragged them down with the sinking island.

What sinister force was unleashed by Fafhrd's key is never revealed, but it seems likely these lesser servitors later awakened Simorgya's dreaded survivors.

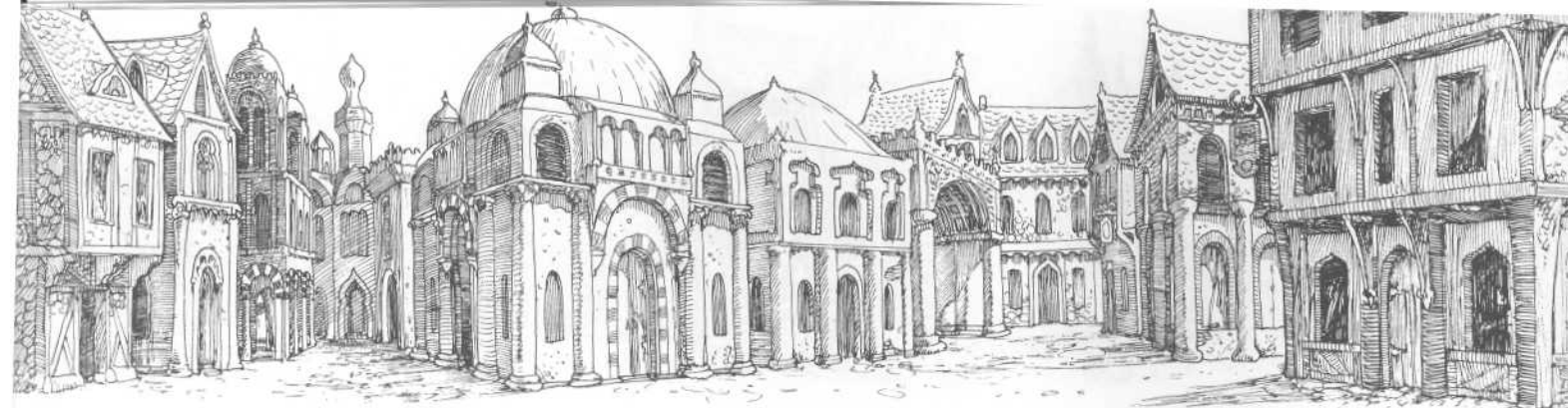
Seven Black Priests

[Swords Against Death]

The heroes are traveling in the mountains known as the Bones of the Old Ones when they discover a massive gem near ancient Kleshite runes. The runes hint that the gem is the eye of the slumbering Earth God. Fafhrd takes the gem, and the Twain are pursued by seven silent and fanatical priests in black robes.

The eye guides the heroes through the mountains, however, and eventually leads them to a sacred green hill deep in the





Kleshite jungle. There they discover that the Earth God needs the blood of heroes, so that it may arise in the “form of man” and rid the world of mankind’s “vile” influence. But after slaying the priests, the Mouser shatters the eye with his dagger. Both heroes escape as the green hill cracks and bleeds molten lava.

Claws From the Night

[Swords Against Death]

Lankhmar is suffering under a plague of intelligent birds. Ravens and other evil birds have stolen jewels, and now are switching to murder and mutilation with poisoned beaks and talons.

The Twain’s troubles begin when they steal a massive ruby from Muulsh the Moneylender. After losing the ruby, the pair hide out in the supposedly abandoned Temple of Tyaa. There they discover that Atya, Muulsh’s wife, is an avatar of Tyaa, a long-shunned goddess of Nehwon. It is Atya and her birds of Tyaa that are responsible for the city’s avian crime-wave.

Fafhrd and the Gray Mouser battle Atya at the height of her power and manage to defeat her. Though Atya plunged from the top of the temple tower and into the Hlal River, no body was ever recovered.

The Gray One later told Fafhrd that he saw a flight of birds fly across the

moon moments later, a much larger bird tailing raggedly behind them. It is quite possible that the avatar of Tyaa escaped to a stronghold rumored to lie in the Mountains of Darkness.

The Price of Pain-Ease

[Swords Against Death]

After several years of adventuring, Fafhrd and the Gray Mouser’s grief over the deaths of their first loves has waned little. Separately, the two seek out their masters, Ningauble of the Seven Eyes and Sheelba of the Eyeless Face, and ask for relief from their consuming pain. Both mentors agree to help, but only if the heroes can bring them the Mask of Death from Shadowland. Each still unaware that the other is competing for the Mask, the two set off for the land of Death.

When they arrive, the two are met by shades of their former loves, who praise, then reject them for their recklessness in coming to Shadowland. The heroes are only more grief-stricken by the apparitions, however, and they push on to the halls of Death. There they encounter Duke Danius, a Lankhmar noble who fears “death” so much that he has come to battle “Death.” Death is nowhere to be found, but the three eventually find the Mask of Death, which Duke Danius slices in half. Death returns and slays Danius as the heroes flee with half of the Mask of Death.

Ningauble and Sheelba are not pleased that the precious artifact has been ruined, but keep at least part of their bargain. Ivrian and Vlana are not forgotten, nor are they returned to the land of the living, but their memories bring only quiet pleasure to the heroes ever after.

Bazaar of the Bizarre

[Swords Against Death]

Ningauble and Sheelba summon Fafhrd for another task—this time to rid Nehwon of the Devourers, an evil race of wizards from some other plane. The Devourers erect shops full of filth and garbage, then use illusions to make their disguised wares appear as valuable treasures. So insidious are these otherworldly merchants that their plan is to turn all mortals into slaving fools who do nothing but purchase the Devourers’ worthless goods.

Ignorant of all this, the Mouser arrives at a wondrous new shop in the Plaza of Dark Delights. He falls prey to a Devourer’s illusions. Fafhrd arrives and is about to follow when he is stopped by Ningauble and Sheelba, who give him the *Cloak of Invisibility* and the *Veil of True Seeing*. Using these items, Fafhrd rescues his companion and slays the shopkeeper. The Bazaar vanishes at the sorcerer’s death, and Sheelba and Ningauble return to claim their precious magical artifacts.



The Cloud of Hate

[*Swords in the Mist*]

Evil priests at the Temple of Hate summon a vile “cloud of Hate.” The sentient mist drifts from the temple and beguiles four renowned assassins to do its bidding. The assassins follow their supernatural master as it drifts through the streets of Lankhmar, causing murder and mayhem along its path.

As Fate would have it, Fafhrd and the Gray Mouser are serving as hired guards for the betrothal party of Overlord Glipkerio’s daughter. The heroes manage to dispatch the *charmed* assassins, but the cloud forms tentacles and fights on with their fallen weapons. The Twain cannot seem to get the better of the ten flailing tentacles, until the Mouser spots the cloud’s “silver cord” that connects it to the Temple of Hate. He severs it quickly and the cloud dissipates instantly.

Lean Times in Lankhmar

[*Swords in the Mist*]

Boredom causes Fafhrd to become interested in, and finally join, the Temple of Issek of the Jug, a poor god with few followers and little power. Simultaneously, the Gray One becomes an enforcer for Pulg’s church extortion ring. As Issekianity grows, thanks largely to Fafhrd’s influence and strength, so does its power and wealth. Pulg the Extortionist eventually takes notice and demands that the Gray Mouser

collect the appropriate “fees” from Bwadres, the temple’s priest. Though the Mouser is hesitant to act against his old friend, he decides to fulfill his duties to Pulg.

Fortunately, Fate intervenes before the two heroes come to blows. Fafhrd, after a night of bawdy revelry, stumbles from his hovel tied to his wire-frame bed, his head shaved, and a large jug in his hand—a near perfect representation of Issek of the Jug himself. Pulg, believing that Fafhrd is the avatar of the god himself, repents and instantly converts to Issekianity. The Mouser realizes the mistake and quickly spirits Fafhrd away. At the end of the story, we learn that the Temple of Issek lasted three more years. Afterwards, the Gods of Lankhmar, jealous of the religion’s popularity, arose and destroyed it. Both Pulg and Bwadres disappeared in the mayhem that ensued.

Their Mistress, The Sea

[*Swords in the Mist*]

This tale features Fafhrd and the Gray Mouser’s unsuccessful attempts to be pirates. They sail in their sloop, the *Black Treasurer*, piloted by Ourph the Mingol. Their first raid is against a simple bait ship, whose angry sling-wielding crew hits Ourph on the head and cracks several of Fafhrd’s ribs. Their next target turns out to be five Mingol witches who have little and curse them as they take their leave. Their lack of success forces the

Twain to head for shore, specifically the land of the Eight Cities.

When the Sea King’s Away

[*Swords in the Mist*]

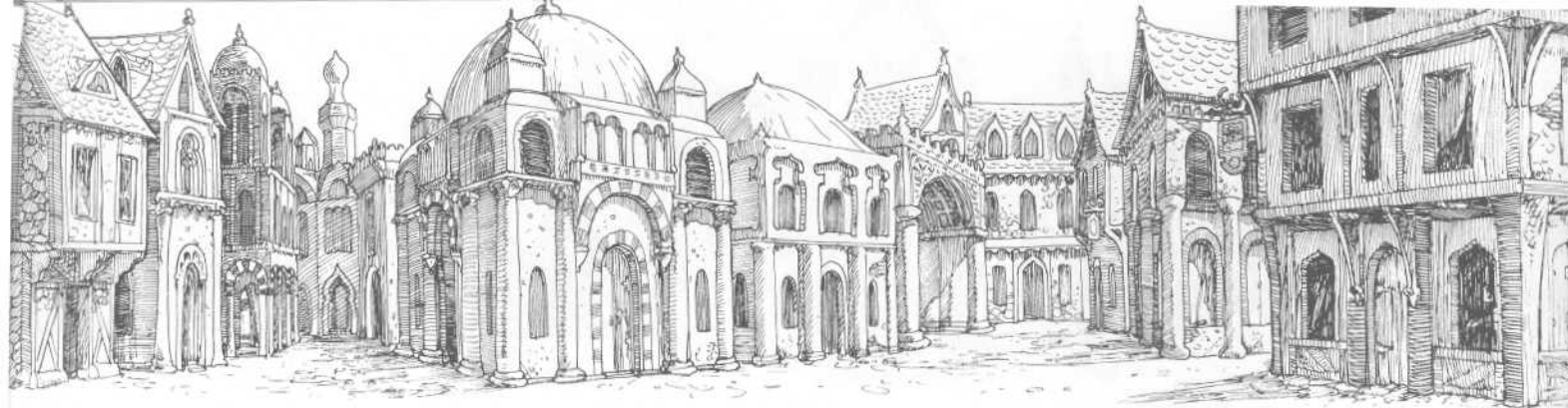
The Twain—minus a wounded Ourph the Mingol, who has had enough of sailing—are headed for the land of the Eight Cities when they discover a strange “tunnel” leading beneath the sea. The pair follow the tunnel deep into the enchanted land of the Sea-King. At the tunnel’s bottom they encounter undead sailors drowned at sea, a giant octopus, and several other creatures of the sea. The two are nearly enthralled by beautiful sea-nymphs when the underwater kingdom begins crashing down around their ears. As usual, the heroes reach the surface just in the nick of time and reboard their vessel, the *Black Treasurer*.

The Wrong Branch

[*Swords in the Mist*]

Still adrift aboard the *Black Treasurer*, Fafhrd and the Mouser become convinced that the Sea King has cursed them. They travel to the caves of Ningauble to seek relief but unfortunately take the wrong branch in his twisting, multi-dimensional caverns. They emerge in Tyre, on Earth, shortly after the death of Alexander the Great. This story sets up the next, *Adept’s Gambit*.





Adept's Gambit

[Swords in the Mist]

The heroes have little memory of Nehwon, and become embroiled in a war between Ningauble and a Tyrian wizard named Anra Devadoris. Anra curses the two so that any woman embraced by Fafhrd becomes a swine, and those embraced by the Mouser become giant snails. Ningauble comes to the rescue and tells the heroes that they must find the Shroud of Ahriman, the powdered mummy of the Demon Pharaoh, the cup of Socrates, a sprig from the Tree of Life, and "the woman who will come when she is ready." They must take these items to the Lost City of Ahriman, east of Armenia.

Anra needs the mystical spirit of heroes to challenge the gods themselves. First, however, he must regain his old body. When the heroes perform a ritual in the Castle Called Mist with the items spoken of by Ningauble, Anra's spirit is released from his sister's captive body and returned to his own. Fortunately, his sister, Ahura, also now returned to her own body, finds that her laughter weakens her brother and allows Fafhrd and the Mouser to best him in combat. This also restores the heroes' memory of Nehwon and returns them to Lankhmar.

In the Witch's Tent/Stardock

[Swords Against Wizardry]

Fafhrd and the Gray Mouser travel to Stardock, the highest peak in the Mountains of the Giants in the Cold Wastes, to seek legendary gems. High on the treacherous slopes, they are attacked by two rogues with trained bears, snow serpents, and the strange "invisibles" of Stardock itself. The heroes manage to overcome their foes with their wits and the aid of invisible princesses Hirriwi and Keyaira. The latter's brother, Prince Faroomfar, and their father, King Oomforafor, become sworn enemies of the Twain as they steal the princesses' affections and the invisible gems of Stardock.

The Two Best Thieves in Lankhmar

[Swords Against Wizardry]

The "two best thieves in Lankhmar" are humiliated when they attempt to sell the invisible gems of Stardock. The gems exude a slight glow that encourage Fafhrd to take his share to a fence known as Nemia of the Dusk, who conducts all her business at twilight when the gems will be most visible. The Mouser tries a slightly more unscrupulous ploy and takes his share to Ogo the Blind, whom he assumes will not know that the gems are invisible.

Unfortunately for him, Ogo does not truly exist. Ogo's assistant, a girl named Eyes, main-

tains the facade of Ogo to protect herself. She sees perfectly well, and teaches the Mouser a lesson by stealing the gems. Fafhrd is also outwitted when he is seduced by Nemia and his own gems taken. Humiliated, the heroes leave Lankhmar separately, and as Fate would have it, sign on as mercenaries for the Lords of Quarmall—on opposing sides of a massive civil war.

The Lords of Quarmall

[Swords Against Wizardry]

Quarmall is an underground kingdom in dispute. The two sons of Lord Quarmal, Gwaay and Hasjarl, are both master sorcerers; each hopes to slay the other and become heir to their father's throne. Fafhrd fights for Hasjarl, while the Mouser signs with Gwaay.

The two wizards and their forces have reached a stalemate when the Mouser, using powerful but uncontrollable sorcery of his own, slays the wizards who protect Gwaay from his brother's own spells. Gwaay is quickly beset by horrible afflictions caused by Hasjarl's sorcery, but summons enough willpower to propose a meeting to settle the matter once and for all. Hasjarl agrees and presents Fafhrd as his champion. The Gray One, of course, is Gwaay's champion.

The two stage a mock battle while the wizards slowly betray one another. Gwaay succeeds first, causing a great ceiling stone to squash Hasjarl flat.



Before Gwaay perishes from his diseases, Lord Quarmal reveals himself and discloses the existence of a new heir, yet unborn in the womb of a concubine. The heroes are sent on their way.

Fritz Leiber co-wrote this story with his close friend Harry Otto Fischer, who created the two heroes for Leiber in 1934. Fischer never wrote any more of the Twain's adventures, but Leiber often wrote of Fischer's importance to him as friend and inspiration. Indeed, Fischer modeled the Gray Mouser on himself, and Fafhrd on Leiber. (Fischer was also the creator of the first game to be based on the LANKHMAR setting. In 1937, Fischer designed a board game based on the LANKHMAR world, and it was finally published by TSR in 1976 as one of the company's first major releases.)

The Swords of Lankhmar

This, the first complete novel of Fafhrd and the Gray Mouser, tells of Lankhmar's narrow escape from total destruction.

The tale begins when the Twain are hired to guard a ship carrying grain. On board the ship are Hisvin, a wealthy grain merchant, his daughter Hisvet, and her trained white rats. During the voyage, one of the ships sinks. The evidence points to Hisvet's white rats, but Fafhrd and the Mouser, infatuated with the beautiful young girl, defend her. The grateful Hisvet invites the heroes to her cabin, but they fall prey to

a tainted batch of curry, drugged by the ship's guards who still believe Hisvet guilty. The guards burst into the room soon after, and it is revealed that Hisvet and her rats are indeed responsible for the sunken ship.

Hisvet, her maid, Frix, and the rats defeat the guards, then lead a wave of common black rats from the ship's hold in a mutiny. They are taking over the ship when Hisvin arrives to take charge. The helpless Fafhrd and Gray Mouser hope that Hisvet will spare their lives, but she puts up little resistance when Hisvin insists the heroes be slain.

Fortunately, Chance intervenes. Interdimensional time traveler and animal collector Karl Treuherz arrives on the back of a two-headed dragon that has a convenient appetite for rats. Karl begins the attack while Fafhrd, finally awakened by the claws of the ship's black kitten, breaks free. He then frees the Mouser, and the trio force the villains from the ship.

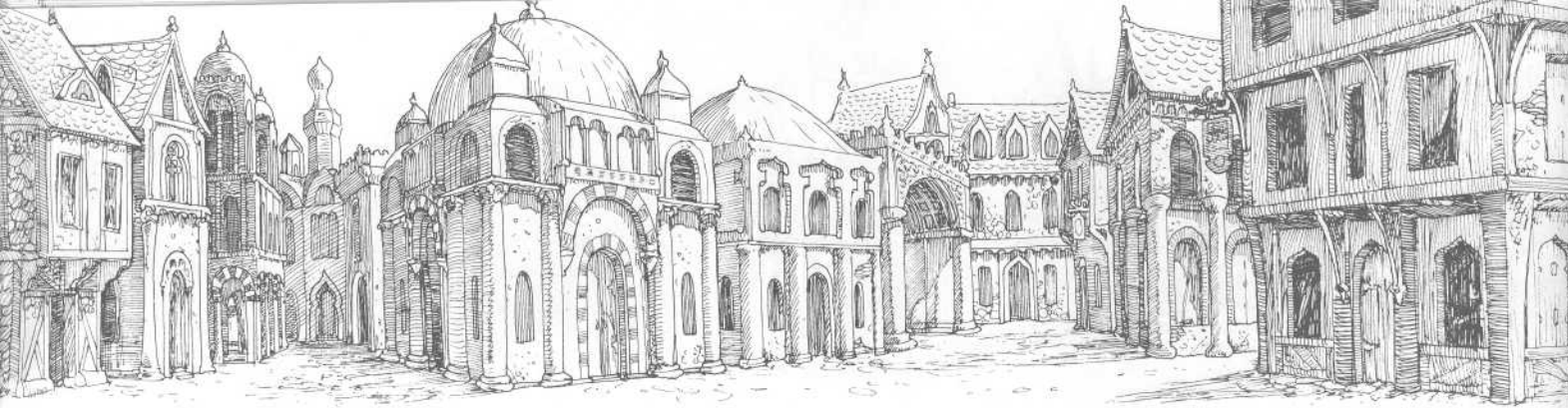
After Treuherz's departure, the Twain travel with the grain ships to their destination. There Fafhrd decides to linger for a time, but the Mouser returns to Lankhmar. When he arrives, the Gray One discovers that Hisvin and Hisvet have gained the ear of the Overlord. They have convinced him that they can rid Lankhmar of its rat population forever, if he will wait until the stars are right before striking against them. The Mouser tries to warn the Overlord of their deception, but finds that a wound inflicted by Hisvet's magical silver

darts prevents him from revealing the beautiful traitor.

While the Mouser wrestles with his sorcerous love for Hisvet, the Lankhmar rat plague grows worse. Common rats, now exhibiting strange intelligence, commit theft, arson, and murder against the city. The Mouser, knowing that Hisvin and Hisvet are at the center of the plague, seeks help from his sorcerous mentor, Sheelba of the Eyeless Face. Sheelba gives her apprentice a potion that allows him to shrink down to the size of a rat and penetrate Lankhmar Below, the underground civilization of the rats. There he infiltrates the rat society and uncovers their plans for conquering Lankhmar.

Meanwhile, Fafhrd is heading home when he is summoned by Ningauble and warned of the danger ahead. He tells the barbarian that he must ring the bells atop the Temple of the Gods of Lankhmar to rid the city of the rat scourge.

Fafhrd arrives to find the city in a state of chaos and war. Rats emerge from every shadow to attack the Lankhmarts. Fafhrd battles his way to the temple and rings the bells just as the Mouser, his disguise uncovered, races from Lankhmar Below into the Rainbow Palace of the Overlord. The Gods of Lankhmar emerge from their ancient resting place and battle the rat hordes to a standstill before their brittle bodies are turned back by



rat-archers firing fiery bolts.

However, a momentary lapse in the rats' attack allows the heroes of Lankmar a chance. Fafhrd, his ghoulish lover Kreeshkra, and her companions take up the fight. Then the barbarian sees the kitten from the grain ship and is reminded of a whistle he found during his travels. Fafhrd blows the whistle and summons the War Cats, supernatural aristocrats of the feline race. These creatures send the rats scurrying back into the shadows—just as a group of rat leaders, now grown to full size, erupt from Hisvin's manor.

Meanwhile, the Mouser's magical potion wears off, and he returns to normal size. Still in the Rainbow Palace, he suddenly finds his rat pursuers have also grown to man-size. Outnumbered and outmatched by a clever rat-fencer, the Mouser is saved only by the timely arrival of Fafhrd, who has battled his way through the remaining rat warriors to fight by his friend's side. The rats are defeated, but Hisvin and Hisvet manage to escape by shrinking and fleeing to Lankmar Below.

The Sadness of the Executioner

[Swords and Ice Magic]

Death dwells on how he will best fill his current quota. He selects one-hundred and sixty peasants and savages,

twenty nomads, ten warriors, two beggars, a girl of the streets, a merchant, a priest, an aristocrat, a craftsman, and a king. The last two deaths must be those of heroes. Death teleports a ghoulish warrior and a deadly slave girl, Eesafeem, into the bedroom of Fafhrd and the Gray Mouser, but the two manage to survive. Delighted that there are forces more powerful and enigmatic than himself, Death chooses to slay two other heroes instead.

Trapped in Shadowland

[Swords and Ice Magic]

The heroes are seeking Kreeshkra the Ghoulish and one of the Mouser's paramours when Death extends the boundaries of Shadowland over them. The Twain attempt to escape Death's land and eventually turn to their mentors Sheelba and Ningauble. When the wizards learn the heroes were seeking the pleasures of their women, they uncharacteristically send them to enjoy the company of Frix (for Fafhrd) and Hisvet (for the Mouser, who, despite their troubles, has never been able to forget the beautiful girl). The spells "Sheel" and "Ning" use to transport the two to their loves foil Death's plans to do in the heroes once again.

The Bait

[Swords and Ice Magic]

Another short story wherein Death uses a beautiful nymphet to tempt the Twain into lowering

their guards, then attacks them with two demons. Fafhrd and the Gray Mouser defeat the demons with ease, but the promised nymphet vanishes.

Under the Thumbs of the Gods

[Swords and Ice Magic]

Kos, Mog, and Issek all look down disapprovingly on their former followers, Fafhrd and the Gray Mouser. Collectively they decide to remind the heroes of their presence by forcing them on an extra-dimensional excursion to visit their former loves. After being turned away by each of them, the heroes turn in desperation to Nemias of the Dusk and the Eyes of Ogo, Lankmar fences who once humiliated them. The two women make the heroes serve their petty needs but the Twain are glad for the respite from the torments of the gods.

Trapped in the Sea of Stars

[Swords and Ice Magic]

The heroes once again set sail for adventure. This time they converse on metaphysics and witness incredible astrological sights before being drawn into the Sea of the East and the next tale in their epic story.

The Frost Monstreme

[Swords and Ice Magic]

An evil ice-wizard named Khakhht (whose body is imprisoned in ice somewhere in the



Cold Wastes), Prince Faroomfar of Stardock, and two fleets of sea-Mingols, are set to invade Rime Isle. Fafhrd and the Gray Mouser are asked to defend it by Cif and Afreyt, two Moon Priestesses who have smitten the Twain. Fafhrd crews his ship, *Seahawk*, with a dozen northern barbarians, and sets out to sail against the invaders. The Mouser crews his ship, *Flotsam*, with twelve fighter-thieves. The two vessels take to the sea when they are caught by the *Frost Monstreme*, a mammoth ship of sorcerous ice constructed by the evil Khahkht. Unfortunately for the ice wizard, the waters flowing from Rime Isle are warmed by its volcanoes and melts the vessel before it can dispatch the heroes and their vessels.

Rime Isle

[*Swords and Ice Magic*]

Most inhabitants of Rime Isle are not aware of the impending approach of two Mingol invasion fleets. Only a few of the Moon Priestesses, warned by two wounded and fugitive gods—Loki and Odin of Norse mythology—know of the danger. The Moon Priestesses ask the gods for aid, but Loki and Odin, disheartened by affairs in their own world, are seeking a glorious doom instead. They infect the Rime Islanders and the heroes with ridiculous confidence in divine favor.

The Twain take to sea once again with only their two small, falsely inspired crews to face the Mingol threat. As luck would have

it, a complicated turn of events sends Odin home and imprisons Loki within a magical whirlpool off the coast of Rime Isle. The god's rage at his fate causes a great storm that sinks most of the Mingol fleets, and Rime Isle is saved.

Fafhrd, who lost a hand when Odin was banished from Nehwon, decides to settle for a while with his new love, Cif. The Mouser agrees and the two use their ships to set up a small trading house.

Sea Magic/ The Mer She

[*The Knight and Knave of Swords*]

In these two stories, the rulers of sunken Simorgya, Mordroog and his sister Ississi, scheme to recover their lost treasures from the treasure vaults of Rime Isle. In human form, Ississi poses as a ghost and lures Fafhrd into the sea, where she attacks him in her more monstrous, shark-like form. The hero manages to survive, but Ississi returns for another attempt.

This time she poses as a beautiful stowaway on the *Seahawk*. The Mouser and his crew fight among themselves, each accusing the others of smuggling her aboard for their own pleasures. While they are distracted, Ississi summons a Leviathan, the Deep Rusher, to attack the *Seahawk*. The ship is pulled under by the monster but quickly returns to the surface, buoyed by its cargo of timber. The Mouser finally

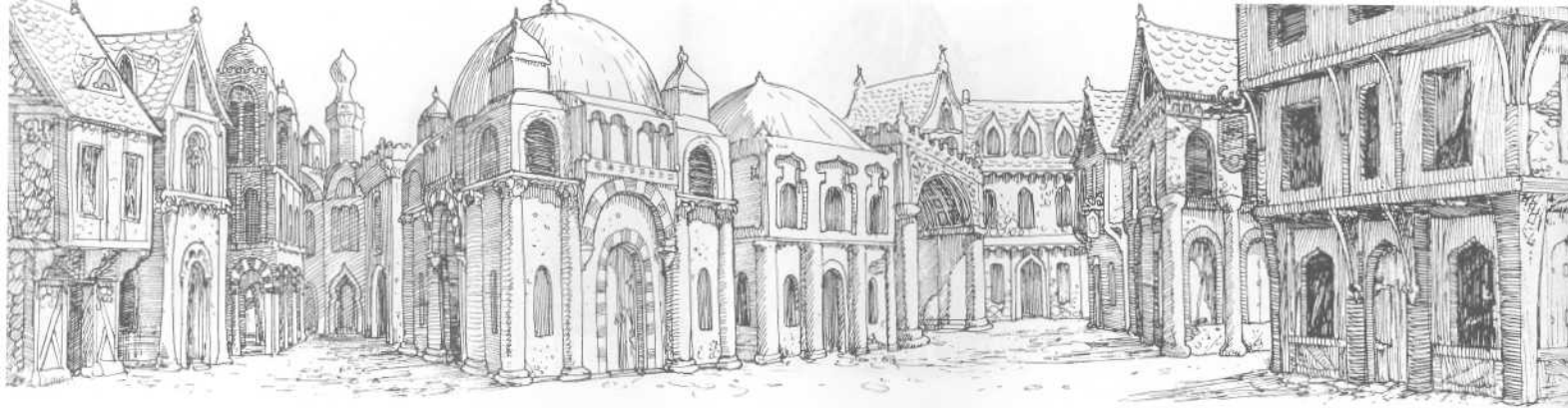
battles both Ississi and her newly arrived brother, Mordroog, and barely manages to defeat them in a desperate underwater melee.

The Curse of the Smalls and the Stars

[*The Knight and Knave of Swords*]

For reasons beyond the knowledge of mortals, both Ningauble and Sheelba's magic seems to fade when Fafhrd and the Gray Mouser cease their heroic deeds. After the attack by the Simorgyans, their sedentary life on far-away Rime Isle affected the two sorcerers greatly. Anxious to regain their power, the wizards invoked the gods and pointed out the heroes' newfound lifestyle as honest businessmen. Offended that great heroes should live in such a manner, the gods issue minor curses. Fafhrd becomes fascinated by the stars, and the Gray One becomes an avid collector of small odds and ends.

Word of the Twain's curse somehow spread to Overlord Pulgh Arthonax and Hamomel, latest Master Thief of the Thieves' Guild. The former despised heroes in general, and latter felt duty-bound to punish a renowned thief who had no part in the guild. Together, the two hire two obsessed assassins from the Slayer's Brotherhood. The killers rename themselves "The Death of Fafhrd" and



“The Death of the Gray Mouser,” and imitate their targets in incredible detail. The assassins eventually arrive in Rime Isle, and are casually invited into each of their victims’ homes. There they are about to strike when both Fafhrd and the Mouser, eccentric and somewhat delirious from their curses, hint that they have not yet revealed their “greatest treasures.” The assassins stay their hand for a short time, hoping to make their task that much more profitable.

Fafhrd leads his assassin to a cliff where he reveals that his greatest treasure is a twinkling star. Angry and careless, the Death of Fafhrd lunges at his prey just as the barbarian steps to the side. The killer falls to his doom on the shores below. The Mouser also shows his killer his greatest treasure—his collection of junk. His Death is killed by Afreyt, who arrives just as the angry slayer attempts to finish his unwitting host.

Alarmed that their schemes nearly killed Nehwon’s greatest heroes, the gods dispel their curses. Ningauble and Sheelba are left unappeased.

The Mouser Goes Below

[The Knight and Knave of Swords]

Pshawri, one of the Gray Mouser’s crew aboard the *Seahawk* and—as we discover later—his son, accidentally releases Loki from his banishment beneath the Rime Isle

whirlpool. Seeking vengeance, Loki sends the Mouser deep into the earth. But Death is not ready for the Mouser, and his body is allowed to live while his spirit drifts throughout Nehwon. In this form, he spies Hisvet plotting Lankhmar’s overthrow, and Lord Quarmal scheming to assassinate Fafhrd.

Meanwhile, Fafhrd and the rest of the Mouser’s friends on Rime Isle dig frantically to recover his body. They are joined by a girl named Fingers, who Afreyt learns is Fafhrd’s daughter by the Quarmallan slave girl, Friska. Fafhrd himself is kept from learning of his daughter’s arrival by the arrival of Frix, who was once Hisvet’s maid. Frix is actually a spirit princess of the Air Matriarchy of Arila, and has come to Rime Isle to visit with her paramour. When he finally returns, Fafhrd is introduced to his daughter, Fingers, who suddenly begins to recite a death-spell planted hypnotically by Lord Quarmal. Fortunately, the Mouser’s spirit intervenes and break Finger’s spell.

Moments later, Cif manages to uncover the Mouser’s body and breathe life back into him, simultaneously drawing back his spirit as well.

When last we see the Twain they are settled for a long peaceful rest with their loves and their new-found children. Death has said that only one hero in fifty-score is allowed to die peacefully, however, so it is likely that their adventures are far from over.



Crafty thieves and vengeful guilds; loyal friends and treacherous enemies; dark sorcery and epic quests—these are the ways of Nehwon. As the Dungeon Master, it is your job to make each game session as exciting as one of Fritz Leiber's fabulous stories of Fafhrd and the Gray Mouser. With a little practice, your players will learn to dread Lankhmar's back-alleys, and they'll wait in eager anticipation as you describe the strange places and creatures their characters encounter.

The excitement of a role-playing game such as *The New Adventures of FAFHRD and the GRAY MOUSER* requires a little work. The Dungeon Master drives the plot, teaches the rules, improvises the actions of scores of nonplayer characters, and perhaps most importantly, learns to describe people, places, and horrible things with the skill of the best storytellers. This chapter gives you some tips and tricks to help you along.

Follow this advice until you've developed your own style, then use those elements that work for you, and ignore those that don't. There is no right or wrong way to be a Dungeon Master, as long as you and your friends are having fun and everyone feels that you are treating them fairly.

Plotting Your Story

Just as in fiction, there are no hard and fast rules for what makes a good adventure. Some plotlines feature lots of combat, others heavy role-playing or problem solving, and some the excitement of exploring an unknown and mysterious world.

This LANKHMAR set concen-

trates on stories that use all these elements but accent fast-paced action. In a LANKHMAR story, the characters rush headlong from fight to chase to dangerous intrigue to another fight, with you, the DM, moving everything along at a smooth hundred miles an hour.

The adventure in the *Nehwon Nights* book is written in this fashion. It contains the high-spirited action that captures the feel of the Fafhrd and Gray Mouser stories. Run, or at least read, this adventure before trying to create your own.

Plot Elements of Any Adventure

Besides the protagonists—the player characters—almost all good plots have five main ingredients: introduction, objective, antagonists, plot twists, and resolution.

Introduction

Why are the characters working together? This can often be one of the most difficult aspects of an adventure—especially for the first game session. Find a way to gather the player characters—often a diverse group—and give them an incentive to work as a team. This doesn't

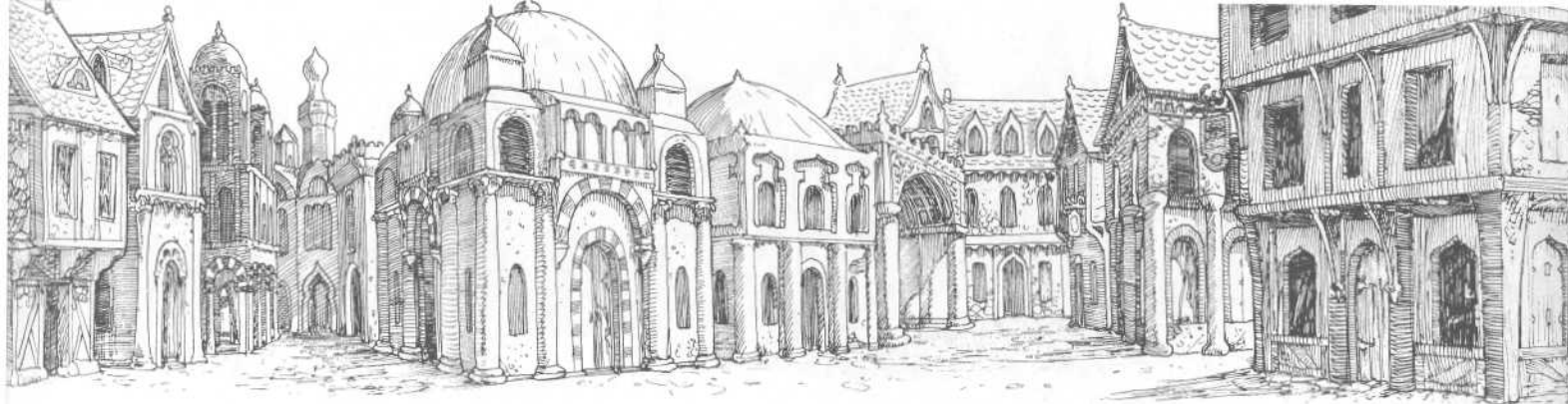
mean the characters have to be loyal companions. In fact, conflict within a party can be fun, as long as the arguments take place between *characters* and not *players*. Many successful adventure tales feature characters with disparate goals who are united by a common enemy.

If the group hasn't already worked together, then figure out why each individual character might be involved in the story. Most of the characters' personal goals should coincide and give them reasons to travel with the other heroes. If a character doesn't have reasons to be interested in the adventure, work with the player to modify the character's goals and outlook.

The Objective

What is the principal reason for the adventure? Are the heroes out to pilfer the legendary vaults of the Thieves' Guild? Are they being hired to rescue the daughter of a rich merchant from a gang of kidnapers? Has a character been commanded to venture into sunken Simorgya in search of some lost treasure?

Whatever the storyline, the party's objec-



tives should be fairly clear. This drives the adventurers into action and lets them determine how they will go about reaching their goal. Remember, too, that this is an interactive game. When you set up an objective for your player characters, don't force them to accomplish it "your way." You should allow many paths to the end of a particular story. Watching your friends struggle to the resolution in their own way is just as entertaining for you as it is for them.

Antagonists

Who are the "bad guys?" What insidious villains must your heroes defeat to achieve their goal?

Human villains should be created from the standard character classes and kits introduced in the rule book. You'll decide their level and abilities, of course, but more important to the plot is the villains' background. If your villain is a roguish thief, and the heroes have been contracted by the Thieves' Guild to hunt him down, figure out just who this lone wolf is and why he thinks he can ignore the powerful Guild. Does the thief have his own network of thugs and brigands, or does he work alone? Is he a vile cutpurse, or is he more of a "Robin Hood" type, stealing without permission from the Guild so that he can give his stolen goods to the poor?

Think of your villains just as the players do their

characters. When you write down your evildoers' game statistics, write a few paragraphs about their personalities, desires, hatreds, fears, or whatever else comes to mind. Remember that even the most terrible villains rarely perform evil simply for evil's sake. They have some goal of their own—though others aren't always capable of understanding them.

Monsters are also frequent antagonists in the world of Nehwon. The last chapter of this book contains many monsters for you to use in your adventures. Besides their game statistics, read the monsters' descriptions carefully. This can give you some good ideas on ways to integrate the creature into your adventure in frightening and memorable ways. A little creativity in a monstrous encounter can make an ordinary combat into an experience your players will never forget.

Take the creature called the behemoth, for example. (Look up this creature's description on page 88.) Let's say the party is crossing a swamp late at night. They are in a small rowboat with only a few lanterns to light their way across the dismal marsh. Suddenly, one of the heroes spots a dark shape pass beneath the boat. You whisper this to the player, and his hero tells the others what he saw. One of the other players chuckles and tells him he's just spooked. The rest of the group waits nervously for a combat, but you decide to play the scene for tension. As the

group travels, you continue to whisper to the player whose character saw the first shadow. Some of the other characters are still wary, but some are beginning to believe their friend is seeing things. When it finally seems that no one is paying attention, the behemoth crashes up through the small boat, splintering it and sending the heroes splashing into the marsh.

Now the adventurers have to contend with swimming, sinking if they are wearing heavy armor, and the creature attacking unseen from beneath the surface like a hungry shark. You've not only built the tension of an otherwise normal (though dangerous!) encounter, but you've made your players visualize the terror of being attacked by something they cannot even see! Staging an encounter in this way is a great way to make your players remember the behemoth as a terrible and frightening monster, rather than a collection of statistics and damage dice.

Plot Twists

Some of the most entertaining adventures are those in which the heroes are tricked into performing a seemingly simple task, only to find that their actions had results far beyond their intentions.

Here's an example. Let's say your plot revolves around the daughter of Ruttle, a rich grain merchant. Sending for the heroes, Ruttle tells them that his daughter was kidnapped by a scoundrel named Gregor. If the



heroes can safely return his daughter, Ruttle will pay them 100 gold rilks apiece. The heroes agree and set off in search of the kidnapper. In their investigation, however, the adventurers find that Ruttle's daughter wasn't really kidnapped, but eloped with her lover instead. The heroes may have been prepared to be completely ruthless, but what will they do when they catch up with the young couple? Will they threaten Gregor, or will they sympathize and let him escape— forfeiting their reward?

Resolution

What happens in the end? This part is a little trickier than the others, because your players are going to create the story along with you. You won't get to control the resolution as much as you might like, but this is not something you should be concerned about. While running a role-playing game is somewhat similar to writing a story or a movie script, it's a fallacy to think of the DM as the only author or director and the players as nothing more than actors. Instead, the players are *co-authors* of the story, and their characters should have an impact on the story. What the players' characters do should have an impact on the story's outcome, for good or ill.

In a campaign, the resolution of a specific plot might only be part of a larger tale. The events that occur within an adventure may well provide you with a new story that continues well past the resolution of the last.

For instance, let's say your plot revolves around the heroes stopping an assassination by the Slayers' Brotherhood. During the adventure, the characters manage to foil the Slayers' plot, but because they fail to lock the doors to the villains basement hideout, some of the assassins escape and recognize the heroes. While the specific objective has been resolved (the assassination plot), the real battle with the vengeful Slayers and their deadly guild-mates has just begun.

In fact, it is probably a good thing to let one or two villains or henchmen escape. Recurring villains—characters against whom the heroes have personal grudges and rivalries are an important part of action tales. Good bad guys are precious commodities, and the DM should not be afraid to let them escape once in a while. In the *Fafhrd and the Gray Mouser* tales, most master villains escape to scheme against the heroes another day.

The Action-Adventure Approach

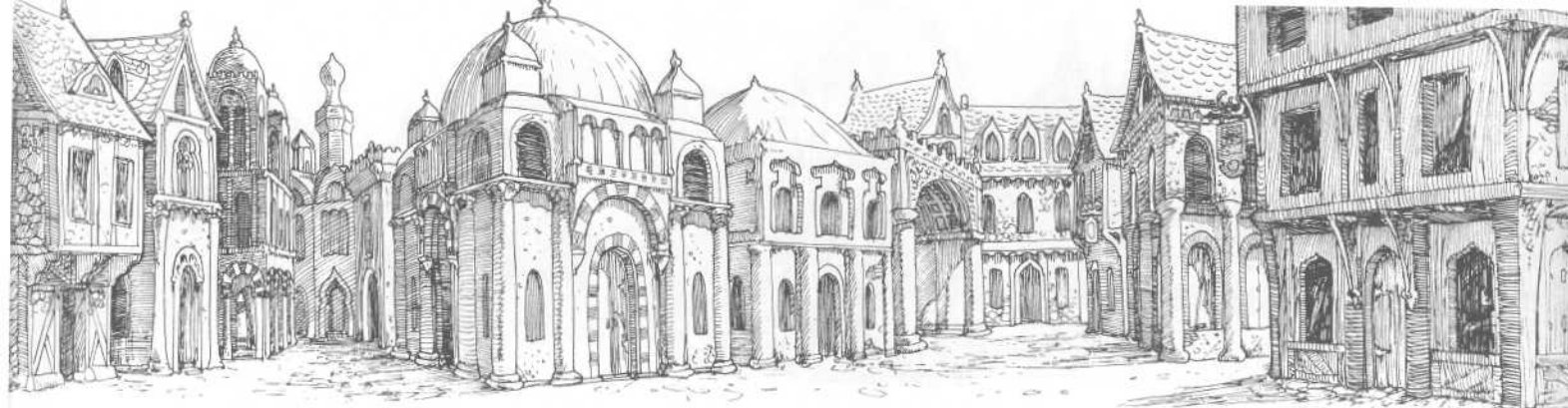
The elements listed so far are structural components of most good stories. Structures are just skeletons; a lively story needs incidents, events, that flesh out the skeleton. Here we talk about types of story elements that suit action-packed role-playing

adventures in Lankhmar.

Emphasis on action: De-emphasize less exciting portions of role-playing such as travel, healing, resting, research, and so on. Substitute timeslips past these actions, summary expositions, and quick discovery of clues and hints through surprise avenues.

For example, the heroes come upon a young man being beaten by thugs in an alley. They rush to his aid, and a fight insues. By the time they defeat or chase off the thugs, they realize the young man is dying from a fatal wound. His dying action is to shove a note into hand of a hero—a note that's addressed to that hero. The young man had been trying to reach the party when he was attacked! The note is a plea for help, and directs the hero to an address in the Tenderloin district. Rather than playing through the walk across town, the DM just "timeslips" to the moment the heroes walk up to the front of a rundown tenement, just in time to see one of the thugs who escaped from the alley run down the street with a young woman who calls for help. The heroes give chase...

Options are limited: Instead of expecting players to try to deduce the right questions to ask, present their characters with limited options (suggested by a nonplayer character, for instance), or let the heroes



discover the correct option as the result of participation in some action scene.

The above example of the note illustrates how the heroes were pointed straight to the tenement.

Drama and danger: Action adventures are filled with risks and drama. Here is a partial list of activities that may figure in your adventures: fights, chases, hunts, moving through dangers, wild stunts, dealing with traps, deciphering puzzles, hazards, obstacles, mysteries (with misdirection and betrayal), surprises, discoveries, and horror or fear.

For example, the heroes chase the thug who is abducting the young woman. They chase him through winding alleys, and suddenly find themselves ambushed by a rear-guard. The majority of the heroes are forced to fight, but a single one of them manages to continue the pursuit. He catches up with the abductor only to see the woman get shoved into a carriage that hastily departs. The thug climbs up a ladder to a rooftop. Not able to catch the carriage, the hero scales the side of the building as well, and the chase continues across the rain-slicked roofs, high above the streets of Lankhmar.

Roguish heroes solve problems with trickery: Often

the heroes are too weak to overcome the obstacle, hazard, or bad guys by just attacking them head

on. They must resort to cleverness and trickery to succeed. Their tools are flight, distractions, incapacitating devices or weapons or tools, the environment, and discovering vulnerabilities to exploit.

As you plan the outcomes of the problems you devise, start by deciding the approaches that definitely won't solve the problem; then think of a couple of solutions that might work. Then use common sense and reward player ingenuity by letting them succeed with any reasonable solution they develop.

For example, the DM knows a young woman has been abducted because she is the true heir to one of Lankhmar's noble families. The third cousin who currently controls the fortune is holding her captive at his country estate outside the city, and he has hired dozens of assassins from the Slayer's Guild to guard the compound. The heroes can't possibly hope to defeat the opposition, but they know they have to rescue the girl before the villain arrives at the estate, or she will be slain. Plans ranging from sneaking into the estate, lighting fire to some of the outbuildings as a distraction (or possibly a combination of the two) might work.

Romance and spectacle: Use the elements of a good movie to make your action adventures interesting. Weave these elements into the nonplayer characters and events: romance, high-pitched melodramatic conflicts, nefarious nemeses,

humor, irony, surprises that prompt players' creativity, and horrors that test their characters' backbone.

For example, the heroes manage to rescue the young woman, only to discover that she is a former sweetheart and rival thief from one character's youth. She is also truly of noble blood, and wants to share her good fortune with the hero for having abandoned him all those years ago. However, as they are fleeing the estate—much of which is now engulfed in flames due to the "small fire" that was started as a diversion having spread to turn the grounds into a raging inferno—a dagger suddenly streaks from the smoke, striking the woman. She falls, affected by the poison that coats it. The evil noble appears, sneering that he has never known defeat. He unleashes a spell that causes part of the fire to coalesce into flaming warriors. The heroes are now trapped between the noble's magically created minions, his powerful sorcery, and the knowledge that the poison is killing the woman. The white wizard in the party knows how to stop the poison, but to try to do so will expose him to attack. . . .

Grand heroics: To heighten the drama, demand grand heroics from the player characters wherever possible. For instance, they're on a rooftop when they see, on the street far below, thugs carrying away the Overlord's daughter in a coach. If the heroes use the stairs,



they'll be hopelessly far behind the kidnapers. What a good action hero does is simplicity itself: jump off the building, with or without a safety rope.

Reward heroism, even foolish heroism. Put convenient awnings or lampposts where falling heroes can grab them. Establish clotheslines strung between two buildings that a hero can grab, then use to swing down on the escaping coach. Bring in whatever it takes to build the players' confidence that you'll let their characters perform in the grand style.

Heroes rarely die: Through a series of DM manipulations, though the heroes seem in constant jeopardy, they rarely actually die. However, they may be embarrassed, stunned, restrained, knocked out, kidnapped, crippled or blinded, hypnotized, manipulated, lost, captured, trapped, beaten up, drugged, framed, left to die in a diabolical trap, and so forth. Just don't kill them. This can't be stressed enough, not only because it's true to the action-adventure genre, but because role-playing games are primarily about characters. The players' characters are the main focal point of the saga, and as such they are too valuable to allowed to be killed. Without the characters, the story is over.

The next chapter offers additional suggestions and a variety of rules that will help you keep the tension high, yet not kill the player character heroes.

Outlining Your Plot

Published adventures are generally very detailed about locations, characters, and events. Your own outlines do not have to be so meticulous. Of course, the more detail you can add to a setting, the more real it will seem to your players, but don't worry about writing up every person, place, or thing the players might encounter in the course of your story.

After you've read or played the adventures contained in this set, you should attempt to write your own adventure. To do so, simply write down a few notes on the elements outlined above (introduction, objective, plot twist, and resolution). Now you can look at your ideas and write a two or three paragraph plot synopsis that explains what's going on, who's involved, and how the characters are most likely going to go about solving the predicament.

Fleshing Out Your Outline

You should now have a pretty good idea of what people, places, events, and things will be involved in your adventure. The next step is putting these ideas into a format that you can quickly and easily refer to during play. The most common way of organizing your adventures is by location.

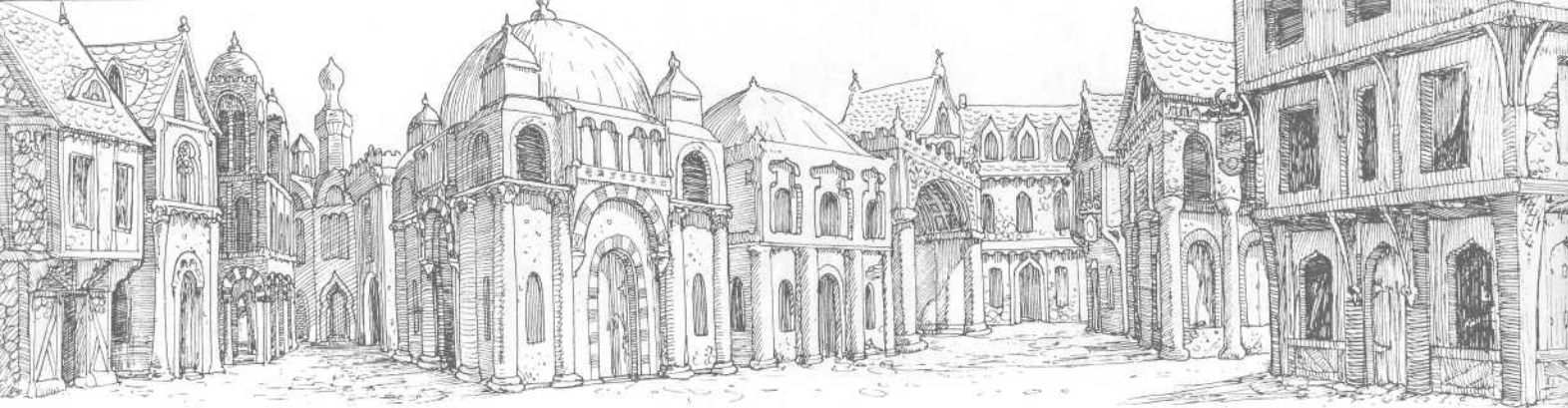
Let's say your adventure is going to start at the Silver Eel Tavern. The characters will be taking their evening meal when a stranger approaches and asks them to follow him outside.

When the characters agree, they are led into an ambush by rogues from the Thieves' Guild, angry that the party committed some act of thievery without first joining their underground society.

Under a heading labeled "The Silver Eel" you might want to jot down a few notes. Your first entry should be a quick summary of the action. What's going to happen here? What does the stranger look like? How will he react if threatened?

Your next heading should be "Alley," where the ambush will take place. The action here is that the player characters will be led into a dark cul-de-sac, then cornered by five rogues from the Thieves' Guild, including the one that summoned the party from the Silver Eel. Because combat is inevitable, write down the game statistics of the rogues. What kind of armor do they wear? What kind of weapons do they carry? Is one of the thugs a leader with a few more levels than the rest? Are they interested in talking to the heroes or do they just want to kill them?

And so on. Obviously this is a very short and limited adventure idea—actually an encounter within the context of a larger story—but if you examine the adventure book, you'll see that the published adventure follows much the same format. Just remember that the only "correct" way to write or outline an adventure is *your way*.



Dungeon Master Tips

Now you're armed with a good story. But there is more to being a successful Dungeon Master than simply having an intriguing plot. To really breathe life into your game, it's time to learn a few tricks on improvisation, making combat more interesting, and integrating the game mechanics into your story.

Improvising

Role-playing games share many elements with fantasy fiction: heroes, villains, a dire plot, and—usually—some sort of resolution. But though a story is scripted ahead of time, an interactive adventure is not. In an interactive adventure, two different groups of player characters may reach the climax of the story in completely different ways. No matter how much you've prepared beforehand, you will have to ad-lib nearly the whole play session.

The most likely way of solving a particular problem in an adventure isn't necessarily the path your players will take. One of the greatest challenges of refereeing a role-playing game is improvising and adapting your plot as the story progresses.

For instance, if part of an adventure calls for the group to steal a magical

artifact from an evil wizard in a high tower, you might assume the heroes will scale the tower at night and slip in through the mage's window. But what will you do if the players come up with an elaborate deception where their characters con their way into the tower? The answer is straightforward, though not necessarily easy: When things don't go as you expect, improvise.

When confronted with the challenge of entering the wizard's tower, for example, the characters' scheme might start with a knock at the sorcerer's front door. Who's going to answer? Perhaps the mage has an assistant—an "Igor" type whom you hurriedly name "Piotr." The deformed man warns the group that his master does not accept visitors. Your heroes respond that they are members of the city rat-patrol, and that there is a verminous lair somewhere beneath the tower. Igor isn't too bright, so he nods and lets the characters into the sitting room. "Wait here," he grunts as he—you think rapidly—shuffles off up a long, circular staircase to inform his master of the uninvited guests.

Though it's not easy, that's really all there is to it. When you have to improvise, imagine the situation and try your best to fill out the details. In the scene above we just figured out that the wizard has an assistant, that his tower has a sitting room, and that circular stairs

lead up to his chambers. While the player characters are waiting for the wizard, you might describe the rest of the building to them. Try to imagine it now. Are there macabre paintings on the wall? Cobwebs in the corners? Couches? Chairs? Other servants? Guards?

Creative Combats

Anyone can pick a monster out of this book and throw it against the heroes. A truly interesting encounter does far more than this. Good DMs set up a conflict in the same way that movies and books do—with tension, mystery, and drama. The following tips help you develop an encounter beyond game statistics. After all, there's no reason a deadly, nerve-wracking, heart-stopping encounter can't be enjoyable.

Choreographed fights: Stage fights and action scenes with escalating drama, near misses and random destruction all around the heroes. This creates the sense that danger is all about. Use NPCs who die in a fight right behind or beside a hero who dodged the attack, while the hero is wounded, stunned, pinned down, and so forth. Threats are implied dangers, but you can manipulate events to keep heroes alive—yet humble.

Players like to experience action-packed adventure and have their characters face danger, but they don't like to think that the outcome is rigged in



their favor. They want to win, but through their own skill, not because you fudged a die roll so that the bad guy's attacks missed them. You must create a convincing illusion of danger—convincing to the players, not just to their characters. It's an illusion that is tricky to maintain at times. The next chapter contains rules and further tips to assist you.

Tension: Even a combat with relatively mundane creatures—say, wolves—can be exciting and memorable for your heroes if you add a little suspense. Imagine that the characters are trekking across the Cold Wastes when they see a stand of pines off in the distance. Suddenly, the branches shake ever so

slightly, as if something has stirred beneath the dark boughs. The heroes are wary and evade the copse, moving down around a snowy embankment. A few minutes later, an adventurer in the rear feels as if he is being watched. He turns but there is nothing there, save for a slight vapor (the wolves' breath) that fades so fast he isn't even sure it was real. The group walks on, suddenly finding themselves in a deep snow drift up to their knees. A wolf howls in the distance, and its calls are quickly answered.

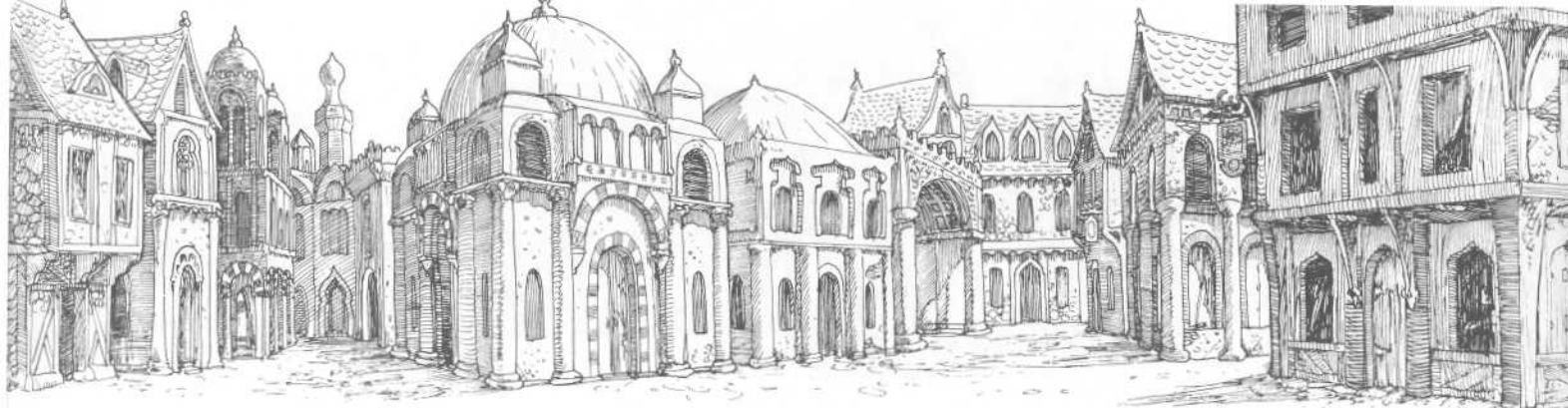
Here the DM has taken a very common creature of the north and turned it into a cunning and dangerous threat. Read on to see how we can also add mys-

tery and drama to an encounter.

Mystery: The heroes should never be quite sure just what kind of creature or villain they're facing. Before an encounter, you can hide the identity of the foe just like we did with the wolf pack in the previous discussion. The heroes really had no idea what kind of creature might be stalking them until the moment of conflict.

If the threat is less common than wolves, you can also disguise the identity of a creature even after the heroes have encountered it. If a pack of thieves stumble into a roomful of undead, for instance, don't tell them they're being attacked by "2 Hit Die Zombies." Instead,





tell them that “scores of horrible humanoids, their flesh rotting off their bones and their bloody teeth gnashing in the dim light, are grasping at your clothes. One of them digs its filthy nails into your arm!”

Never allow your players to think of your monsters and villains as a collection of statistics and numbers. They shouldn't think of Hisvet as a 6th-level warrior/black wizard, but as a fearsome opponent who uses her sword and black sorcery with equal skill.

Description: Once combat has begun, there's no reason why everyone has to stand about like robots, swinging their swords methodically until someone runs out of hit points. Instead, describe the actions of the villains as a storyteller might. In our wolf pack example, talk about the wolves leaping from the snow bank, their teeth gnashing, blood and steam rising from their hungry throats. That's much more exciting than saying “the wolf rolls a 5. It misses.” If you set a good example, your players might do the same. If they don't, try adding a little description for them. “You lunge at the wolf with your rapier and catch it in the shoulder. Dark blood oozes out onto its white coat. The wound isn't deep, but the animal shrinks back in pain.”

Drama: An element of drama other than the conflict itself can make a situation even more breathtaking. We've already said the heroes were trying to avoid the encounter by slipping around a rocky snow bank, and they now know the drift is waist deep. Add an attack penalty to everyone within the drift. A -2 modifier to Attack Rolls seems appropriate. That's pretty good—the heroes will no doubt try to climb out of the drift and find solid footing to fight the wolves—but we can do even better.

Imagine that the snow drift covers a deep cave. Whenever a character rolls a “1” on his attack die, you use that as an excuse to spring your “trap.” Take the player aside and whisper that her character has fallen through the snow into a deep cave. There's something growling in this dark place, but she has no light and cannot make out what it is yet. The only thing she's sure of is that it's coming closer! Then go back to the rest of the group and tell them they see their comrade suddenly “pulled” beneath the snow, as if some creature of great strength yanked her down into the very earth itself. It's not true, but it's what heroes fighting for their very lives against hungry wolves might imagine. Will they turn their back on their own foes to search for their companion? Or will they battle on, leaving their friend to fend for herself?

These are the kinds of combats your players will talk about for weeks to come. The high drama of a life-threatening situation, mixed with tough decision-making, are elements of the greatest fiction—even interactive fiction, such as this game.

Game Mechanics

Probably one of the most daunting tasks a new Dungeon Master faces is learning the game rules. If you are brand new to this type of game, then start by concentrating more on the plot and the characters than the rules. Simply tell your friends that you'll learn the rules together as you play. Mistakes will be made, but you and your friends can correct them as the adventure unfolds. In other words, don't worry about the rules at first and play for fun. The rules are only there to help you tell the story and add a bit of random suspense.

The next chapter gives the basic rules you need to handle NPC reactions, combat, and rewarding PCs for their experiences. Read this section carefully, but again, don't be intimidated if you can't remember it all. Everything will become crystal clear after you've played once or twice.



The Dungeon Master has many responsibilities. You are a leader, a storyteller, an actor, and a creator of fantastic people, places, and events. You must understand the rules, know where to look up the ones you don't know, and—perhaps most importantly—know when to ignore them.

Most of the skills you develop as a Dungeon Master will come from actual experience. Your first few play sessions might be a little confused, but you'll get the hang of it sooner than you think. You'll probably worry most about the rules at first, but once you and your players have figured out the basics, you'll concentrate more on fast-paced action, suspense, and character development.

This chapter shows how to run the game and handle the rules for character interaction, combat, and awarding experience points. Read through the chapter carefully, but don't try to memorize everything. Just refer back to this section during play whenever you need to.

Overland Movement

A character's Move rating determines the number of yards he can move in one combat round (a unit of time explained in the Rulebook and later in this chapter). Move rates also determine how many miles the adventurer can travel in a single day.

Think of a character's Move rating as a number of points. The table below shows the number of "movement points" spent per mile of travel through that terrain type. Blizzards, storms, mud, or intense heat doubles an area's movement cost. Note that a character riding a horse or some other animal uses the mount's Move rate.

Terrain Type	Mvmt Cost
Clear or farmland	1/2
Desert, rocky	2
Desert, sand	3
Forest, heavy	4
Forest, medium	3
Forest, light	2
Hills, rolling	2
Hills, steep	4
Jungle	8
Marsh	8
Mountains	8
Tundra	3

Reactions

For the most part, nonplayer characters interact with player characters the way real people do in the real world. You will usually know if an NPC you've created is meant to be friendly or hostile to the heroes, but sometimes you may want a game mechanic to help you decide. This simple system allows players to use their characters' Charisma score to influence nonplayer characters and perhaps even persuade them to lend aid or information.

Use this table rarely. The environment, the personality of the NPC, and the actions of the adventurers themselves can decide the tone of an encounter

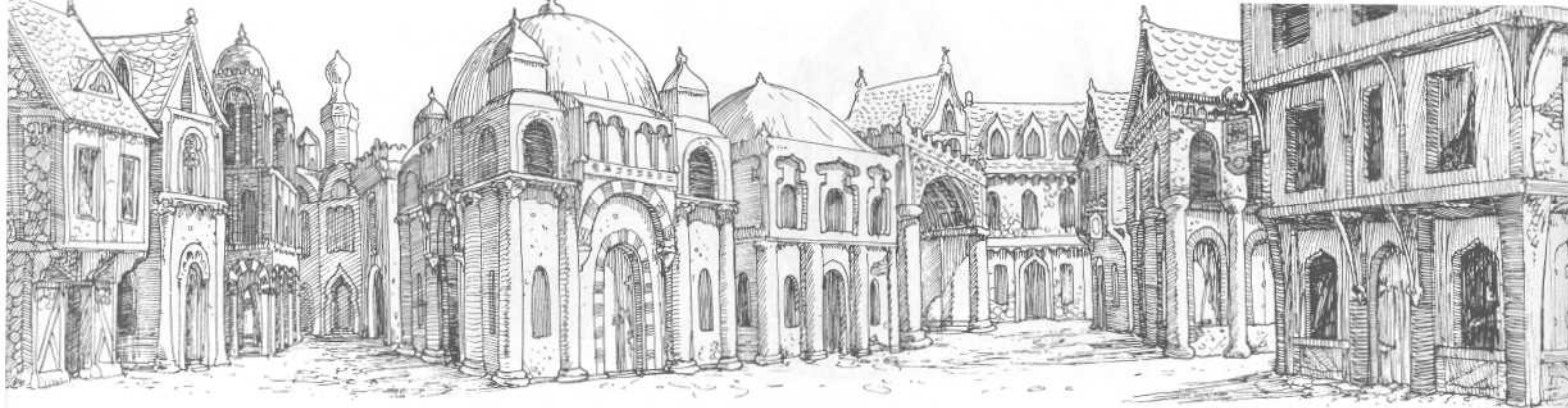
better than any random die roll. The best times to use this table are those when the heroes approach secondary characters that you create "on the fly."

To use the table, simply roll 2d10 and add the character's Charisma modifiers. (Use the Charisma of the party leader or the most vocal party member when rolling a reaction to the entire group.) Then add 2 to the result if the party is behaving in a friendly fashion to the non-player character, or subtract 2 to 5 if the party acts hostile.

Roll	Reaction
3	Hostile/Flight
4-5	Threatening
6-8	Cautious
9-12	Indifferent
13-15	Sociable
16-19	Friendly
20+	Faithful

Flight: The character is afraid of or caught off guard by the heroes and wants to escape. If caught, he is uncooperative unless threatened.

Hostile: The character does not like the heroes and lets them know it. If



the heroes are hostile as well, the encounter may come to blows.

Threatening: The character doesn't like the heroes and tries to get the upper hand. If the person is obviously outclassed, he is uncooperative.

Cautious: The character doesn't trust the heroes, or perhaps is afraid to help for other reasons.

Indifferent: The character isn't particularly interested in or impressed by the heroes. He or she may become more interested depending on the party's actions, bribes, or other incentives.

Sociable: The character is willing to pass the time with the heroes and may be talkative.

Friendly: The character is basically helpful to the heroes, and may offer them aid or advice.

Faithful: The character has formed an instant attraction to the heroes and will go to great lengths to help them. If the situation makes this unlikely, reduce the result to Friendly.

A DM's Guide to Combat

Most adventures feature at least one combat scene and sometimes many. A good Dungeon Master runs these encounters smoothly, so as not to interrupt the pace of the story.

Before reading this section, read "A Player's Guide to Combat" in the *Rule-*

book. When you understand the basics of combat, return here to learn how you, as DM, use creatures and villains to create excitement for the heroes.

Combat and Game Mechanics

The LANKHMAR game rules aren't complicated, but they may seem so at first. If this is the case, take one of the pregenerated characters from the *Nehwon Nights* adventure book and pit him or her against one of the monsters from the last chapter of this book. Don't try anything fancy at first—just have the character and the creature take simple swings against each other until one of them runs out of hit points. Once you've done that, try using a spell or special power to see how that works and what kind of effect it has.

If you'd like to practice your techniques before beginning a campaign with all your friends, invite a friend over and run a quick fight or scenario. This is the best way to learn how to use saving throws, spells, damage, and the methods you'll have to use to describe the scene and its enemies to your players.

Characters and Creatures

In general, human villains are treated as characters and have abilities associated with their various professions. Non-humans are considered "creatures" or "monsters."

Knowing the differences between the two makes your job as DM easier and smoother.

Characters: Nonplayer characters are treated just like player characters. They have classes, levels, ability scores, and all the other statistics used by PCs. Nonplayer character statistics presented in this abbreviated form:

Barbarian ice shaman: White wizard; level 5; Alignment NG; AC 8 (hides); MV 12; THAC0 19; Dmg 1d6 (staff); Typical spells: (1st) *bless*, *cure light wounds* X2, (2nd) *charm person*, *hold person*, *resist cold*, (3rd) *create food and water*.

The first part is the character or monster's name or type, followed by its class, level, alignment (NG means neutral good), Armor Class, movement rate, THAC0, and Damage. High-level warriors and a few special personalities who may attack more than once per round also list "# Attacks." This will be expressed as 2 or 3/2, which means two attacks per round or three attacks every two rounds. See the "Warrior" character class description in the Rulebook for more about characters who can attack more than once per round.

After Damage (or # Attacks) are listed any special powers such as spells or thieving abilities. Some characters also have a brief description of their desires, motivations, habits, personalities, and any other important information as well.

Creatures: Creatures (often



called “monsters”) are handled a little differently. Their relative skills and powers are expressed by Hit Dice (HD) instead of levels. Animals and monsters always have 8-sided Hit Dice when generating hit points. Creatures also determine their THAC0 and saving throws based on their HD, as shown on the chart below.

Creature THAC0s	
HD	THAC0
1/2	20
1-1	20
1+	19
2+	19
3+	17
4+	17
5+	15
6+	15
7+	13
8+	13
9+	11
10+	11

Saving throws are generally made as if a monster were a warrior of the same level as its Hit Dice. If a monster has spell casting ability, and a more favorable saving throw can be found on the Black or White Wizard character chart, use that number instead.

A typical monster looks like this:

Mordroog and Ississi, Prince and Princess of Simorgya:
Alignment NE; AC 5; MV 12 (24 swimming); HD 6; THAC0 15; #AT 3; Dmg 1d4/1d4/1d10.

“Dmg 1d4/1d4/1d10” means “two 1d4 attacks and one 1d10 attack each round.”

If the monster can cast a spell, its Hit Dice will also determine its relative level for casting purposes. A *fireball* spell, for example, which causes 1d6 points of damage per level of the caster, would cause 6d6 points of damage if cast by a 6 HD ice gnome shaman.

Armor Class, damage, and any special attacks or defenses have nothing to do with a creature’s HD. These are determined simply by comparing the monster’s natural abilities to the standard armor and weapon types. The monsters at the end of this book should inspire you to design your own beasts and horrors.

Surprise

Suppose the adventurers are lured into a dark alley when cutthroats from the Slayers’ Brotherhood leap from the shadows and attack. How do you tell if the heroes are caught completely off-guard? This is called *surprise*. Check for surprise whenever there is the possibility that one side or the other is taken unawares by their opponents.

To check surprise, roll 1d10 for each side in a combat—usually the heroes and their opponents—that may have been caught off-guard. On a result of 1, 2, or 3, that side is surprised and may not act for the first round of combat.

The surprise die roll can be modified by Dexterity and the modifiers on the table below. When checking surprise for a group, use the Dexterity modi-

fiers of the character with the highest Dexterity in the party. If this character isn’t surprised, he will be able to warn his companions as well.

Surprise Modifiers	Die Roll
<i>Opponents are:</i>	
Magically silenced	-2
Invisible	-2
For every 10 members	+1
Hidden or camouflaged	-3
<i>Checking party is:</i>	
Fleeing	-2
In poor light	-1
In darkness	-2
Anticipating an attack	+2
<i>Conditions are:</i>	
Rainy	-1
Heavy fog	-2
Extremely still	+2

The Combat Round

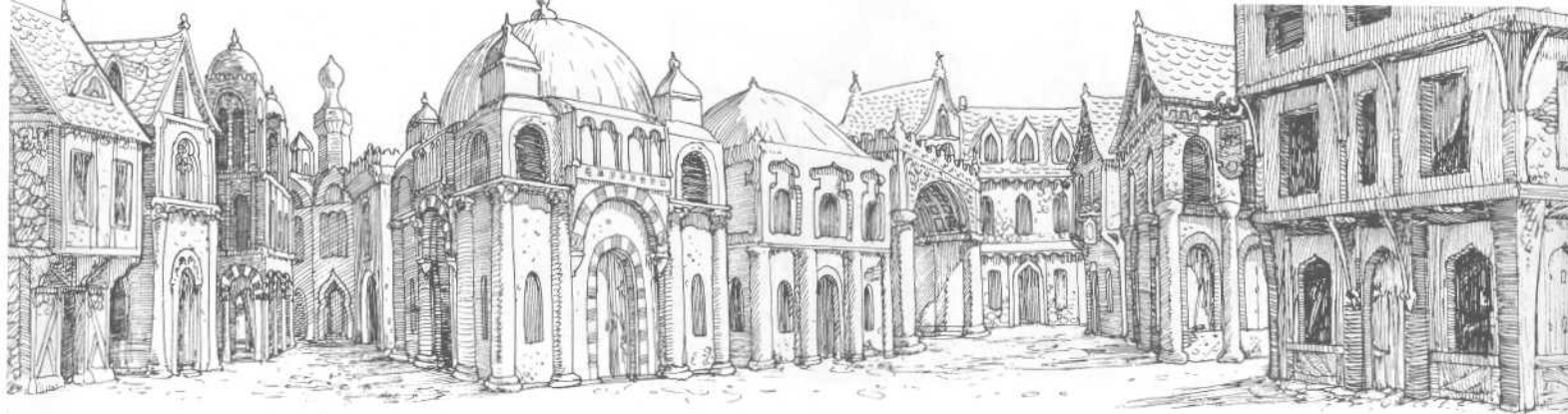
Above, we learned all the terms used to stage a combat between the heroes and other characters or creatures. Now it’s time to put it all together. To help you keep track of everyone’s actions, combat is handled in minute-long rounds. Within each of these rounds, conduct the following four steps:

1. DM determines actions of NPCs.

2. Players decide what their characters will do.

3. Both sides roll initiative (1d10 plus modifiers for Dexterity or weapon Speed).

4. Actions carried out in order of initiative.



Initiative

Determine initiative by rolling 1d10 and adding any speed modifiers due to weapons or reaction modifiers due to Dexterity. Anyone casting spells, using special abilities, or performing simple actions adds only Dexterity modifiers to their d10 roll.

The character or creature with the lowest initiative resolves his or its action(s) first, followed by the next lowest initiative, and so on. A very good initiative roll can even be negative.

Movement in Combat

Combat is a fluid and mobile affair. Crafty thieves maneuver around allies to strike at opponents from behind while more numerous attackers try to encircle their foes and keep them from escaping. These rules help you determine how far characters and creatures can move in a single combat round.

In one round, characters can move 10 times their movement rate in feet. Beings with a Move of 12, for instance, can move 120 feet, or 40 yards. A character may conduct a melee attack only if he has moved half this rate or less. If a character moves, he may still conduct a missile attack at half his normal rate of fire, rounded up, but only if he moves half his normal rate or less.

Battle mats and figures:

In short combats, or those with only a few

participants, you can usually keep track of everyone's positions by picturing it in your mind. Just make sure that your players understand their characters' location as well as you do! If they should become confused, or if there are numerous combatants, you might want to sketch the combat scene out on a map of some sort. Several companies make laminated mats and erasable markers for this very purpose.

If you don't have access to this kind of mat, you can simply use a large piece of paper such as that found in a sketch pad. Mark the characters and their foes with your pen, or even better, with miniature metal figures available from most game and hobby stores. Miniatures are best because you and your players can move them about the map quickly and easily. Players can even paint these figures to match their own characters. If your players want to use metal miniatures, you should also paint and keep a few monsters and other characters on hand to use as the heroes' opponents.

When using miniatures, make each inch on the map equal to about 10 feet. This means that a character's Move Rate is also the number of inches the figure can move in a single round.

Example: A character with a Move of 9 can run 90 feet, 30 yards, or 9 inches on a standard battle map in one round. If he moves only half of this amount, he may still make a melee attack, or make half his usual number of missile attacks.

The Chase

The heroic rogues of Lankmar are often out-matched by their victim's guards. Discretion being the better part of valor, nimble rogues often find it wiser to lead their pursuers on a merry chase than to match swords with veteran mercenaries.

Handling a chase scene is easy if you use the movement rules outlined above. If you are using description instead, you can simply play the scene for drama and let the characters have a few near-escapes and hasty melees before finally getting away.

If you are using miniatures and a map, you can actually work out the characters' routes and figure out at what point a pursuer might get in a quick strike. The problem with this method is that Move rates don't allow for great diversity among lightly armored characters. If everyone moves at 12 inches per turn, it is likely the pursuers will only catch their prey when they are stalled by the landscape. To make the chase more exciting, use these special rules.

Each round a running character can add an additional 1d4 inches (or 10-40 feet, if you use the descriptive method) to his movement. Characters with the running proficiency instead add 1d6 inches (not 1d4) to their Move per round. This applies to both prey and pursuers, of course. If either prey or pursuer is a group of people, roll once for each group.

As discussed above, charac-



ters can only make an attack if they moved half their normal Move rate or less. During a chase, add any additional movement for running (1d4 or 1d6), then halve the total to see how far the character can run and still make an attack. However, any attack made in this way suffers a -2 penalty to hit and damage.

Also, account for any obstacles or terrain that must be negotiated. If a character must climb a ladder, swing-hand-over hand across a tightrope, or leap from one rooftop to another, it will affect his movement. In these cases, use the rules below as a guide. Remember that this additional detail should enhance drama and excitement, so don't let it interrupt the flow of the chase.

Putting obstacles into a pursuer's path: A fleeing character who passes some convenient object (or person!) can sacrifice 1" of movement in a round for the opportunity to make a Strength ability check. If the check fails, the prey has lost the inch of movement to no effect. If the check succeeds, he has flung the obstacle into the path of his pursuers. Each pursuer must succeed in a Dexterity check or lose 1d4-1 inches of movement this round. (Remember, 1 inch in game scale equals 10 feet of actual distance.) The prey can try this only once per round.

Hiding from pursuit: If the DM allows that the pursuer has temporarily lost sight of the prey, due to an obstacle or because the prey turned a corner, the prey may try to hide or assume a quick

disguise. Obviously, the prey can't try anything elaborate, and the surroundings will strongly influence concealment chances.

To hide, the prey makes a hide in shadows skill check (for rogues) or an Intelligence check at -2 (for non-rogues). To assume a quick disguise, the prey makes a disguise proficiency check or an Intelligence check at -2. In either case, the prey cannot move this round.

If the check fails, the prey is still visible. If the check succeeds, the pursuers receive an Intelligence or Wisdom check (whichever is better) to spot the hidden prey. If this check fails, the prey can escape at leisure.

Crossing a horizontal rope or beam: Characters can walk at a rate of 3, but must make an acrobatics (or Dexterity at -4) check for every 10 feet crossed. A character who slips suffers 1d6 damage for every 10 feet fallen.

Jumping from one rooftop to another: If the jump is down, the character loses 1 inch (10 feet) of movement for every 10 feet he must leap down. The character also suffers 1d6 damage for every 10 feet fallen (but see the acrobatics proficiency).

Climbing: A character's rate of climb (up, down, or sideways) is shown on the chart below. Note that anyone can pull himself over a low wall, such as one found between two adjacent rooftops a single floor's difference in height. Only thieves or characters with climbing gear can climb higher walls or those without obvious handholds.

Climbing Rates

Surface	Rate
Exterior wall up to 8' high	4
Exterior wall 8' or higher	1 (thieves only)
Ladder	2
Tree, scaffolding	4
Rope and wall	1

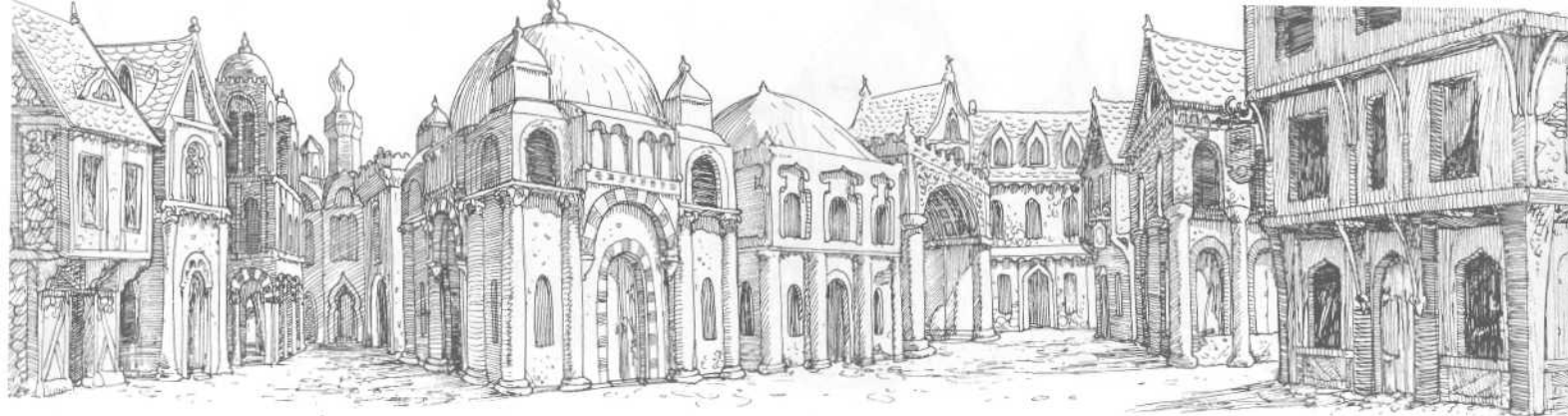
Attacking and Damage

A staple of Fafhrd and the Gray Mouser's daring adventures is deadly combat. Your adventures will also feature lethal conflicts on occasion. This section will help you control the actions of the characters and the vile fiends who try to thwart them.

Making an attack: A character or creature attacks by pitting its THAC0 against an opponent's Armor Class. Subtract the target's AC from the character or monster's THAC0. An attacker must roll this number or higher on 1d20 to hit and can then roll damage.

Some characters and monsters have multiple attacks. Warriors that have three attacks every two rounds (# AT 3/2) makes one attack in their first round of action, two in the second, one in the third, two in the fourth, and so on. Each attack that scores a hit inflicts the character or creature's listed damage.

Many creatures also have multiple attacks per round. Wolves, for example, have three attacks—a bite and two rakes with their front



claws. Roll each of these separately, then apply the appropriate damage for each successful hit as discussed below.

Damage: Once an attacker has hit, he can then roll damage. Damage is based on the type of weapon a combatant is using, plus or minus any modifiers for Strength, magical items, or spells used. The damage is then rolled and subtracted from the target's hit points. When a character or creature reaches 0 hit points, it perishes.

Some creatures attack with claws, teeth, and perhaps other appendages. These occasionally cause varying amounts of damage. A wolf, for example, might be listed like so: # AT: 3, Damage 1d4/1d4/1d6. In this case, the wolf attacks with two claws inflicting 1d4 points of damage and a bite that causes 1d6 points of damage. Make sure you know which attack you're rolling for, so that you can apply the appropriate damage if the creature successfully hits its target.

Pushback: Sometimes it is important to know if a character or creature is losing or gaining ground. If a fight takes place on a rooftop, on the parapet of a high temple, or on the slopes of a tall mountain, it obviously becomes very important to know if a combatant is about to be forced over the edge.

Use the following rule only when it is important or to increase the

drama of an encounter. When a character or creature has been hit, he is also forced to back up a few steps. Roll 1d4 to find the number of feet retreated. If the combatant desires, he can make a Dexterity ability check to resist the pushback. Should he fail, however, his concentration on holding his ground grants his opponents a +1 bonus to hit in the next round.

Brawling: For the most part, fist fights and tavern brawls are less lethal than battles with swords and daggers. In these kinds of fights, characters use their fists or light clubs such as table-legs, chairs, or other blunt objects. Damage from a brawl may knock a character out, but it is rarely fatal. To simulate this, each character who suffers brawling damage must keep track of it separately. One-quarter of this damage is lethal and is treated normally. The other three-quarters are non-lethal. If a character is reduced to 0 hit points due to non-lethal damage, he falls unconscious instead of dying.

A character rendered unconscious in this way remains so for 1d6 ten-minute turns (10 minutes to an hour). Non-lethal damage fades at the rate of 1 point per hour. Lethal damage is recovered normally (1 per day as explained below). Unconscious characters may be revived if someone throws cold water on them or renders first aid, though they retain their damage.

There are three basic methods of brawling, each one with its own advantages and disadvantages.

Punch: A character who wishes to punch an opponent makes a normal attack roll. If he hits, his damage is equal to 1d2 + Strength bonus.

If a brawler succeeds by 5 or more than he needed on his attack roll, or if the brawler rolls a natural "20," the victim must make a Constitution ability check. If the check fails, the stunned victim can take no action for 1d4 rounds.

Kick: Kicking is harder than punching, but generally has more force and thus causes more damage. To kick, a character makes a normal attack roll at a -2 penalty (there are no martial artists in Nehwon). The non-lethal damage from a kick is 1d3 + Strength bonus.

If a kick hits an opponent by 5 or more than needed on the attack roll, or if the attacker rolled a natural "20," the victim must make a Constitution ability check. If the check fails, the stunned victim can take no action for 1d6 rounds plus one round for each point of non-lethal damage from the kick.

Makeshift weapons: Chairs, table-legs, mugs, and any other object turned into a makeshift weapon can also be used to strike an opponent. A character who has selected brawling as a weapon proficiency makes a normal attack roll. All other characters who wield makeshift weapons must make their roll at the usual penalty their class suffers for using an unfamiliar weapon. The non-lethal damage of a makeshift weapon is 1d4 +



Strength bonus. However, if a makeshift weapon causes more than 5 points of damage in one attack, it shatters and is useless.

Makeshift weapons can be thrown as well. In this case, a character may add any Dexterity bonuses to hit and Strength bonuses to damage.

If a weapon-wielding brawler succeeds with his to-hit roll by 5 or more than he needed, or any time the brawler rolls a natural "20," then the victim must check for stunning as well, using the rules for punches above. A character wearing a helmet may subtract 3 from this Constitution check.

Special Damage

Creatures' claws and assassins' blades aren't the only hazards of the adventuring life. This section shows how to handle area attacks, drowning, falling, and poison.

Area attacks: A sudden rock slide, burning oil, weather, fire and certain spells might harm every creature within a certain area—often called the "area of effect." Area effect attacks never make "to-hit" rolls. Instead, everyone inside the prescribed area is assumed to be affected unless they can dodge out of harm's way. A dodge is represented by a successful Dexterity ability check.

In the case of natural calamities such as rock slides, a character suffers no damage if he makes his saving throw, and full damage otherwise. Spells often cause half damage even if a saving throw is made. Consult the

individual spell descriptions (see next chapter) for specific results.

Drowning: Characters with the Swimming proficiency only drown if they fall unconscious while in water or are somehow held underwater. Characters without the Swimming proficiency sink like stones when they hit water and must hold their breath until they are rescued.

Characters can hold their breath for a number of rounds equal to 1/3 their Constitution (or Hit Dice in the case of creatures), rounded up. Every round after this, a character must roll 1d20 under his Constitution. There is no modifier to the first check, but the second check is at -2, the third is at -4, and so on. Whenever one of these rolls fails, the character loses consciousness and will die if not rescued in 1d4 rounds.

Falling: Thieves climbing walls, warriors battling on rooftops, and adventurers scaling treacherous mountain slopes all risk falling to their doom. When such misfortune occurs, the victim suffers 1d6 points of damage per 10 feet fallen, up to a maximum of 12d6.

If the victim survives, he must also check to see whether he has broken or sprained a limb by making an acrobatics proficiency check at -2 for every 10 feet fallen. Characters without acrobatics make a Dexterity check at an additional -4 penalty. If the roll fails, roll 1d10 and consult the chart below. Any injury is healed when the damage taken in the fall is healed.

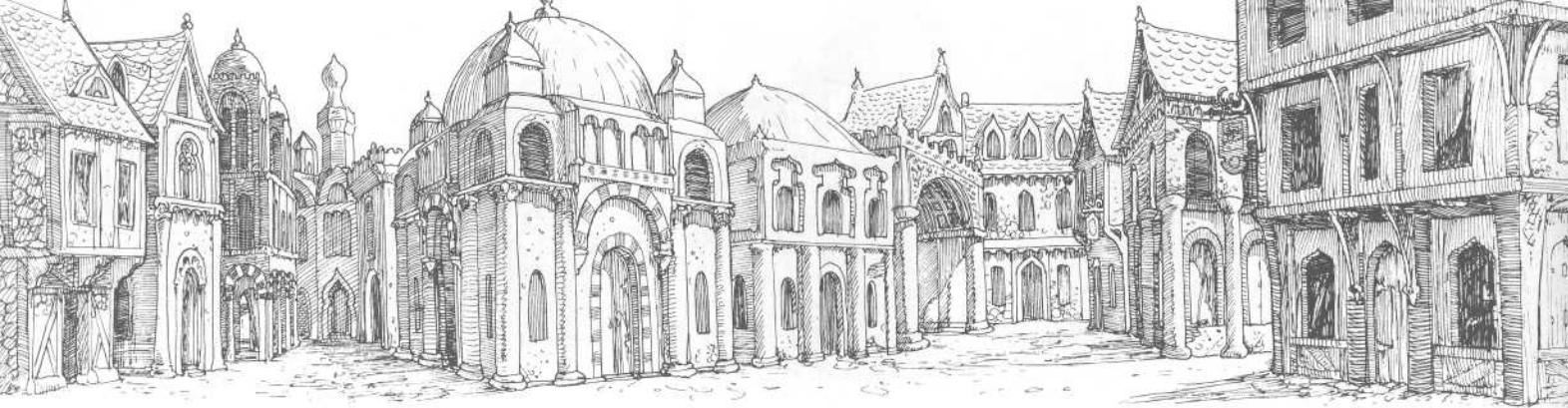
Additional Falling Damage

- 1-4 The character sprains one ankle and moves at 1/4 his normal rate. Attacks and saving throws that require mobility are made at -2.
- 5-7 The character breaks a leg. Without assistance, he may only crawl. All attacks and saving throws requiring mobility are made at -4.
- 8-9 The character breaks an arm. Roll 1d6; on 4-6, he has broken his weapon arm and all attacks and saving throws are made at -4.
- 0 The character is knocked unconscious for 1d10 min.

Poison: There are many magical and debilitating drugs in Nehwon. A character who ingests poison, or who is hit by a weapon coated with poison, must save vs. poison or else the character suffers 2d6 points of damage and is completely unable to act for 1d6 10-minute turns. Whether or not the save succeeds, the victim is nauseated and ill for 24 hours. During this time, all his attacks and saving throws are made at -2.

Keeping Action Heroes Alive

As DM, with control over your nonplayer antagonists and even the dice you roll, you would expect that keeping your players' heroes alive won't be a problem. In fact, this can be one of the trickiest and most



demanding tasks the DM faces.

We've already discussed the importance of staging fights with dramatics and flair, as well as the situations that are the life's blood of action-adventure stories. None of that talk really addressed game mechanics. While the DM can control his dice rolls, he has no control over what the player's roll, and, as we mentioned previously, players like to think they win through their own skill, not DM manipulation. So, what to do when a hero is about to die through player bad luck? The answer is easy, as long as the DM keeps in mind that the starring characters in an action story never die.

Luck Dice

In the *Rulebook*, we discussed the Experience Point system that both governs character level advancement and acts as a reward system. There is an additional way of rewarding clever heroes in the LANKHMAR game, and it's one of the ways DMs can use to keep heroes from dying because of player bad luck.

The reward is called "luck dice." Whenever a player comes up with a brilliant idea that saves the party or leads to solving a mystery, has his character perform a daring or dramatic action at an important moment, or gets off a really funny line, you may award that player's character a "luck die."

Each player keeps a running total of luck dice available to his or her character. The player can "spend" these dice to rescue the character from a tight spot.

In a moment of danger or crisis, a player who currently has at least one luck die can ask you, "Can I roll some luck dice?" You may refuse the request or specify a maximum number of luck dice that player may roll. If you allow the roll, the player marks off the allowed number of luck dice from his current total, then rolls that many six-sided dice.

When rolling luck dice, the only results that matter are 5's and 6's. For each 5 or 6 that the player rolls on the luck dice, something lucky happens to the character. The more 6's that show up, the more spectacular the outcome. Miracles are possible!

For example, a hero is fighting the master villain in a burning building. The hero's player has been awarded three luck dice so far in the adventure. The player asks you for a luck roll, and you decide to allow the player to spend all three dice, if he likes. The player spends all his luck dice and rolls 3d6. If he gets one 5 or 6, the villain happens to slip and fall, giving the hero a chance to escape or get a free attack. A roll of two 5's or 6's could mean that a burning beam falls on the villain, knocking him out. If all three dice came up 5 or 6, the whole building could fall over to one side, trapping the villain in the rubble and leaving the hero untouched in the open air!

Remember that you never *have* to allow a luck roll. The decision to permit one, as well as the outcome once the luck dice have been rolled, is completely up to you. (However, once you have permitted the roll, you should always have the outcome be spectacular.) Also, use the award of luck dice with care. Award luck dice to improve your players' role-playing, creativity, and enjoyment of the adventure.

Lucky Breaks and Bad Breaks

Failed die rolls rarely spell the demise of a hero. Rather, the results are dramatic advantages or disadvantages the hero suffers. Jumping across a chasm and failing a Dexterity check results in the hero hanging on by his fingertips and not immediately falling to his doom. A character accidentally trips in the midst of a fight as a deadly blow whistles by overhead, possibly snipping off a few locks of hair.

On the other hand, misfortune also plagues heroes when they're doing well, because it adds to the drama. Coincidences and luck, both good and bad, are extreme. Occasionally, when a hero rolls a critical hit (a natural 20 on an Attack Roll), the villain might manage to parry the blow anyway, with the end result causing both characters to drop their swords. Each character must then dive for their weapons so they can resume their fight, or possibly fight each other hand-to-hand.



Healing

A character's natural healing processes recover 1 hit point of damage per day. A character with the healing proficiency can try to cure 1d3 more hit points each day. Obviously, magical healing is much faster and more efficient, so most adventuring parties are fortunate to have a white wizard in their ranks.

Sea Combat

Ships, like characters and monsters, have an Armor Class and hit points. (Statistics for several kinds of ships appear in the "Nehwon" chapter.) When a ship's hit points fall to 0, the vessel begins to sink. Ships requiring crews of eight or less sink in 1d6 rounds. Larger craft sink in 1d6 turns. If a sinking ship continues to take damage, it may sink faster at the DM's discretion. (See page 74.)

Piercing missile weapons such as arrows, crossbow bolts, and daggers which can rend flesh and cause terrible bleeding do very little damage to a wooden-hulled boat. Any of these weapons cause a single point of damage to rowboats, and no damage to larger vessels.

Fire: Flaming bolts or arrows that hit a vessel have a 40% chance of starting a small fire. Each small fire causes 1 point of damage per round until extinguished, and has a 10% chance to become a medium fire.

Medium fires cause 1d3 damage per round, and have a 10%

chance of becoming a blaze.

Blazes are a serious threat to a ship's integrity. Each blaze causes 1d6 damage per round to the ship and anyone within 5 feet of its center. The DM should determine what part of a ship is affected by a blaze. Sails and flammable cargoes are ruined if they suffer any damage from a blaze. A successful carpentry proficiency check repairs 1d6 hit points per day to other parts of the ship.

Extinguishing a ship's fire is difficult work. A character has a 30% chance of extinguishing a small fire, a 20% chance of putting out a medium fire, and only a 10% chance of extinguishing a blaze. Each additional firefighter adds 5% to the base chance of putting out any particular fire.

Wind: Vessels that rely on sail are subject to the fickle breezes of Lankhmar. Whenever it becomes important to know the strength of the wind, either decide a direction yourself or roll 1d8: 1-2, strong x2 move rate); 3-5, moderate (move unaffected); 6-8, breeze (move halved).

The Spoils of Victory

When the heroes defeat villains and monsters, they benefit in two ways. First, depending on the circumstances, they might feel justified in looting their foes and taking any valuables

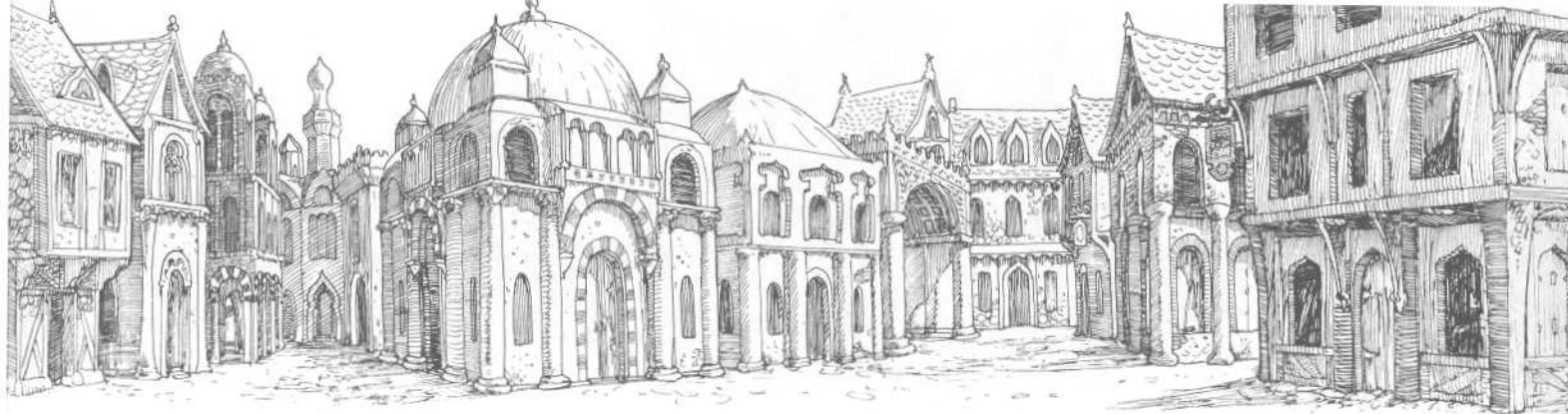
they have. Second, besting an opponent improves the heroes' skill and confidence, gradually making them more dangerous opponents for the next villain that tries his luck against them.

Loot

When characters search a fallen opponent's body after combat, they can simply take any arms, armor, or special items the foe used against them. You can either decide what the victim carried on him, or roll randomly. The base chance for an opponent to carry currency is 40%, plus 5% per level (or Hit Dice). The amount of currency carried is equal to 1d6 gold rilks per level or Hit Dice, though it is actually broken down into smaller denominations of a few rilks, agols, and smerduks. Adjust the base chance according to the social status of the opponent; thugs in an alleyway would never have so much money on them, whereas a noble's bodyguard might carry more.

Unintelligent creatures never carry loot.

If the heroes are looting the lair of a creature with 4 or more Hit Dice, there is also a small chance that a precious or even magical item of some sort is hidden there. This chance is usually 10%, plus 1% per Hit Die over 4, but modify this according to the situation. Besides weapons, armor,



and other items—some of which might be ruined—the amount of treasure is equal to 1d6 rilks per Hit Die of the creature. The treasure and its function is entirely up to the DM, but in the spirit of Nehwon, it should lead the heroes into another adventurous plot!

Magical Treasures

Below are a few of the magical artifacts mentioned in the Fafhrd and Gray Mouser stories. It should be stressed that magical items are extremely rare in the LANKHMAR world (as opposed to many of the settings created by TSR for the AD&D game). Heroes won't normally find large caches of magical treasures.

Cloak of invisibility: Ningauble loaned this precious item to Fafhrd when the barbarian rescued the Gray Mouser from the "Bazaar of the Bizarre." It functions exactly like the 2nd-level black wizard's spell, *invisibility*, except that the wearer does not become visible until the *cloak* is removed, even if he should make an attack. Obviously this is an incredibly powerful item.

Darts of love: These slender crossbow bolts cause only a single point of damage to whom-ever they hit. However, the victim must succeed in a saving throw versus spell or be instantly enchanted by the attacker. The victim falls in love (or becomes a great admirer of) the

attacker and will do nothing to hurt him, though the victim's will is otherwise free. The enchantment is permanent until dispelled by a successful *dispel magic* spell. The were-rat Hisvet used these *darts* on the Gray Mouser during the Rat Plague in *The Swords of Lankhmar*.

Enchanted weapons: Though Fafhrd and the Gray Mouser have never carried enchanted weapons, there are a few scattered across Lankhmar. Most add +1 to the wielder's attack and damage rolls. A few smaller weapons, such as daggers, have more bizarre enchantments, such as granting the user the ability to cast a spell. The DM decides the powers of a specially enchanted weapon. Such a weapon should always have a history, and perhaps a dire consequence of wielding it.

Potion of diminution: The Gray Mouser used this potion to venture into the sewers of Lankhmar and penetrate the world of Vermin in *The Swords of Lankhmar*. After drinking this potion, the imbiber shrinks to the size of a rat for exactly nine hours. All excess flesh lost in the transformation is left in a puddle of pinkish slime. If this slime is not nearby at the end of the potion's duration, the lost body mass is instantly drawn off any other bodies within 20 feet, causing them to lose a like amount of weight. If no body mass is available, the emaciated user suffers 3d10 points of damage and loses 1d6 points of Constitution. Lost hit points may be

healed normally, but Constitution is only regained at the rate of 1 per week.

Veil of trueseeing: This is another item Fafhrd used to rescue the Gray Mouser from the Devourers. When placed over the eyes, it allows the user to see everything as it truly is. Hidden, invisible, or disguised characters may be seen normally. Sheelba took her magical *veil* back immediately after the Mouser's rescue, perhaps because sometimes it is dangerous to see everything—and everyone—as they truly are.

Experience Points

Besides loot, heroes also gain experience from defeating their opponents. The Gray Mouser, for instance, started out as an apprentice mage but, by the end of *The Knight and Knave of Swords*, is one of the most respected thieves in all Nehwon.

Player characters must also be able to grow in skill, power, and prestige. This is reflected in the game by experience points (XP). Characters rise in level as they accumulate XP, gaining better THAC0s, more hit points, more proficiencies, better social level, and in the case of spellcasters, more mental power for spells.

The DM grants experience points at the end of each night's adventure session. In general, the DM should reward the player characters for defeating oppo-



nents, for professional bonuses, and for role-playing.

Defeating Opponents: Defeating abominable monsters and nefarious villains is a key feature of high adventure. Each creature—whether human or otherwise—defeated in combat is worth an amount of XP determined by its level or Hit Dice. Specifically, whenever the player characters defeat a monster or villain, look up the creature's level or Hit Dice on the chart below to determine its experience point value. This number is then added up and divided among all those heroes which took part in its defeat. If there are several opponents, divide the creatures' total combined XP value among the adventurers.

Note that to be defeated a creature doesn't necessarily have to be slain. If the group outwits a powerful villain—such as the master of the Thieves' Guild—without ever actually confronting him, they should also receive a reward.

Creature's HD	XP
Less than 1-1	7
1-1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13+	2,000 +1,000 per additional HD

Special abilities: Some creatures or villains have special powers or abilities that make them more valuable in terms of XP than their Hit Dice or levels might otherwise show. In this case, consult the chart below. When calculating XP awards, treat the defeated creature as if it had 1 extra Hit Die for every special ability or power from this list:

Power or Ability

- AC 0 or lower
- Flight
- Four or more attacks per round
- Hit only by magical or silver weapons
- Invisible
- Magic resistance
- Poison
- Had magical item that it could use against Special attacks
- Special defenses
- Spellcaster

Profession bonuses: A character's experience and level reflect his skill in his chosen profession. It only makes sense that a character who actively seeks to improve the skills of his profession would gain bonus experience points.

Warrior: Defeating monsters and villains—10 XP per HD/level

White wizard: Spell cast to help others—100 XP per spell level

Black wizard: Spell cast to defeat opponents—100 XP per spell level

Rogue: Per successful use of thieving ability—100 XP.

Role-playing: The last award is based on the player's ability to role-play his character. These are personal and individual awards that the DM grants to each player. The number of XP depends on how important the action was, but the chart below should give you some general ideas.

Experience Points for Role-playing

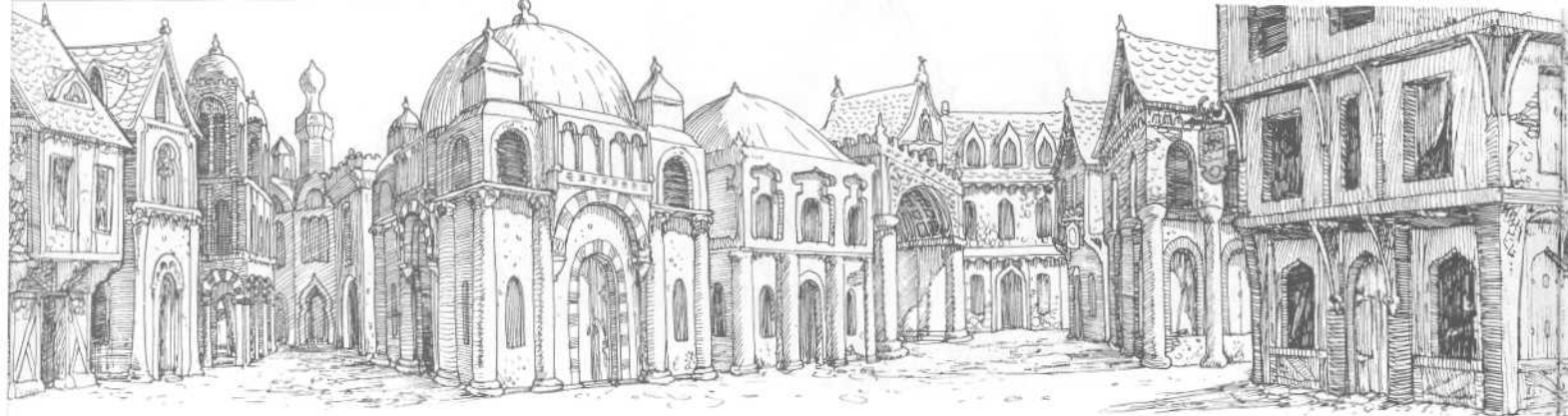
Player has a clever idea that advances the plot or overcomes an obstacle: 100-500 XP

Player role-plays character well: 100-200 (double this award if the player sacrifices some advantage to role-play his character believably)

Player encourages others to participate: 100-200

Player adds to everyone's fun while in character: 100

Example: The party defeats a 4th-level black wizard. The wizard has 4 effective Hit Dice simply because of his level, plus 1 because he was a spellcaster. If he carried a poisoned dagger, he would have an additional Hit Die for purposes of determining his value in experience points. At 6 effective Hit Dice, the wizard would be worth 260 XP, split among all those characters who took part in his defeat. On top of this you would award XP for any minions the wizard employed, as well as the usual professional and role-playing bonuses.



Magic is the most powerful force in the world of Nehwon, but those who can master it are few. Even a city the size of Lankhmar boasts only a few true wizards and a handful of lesser spellcasters. A group of player characters, heroes almost by definition, usually has at least one sorcerer among them. As DM, you assign spells to fledgling wizard characters, allow them to find new spells on occasion, and generally supervise their use (or abuse) of their powerful ability. You also assign spells to villains and other NPCs. When you do so, keep in mind each villain's background and imagine the kind of spells such an individual would know and keep memorized. A white wizard who spends most of his time engaged in study isn't likely to keep a fireball at the ready. Similarly, a black wizard traveling across the deadly wilderness will not waste precious mental reserves with read magic and identify spells.

Starting Spells

Every wizard character starts the game with a spell book containing six spells. First-level black wizards always have *detect magic* and *read magic*. First-level white wizards always start with *bless* and *cure light wounds*.

Choose four more 1st-level spells to place in a wizard's spell book. These should reflect the character's background. A mage who plans a career in thievery, for example, would likely have learned *spider climb* and *feather fall*. If a character has no real background in mind, you can roll on the table below to determine the four remaining spells in his grimoire.

Black Sorcery	
D20 Roll	Spell
1	<i>armor</i>
2	<i>burning hands</i>
3	<i>charm person</i>
4	<i>chill touch</i>
5-6	<i>feather fall</i>
7	<i>find familiar</i>
8	<i>hold portal</i>
9-10	<i>identify</i>
11-12	<i>light</i>
13	<i>magic missile</i>
14	<i>phantasmal force</i>
15	<i>protection from evil/good</i>
16	<i>shield</i>
17	<i>sleep</i>
18	<i>spider climb</i>
19	<i>unseen servant</i>
20	<i>wall of fog</i>

White Sorcery	
D12 Roll	Spell
1-2	<i>command</i>
3-4	<i>detect magic</i>
5	<i>detect poison</i>
6	<i>detect snares and pits</i>
7	<i>entangle</i>
8	<i>light</i>
9	<i>pass without trace</i>
10	<i>protection from evil</i>
11	<i>purify food or drink</i>
12	<i>remove fear</i>

Finding New Spells

Only master sorcerers can devise new spells, and this can take weeks, months, years, or even decades depending on the spell's complexity. Character mages, as well as most NPC spellcasters, discover new spells by trading with (or stealing from) others, or by finding them mixed in with recovered loot.

The ability to gain new spells is what makes the wizard class equal to warriors and rogues. As DM, make sure that the wizards in your player group are occasionally rewarded with a new spell, even if it is one that they cannot yet cast due to their level. Remember, too, that wizards must still make an Intelligence roll to see if they can comprehend a particular spell. When you're figuring out what's in the group's latest batch of loot, don't forget that the mages in your group are always hungry for even a meager scrap of magic.



Spell Supervision

New players need help selecting and using their characters' spells. Remind them to mark which spells their wizards currently have memorized on their character sheets, and also remind them to erase a mark once that spell has been cast.

Your biggest job as DM is to interpret a spell's effects. Eager young wizards often cast powerful spells without fully considering the repercussions.

Whenever a spell is cast, take a moment to think about collateral effects. A *fireball* causes damage to everyone in a 20-foot radius. If it is cast in an enclosed room, might its area of effect spread, possibly causing damage to the caster and his friends as well? These are the types of questions you will ask yourself as the game progresses. Don't use these interpretations to harass the wizards, but do encourage them to use their power wisely. You can even reward them with an experience point bonus when they do something really clever.

Spell Listings

Here are spells that can be used by heroic wizards and awful villains alike. Because sorcery in Nehwon is dangerous and rare, players with wizard characters should not see the entire collection of available spells. Even when a new spell is discovered and successfully

deciphered, you should only reveal its statistics and hint at its effects. Only after the mage casts the spell should you let him read its description. That way, each spell a wizard finds during the course of his adventures will be a mysterious and valuable treasure.

Remember that mages do not automatically gain new spells just because they've attained a new level of experience and gained more memorization slots. Spells must still be found, stolen, or occasionally bought.

The *ADVANCED DUNGEONS & DRAGONS® Player's Handbook* contains many more spells. To incorporate these into your game, just make a simple alteration to the casting times. (Magic works differently than in other TSR-published settings.)

AD&D	Nehwon
Casting Time	Equivalent
Round	Turn (10 rounds)
Turn	Hour (6 turns)
Hour	Block of 8 hours

Note that priests in Nehwon are considered white wizards. They have no special communion with deities, and must study spells exactly like AD&D game wizards.

Casting Spells

See the "Magic" section of the Rulebook to find out how heroes and villains enter spells into their spell books, memorize spells, and cast them.

Spell Descriptions

Here is a selection of the spells available to Nehwon's sorcerers. You should feel free to create new spells for your game, or to incorporate spells you find in other products.

In addition to the description of the spell's effects, each of the black and white wizard spells listed here has the following characteristics:

Range: This is how far the spell will travel or the limit of its influence. In some cases, the caster must touch a target to cast his spell. If a sorcerer must touch an unwilling opponent in combat, he must make a standard attack roll, which does no damage apart from the spell's effect. An entry of "0" means that the spell can only be cast on the wizard himself.

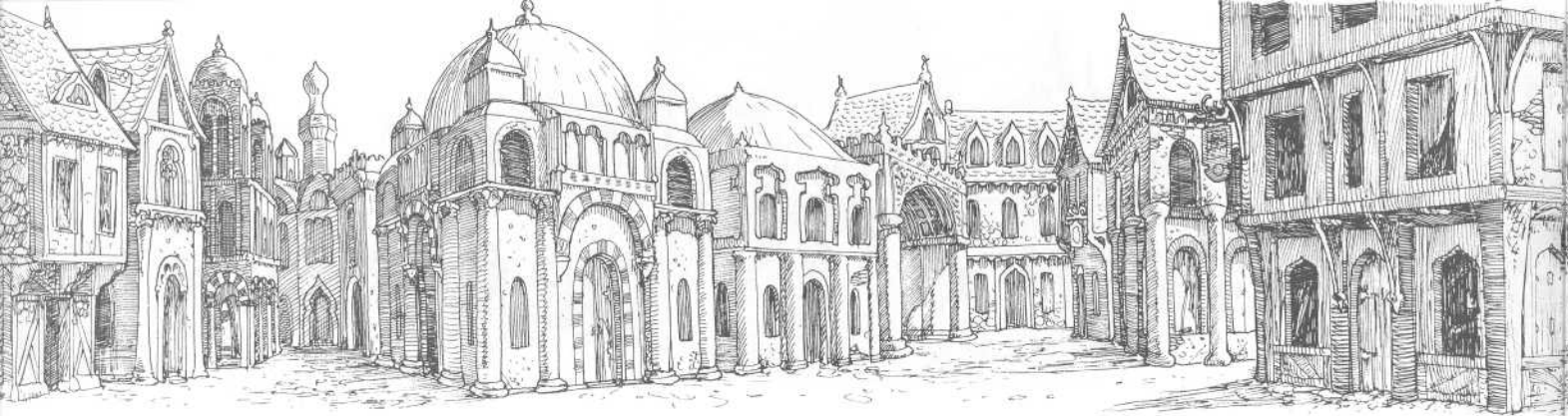
Duration: This is the number of rounds, turns, days, or weeks the spell lasts.

Casting time: The number of rounds, turns, hours, or 8 hour blocks needed to cast the spell.

Area of effect: This lists the creatures affected, volume, dimensions, or area of the spell.

Saving throw: There are four possible entries. *None* means that the target of the spell receives no saving throw—the enchantment automatically succeeds. A notation of $1/2$ means that a successful save vs. spell halves any damage taken from the spell.

Negates



indicates that a successful saving throw vs. spell completely avoids the spell—at least for that target. *Special* means that a saving throw has special effects or is only granted in certain situations. See the spell's description for full details.

Black Wizard Spells

1st Level

Armor

Range: Touch
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

This spell creates a magical field of force around its target, granting it AC 6. It has no effect on creatures with an AC lower than 6. Dexterity and shield modifiers may still apply as well. The spell expires when the wearer sustains 8 points of damage +1 point per level of the caster.

Burning Hands

Range: 0
Duration: Instant
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: 1/2

This spell causes flames of other-worldly colors to shoot from the caster's fingertips. Anyone within five feet of the wizard's flaming hands takes damage equal to 1d3 plus 2 points per level of the caster.

Charm Person

Range: 120 yards
Duration: Special
Casting Time: 1 round
Area of Effect: 1 person
Saving Throw: Negates

Characters who fall victim to this spell feel intense loyalty to and respect for the caster. The caster cannot control the victim, but holds great influence like that of a deeply trusted friend. The charmed character may save vs. spell to avoid the spell, adding any adjustment for Wisdom. *Charm person* ends immediately if the caster attempts to harm the victim in an obvious way, or if the victim is subject to a *dispel magic* spell. Other than that, a charmed character may only attempt a new saving throw periodically, as shown on the chart below. If the save succeeds, the spell ends automatically.

INT Score	Time Between Checks
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19+	1 day

Chill Touch

Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: Negates



Chill touch causes a fantastic and deadly blue glow to envelop the black wizard's hands. If the wizard touches anyone with this supernatural cold (successful attack roll required in combat), the victim must save vs. spell or suffer 1d4 damage and lose 1 point of Strength. Monsters (which have no Strength scores) suffer a -1 penalty to their attack rolls for every successful touch. Attack penalties fade and lost Strength returns at the rate of 1 point per hour.

Detect Magic

Range: Touch
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: 10-foot path, 60 feet long
Saving Throw: None

When a *detect magic* spell is cast, the wizard can see all magical effects and objects within a path 10 feet wide and 60 feet long. Thick walls or other solid materials block the spell.

Feather Fall

Range: 10 yards/level
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 1 creature or large object
Saving Throw: None

Burglars with some skill in sorcery often use this spell to protect themselves during difficult climbs. The subject becomes as light as a feather should he happen to fall. The character falls at a Move rate of 12 (120 feet or 40

yards per minute-long round) and suffers no damage if the spell is still in effect when the character hits bottom. An extremely long fall might last longer than the spell's duration, however, and the faller would take damage as if he fell from the height where the spell's duration terminated.

Find Familiar

Range: 1 mile/level
Duration: Special
Casting Time: 2d12 8-hour blocks
Area of Effect: 1 familiar
Saving Throw: Special

A familiar is an animal that forms a physical and spiritual bond with a spellcaster. The wizard has an empathic link with his familiar and can communicate with it at a distance of up to one mile. Familiars are more intelligent than others of their species, but are otherwise normal animals.

All familiars have 1d3+1 hit points + 1 hit point per level of the caster, and an AC of 7. If a familiar is separated from its master, it loses 1 hit point per day until it dies. If the animal is ever killed, the wizard must save vs. poison or take 1d8 damage. No wizard may ever have more than one familiar. Roll 1d20 and consult the table below to determine the type of familiar.

Roll	Familiar Powers
1-5	Cat
6-7	Crow
8-11	Owl
12-13	Toad
14-15	Weasell

16-20 No familiar available this time. The caster may try again in one year.

In addition to the powers described above, each familiar grants the wizard special powers according to the type of animal it is.

Cat: The wizard can see equally well during the night as during the day.

Crow: The wizard gains excellent vision, and can pick out minute details up to 120 feet away at will.

Owl: The wizard gains superior hearing, and has a 15% chance to Hear Noise as a rogue.

Toad: The wizard gains exceptional peripheral vision and cannot be backstabbed by anyone except invisible opponents.

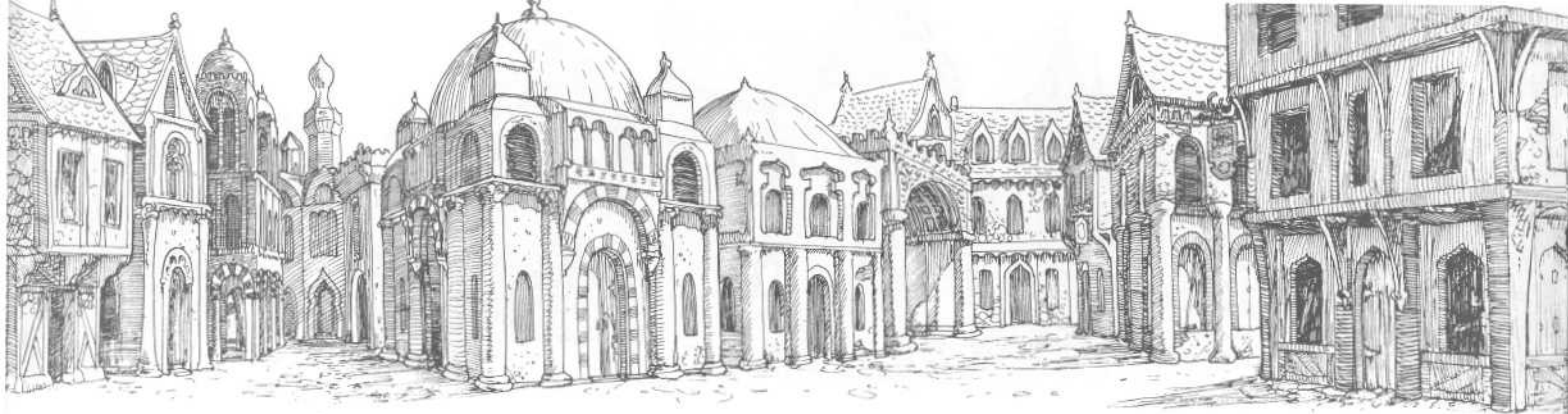
Weasel: The wizard gains exceptional sense of smell and can recognize anyone he had met before by scent, even if they are disguised. (Strong perfume may throw him off, however.)

Hold Portal

Range: 20 yards/level
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 20 square feet/level
Saving Throw: None

Doors or other portals may be magically locked by this spell. Once a portal is secured, only the caster, brute force, or sorcery can force it open.

Knock and *dispel magic* spells can shatter the lock, as



can any wizard 4 or more levels higher than the original caster.

Identify

Range: 0

Duration: 1 round/level

Casting Time: 1 day

Area of Effect: 1 item/level

Saving Throw: None

This spell identifies one property of a magical object. For instance, a sword that adds +1 to attack rolls and damage and allows its wielder to see in the dark would require two castings of this spell to identify both properties. Note that characters can also discover the purpose of a magic item by simple experimentation—though the results can sometimes be quite spectacular.

The base chance of detecting one property of an item is 10% per level of the caster, up to a maximum of 90%. The DM makes this roll. A roll of 96-00 gives the mage a false reading.

Light

Range: 60 yards

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 20 foot radius globe

Saving Throw: Special

The *light* spell creates an illuminary globe that casts everything within a 20' radius in bright light. It can be cast upon objects or creatures as desired.

If cast upon a creature, the victim may save vs.

spell. A successful save indicates that the spell takes effect immediately behind the original target. *Light* centered on a creature's eyes will blind it if this save is not made, reducing its attack rolls, saving throws, and AC by -4.

Magic Missile

Range: 60 yards +10 yards per level

Duration: Instant

Casting Time: 1 round

Area of Effect: 1 creature/misile

Saving Throw: None

This is the mage's basic sorcerous attack. When it is cast, beams of energy streak from the wizard's fingertips and strike any visible target unerringly for 1d4+1 damage. A sorcerer may cast one missile for every two levels of experience—he has two at 3rd level, three at 5th, and so on.

The color and look of the missiles reflects the personality of the caster. A high level black wizard might shoot acidic bolts of darkness, while a white wizard fires beams of radiant light. Regardless of their look, all *magic missiles* have the same effect.

Phantasmal Force

Range: 60 yards +10 yards/level

Duration: Special

Casting Time: 1 round

Area of Effect: 400 square feet + 100 square feet/level

Saving Throw: Special

Phantasmal force can create the illusion of any object, creature, or force within its area of effect. It does not create sound,

smells, or temperature effects. The illusion ends when the spellcaster ceases concentration. During concentration, the mage can take no other actions except walking or speaking in simple sentences.

Creatures that see the *phantasmal force* must save vs. spell to disbelieve the illusion. Allies who have successfully disbelieved an image may point out the illusion to their compatriots and add +4 to their saving throws.

Protection from Evil

Range: Touch

Duration: 2 rounds/level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

This spell creates a one-foot-wide magical barrier of force around the recipient that protects him from evil creatures. Specifically, the barrier inflicts a -2 penalty to the attack rolls of any evil being that attempts to attack the protected character, and adds +2 to saving throws caused by such attacks.

Evil sorcerers can cast the reverse of this spell, *protection from good*. This version has the same effects described above against creatures of good alignment.

Read Magic

Range: 0

Duration: 2 rounds/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None



The *read magic* spell allows a mage to read magically enchanted scrolls, arcane sigils, or any other writing of magical origin. Reading magical writing does not invoke its power—except in the rare case of curses. Once the spell is cast, the wizard can always read the writing again without recourse to another *read magic*.

Shield

Range: 0
Duration: 5 rounds/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The shield spell offers AC 3 against thrown weapons and AC 4 against bows and crossbows. The shield also adds +1 to saving throws against any attack that comes from the wizard's front. A *shield* completely negates the *magic missile* spell.

Sleep

Range: Touch
Duration: 5 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The *sleep* spell causes a number of creatures to fall into a deep comatose slumber. The spell affects 2d4 Hit Dice of opponents. Thus, a roll of 6 could affect three small monsters with 1 Hit Die and a larger one with 3. Creatures with the least Hit Dice are always affected first. All targets must be within 30 feet of one other victim. Only mortal creatures that sleep naturally are affected by this spell.

Spider Climb

Range: Touch
Duration: 3 rounds + 1 round/level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: Negates

The target of this spell gains the ability to walk up walls and even ceilings, just like a spider. The climber must have bare hands and feet for this spell to function properly. The character's Move rate is 6, or 3 if heavily encumbered.

Unseen Servant

Range: 0
Duration: 1 hour + 1 turn/level
Casting Time: 1 round
Area of Effect: 30 foot radius
Saving Throw: None

The *unseen servant* is an invisible force that can carry out simple tasks for the wizard that conjures it. The force can only manipulate objects of 20 pounds or less, and it cannot attack or be attacked. An area-effect spell that causes 6 points of damage will dispel the servant, as will *dispel magic*.

Wall of Fog

Range: 30 yards
Duration: 2d4 rounds + 1 round/level
Casting Time: 1 round
Area of Effect: 20-foot-cube + 10-foot-cube/level
Saving Throw: None

A *wall of fog* is a bank of thick vapor that blocks sight and even

magical infravision. If the spell is cast outside, strong winds will dispel a *wall of fog* in a single round.

2nd Level

Blindness

Range: 30 yards + 10 yards/level
Duration: Special
Casting Time: 2 rounds
Area of Effect: 1 Creature
Saving Throw: Negates

This horrible spell strikes a target completely blind. Only *dispel magic* ends this evil sorcery. While blinded, a victim fights at -4 to attacks, and opponents gain +4 to their attack rolls.

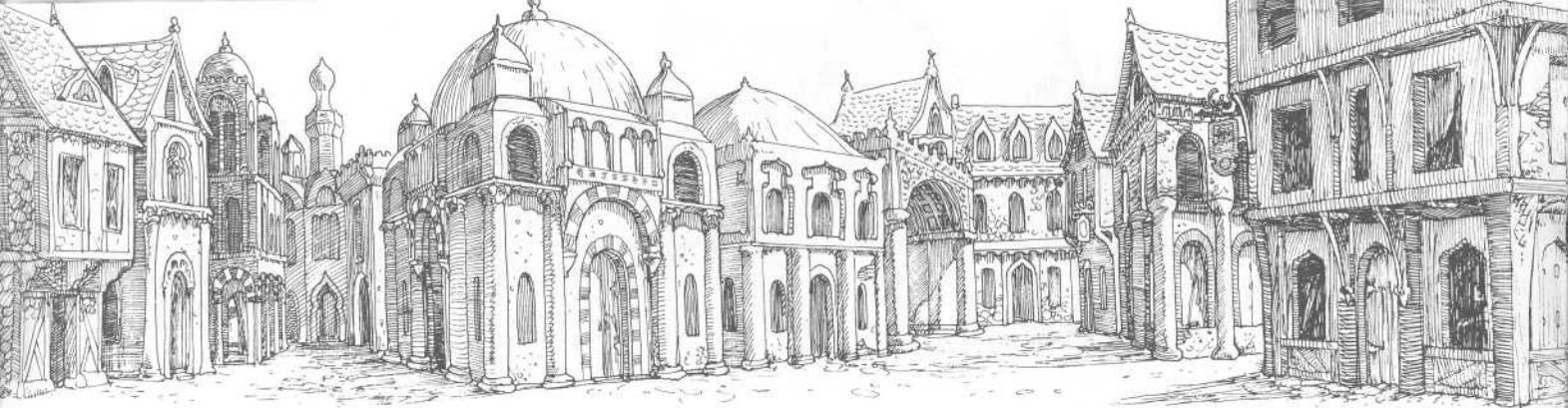
Blur

Range: 0
Duration: 3 rounds + 1 round/level
Casting Time: 2 rounds
Area of Effect: Caster
Saving Throw: None

Blur causes the image of its caster to shift and become distorted. All missile and melee attacks against the caster suffer a -4 penalty on the first attempt and -2 thereafter. *Blur* also grants the wizard a +1 bonus to saves vs. any magical attack.

Continual Light

Range: 60 yards
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 60 foot radius
Saving Throw: Special



This is identical to the 1st-level *light* spell, though *continual light* is much brighter and permanent. Only a *dispel magic* or magical *darkness* can negate its brilliant glow.

Darkness, 15' Radius

Range: 10 yards/level
Duration: 1 turn +1 round/level
Casting Time: 2 rounds
Area of Effect: 15-foot radius
Saving Throw: Negates

Magical darkness is total and impenetrable. Creatures fighting within it suffer a -4 to their attack rolls and saving throws. Only a *dispel magic* or a direct casting of *light* or *continual light* will negate the darkness—thereby canceling both spells.

Detect Invisibility

Range: 10 yards/level
Duration: 5 rounds/level
Casting Time: 2 rounds
Area of Effect: 10-foot path
Saving Throw: None

This spell allows the mage to see clearly any objects or creatures that are invisible. Thieves hiding in shadows or other hidden creatures are also revealed unless they are behind solid cover. The wizard recognizes the perceived objects and characters as invisible or hidden.

Forget

Range: 30 yards
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 20 foot cube
Saving Throw: Negates

Some call this spell the careless thief's best friend. When cast, it causes everyone within a 20-foot cube to save vs. spell or forget the events of the last turn. Spellcasting rogues often find this spell handy for wiping the memories of guards who have caught them in unscrupulous acts.

Glitterdust

Range: 10 yards/level
Duration: Special
Casting Time: 2 rounds
Area of Effect: 20-foot cube
Saving Throw: Special

This enchantment creates a cloud of glittering particles within a 20-foot cube. Everyone inside the cube must save vs. spell or be blinded for 1d4+1 rounds. Blinded characters and creatures suffer a -4 penalty to their attack rolls, saving throws, and Armor Class.

Improved Phantasmal Force

Range: 60 yards +10 yards/level
Duration: Special
Casting Time: 2 rounds
Area of Effect: 200 square feet + 50 square feet/level
Saving Throw: Special

Like the 1st-level *phantasmal force* spell, this enchantment creates a gigantic, entirely realis-

tic illusion of the caster's choice. This improved spell can include sounds (though not intelligible speech), and it continues for two rounds after the caster ceases concentration.

Invisibility

Range: Touch
Duration: Special
Casting Time: 2 rounds
Area of Effect: Creature touched
Saving Throw: None

The *invisibility* spell renders the recipient and all his equipment completely unseen to normal vision as well as *infravision*. This enchantment remains in effect until the invisible character or the caster cancels it, until the character attacks any creature, or after 24 hours have passed. Attack rolls directed at an invisible opponent incur a -4 penalty. Invisible characters are not silent, nor can they move through water or mud without giving away their position.

Knock

Range: 60 yards
Duration: Special
Casting Time: 1 round
Area of Effect: 10 square feet/level
Saving Throw: None

This spell opens all barred or stuck doors, chests, chains, shackles, or other locks. *Knock* will also open *wizard locked* doors, but only for one turn.



Levitate

Range: 20 yards/level
Duration: 1 turn/level
Casting Time: 2 rounds
Area of Effect: 1 creature or object
Saving Throw: Negates

The caster of this spell can magically levitate 100 pounds of weight for each level of his experience. The target can rise or lower at a move rate of 2 per round. The spell does not control horizontal movement, so the recipient must push himself somehow to move in any direction other than up or down. Regardless of the target, it is the wizard that controls the levitation. The caster can cancel the spell at any time.

Locate Object

Range: 20 yards/level
Duration: 1 round/level
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

This spell is a favorite for casters who have been robbed by one of Nehwon's many thieves. When it is cast, the wizard can detect a familiar object within range (20 yards per level of experience). Unknown objects cannot be detected, nor can living creatures.

Mirror Image

Range: 0
Duration: 3 rounds/level
Casting Time: 2 rounds
Area of Effect: 6-foot radius
Saving Throw: None

The *mirror image* spell causes 2d4 illusionary images of the wizard to spring up around him. This confuses opponents by causing them to strike at the mimics instead of the caster. Roll any successful attacks against the wizard randomly to see if he or one of the images is hit. If the wizard is hit, he suffers damage normally. If an image is hit, it disappears immediately.

Misdirection

Range: 30 yards
Duration: 8 hours
Casting Time: 2 rounds
Area of Effect: 1 creature or object
Saving Throw: Negates

Another favorite spell of thieving mages, *misdirection* creates false information to confuse any detection spell. Whenever someone casts a detection spell upon the recipient of *misdirection*, the detector must save vs. spell. If the save is failed, the *misdirection* spell wins out and provides the opposite information.

Pyrotechnics

Range: 120 yards
Duration: Special
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

Pyrotechnics uses an existing fire source to produce one of two effects: The first effect causes a dazzling display of fireworks that lasts for one round. Everyone that can see and is within 120 feet of the display is blinded for 1d4+1

rounds unless they save vs. spell.

The second effect of *pyrotechnics* is to create a choking funnel of smoke that lasts for one round per experience level of the caster. The smoke covers a volume roughly 100 times that of the original fire source. Anyone within the cloud must save vs. spell or suffer -2 penalties to all combat rolls and Armor Class.

Ray of Enfeeblement

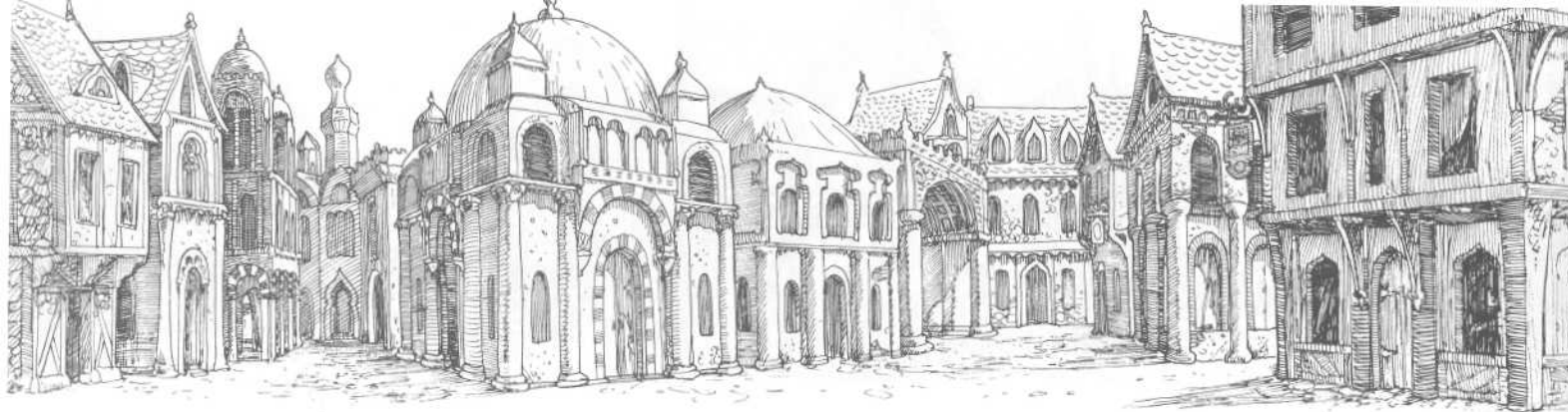
Range: 10 yards + 5 yards/level
Duration: 1 round/level
Casting Time: 2 rounds
Area of Effect: 1 creature
Saving Throw: Negates

This spell saps living creatures of their strength and energy. Strength is lowered to 5 for those targets that have ability scores. Target creatures suffer a -2 penalty to hit and -1 point per damage die rolled.

Rope Trick

Range: Touch
Duration: 2 turns/level
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

When cast on a rope between 5 and 30 feet long, this spell causes one end of the rope to rise up into the air and open an interdimensional "pocket." The spellcaster and up to seven other characters can then climb up into the pocket, and can even pull the rope in after them—effectively



disappearing for the duration of the spell. Characters in the pocket cannot be seen, though they can see out as if there were a small window centered around their point of entry. No outsiders can attack or affect those inside one of these pockets in any way.

Stinking Cloud

Range: 30 yards
Duration: 1 round/level
Casting Time: 2 rounds
Area of Effect: 20 foot cube
Saving Throw: Special

The dreaded *stinking cloud* is a billowing mass of noxious vapors that can choke and blind those within it. Every living creature within its area of effect must save vs. poison. Anyone who fails to save is unable to attack while within the cloud and for 1d4+1 rounds after exiting. Those who make their save may act normally, but must continue to succeed in a save each round. Strong winds disperse a stinking cloud quickly, so its duration is halved if cast outside in even a moderate breeze.

Web

Range: 5 yards/level
Duration: 2 turns/level
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: Negates or 1/2

As its name implies, this spell creates a giant mass of sticky spider's web. The area of effect

is roughly 40 feet in diameter and 10 feet deep. Anyone within this area must save vs. spell with a -2 modifier. Those who fail are stuck. Those who make their save avoid the web only if the DM decides the victim had room to dodge. If caught anyway, those who made their save can tear free of the web at twice the normal rate.

A Strength of at least 13 allows a character to tear his way out of a web at the rate of 1 foot of webbing per round. Incredibly strong beings (18 Strength for characters) can double this rate. Weaker characters cannot escape without aid.

Webs are extremely flammable. A torch or other brand can destroy an entire casting in a single round. Everyone trapped inside a web suffers 2d4 damage when this occurs.

Wizard Lock

Range: Touch
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 30 square feet/level
Saving Throw: None

This spell magically locks any door, chest, or other lockable portal. Only breaking in, *dispel magic*, *knock*, or a wizard at least four levels higher than the original caster can negate a *wizard lock*. *Knock* spells and higher-level wizards do not dispel a *wizard lock*, but only negate it for one turn.

3rd Level

Dispel Magic

Range: 120 yards
Duration: Instant
Casting Time: 3 rounds
Area of Effect: 30 foot cube
Saving Throw: None

Dispel magic has a chance of negating any spell or magical effect. To see if a particular enchantment is dispelled, the wizard's player tries to roll an 11 or higher on a d20. If the original caster of the spell was of higher level, the player must subtract the difference between the original caster's level and his own wizard's level from the roll. If the player's mage is of higher level, then he may add the difference to his roll. A roll of 20 always succeeds, and a roll of 1 always fails, regardless of level difference. If a creature is responsible for a magical effect, use its Hit Dice instead of level when determining any modifiers.

Dispel magic does not normally negate the magical effects of any items carried by a target within its area of effect. If the spell is cast directly at such an item, and the owner of the items fails a saving throw vs. spell, then the item is rendered inoperable for 1d4 rounds, but the *dispel magic* has no other effect.

Fireball

Range: 10 yards + 10 yards/level
Duration: Instant
Casting Time: 3 rounds
Area of Effect: 20 foot radius
Saving Throw: 1/2



Perhaps the most devastating spell in the black wizard's arsenal is the *fireball*. When cast, a flaming sphere streaks from the mage's outstretched hand and slams into an area up to 10 yards + 10 yards per level distant. The damage this infernal blast causes is equal to 1d6 times the level of the caster (maximum 10d6), and affects everyone within the area of effect. Targets who save vs. spell suffer only half the total damage. A character who fails his own save must make another for each combustible item he carries, such as clothes, scrolls, and wooden weapons. Any item that fails this secondary save is destroyed.

Hold Person

Range: 120 yards
Duration: 2 rounds/level
Casting Time: 3 rounds
Area of Effect: 1 to 4 persons in a 20-foot cube
Saving Throw: Negates

One to four humans (or living, humanoid creatures) can be held magically immobile by means of the *hold person* spell. If a single creature is within the area of effect, its save vs. spell is made at -3. Two creatures save at -1 each, and three or more suffer no negative penalty. Those affected by the spell cannot move or speak, though they remain conscious and aware.

Invisibility, 10' Radius

Range: Touch
Duration: Special
Casting Time: 3 rounds

Area of Effect: 10-foot radius of creature touched
Saving Throw: None

This spell is identical to the 2nd-level *invisibility* spell, except that it creates an aura of *invisibility* in a 10-foot radius centered around the recipient. Anything within this circle when the spell is cast becomes *invisible* as well, and is -4 to be hit. Any affected character who makes an attack or moves out of the circle become visible. If the original recipient makes an attack, the *invisibility* is dispelled for everyone. Characters who enter the radius after the spell's casting do not become *invisible*.

Lightning Bolt

Range: 40 yards + 10 yards/level
Duration: Instant
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: 1/2

This deadly incantation causes a 5-foot-wide streak of powerful electricity to race from the caster's hand and strike every character along its path. The bolt damages every target directly between the wizard and the bolt's end-point. These victims suffer 1d6 damage per level of the caster. Those who save vs. spell manage to dodge and suffer only half the total damage. The maximum length of a lightning bolt is 80 feet, and maximum damage is 10d6.

Monster Summoning I

Range: 30 yards
Duration: 2 rounds + 1 rd/level

Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: None

When cast, this spell summons 2d4 1-Hit-Die monsters to do the caster's bidding. The DM selects these creatures from the monster listings at the end of this book, choosing creatures appropriate to the terrain where the spell is cast. The creatures attack the mage's enemies or perform other tasks to the best of their ability until the spell expires, the monsters are slain, or the wizard calls off the attack. When the spell ends, the monsters vanish and return to their original locations.

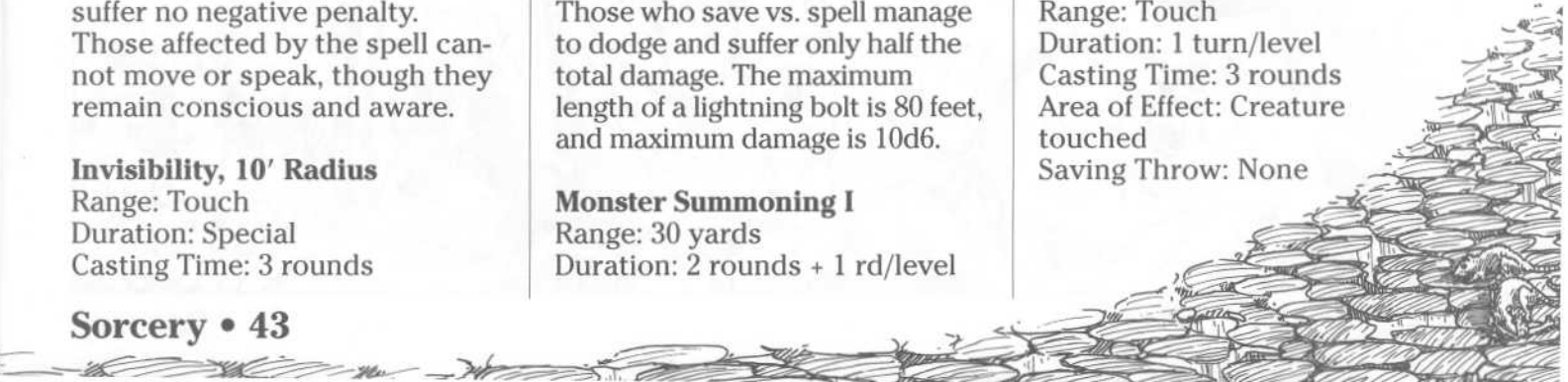
Protection from Evil, 10' Radius

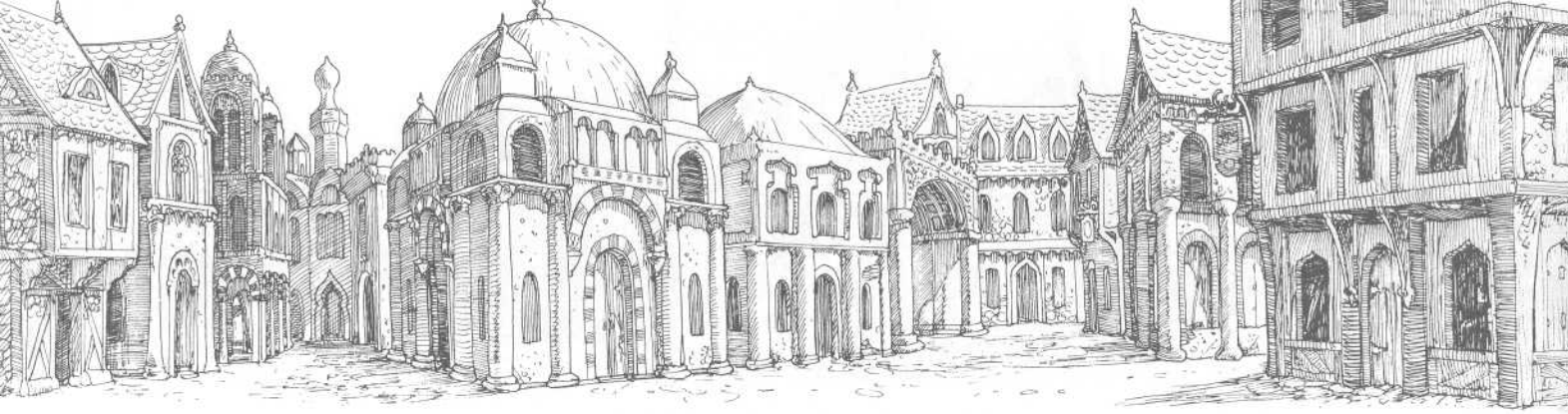
Range: Touch
Duration: 2 rounds/level
Casting Time: 3 rounds
Area of Effect: 10 foot radius of creature touched
Saving Throw: None

This spell functions exactly like the 1st-level black wizard spell, except with a 10-foot radius centered on the spell's target. All non-evil characters within this circle gain the spell's protection.

Protection from Normal Missiles

Range: Touch
Duration: 1 turn/level
Casting Time: 3 rounds
Area of Effect: Creature touched
Saving Throw: None







Any normal missiles such as arrows, axes, bolts, stones, or spears automatically miss the recipient of this spell. It offers no protection from missiles of magical origin, but reduces the damage of large missile weapons such as ballistae or catapults by -1 point per die rolled.

Slow

Range: 90 yards + 10 yards/level
Duration: 3 rounds + 1 round/level
Casting Time: 3 rounds
Area of Effect: 40-foot cube, 1 creature/level
Saving Throw: Negates

The opposite of *haste*, this incantation halves the Move rate and number of attacks of those who fall victim to it. Slowed creatures have an AC penalty of +4, an attack penalty of -4, and lose any bonuses to initiative, AC, or missile fire due to Dexterity. All saving throws made to thwart the spell are made at -4.

Water Breathing

Range: Touch
Duration: 1 hour/level + 1d4 hours
Casting Time: 3 rounds
Area of Effect: Creature touched
Saving Throw: None

As its name implies, this spell allows the recipient to breathe water as if it were air. Any adventurer thinking of exploring the sunken kingdom of Simorgya or the Halls of the Sea King had best have access to this valuable enchantment. A caster can affect

more than one creature with a single casting, though the duration is divided by the number of creatures touched.

White Wizards

1st Level

Command

Range: 30 yards
Duration: 1 round
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the white wizard can give an intelligent creature an order of a single word. The victim must obey this order to the best of its ability and understanding. A command of "suicide," therefore, would be ignored, though a command to "die" sends the target into a cataleptic state for 1 round. More typical orders include "back," "halt," "flee," "sleep," "stop," and "surrender." Regardless of the command, the spell effect lasts one round.

Characters of 6th level or higher, or creatures with more than 6 Hit Dice, may save vs. spell to avoid the effects of a *command*.

Cure Light Wounds

Range: Touch
Duration: Permanent
Casting Time: 5 rounds
Area of Effect: Creature touched
Saving Throw: None

This most basic of white wizard spells restores 1d8 lost hit points to any wounded character or creature. This cannot raise a

character's hit points beyond their original total.

The spell can be reversed to *cause light wounds*. To inflict 1d8 points of damage, the mage must touch the target by making a normal attack roll.

Detect Evil

Range: 120 yards
Duration: 1 turn +5 rounds/level
Casting Time: 1 turn
Area of Effect: 10-foot path
Saving Throw: None

A white wizard casting this spell can detect any evil emanation within range. This could come from a person, place or thing. The caster can sense intensity as well. Undead beings, for instance, radiate almost pure evil.

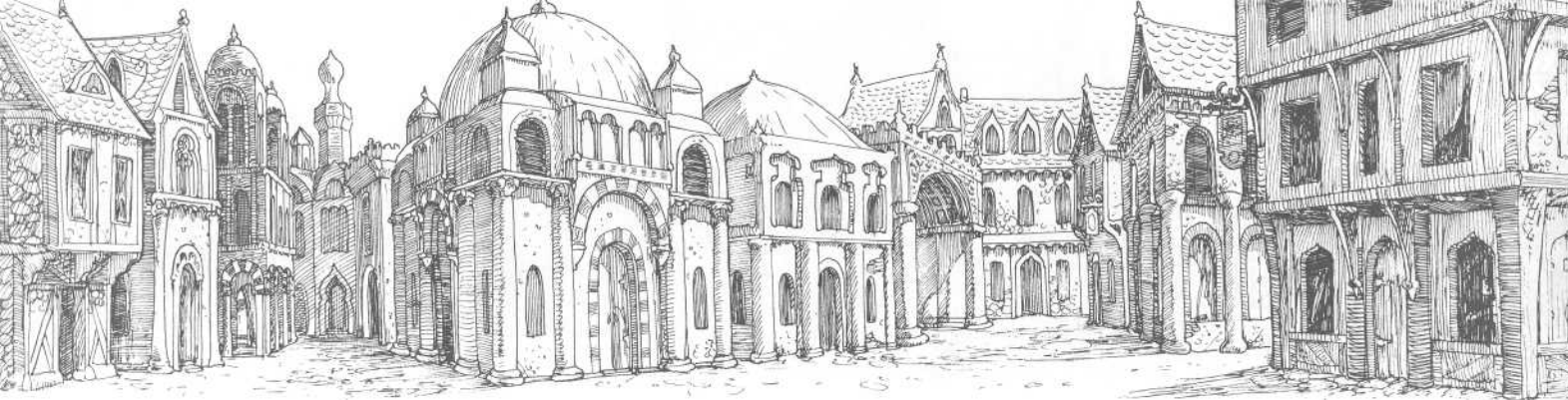
Detect Magic

Range: 30 yards
Duration: 1 turn
Casting Time: 1 turn
Area of Effect: 10-foot path
Saving Throw: None

This spell functions exactly like detect *evil* in regard to magical emanations. It is identical to the 1st-level black wizard spell of the same name.

Detect Poison

Range: 30 yards
Duration: 1 turn + 1 round/level
Casting Time: 4 rounds
Area of Effect: Special
Saving Throw: None



Any poison, poisoned object, or food can be detected by a casting of this spell. One object or a 5-foot cubic mass can be checked per round. Stronger poisons radiate more strongly than weak ones.

Detect Snares and Pits

Range: 40
Duration: 4 rounds/level
Casting Time: 4 rounds
Area of Effect: 10 foot path
Saving Throw: None

This spell detects simple traps such as pits and deadfalls or hidden natural hazards such as quicksand, crumbling ledges, or the snares of wilderness creatures. It does not detect complex mechanical traps or naturally poisonous plants or animals.

Entangle

Range: 80 yards
Duration: 1 turn
Casting Time: 4 rounds
Area of Effect: 40 foot cube
Saving Throw: 1/2

Grasping grasses, weeds, bushes, and even trees grapple and hold creatures within the area of effect of this spell. Any creature that rolls a saving throw vs. spell can move up to 10 feet per round while within the entangling flora.

Light

Range: 120 yards
Duration: 1 hour + 1 turn/level
Casting Time: 4 rounds
Area of Effect: 20-foot-radius globe
Saving Throw: Special

This spell is identical to the 1st-level black wizard spell of the same name.

Pass Without Trace

Range: Touch
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None

The recipient of this spell can walk through any type of terrain without leaving footprints. Only a faint aura of magic emanates from the character's path, and this fades 1d6 turns after creation.

Protection from Evil

Range: Touch
Duration: 3 rounds/level
Casting Time: 4 rounds
Area of Effect: Creature touched
Saving Throw: None

This spell is identical to the 1st-level black wizard spell of the same name, as is its reverse, *protection from good*.

Purify Food or Drink

Range: 30 yards
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 cubic foot per level
Saving Throw: None

White wizards are often called upon to feed those who do not have adequate food for themselves. Spoiled meats, molding stores, and tainted water can all be made wholesome and tasty by means of this simple but important spell.

Remove Fear

Range: 10 yards
Duration: Special
Casting Time: 1 round
Area of Effect: 1 creature/4 levels
Saving Throw: Special

A recipient of this spell gains +4 to saves to avoid the effects of fear for one turn. If the target fails to save against fear, he may immediately make a second attempt at +4. The caster can affect one character for every 4 levels of experience.

This spell can be reversed to *cause fear*. Any affected creature that fails its saving throw vs. spell flees directly away from the caster for 1d4 rounds.

Sanctuary

Range: Touch
Duration: 2 rounds +1 round/level
Casting Time: 4 rounds
Area of Effect: Creature touched
Saving Throw: None

Any hostile opponent trying to strike the recipient of *sanctuary* must save vs. spell. A successful save means the opponent may strike the recipient normally, but failure means he cannot directly cause the character harm for the duration of the spell. This does



not protect the character from area attacks such as *fireballs*. If the affected character makes any sort of action designed to cause harm to another, the spell is broken immediately.

2nd Level

Aid

Range: Touch
Duration: 1 round + 1 round/level
Casting Time: 5 rounds
Area of Effect: Creature touched
Saving Throw: None

When affected by the aid spell, a character gains +1 to attacks and saving throws, as well as 1d8 additional hit points. These extra hit points are available only until the limit of the spell's duration. If the character suffers damage during this time, the extra hit points are lost before any natural hit points.

Barkskin

Range: Touch
Duration: 4 rounds + 1 round/level
Casting Time: 5 rounds
Area of Effect: Creature touched
Saving Throw: None

Barkskin causes a recipient's flesh to become as tough as tree bark. The target's Armor Class is now 6, minus 1 for every four levels of the caster's experience. This AC bonus is fixed and may not be further lowered by normal armor or other magical protection. In

addition, the recipient gains a +1 to all saving throws except those vs. spell.

Charm Person

Range: 80 yards
Duration: Special
Casting Time: 5 rounds
Area of Effect: 1 person
Saving Throw: Negates

This spell is identical to the 1st-level black wizard spell of the same name.

Dust Devil

Range: 30 yards
Duration: 2 rounds/level
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

A lesser air elemental springs to life when this spell is cast. The dust devil has AC 4, 2 Hit Dice, Move 18, and one attack for 1d4 damage. This swirling cone of wind is roughly a foot in diameter, 5 feet tall, and 3-4 feet wide at the top. The wizard can direct its movements with verbal commands, but the dust devil dissipates if it moves out of the spell's range (30 yards).

Dust devils can push away a gas cloud (such as a *stinking cloud* spell), but it cannot disperse it. If the ground is covered in dust or sand, the elemental creates a 10-foot-diameter cloud that obscures vision and blinds all within for one round after they emerge. Wizards trapped within such a cloud must save vs. spell to successfully cast their own

enchantments. Failure indicates that the spell is ruined and lost until remembered.

Find Traps

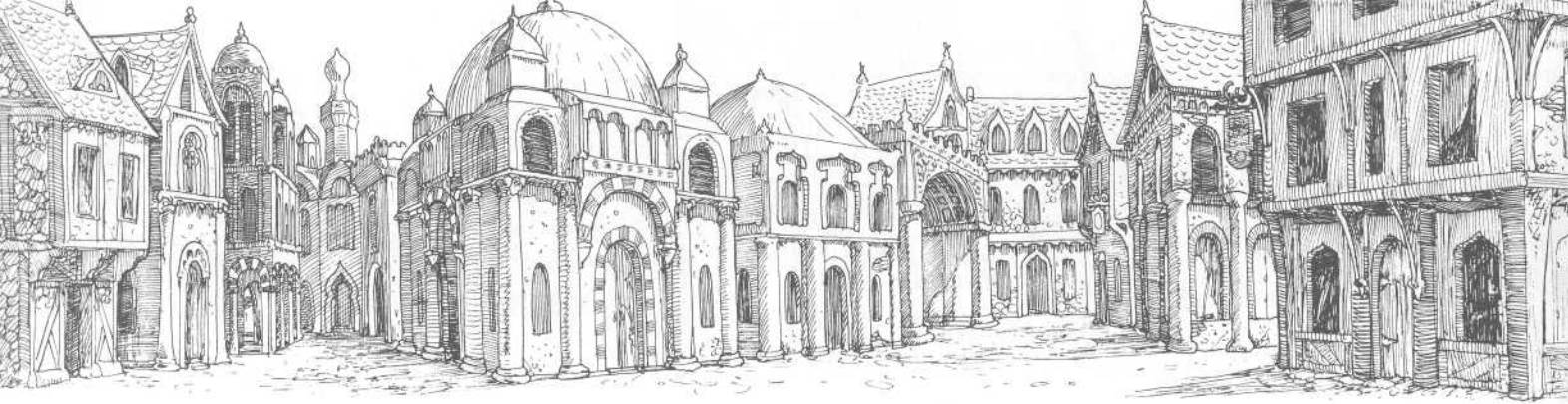
Range: 30 yards
Duration: 3 turns
Casting Time: 5 rounds
Area of Effect: 10-foot path
Saving Throw: None

This spell grants the wizard the ability to detect all traps within a 10-foot path 30 yards long. Even traps concealed by natural or magical means are sensed, though they may still remain unseen. Detected traps are not disarmed, but the wizard can sense what type of action will activate the trap.

Flame Blade

Range: 0
Duration: 4 rounds + 1 round/level
Casting Time: 4 rounds
Area of Effect: Special
Saving Throw: None

This spell causes a 3-foot-long sword-like blade of searing flame to appear in the caster's hand. Any creature hit by the blade suffers 1d4+6 damage, or 1d4+2 if the opponent is magically protected from or naturally immune to fire. This spell does not function underwater, and a *flame blade* does not count as a magical weapon when striking creatures immune to normal weapons.



Hold Person

Range: 120 yards
Duration: 2 rounds/level
Casting Time: 5 rounds
Area of Effect: 1d4 persons in a 20-foot cube
Saving Throw: Negates

Other than its increased casting time for white wizards, this spell is identical to the 3rd-level black wizard spell of the same name.

Obscurement

Range: 0
Duration: 4 rounds/level
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: None

Obscurement causes a misty fog to arise in a 10x10-foot area at 1st level, a 20x20 foot area at second level, and so on. Visibility within the fog is 2d4 feet, and attacks are made at -2 to hit.

Resist Fire/Resist Cold

Range: Touch
Duration: 1 round/level
Casting Time: 5 rounds
Area of Effect: Creature touched
Saving Throw: None

This spell allows the recipient to completely ignore the effects of mild cold or heat. It also grants +3 to any saving throws vs. natural or magical spells that use heat, fire, cold, or ice to deliver damage. All damage sustained from such an attack is

halved. Thus, a character enchanted with a *resist fire* spell who successfully saves against a *fireball* suffers only 1/4 the usual damage.

Silence, 15' Radius

Range: 120 yards
Duration: 2 rounds/level
Casting Time: 5 rounds
Area of Effect: 15-foot-radius sphere
Saving Throw: None

A *silence* spell can be cast on an area of ground, an object, or even a person. Every sound emanating within 15 feet of the center of the casting is completely negated.

Since spells require the speaking of a few words, no spells can be cast by a creature within a *silence* spell. This makes it a handy defense against rival sorcerers. Unwilling targets of the spell receive a save vs. spell, and if successful, are unaffected.

Slow Poison

Range: Touch
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

A last-ditch measure for those dying by poison, this spell only prolongs the inevitable. It negates the effect of any and all poisons within the subject until the end of the spell's duration. At that point, the poison resumes working.

Speak With Animals

Range: 0
Duration: 2 rounds/level
Casting Time: 5 rounds
Area of Effect: 1 animal within 30 feet
Saving Throw: None

The recipient of this spell can communicate with any animal (not monsters or undead). This does not necessarily make the creature cooperative or even friendly. Animals tend to speak as one might imagine: turtles are slow but fairly intelligent, rabbits are flighty and inane. Animals are generally only aware of things that affect them directly. They are not very intelligent and have extremely short memories.

3rd Level

Call Lightning

Range: 0
Duration: 1 turn/level
Casting Time: 1 hour
Area of Effect: 360-foot radius
Saving Throw: 1/2

If *call lightning* is cast during a storm, the caster can call down one bolt of lightning per turn. The caster may perform other actions while waiting on a new turn, but each bolt called requires 1 round of concentration. The bolts automatically hit their targets, causing 2d8 + 1d8/level damage to anyone within 10 feet of the target point. A successful save vs. spell reduces this damage by half.



Continual Light

Range: 120 yards
Duration: Permanent
Casting Time: 6 rounds
Area of Effect: 60 foot radius globe
Saving Throw: Special

This spell is identical to the 2nd-level black wizard spell of the same name.

Create Food and Water

Range: 10 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 cubic foot/level
Saving Throw: None

This spell conjures 1 cubic foot of good food and water per level of the caster. Each cubic foot can feed three normal humans for a full day.

Cure Disease

Range: Touch
Duration: Special
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell quickly removes the effects of any one disease. Symptoms usually disappear within 1 turn to 10 days, depending on the severity and advancement of the disease at the time of the casting. Regardless of the time it takes to disappear, the disease causes no further damage to its victim.

Dispel Magic

Range: 60 yards
Duration: Special
Casting Time: 6 rounds
Area of Effect: 30-foot cube or 1 item
Saving Throw: None

This spell is identical to the 3rd-level black wizard spell of the same name.

Glyph of Warding

Range: Touch
Duration: Permanent until discharged
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

Glyphs of warding are used to keep intruders from passing a certain point or opening a container or portal. Those who do not speak a preset "code word" are affected by the sigil inscribed in the glyph. Several sigils may be used. The most common explodes with lightning or fire and causes 1d4 damage per level of the caster. Other sigils can cause blindness or deafness, at the caster's discretion. A successful save vs. spell halves damage from lightning or fire sigils, and negates those that cause blindness or deafness.

Hold Animal

Range: 80 yards
Duration: 2 rounds/level
Casting Time: 6 rounds
Area of Effect: 1-4 animals in a 40-foot cube
Saving Throw: Negates

Like *hold person*, this spell effectively paralyzes 1d4 animals within its area of effect. This works only on normal creatures of 400 pounds or less, not on monsters, undead, or humanoids.

The caster decides how many animals to hold. If one creature is affected, it has a penalty of -4 to its saving throw, two animals have a penalty of -2, three animals have a penalty of -1, and four roll with no modification.

Locate Object

Range: 60 yards + 10 yards/level
Duration: 8 hours
Casting Time: 1 hour
Area of Effect: 1 object
Saving Throw: None

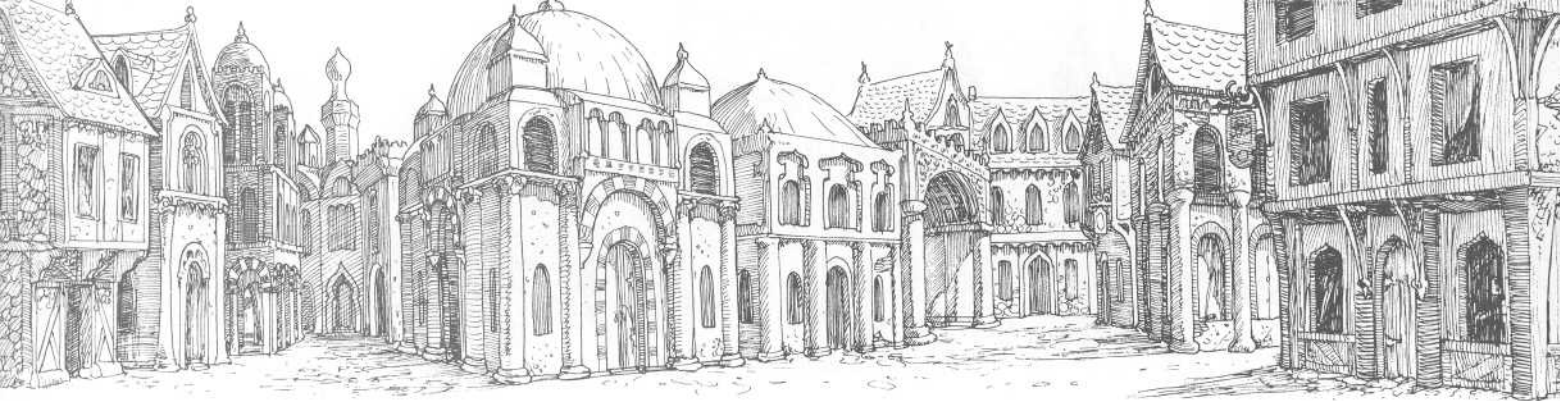
This spell is identical to the 2nd-level black wizard spell of the same name.

Plant Growth

Range: 160 yards
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

The caster of the *plant growth* spell may choose one of two different effects:

The first effect causes normal, preexisting vegetation to grow, entwine, and entangle any creature within a square 20 feet on a side per level of the caster. Victims who move through or out of this zone must hack their way through, and have a Move of 10.



White wizards may also use this spell to make a crop more abundant or encourage growth in an otherwise unhealthy tract of land. This use of the spell covers an entire square mile. Plants within this area do not grow particularly faster, but become healthier and heartier. Crops affected by this spell increase their yield 20% to 50% (1d4+1).

Pyrotechnics

Range: 160 yards
Duration: Special
Casting Time: 6 rounds
Area of Effect: Special
Saving Throw: Special

This spell is identical to the 2nd-level black wizard spell of the same name.

Snare

Range: Touch
Duration: Permanent until triggered
Casting Time: 3 turns
Area of Effect: 2-foot-diameter circle
Saving Throw: None

The wizard casting this spell creates a magical snare of rope or cord that is 90% undetectable without magical aid. Any creature that steps into it is instantly bound, entangled, and (if one end of the cord is attached to a tree or other flexible pole) hoisted into the air. This inflicts 1d6 damage on the victim. The cord is magical, so only characters with an 18 or better Strength may break free, and even they

may only make one *bend bars/lift gates* attempt per hour. After 12 hours, the snare loses all magical properties and instantly frees its victim. The cord can be cut by a magical weapon with at least a +2 attack bonus, though the bonus may come from the weapon itself or from an exceptionally strong wielder.

Water Breathing

Range: Touch
Duration: 1 hour/level
Casting Time: 6 rounds
Area of Effect: Creature touched
Saving Throw: None

This spell is identical to the 3rd-level black wizard spell of the same name.





Lankhmar has been called many things: City of Thieves, City of the Black Toga, City of Sevencore Thousand Smokes. The heroes featured in your group's adventures will most likely call Lankhmar home. They will not be lonely here. Lankhmar is filled with shady rogues, obnoxious nobles, and fanatical priests. Even a few supernatural beings lurk in the twisting alleys of the sprawling city.

This chapter details many of the city's most intriguing denizens and organizations. These descriptions are necessarily brief, so use your own imagination to flesh out the plots, personalities, and events that interest you most.

Note: Some of the Lankhmar locations described in this chapter are marked on the district maps included in *Nehwon Nights*. Statistics for nonplayer characters include a numerical "social level." See the *Rulebook* for an explanation.

The City-Based Campaign

You'll probably set most of your adventures within Lankhmar, the city proper. The most important reason for this is the number of nonplayer characters that your player group can interact with. If you role-play these personalities well, it adds depth to the game and makes the experience more realistic.

Another advantage is that the characters' reputations become extremely important in such a local setting. This reminds your players that their characters' actions have consequences. If

they commit a robbery without paying the usual tithe to the Thieves' Guild, they will make serious and unrelenting enemies. Similarly, if the group slays an innocent man, his family, his friends, and the City Watch most likely dedicate themselves to bringing the curs to justice. Consequences can be pleasant, too: long-term friendships, allies rising to fortune, achievement of high social status.

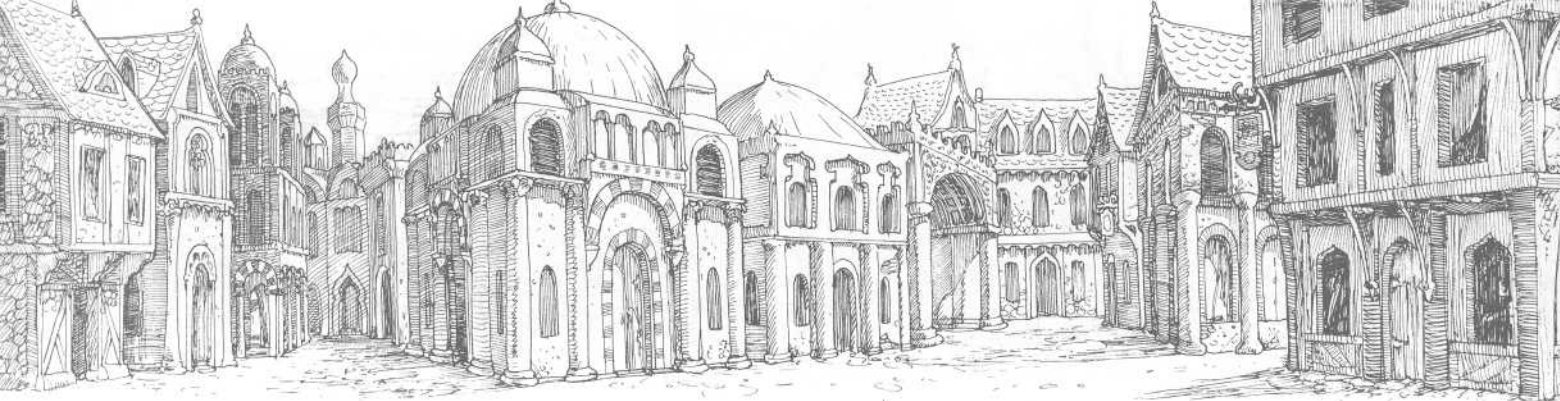
Finally, your group will eventually become familiar with Lankhmar's geography. They can plan ambushes in well-known alleys or even plot a likely escape route should a mission turn against them. They'll know which districts to walk at night, and which ones even hardened warriors avoid. The characters should also have homes somewhere within the city's many districts. Most heroes will live in the crowded tenements until they make their fortune. A home provides the heroes with a place to be contacted and store their gear, as well as making the whole experience seem that much more real.

Of course, adventures that take place entirely within the city are necessarily tightly focused. When your group is

ready for a change of pace, there are monsters in the wilderness of Nehwon, ancient ruins to explore, and fantastic domains like the undersea realm of the Sea King.

It is your job as Dungeon Master to bring all of these elements together. Make the city come alive for your players. They should know that the mysterious Ogo the Blind will fence their ill-gotten gains, and that Fasha will feed them should they be too poor to buy their own food. They should be aware that stealing without the approval of the Thieves' Guild carries serious risks, and they should have at least some idea who the most important and influential nobles are.

But don't simply tell them these things. Show them as you play. Let them meet these characters and judge their personalities for themselves. And in turn, take a few notes as to how the various denizens of Lankhmar regard the heroes. If you maintain this network of friends, acquaintances, and enemies, it will help you make adventures more realistic and draw players deep into the many intrigues of the City of Thieves.



Overview

The City of Sevenscore Thousand Smokes is a twisting maze of grimy alleys cut through here and there by wealthier, cleaner avenues. All types of men and women live within its oblong boundaries—mysterious sorcerers, decadent nobles, and thousands of thieves and adventurers.

The land the city was founded on was cleared of savages and monstrous beasts by a great warrior named Rhan and his unknown companions. A shrine to this warrior now stands in the Festival District, and his bones lie moldering in the Temple District as a God of Lankhmar.

Five gates service traffic in and out of Lankhmar. The fortresses that protect the gates are anywhere from 40 to 50 feet tall and manned by at least two dozen of the City Watch. Most ordinary citizens are not hassled as they pass through the gates, but obvious foreigners, wizards, and troublemakers may be turned away or even imprisoned at the Watch's whim.

Government

The current Overlord of Lankhmar is Pulgh Arthonax, a corrupt and callous man. Pulgh is a despot. He will do most anything to further his own fortunes.

Pulgh lives in the Rainbow Palace of Lankhmar's walled Citadel District. The Citadel grounds border the city on one side and sheer cliffs overlooking the Inner Sea on the other.

Though the Overlord is the most powerful person in the city, he must share his authority with the merchants and the guilds. There is no formal committee where merchants and guildsmen meet, but the most influential have the Overlord's ear. If the Overlord doesn't listen to them, political and economic anarchy are sure to follow.

Pulgh Arthonax: Rogue; Level 1; Social level 15; Alignment CE; AC 10; Move 12; HP 5; THAC0 20; Damage 1d8 (broadsword). Ability Scores: Str 11; Dex 13; Con 13; Int 12; Wis 10; Cha 10.

Elakeria was the niece of Glipkerio Kistomerces, the former Overlord, who died during the Rat Plague. Once obese, she lost most of her fat to a strange potion required to return the Gray Mouser to normal size after his magical trip into the rat world of Lankhmar Below. Elakeria's personality transformed as well, and she became a man-chasing flirt. The current Overlord, Pulgh, has allowed her to remain in the Rainbow Palace.

Elakeria: Rogue; Level 1; Social level 14; Alignment N; AC 8; Move 12; HP 4; THAC0 20; Damage 1d4 (dagger).

The City Watch

The Overlord exercises his authority through the City Watch. The largest concentration of the Watch is in the South Barracks. This compound is nearly a fortress. It is located near the Grand Gate and can hold a thousand men in times of trouble. Lesser barracks holding anywhere from 12 to 50 men are scattered throughout the city.

Patrols are theoretically sent from these barracks day and night, but the men of most stations are fairly lazy. They are often bribed to ignore certain activities or even entire areas near their patrol routes. But in the better parts of the City of Thieves, they do an admirable job of keeping the peace.

City Watchman: Warrior; Level 1; Social level 1+1d4; Alignment N; AC 8; Move 12; HP 6; THAC0 20; Damage 1d6 (short sword).

City Watch Sergeant: Warrior; Level 3; Social level 1+1d4; Alignment N; AC 7; Move 12; HP 17; THAC0 18; Damage 1d6 (short sword).

City Watch Captian: Warrior; Level 6; Social level 2+1d4; Alignment LN; AC 8; Move 12; HP 6; THAC0 20; Damage 1d6 (short sword).



The City Jail

The City Watch houses criminals in a grim building in the River District. Its crowded cells extend for several levels below ground and become progressively filthier the deeper one goes. The previous Overlord, Radomix Kistomerces, reformed the prisons and even closed certain areas, but Overlord Pulgh did not long put up with such nonsense.

Punishment Square

Public punishments and executions take place in this large sunken area, usually called "the Pit." The sides of the pit are carved into steps and slope gently inwards, creating seats for the thousands of spectators who often come to watch the proceedings.

The Grain Fields

Lankhmar's primary industry is the grain market. Literally thousands of square miles of grain fields surround the walls of the city. Fortunes have been made in collecting, shipping, and exporting this valuable commodity. It seems the people who benefit least from this lucrative crop are the farmers themselves.

Much of the grain marked for export via ship is brought through the Grain Gate and stored in mammoth silos in the River District. The City Watch is always on the prowl here—more for rats from Lankhmar Below than for human thieves.

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Guilds

Lankhmar is famous for its numerous guilds, the most powerful of which is the Thieves' Guild. A character who belongs to a guild can expect aid and professional information from his fellows, though against an overt threat only the Thieves' Guild and the Slayers' Brotherhood can help. Any of Lankhmar's guilds will quickly blackball a member who causes them discomfort or embarrassment.

The numbers in parentheses after each guild listing are (first) the initiation fee and (second) monthly dues.

Animal Handlers' Guild House (10 gr/1 gr): The Animal Handler's compound encompasses several buildings, most of them at least three stories tall. The howls and whimpers of a hundred beasts constantly emanate from its thin walls, accounting for the abandoned buildings that surround it.

Astrologer's Consortium (5 gr/1 gr): The Guild Mistress and her staff live in this bizarre three-story structure. Its walls are covered in astrological symbols and signs of the zodiac. The main entrance is shaped like the mouth of a great cyclops, with a single eye above the door frame. Some say that the Astrologers can tell fortunes for the right price.

Blacksmiths' Guild House (20 ss/1 ss): Blacksmiths and arti-

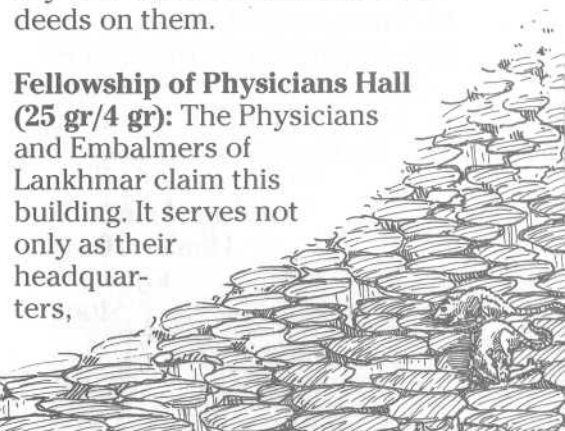
cers use this four-story building to discuss metallurgical and business affairs. By day, the upper floors serve as a noisy training ground for apprentice members.

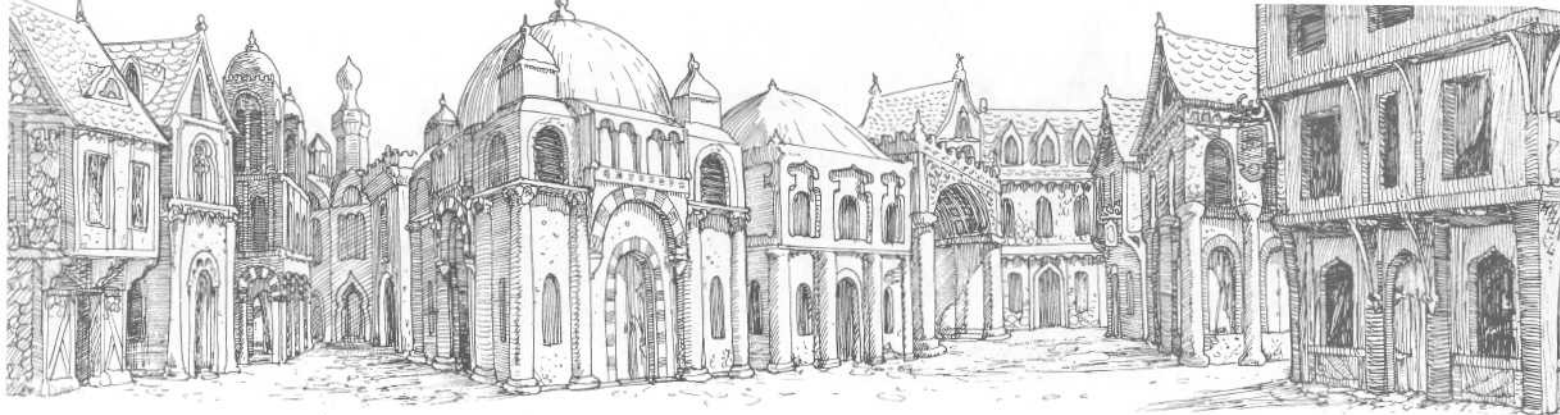
Carpenters' Cadre House (10 ss/1 ba): The Carpenters, Shipwrights, and Wainwrights all use this three-story house as the headquarters for their collective guild. Most of the surrounding buildings belong to the Cadre as well. The Cadre's nearness to the Grain Gate is especially convenient, since merchants and ship captains involved in the grain trade are those who most often use the Cadre's services.

Extortionists' Guild (20 gr/4 gr): Most people believe this five-story building is another of Lankhmar's many moneylending shops. In truth, it is the headquarters of a city-wide extortion racket. The extortionists often cross paths with the powerful Thieves' Guild, and so keep their headquarters under tight security.

It is odd that the guild even survives with such a powerful foe. Some guess that the Thieves' Guild tolerates the extortionists only so that they may occasionally blame the worst of their own deeds on them.

Fellowship of Physicians Hall (25 gr/4 gr): The Physicians and Embalmers of Lankhmar claim this building. It serves not only as their headquarters,





but as a sort of hospital and funeral home as well. Unfortunately, most of the attending physicians are apprentices working under the care of an aging mentor. Treatment is cheap, but occasionally dangerous.

Jewelers' Guild (120 gr/25 gr): Both the Jewelers and the Whitesmiths use this very secure, five-story building. There are many valuables inside this structure, so patrols of heavily armed and armored guards patrol its grounds carefully.

Heralds and Messengers' Guild House (10 gr/21 gr): The heralds and messengers of Lankhmar are capable of far more than simply delivering written messages. Within their seven-story guild house are several important areas. From the top floor, birds, mirrors, and flags can all send a message rapidly. This service is very expensive (1 gold rilks per word, on average). Just below are numerous scribes kept busy coding and decoding messages for their various clients. The Thieves' Guild and the Slayers' Brotherhood are frequent patrons, for obvious reasons. The guild is very strict about its service. Members never divulge the contents of a message. The few heralds who have broken this code have been dismissed quickly by Guild Mistress Ina.

Mariners' Guild House (20 ss/1 ss): Sailors look-

ing for work report to the Mariners' Guild. Besides crewmen of all types, this four-story building houses hundreds of nautical charts and maps.

Mercenaries' Brotherhood (2 gr/5 gr): Adventurers looking for hired swords visit this fortress-like home of Lankhmar's mercenaries. The current Guild Master is Muurosh, a veteran of several military expeditions. Few clients renege on their contracts with the mercenaries, for Muurosh has been known to gather all the hired swords currently on his roster to exact revenge. A fighter typically hires out for roughly 10 times his level in gold rilks per day. Warriors very rarely work for someone of a lower Social Level.

Merchants' Consortium Hall (40 gr/10 gr): If Lankhmar's merchants ever acted in concert, they would likely be the most powerful political force in the city. They cannot seem to rise above their own petty competitions, however, and so remain ununited and ineffective. The Consortium Hall is filled with the merchandise of its members. Most of it is beautiful but impractical—most likely donated because the donor could not sell it.

Moneylenders' Guild House (100 gr/25 gr): Besides the moneylenders, moneychangers and several fences operate out of this magnificent manor. It is the only building in Lankhmar the Thieves' Guild refuses to accept protection

money from; the contents of the manor's vaults are simply too tempting. Of course, this means that numerous guards, magical locks, deadly traps, and vicious beasts are scattered about the Guild's halls and ground.

Order of Apothecaries (20 gr/2 gr): The apothecaries of Lankhmar meet in this six-story building. Numerous storerooms full of mystical extracts and laboratories sporting complex tangles of glass tubing fill its odorous halls. Signs of fires, explosions, and strange spills serve as subtle warnings to prospective apothecaries. The Order guards its building jealously, hiring the Slayers' Brotherhood and paying protection money to the Thieves' Guild.

Pleaders' Guild (20 gr/5×Social Level gr): The pleaders act as barristers in Lankhmar's courts. Their guild house is a repository for the city's numerous laws. Pleaders often hire adventurers to investigate cases for them or prove their clients' innocence.

Slayers' Brotherhood (40 gr/10 gr): The Slayers' Brotherhood is a guild of assassins and thugs. Their compound comprises three buildings, the most impressive of which is shaped like a sword. A special raised area around this building is kept razor-sharp by the guild's apprentices. It is always sharp enough to draw blood from any Lankhmarite who carelessly brushes up against it.



Sorcerers' Guild House (80 gr/15 gr): Most Lankhmarts stay well away from this ominous seven-story building. Even the adjacent tenements are deserted, save for a few mad or desperate beggars. The house was apparently crafted from a single piece of blasted black rock, and its entrance is the mouth of some gigantic, horrible beast. The few windows are irregularly shaped and set high on the structure. Few know how many sorcerers belong to the guild, and fewer still know even a few of their identities.

Steersmans' and Navigators' Guild (40 gr/10 gr): A former Guild Master squandered thousands of gold rilks to build this beautiful but extravagant house in the shape of a compass. The three-story manor is made of exotic woods imported from all over Nehwon. Unfortunately, this magnificent structure is situated in the heart of the rundown wharf district, and so is little appreciated by Lankhmarts. The current Guild Master and the navigators and steersmen who serve him are far more practical.

Stonemasons' Guild House (20 ss/1 ss): Both the Architects' Guild and the Stonemasons' Guild of Lankhmar meet in this impressive four-story building. The Guilds built this opulent stone mansion together.

Tailors' Guild (20 ss/1 ss): The Tailors' Guild is poor in comparison to most others. The only well-cared-for area of this

five-story building is a shop on the first floor. It is the Tailors' tradition to maintain the Guild Master's shop here. Lankhmar's social elite shop here often since the Guild Master is the finest Tailor in the city.

The Thieves' Guild (2 gr/5 gr): What is commonly pointed out as the Thieves' Guild House is actually but one small building of the guild's massive compound. Nearly all of the tenements in the surrounding blocks are owned by the thieves in whole or in part. Catacombs and passages riddle these blocks, allowing the thieves to enter and leave without detection.

The entrance to the main building is a simple low stone doorway with two shallow steps. The only other features are a few tiny, barred windows. On the rooftop—and no doubt several adjacent rooftops—prowl any number of apprentice thieves armed with slings.

Far below the house lies the crypt of the Dead Master Thieves (see the end of the next chapter, "The Gods of Nehwon"). Guild members never enter these subterranean chambers. The guild's Master Thief is responsible for sacrificing a share of the guild's loot to the undead creatures that lie silently within, but even he is uneasy entering their grim tomb.

Fafhrd and the Mouser raided the Thieves' Guild some time back. Since then its members have trapped its halls with numerous devices and magical wards.

Hamomel: Rogue; Level 12; Social level 8; Alignment LE; AC 7; Move 12; HP 50; THAC0 15; Damage 1d8 (rapier). Ability Scores: Str 14; Dex 17; Con 12; Int 17; Wis 11; Cha 13.

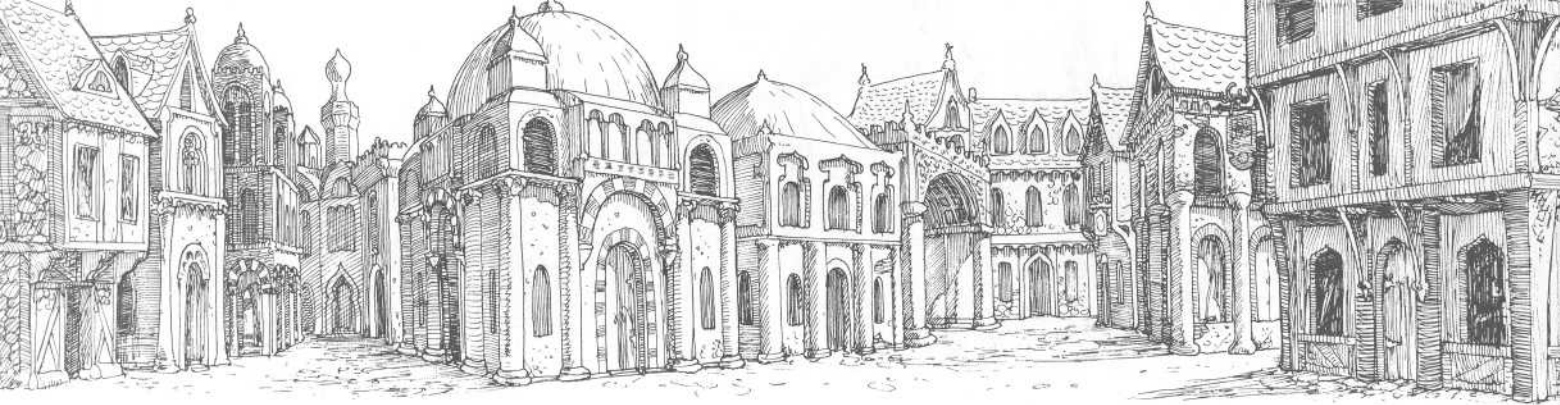
Hamomel is the current leader of the Thieves' Guild. He is a ruthless, vindictive man who uses assassins from the Slayer's Brotherhood to settle his disputes permanently.

Hamomel is a friend of Overlord Pulgh Arthonax as well. The two of them sent two assassins, the Death of Fafhrd and the Death of the Gray Mouser, to Rime Isle to kill the Slayers' namesakes. The assassins came close but ultimately failed.

Bashabeck: Rogue; Level 9; Social level 4; Alignment LE; AC 7; Move 12; HP 42; THAC0 16; Damage 1d8 (broadsword). Ability Scores: Str 15; Dex 17; Con 15; Int 15; Wis 14; Cha 12.

Bashabeck is a "collector" for the Thieves' Guild. It is his job to collect payment from members who are late with their dues or who do not give the Guild a share of stolen loot. Bashabeck always wears an orange turban.

Flim: Rogue; Level 5; Social level 4; Alignment NE; AC 8; Move 6; HP 14; THAC0 18; Damage 1d6 (staff). Ability Scores: Str 11; Dex 16; Con 8; Int 14; Wis 13; Cha 9.



Flim is the Guild's Beggar Master. It is his job to supervise and collect tithes from Lankhmar's beggars. Though he is portly and crippled, he is surprisingly quick and deadly with his "walking stick."

Ivlis: Rogue; Level 4; Social level 2; Alignment NE; AC 6; Move 12; HP 11; THAC0 19; Damage 1d4 + poison (dagger).

Ivlis was the mistress of Master Thief Krovas, but murdered him over a valuable treasure. Ivlis is a clever and manipulative schemer who had far more influence on the affairs of the Guild than most imagined. After her escape, Ivlis briefly became one of the Gray Mouser's many loves.

S h o p s

Black Nag Stables: The owner of these stables is Ictio, a short, feral-looking man. Besides stabling horses for Lankhmar's visitors, he also has a permanent contract with the South Barracks. Ictio also buys and sells a few horses.

The Black Rose: Tonym the apothecary sells simple poultices and potions intended to cure common ailments.

Carnival Costumes: The proprietors of this shop always dress in cos-

tume. Most of their wares are flamboyant affairs intended for Lankhmar's many festivals. A few more common outfits might be found for those in need of a disguise, however.

Carroway the Cartographer: Carroway and his wife live in the back of this cluttered shop. Maps, charts, and thousands of scrolls lie everywhere, but the near-sighted Carroway always seems able to find what he is looking for.

The Clean Chin: Nalegrim is primarily a barber. He also serves as an undertaker on occasion, which suits his tall cadaverous appearance. Though few know it, Nalegrim has occasionally used his undertaker service to dispose of bodies for the Slayers' Brotherhood. Rumors of Nalegrim's clever but cruel nature abound, however, and so few of his barbershop customers trust him to shave their throats when the shop is empty.

Dryv's Cloth Emporium: Dryv's main business is the import of fine cloth. His dealings with foreign ships and caravans give him a vast network of connections. Dryv has occasionally organized his own caravans to retrieve unusual finds. These expeditions typically require guards, explorers, fast-talkers, and occasionally thugs.

The Ferret Hole: Kivi runs this small scribe shop in the Tenderloin District. Kivi actually makes most of her income from forgery.

Her shop occupies only the bottom floor of this five-story building. The remainder of "the Hole" is inhabited by the dregs of Lankhmar society.

Financier: Rugo the Rich conducts investments from this well-kept office in the Mercantile District. He loves to sponsor trading expeditions and sound business ventures, but usually demands at least half of the profits for himself.

The First Steppes: Most everyone planning an expedition out of Lankhmar use this outfitting service, though most avoid being seen there in the daytime because the owner, Ooslip, is a Mingol. Ooslip's shop fills the first two floors of the building, his home the next two, and the fifth is a crowded storeroom.

The Forge: Blue-toes Baran is the brawny and fortunate owner of this blacksmithing shop. He performs all the smithing for the South Barracks, including their armor and weapons. A large anvil sits outside the Forge. Baran boasts that only he can lift it, but he keeps it secretly secured from beneath just in case. The smith lives in the upstairs of his two-story building.

The Golden Globe: Rathmar, a glassblower, is a huge, hairy man who generally frightens people—until they hear his high, squeaky voice, which is the unfortunate result of an accident he suffered when he was an apprentice. Rath-



mar does not like to be laughed at, but fortunately is as forgiving as he is strong.

Harrag's Sweetshop: Harrag makes sweets from both common and exotic spices and sugars. He often roams the streets of the Mercantile District handing out free samples to entice people into his shop.

House of Knowledge: Dymyrra, an elderly sage, maintains this vast collection of books, charts, and scrolls gathered from all over Lankhmar. Browsing the library costs 1 gold rilk per hour, and nothing may ever be removed. Scribes copy materials at 1 rilk per page.

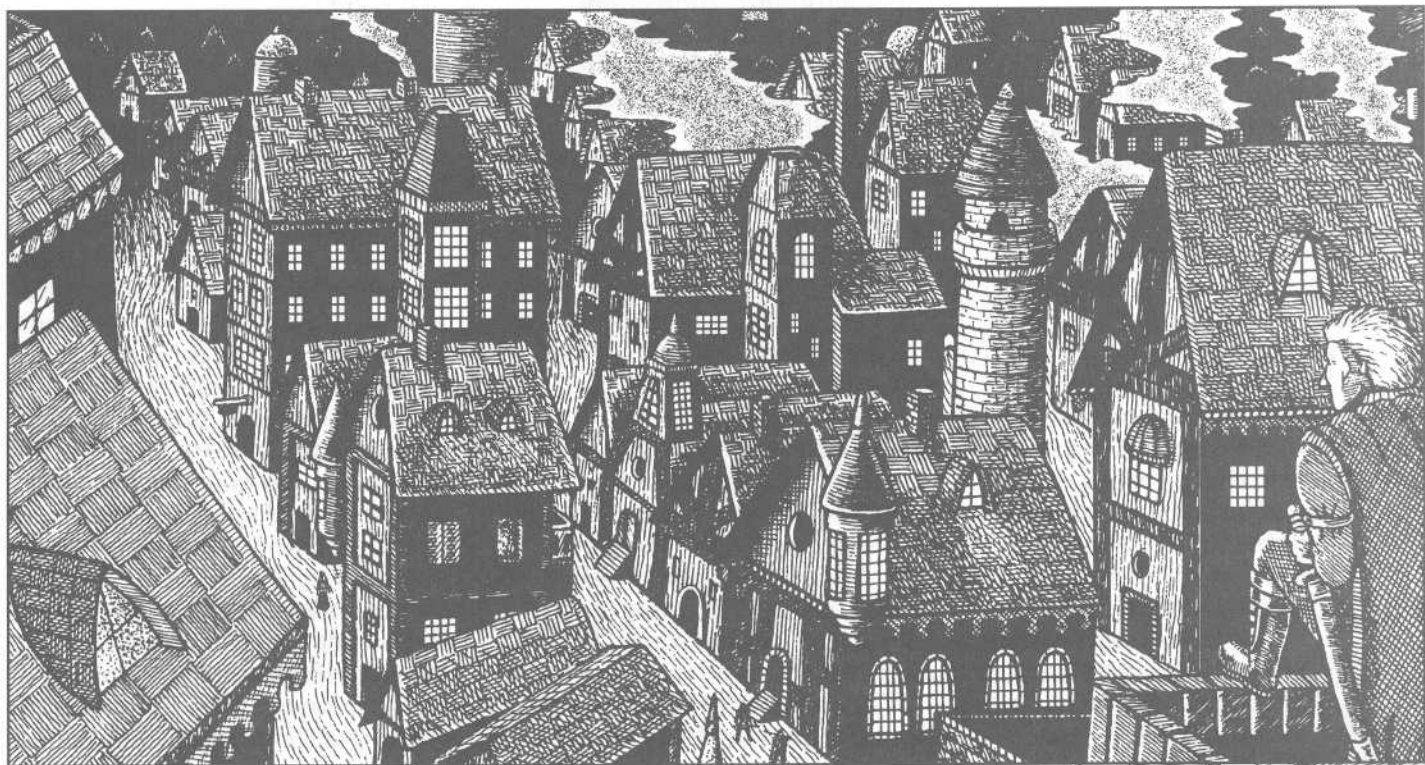
The Keyhole: A small, quick man with long, delicate fingers named Pickett owns this locksmith shop. Most Lankhmarts know that Pickett works both sides of the law—he sells both locks and lockpicks. For a fee determined by the job, Pickett unlocks any safe or chest that is brought to him. The locksmith is meticulous in his approach, and may take days to ensure there are no traps or protective enchantments on the lock he is to pick. He usually keeps an extra key to any of the locks he sells or installs, and might be willing to sell one for a price.

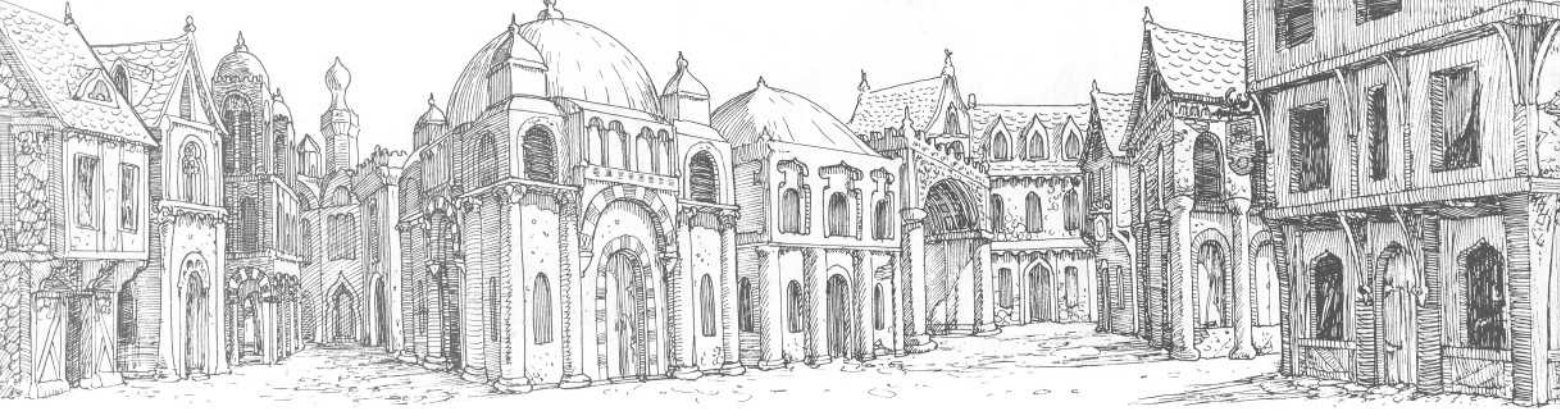
Lamps and Torches: The owner of this shop, Virrx, sells chandeliers, candles, lamps, and

lanterns. He is also responsible for lighting the lanterns of Festival during night celebrations.

Narron's Fine Foods: Narron is a short, portly man who somehow manages to gather delicacies from all over Lankhmar. He sells fruit from Klesh and the Cold Wastes as well as salted meats from the Eight Cities to slaves and servants of Lankhmar's wealthy.

Nattick Nimblefingers the Tailor: The Gray Mouser's on-again, off-again friend runs this small tailor's shop. The portly, nervous Nattick sweats constantly yet never seems to stain the brilliant fabrics he works with.





Nattick Nimblefingers:

Rogue; Level 1; Social level 3; Alignment N; AC 7; Move 12; HP 4; THAC0 20; Damage 1d4 (dagger). Ability Scores: Str 10; Dex 17; Con 14; Int 11; Wis 11; Cha 13.

The Needle's Point: Eesafem, a shaven, exotic woman from the mysterious east, sells finely crafted jewelry from this simple storefront. She is heavily tattooed, and regularly receives new ones from a female tattoo artist who rents one of her rooms.

Eesafem: Rogue; Level 1; Social level 6; Alignment CE; AC 7; MV 12; HP 3; THAC0 20; Dmg 1d4 (dagger); SA Poison. Ability Scores: Str 10; Dex 17; Con 12; Int 15; Wis 13; Cha 16.

Eesafem is the daughter of a Horborixen noble but was taken into the King of Kings' harem. There she was shaved and tattooed and eventually driven mad by constant abuse. Death once used Eesafem in an attempt to slay the Gray Mouser, but the wily thief soon seduced her and foiled the god's plot.

Palace of Oddities: Katria is perhaps as great a storyteller as she is a collector. Her "museum" is full of strange artifacts from all over Nehwon. She even claims that one relic in her possession is the actual jug of the deity Issek. Adults pay one bronze agol for

admission, children an iron tik. Few believe that all of Katria's collection is genuine, but most are sure at least some of her artifacts are the real thing. In truth, many of them are.

Rennago's Gems and Jewelry:

Rennago is a small, beady-eyed man with an eye for fine diamonds and other jewels. His shop contains a wide assortment of rings, necklaces, and raw stones. Rennago occasionally sponsors gem-finding expeditions, usually including hired swords for protection from bandits.

Shop of Ogo the Blind: Ogo the Blind is one of the best fences in Lankhmar. Most goods can be sold for a 10% commission. Especially "hot" items may cause Ogo more trouble, and thus cost the thief more. The outside of his shop appears to be a pupilless eye.

Ogo/Eyes of Ogo: Rogue; Level 5; Social level 5/0; Alignment CN; AC 8; Move 12; HP 14; THAC0 18; Damage 1d4 (dagger). Ability Scores: Str 9; Dex 16; Con 12; Int 17; Wis 13; Cha 15.

Though very few are privy to this secret, Ogo does not truly exist. His supposed servant, the Eyes of Ogo (or more commonly "Eyes") is actually the master fence. She maintains this disguise to protect herself and perhaps make "Ogo" more dramatic and thus profitable.

When a thief brings goods for Ogo's inspection, Eyes takes

them to a dimly-lit room and asks them to wait on "her master." Then she returns in disguise to perform her appraisal. Eyes is a thin woman with pale skin and straight black hair. Ogo appears as a large man with a gravelly voice. No other detail is usually visible since Eyes keeps her false persona cloaked in darkness.

Shop of Nemia of the Dusk:

Nemia's shop is located next to Ogo's, and is in fact connected by a secret passage. Like Ogo, Nemia is one of the best known—if less trusted—fences in Lankhmar.

Nemia of the Dusk: Rogue; Level 6; Social level 4; Alignment CN; AC 7; Move 12; HP 13; THAC0 18; Damage 1d4 (dagger).

Nemia is a lustful and attractive woman who claims to be one of the greatest thieves in Lankhmar. While this is undoubtedly exaggeration, her boasts have helped her become a successful fence.

Silversmith: Iriam's shop is tidy and well-kept, but merchandise on-hand is scarce for silver is expensive, and Iriam's husband and sons do little but live off her meager earnings. Iriam's skill in working silver is great, however, so occasional special orders keep the family fed.

Sword's Gleam: Rivis Rightby is the owner and chief weapon-smith of this establishment. He is well-known for being tidy and wasting little time in collecting



debts—occasionally with the help of the Slayers' Brotherhood.

Rightby's weapons are of such high quality that there is a chance any given weapon will increase its wielder's effectiveness. Roll 1d6 whenever one of his weapons is purchased. On 1-3, the weapon functions normally. On 4-5, the blade adds +1 to hit and damage. On 6, the blade adds +2 to hit and damage. All of Rightby's swords cost double the normal price.

Rivis Rightby: Warrior; Level 2; Social level 4; Alignment LN; AC 8; Move 12; HP 8; THAC0 19; Damage 1d8 (long sword). Ability Scores: Str 15; Dex 14; Con 13; Int 12; Wis 13; Cha 11.

Tanitha's Pets: Tanitha is originally from Horborixen. She sells and trains animals such as dogs, cats, leopards, birds, and other, more exotic pets. Before the Rat Plague, she trained pet rats as well. Tanitha occasionally sells specially trained pets to the Thieves' Guild to help them perform especially difficult crimes.

Verria's Toy Shop: To most, Verria is a loved and admired artisan. Her intricate toys are expensive, but she donates scores of them to the poor during the holiday known as High Astorian.

What few know is that Verria actually spends most of her time making more diabolical creations for the Thieves' Guild and the Slayers' Brotherhood. Some of her mechanical creations have

foiled Lankhmar's most guarded locations. Others have performed incredible assassinations that have baffled the Overlord's authorities for years.

Wig Shop: Laaryana sells wigs, makeup, and a few costumes to her (admittedly few) clients. Most of her money actually comes from the Thieves' Guild, which uses her talents when in need of disguises.

The Water Clock: Glinthi is an artificer known for clockmaking. Outside his shop stands a tremendous, intricate water clock that lends the place its name. The clock is very valuable, so Glinthi hired an unknown mage to cast several wards and protective enchantments on it long ago. Glinthi has the odd habit of scrawling his ideas on the white walls inside his shop.

Yun's Bakery: Yun and Shia are well-known for their excellent breads and pastries. They are very generous, and leave leftover food on their doorstep each night for the poor. What isn't known about the couple is that they are devout followers of the Rat God. They have many friends and contacts in the rat community of Lankhmar Below.

run this lower-class restaurant. Much to Mhiril's displeasure, Bannat spends more time at the House of Red Lanterns (a brothel) than he does helping her cook, clean, and otherwise run their squalid business.

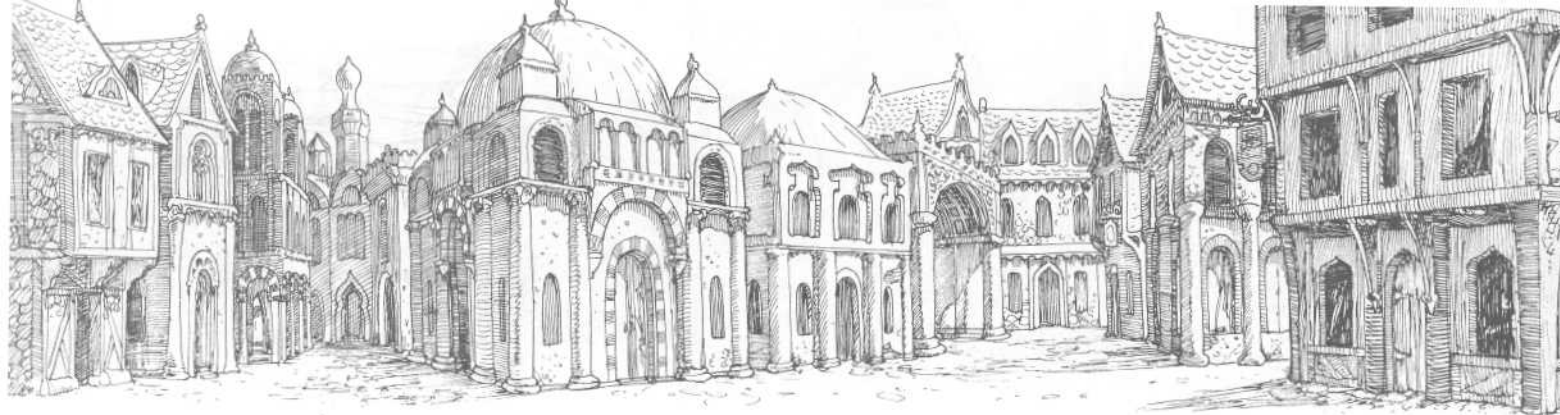
The Black Kettle: Thazzi was once a marine serving in Lankhmar's fleet. He lost his left hand and right eye to a Mingol some years ago, and opened this rundown tavern to support his wife and daughter. Unfortunately, a local gang known as the Bloody Blades takes most of Thazzi's profits as protection money. Because of this, the Black Kettle's food is adequate at best and the drinks are watered-down. For obvious reasons, Mingols are not welcome here.

Blue Moon: The Blue Moon is best known for its owner, Krownis the Hag. Besides running the dilapidated tavern with its peeling blue walls and slanted roof, Krownis tells fortunes for 3 gold rilks. Though she is fairly perceptive, these predictions are no better than those offered by carnival performers. Krownis can actually tell limited but true fortunes for 600 gold rilks. She keeps this a little-known secret, because use of the power ages her 1d6 years.

Fleeria's House of Pleasures: Madam Fleeria runs this cheap brothel. Her clients are typically those with tastes outside the normal sphere of decadence.

I nns, Taverns, and Parlors

The Begging Bowl: Bannat and Mhiril, husband and wife,



The Gold Rilk: The Gold Rilk is a clean and well-cared for tavern. Its owners tolerate no deadbeats, thieves, or con-men as well, so patrons can enjoy the tavern without fearing for their wallets. What few know is that the Gold Rilk is so safe because it is actually a front for the Slayers' Brotherhood.

The tavern is riddled with secret passages and revolving booths, and the back entrances are guarded and trapped. The Tavernkeeper is "No-Nose" Grossel, once a highly successful assassin of the Brotherhood.

The Golden Lamprey: This is one of Fafhrd's favorite drinking spots. Though it is in the wealthy Cash District, the Golden Lamprey is known for its nightly brawls. Its portly, dour owner, Balfus, keeps a few hired swords on hand to stop fights that get out of hand. But he tolerates most fights, because the losers must pay for broken glasses, tables, and chairs.

The Horse and Cart: Sleg Nivves runs the Horse and Cart, an overpriced inn in the Cash District. His servants are equally snooty and demand excessive tips from the inn's patrons. Only wealthy merchants and visiting nobles can afford Nivves' prices. Even the meals at the inn, though excellent, can sometimes cost as much as 200 rilks.

House of the Bear: Dromik, a native Lankhmart, owns this stone tavern and gambling parlor. He rarely takes a hand in the day-to-day business of the place, however, preferring to leave that to his Ilthmart aide, Marta. Marta, a crafty woman, keeps the drinks cheap and the gambling stakes high.

House of Red Lanterns: Another of Lankhmar's numerous houses of ill repute, this one also serves as a quasi-guild for such establishments. The current Mistress of the house is Lessnya, a wealthy woman who had her eye plucked out by the birds of Tyaa (see "Monsters of Nehwon"). Lessnya is a bright and extremely attractive woman. She is also a survivor, and even turned her missing eye into an advantage by replacing it with an exquisite golden orb.

Lessnya: Rogue; Level 1; Social level 4; Alignment N; AC 10; Move 12; HP 3; THAC0 20; Damage 1d4 + poison (dagger). Ability Scores: Str 9; Dex 13; Con 14; Int 11; Wis 10; Cha 18.

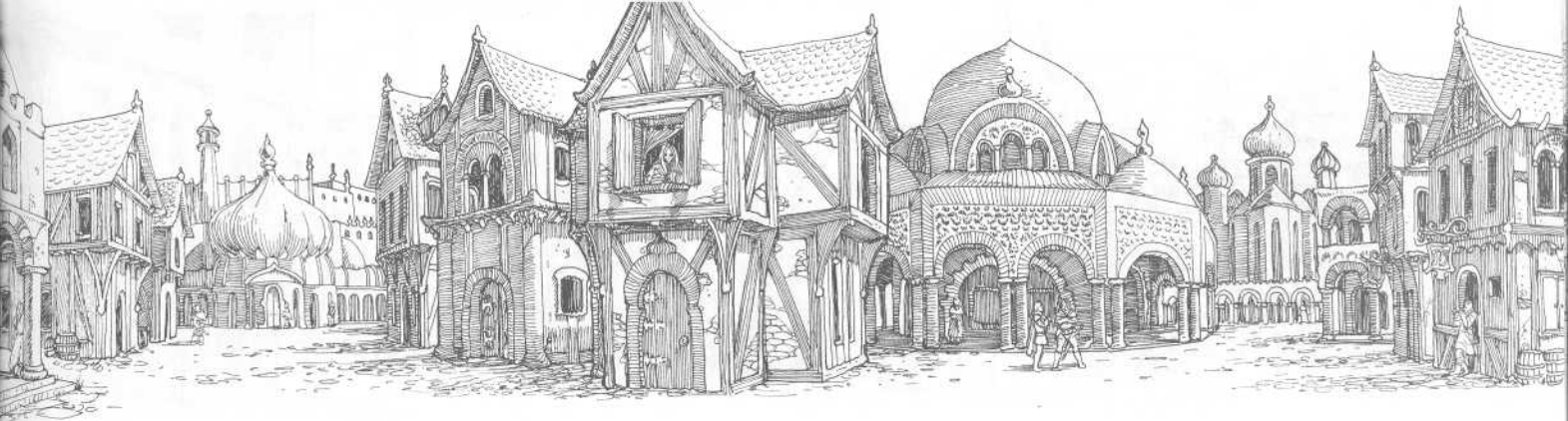
The Jolly Otter: Located at the heart of the Festival District, the Jolly Otter inn is usually host to one group of revelers or another. One week's festivals might attract stern religious folk attending solemn observances, and the next might bring wild barbarians celebrating a wild and bawdy holiday.

Last Chance: "Fatty" Narg's gambling house is one of the most popular in Lankhmar. His games are much more fair than most, and the Slayers' Brotherhood is paid to keep out undesirable elements. The basement of the Last Chance is occasionally home to more gruesome and dangerous contests, such as cobra-kissing and dagger-catching.

Pulg's Tavern: Pulg's Tavern is relatively clean and affordable. Its owner, Pulg the Extortionist, used the building as a front for his protection racket. Pulg was once a vile person, until he converted to Issekanity (hence his two alignments). Pulg did not give up his career as an extortionist after converting, but did channel most of his ill-gotten profits into building new churches for Issek. Though Pulg himself has been missing since the Gods of Lankhmar erupted from their dark temple, his henchmen have managed to keep both the tavern and the extortion business afloat.

Pulg: Rogue; Level 6; Social level 3; Alignment CE/CN; AC 8; Move 12; HP 19; THAC0 18; Damage 1d6 (short sword). Ability Scores: Str 13; Dex 15; Con 13; Int 16; Wis 11; Cha 17.

The Rat's Nest: Some guess Kell was once a gladiator, given his incredible fighting skills, He runs this run-down tavern. The rowdy customers the Rat's Nest attracts are not particularly welcomed by other residents of



the Mercantile District, but few care to voice their opinions openly to the short, silent, and moody Kell.

The Rusty Dagger: The crowd that frequents the Rusty Dagger is a closed clique. Warriors, mercenaries, city guardsmen, and even northern barbarians are the inn and tavern's rough clientele. Newcomers are only tolerated if they can prove themselves in some way. The innkeeper, Teskia, was once a caravan guard, and still entertains the crowds with her incredible tales.

The Silver Eel: The Gray Mouser's favorite tavern attracts a diverse range of clientele. Wealthy merchants, shady con-men, and Mingol pirates all converse in its shadowy booths. The tavern's owner, Braggi, is generally a good-natured fellow, but he can be vengeful to those who owe money.

Braggi: Rogue; Level 1; Social level 4; Alignment N; AC 10; Move 12; HP 7; THACO 20; Damage 1d6 (cudgel). Ability Scores: Str 17; Dex 11; Con 15; Int 15; Wis 12; Cha 16.

Braggi is jovial and courteous—at least until someone slights him. He has occasionally hired thugs to fight his battles for him.

The Tall Mug: The Tall Mug is a bright and cheerful tavern that stays relatively busy. The owner is a man named Mannacor, who is sometimes assisted by his daughter, Lilyblack.

Lilyblack: Rogue; Level 1; Social level 2; Alignment N; AC 10; Move 12; HP 4; THACO 20; Damage 1d4 (dagger). Ability Scores: Str 12; Dex 13; Con 17; Int 13; Wis 14; Cha 17.

Lilyblack likes gifts. If a male character shows interest in her, she may return the interest, so long as she sees an attractive ring, jewel, or other trinket on his person. If he gives it to her, she may let the romance proceed so far as she feels the gift merits.

At one time, the Gray Mouser and Grilli, a lethal assassin competed for her affections. Grilli eventually discovered that the Mouser was even deadlier than he.

Tossig's Den: Now run by Kessik (Tossig died several years ago), this grimy parlor features shady gambling, tawdry dancing girls, and plenty of feisty spirits.

Wheel of Fortune: "Lucky" Aliandra runs this gambling house. She is a crafty woman, and pays protection money to the Thieves' Guild to keep the place safe from robbery and angry customers. The upper floors of this four-story building contain cheap apartments.

The Whistling Fish: The Whistling Fish is one of the quieter taverns in Lankhmar. Its owner, a young man named Zarri, caters more towards Lankhmar's well-mannered middle class than most such establishments.

Notable Homes and Tenements

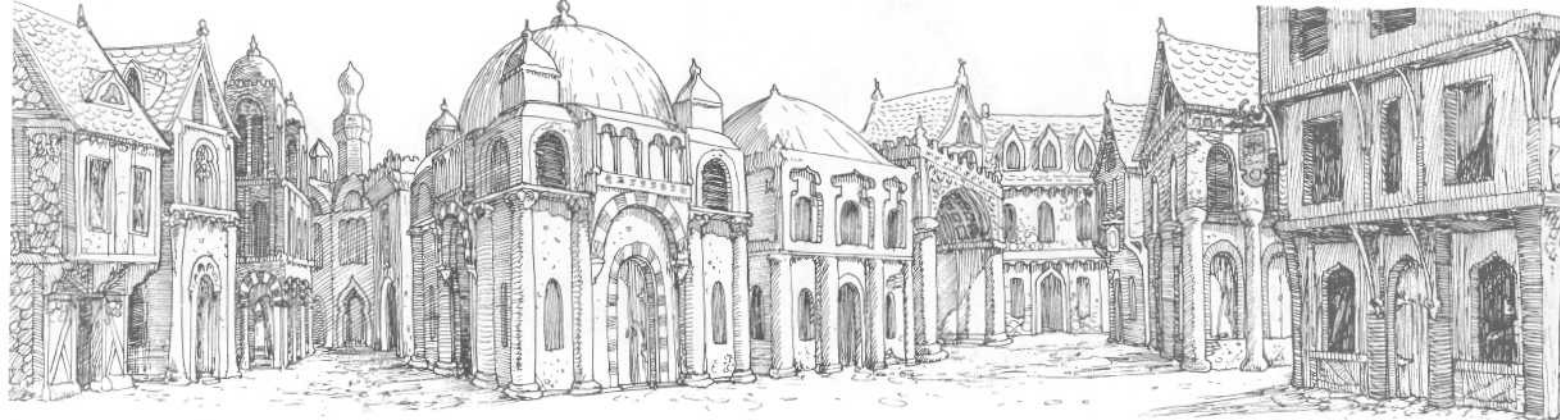
Artful Hands: These apartments are owned and operated by the Thieves' Guild. All the renters are apprentice thieves who cannot afford to stay anywhere else. Over 70 of these miserable "plebes" live in this chaotic tenement at any one time. Rent here is a single gold rilk per month.

Few enjoy their stay at the Artful Hands because the elder thieves use the tenement to test their young students. Traps are set in the hallways, locks are changed without giving the renters new keys, and neighbors are often required to steal from their fellows.

Dickon's House: Dickon was once a great thief. Though still a member of the Guild, he is now more a planner than a participant. His sturdy stone home sits in the infamous Tenderloin District.

Dickon: Rogue; Level 4; Social level 6; Alignment LE; AC 10; Move 12; HP 14; THACO 19; Damage 1d4 (dagger). Ability Scores: Str 8; Dex 9; Con 9; Int 17; Wis 10; Cha 11.

Dickon is growing old and weak, but his mind is still sharp. Fledgling thieves who gain



Dickon's trust might find him a valuable source of advice and support.

Eagle's Nest: This is yet another huge, dilapidated tenement in the Tenderloin District. Its name is derived from its height—six stories—but some joke that the building's name comes from the holes in the roof and floors covered with droppings. Monthly rent at the Eagle's Nest is 4 gold rilks.

The Goose Downs: This is a run-down tenement in the Mercantile District. The landlady is Sybil, a violent woman who chases away as many husbands as renters. Rent: 6 gold rilks per month.

Hastirelo the Sick: Hastirelo is a kindly hedge (white) wizard who lives in a dilapidated shack in the Marsh District. He casts minor spells and cures lesser ills for a charge based on the patient's ability to pay. Unfortunately, Hastirelo cannot seem to cure his own illness—desire for strong drink. He wastes his money and time, never really improving his skills or situation.

Hester's House: Hester is a small, condescending grain merchant. His magnificent three-story home is located near the source of his business in the River District. Hester is particularly fond of strange sculptures and fills his halls and gardens with these valuable prizes.

Hisvin's House: Hisvin, the "grain merchant," once lived in this expensive but relatively plain house with his daughter Hisvet. Thanks to Fafhrd and the Gray Mouser, the two were revealed as Ilthmart wererats conspiring to lead the rats of Lankmar Below in a great revolution. Visiting Ilthmarts, who consider Hisvin and Hisvet saints, treat the now-abandoned home as a shrine.

Hisvet: Warrior/Blk Wiz 6/5; Social level 4; Alignment CE; AC 8; Move 12; HP 30; THAC0 16; Damage 1d8 (rapier) or 1d4 (crossbow). Ability Scores: Str 10; Dex 12; Con 15; Int 17; Wis 13; Cha 18.

A petite, stunningly beautiful young woman with pure white hair, Hisvet was a prime force behind the Rat Plague. She is Queen of Rats, and rules Lankmar Below. Her beauty hides a monstrous nature.

She dabbles in black magic and knows how to brew *potions of dimunition* and uses them to travel back and forth between Lankmar Below and the surface.

Hisvin: Blk Wiz 10; Social level 9; Alignment LE; AC 8; Move 12; HP 30; THAC0 17; Damage 1d4 (dagger). Ability Scores: Str 10; Dex 14; Con 13; Int 17; Wis 14; Cha 16.

Hisvin appears to be a withered old man, but he is actually quite spry, as well as a dangerous black wizard.

He is a member of the Council of Thirteen, which rules all rats on Nehwon, who know him as Lord Null. He is a sober, surely being who holds most of humanity in contempt. Both Hisvin and his daughter remain threats to the people of Lankmar.

House of Basharat: This is the home and office of Basharat, a powerful extortionist. It is a well-kept, three-story manor, built off the profits of others.

Basharat: Rogue 8; Social level 4; Alignment LE; AC 8; Move 12; HP 32; THAC0 17; Damage 2d4 (khopesh). Ability Scores: Str 16; Dex 16; Con 13; Int 14; Wis 13; Cha 11.

Basharat is a crude but clever extortionist. He was one of Pulg's rivals before the latter went missing.

House of Grom: Grom is a treasurer of the Thieves' Guild. He has recently come into conflict with his fellow thieves and so has installed dozens of new locks and traps and enlisted a trio of hired swords.

Grom: Rogue; Level 5; Social level 4; Alignment LE; AC 10; Move 12; HP 13; THAC0 18; Damage 1d6 (short sword). Ability Scores: Str 10; Dex 13; Con 9; Int 16; Wis 10; Cha 12.

Once a confident and competent thief, Grom is now more a planner than a performer. Recent disputes with the Guild



have caused him to become paranoid that his fellows will attempt to do him in.

Magistrate Bellis: Bellis is a portly, corrupt judge of the Lankhmar Court. His lavish home was built on bribes, graft, and blackmail. Bellis maintains a staff of abused servants to care for his every need. He relies on payments to the Thieves' Guild, guards, and even a trio of trained leopards to guard his many treasures.

Muulsh's House: Muulsh is a careless but wealthy moneylender. His home has been burgled on several occasions but Muulsh seems to care very little.

His strong-willed wife Atya was actually an avatar of Tyaa. She fell from the top of Tyaa's temple after being defeated by Fafhrd and the Gray Mouser, but her body was never found. Her fate is unknown.

Muulsh himself is a large and unattractive man. Only his wealth and his influence in Lankhmar's affairs makes him an attractive bachelor now that his former wife is (presumed) dead.

Atya: Rogue; Level 4; Social level 8; Alignment LE; AC 10; Move 12; HP 10; THAC0 19; Damage 1d4 + poison (dagger). Ability Scores: Str 10; Dex 11; Con 9; Int; Wis 15; Cha 16.

Muulsh: Rogue; Level 1; Social level 9; Alignment LN; AC 10; Move 12; HP 6; THAC0

20; Damage 1d4 (dagger). Ability Scores: Str 10; Dex 13; Con 17; Int 12; Wis 7; Cha 11.

Snarve's House: Snarve is the nephew of the former Overlord of Lankhmar, Glipkerio Kistomercus. He is also a first-class thief and member of the Thieves' Guild. As such, his home and the numerous treasures within are off-limits to prospective burglars.

Snarve: Rogue; Level 4; Social level 12; Alignment CN; AC 8 (leather armor); Move 12; HP 13; THAC0 19; Damage 1d4 (dagger). Ability Scores: Str 13; Dex 14; Con 13; Int 11; Wis 10; Cha 9.

Squall's Tenements: Squall is a middle-aged woman with powerful connections to the Thieves' Guild. Her squalid tenements are linked directly to the Guild House, though only she and a few of the elder thieves know the passage's location. Her rent is 8 gold rilks per month.

The Tombs: This building was once a grand mansion, but in recent years it has become a flophouse for poor tenants. No one knows who owns the building, but a group of hired guards comes around once a month to collect rent. Some say that a great tragedy—perhaps even a murder—occurred here and forced its owner into his or her current anonymity. Rent is only 2 gold rilks per month, but some say the place is

haunted. Privacy is limited because the rooms are part of one large house.

Turkyl's Tenements: This six-story building is yet another of the Tenderloin District's many run-down tenements. Alyx the Pickpocket and a clever group of freelance thieves who thumb their noses at the Thieves' Guild live somewhere within this mammoth firetrap. The rent is higher than it ought to be in this district: 12 gold rilks per month. This tends to indicate the landlord knows most of his tenants are mainly concerned with hiding from someone.

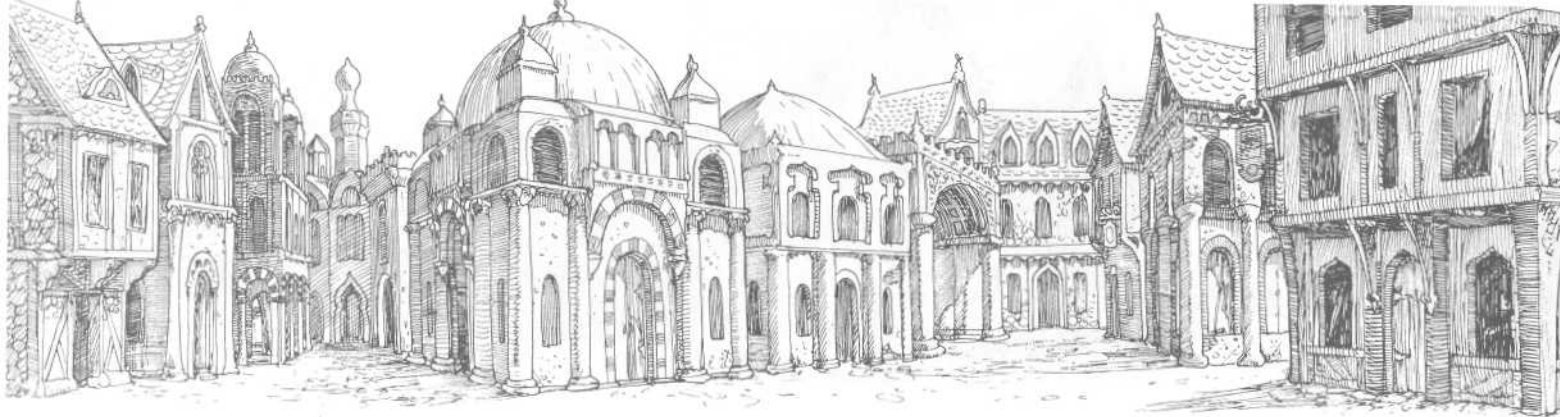
Alyx the Pickpocket: Rogue; Level 4; Social level 2; N; AC 7; Move 12; HP 17; THAC0 19; Damage 1d6 (short sword) or 1d4 (throwing dagger). Ability Scores: Str 13; Dex 17; Con 14; Int 12; Wis 14; Cha 14.

Alyx lives in defiance of the Thieves' Guild. She has occasionally joined Fafhrd and the Gray Mouser on their adventures but is wary of their frequent carefree recklessness.

Arts and Artists

Rokkermas and Slaarg:

Rokkermas and Slaarg are sculptors—most say the finest in Nehwon. Their shop consists of two three-story buildings across



the street from one another. A walkway attaches the third floor of each studio. Rokkermas is temperamental and sometimes rude. Slaarg is more hospitable, and primarily acts as Rokkermas' agent and planner.

Grand Playhouse: The Society of Joyous and Sorrowful Comedians, Rapturous Playactors, Graceful Dancers, and Melodious Songsters uses this theater as its home and guild headquarters. The theater itself, shaped like a three-story pentagon, is situated on popular Carter Street in the Mercantile District.

The Guild Master of the "Society" is Samous (sometimes called Sinuous). He is a sly artisan capable of dancing, singing, acrobatics, and sleight of hand. He is a favorite of aspiring young actresses, though his roaming attentions have left many of them bitter and jealous.

Rumors persist that the playhouse is haunted. Labyrinthine passages riddle its foundation, and it is connected to the sewers of Lankhmar Below.

Himakkos the Playwright: Himakkos was once an incredibly popular playwright. Unfortunately, one of his most sincere works, *The Tragical History of Mollek the Foolish King*, offended the Overlord of Lankhmar, who thought the title character mocked him. Himakkos spent the next few years in

poverty, and has only recently made a comeback under a pseudonym. His new series, *The Glories of Lankhmar*, is a tribute which, unfortunately, paints even the Overlord's most heinous acts in a glorious and heroic light. Himakkos seems to have learned his lesson at the cost of his artistic integrity. Of course, the opulent three-story manor he now occupies helps soothe the wounds of his forfeited soul.

Merry Players: These non-guild actors and actresses perform on the streets of Lankhmar. They live together in a three-story building in the Tenderloin District under the direction of the clever Kamina, their de facto leader. Kamina is a young, slender girl with raven-black hair, fair features, and a dry wit.

Temples

Lankhmar's Temple District has a strange but time-honored tradition. The most popular religions are granted the largest and most extravagant temples at the head of the Street of the Gods. At the other extreme, the least successful churches make do with shacks, or perhaps only a soapbox to preach to their tiny congregations—if they have any. In between are those churches which wax and wane in popularity. Temple staff relocate west into quarters closer to the River Hlal when attendance is high, then move out and take up residence towards the east when

their god or goddess begins to lose followers.

Temple of Aarth: Because Aarth is one of the most popular gods in Lankhmar, his magnificent temple stands at the head of the Street of Gods. The temple is actually a complex of several buildings. The front entrance is formed by a half circle of pillars leading to the vestibule. Just beyond is the main cathedral, which rises dramatically through all five of the chamber's open stories. Radiating from the cathedral are many lesser rooms.

The rest of the buildings in the compound house the priests of Aarth and their apprentices. Many of Aarth's worshippers are wealthy nobles who frequently donate money and fabulous gifts to the church. Few of these are seen by the public, so most suspect some of the adjacent buildings might serve as vaults as well as apartments.

Temple of Adjlar: Adjlar is a god relatively new to Lankhmar, with only a handful of grizzled worshippers led by a warrior/priestess named Kaniia. She preaches that Adjlar is a philosopher and a warrior who delivers profound theological statements while cleaving his enemies in two.

Kaniia: Warrior; Level 5; Social level 6; Alignment CN; AC 5 (chain mail); Move 12; HP 37; THAC0 16; Damage 1d8 (broad sword). Ability Scores: Str 16; Dex 14; Con 13; Int 15; Wis 17; Cha 10.



Temple of the Gods of Lankhmar:

This is the oldest surviving temple on the continent. This short, plain three-story building of black stone is actually more of a crypt than a temple. The dreaded Gods of Lankhmar lie inside. Should someone ring the copper bells atop the belfry, the Gods rise from their tomb to defend Lankhmar. Unfortunately, the Gods do not like to be so disturbed, and exact a terrible toll of destruction on the city for their aid.

Temple of Issek: Fafhrd helped bring the church of Issek to incredible popularity for a time. Issek's prestige grew so much, in fact, that the Gods of Lankhmar became jealous and ransacked the vaguely jug-shaped temple. Many of its lesser priests and followers died in this attack, and Issek has since lost much popularity.

Bwadres: Rogue; Level 1; Social level 2/8; Alignment LG; AC 10; Move 12; HP 3; THAC0 20; Damage 0; STR 5; Dex 8; Con 4; Int 4/15; Wis 12; Cha 5.

Bwadres is a fanatic but senile priest of Issek. When Fafhrd joined and sparked new enthusiasm for the religion, Bwadres seemed to spring to life, becoming more popular and sharp-witted (hence the dual Social Level and Intelligence scores). When the Gods of Lankhmar wiped out the church, Bwadres disappeared. It is likely his senility has returned if he still lives. In either state, he is a devout worshipper and a complete pacifist.

Temple of Kos: The building that serves as Kos's temple is quite plain, but zealous priests have added painted on icicles and created artificial snowdrifts around its base. The temple is relatively low on the Street of the Gods. Its only regular worshippers are a few immigrants from the north. Visiting barbarians might also be found there during periods of worship.

Some claim that a giant sword hanging above the temple's main altar was once wielded by Kos himself. No one knows if the legend is true, but the sword is magical. Of course, most who believe in the legend also believe that Kos will strike them down should they attempt to steal his sacred blade, so the artifact is relatively safe from thievery.

Temple of Many Gods: This temple was once an impressive domed structure, though it is relatively low on the Street of the Gods. The dome collapsed several centuries ago, and the god that was once worshipped here is now forgotten. Now street-preachers fight over the rubble floor space, hoping that curious passersby will hear their message and become converts.

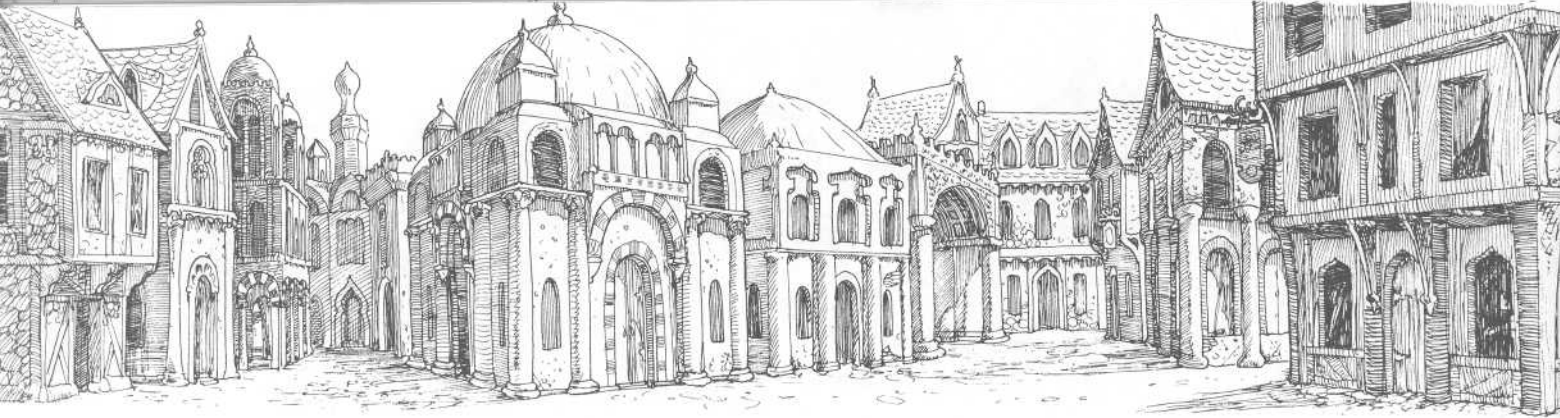
Temple of Mog: The priests of the spider god are few, but fanatical in their servitude. Mog's temple is their greatest accomplishment, one of the largest and most expensive buildings on the Street of the Gods. They could not truly

afford such a magnificent structure, however, and lack the necessary funds to maintain it properly or attract new worshippers (or donors). The temple is essentially an open-air amphitheater, at the center of which is a gently sloping cone that only vaguely resembles a spider web. The priests perform their rites and services at the apex of this cone.

Temple of the Rat God: This is one of the most mobile temples in the district. Followers of the Rat God come and go. Attendance was high just prior to the rat plague, then dropped dramatically afterwards. The current building used by the few remaining followers suits the religion well. It is a round structure bordered by four low out-buildings. The entrance has been reworked to resemble a rat-hole, and the interior has been transformed into a virtual warren featuring twisting passages, hidden niches, and thousands of rats.

Temple of the Red God: The Eastern deity, the Red God, is currently in decline on the Street of Gods. Still, a few ill-tempered priests and fire-mages maintain services here for their dwindling congregation.

A rumor has recently circulated among the thieves of Lankhmar that a secret room deep within the temple contains a



gem-encrusted altar. If so, the gems are almost certainly protected by traps, guardians, and the curse of the Red God himself.

Temple of Tyaa: This long-abandoned temple's doors and windows were boarded over centuries ago when the worship of Tyaa was banished from the city. The ramshackle building stands seven stories tall, but ominous bells occupy the top two floors, along with the vengeful Birds of Tyaa and their evil cousins.

Vultures, ravens, and crows occasionally swoop from the bell-tower and attack or defile passersby.

M arkets

Bazaar of the Bizarre: Fafhrd and the Gray Mouser were the first to discover that the proprietors of this strange shop were mischievous alien thieves. The Bazaar was open for but a single day when the heroes discovered its true nature. The Twain purchased several magnificent artifacts at low prices they could hardly believe. But eventually the heroes discovered that their treasures were really junk cleverly disguised with illusions. When the aliens—called Devourers—fled Fafhrd and the Mouser's wrath, all of their wares turned to trash and offal.

Will the Devourers return to Lankhmar? A few merchants have tried to set up shop in the ruins of the Bazaar, but all have gone insane. Perhaps some essence of the Devourers remain, for some of the merchants tried to sell handfuls of trash before being carted away by their loved ones.

Fasha's Market: Fasha is a beloved widow who somehow runs her market while keeping watch over her six children. She sells cheap fruits, vegetables, meats, clothes, and other useful items from the bottom floor of her three-story building. Fasha charges very little and always gives unsold food to the poor. The Thieves' Guild is even



reluctant to make Fasha pay protection. They demand a single agol once per month, to show that everyone in the Tenderloin must pay his due.

Plaza of Dark Delights: This plaza is the largest in Lankhmar. By day, it is filled with merchants selling all sorts of mundane goods. At night, stranger sellers emerge and erect mysterious booths featuring stolen goods, cursed artifacts, and treasures recovered from ancient ruins. Wizards, thieves, treasure seekers, and bounty hunters seeking stolen goods are the usual clientele.

Most everyone wears a veil when visiting the market at night, for few care to be seen in this swirling den of mystery. The nature of artifacts sold in the plaza at night makes it a dangerous place. Ghostly spirits, angry wizards, and vengeful creatures have come to the market to recover lost treasures.

Spire of Rhan: Rhan was one of the founders of Lankhmar. According to legend, he led the city's armies against the savage tribesmen who competed for the area. His story is carved onto a massive cone-shaped monument 10 stories tall with a base 25 feet across. After Rhan's death, he was entombed in the Temple District and became one of the first Gods of Lankhmar.

Rescue Mission: Priestess Shara of the Temple of Ilala maintains this ramshackle shelter for the homeless. She is a dedicated and caring soul who performs her duties tirelessly. The mission's greatest obstacle is a gang called the Bloody Blades. These thugs often raid her kitchen and take her food for themselves.

Beggars' Alley: The pathetic wretches that live in this alley are the truly downtrodden of Lankhmar. Many are insane, and some are even cursed by supernatural forces. None of the desperate souls in this alley belong to the Beggar's Guild.

Naph the Beggar: Rogue; Level 1; Social level 1; Alignment CN; AC 10; Move 12; HP 3; THAC0 20; Damage 1d3 (club). Ability Scores: Str 9; Dex 6; Con 7; Int 11; Wis 13; Cha 3.

Naph's hygiene is repugnant even to visiting barbarians, but he somehow manages to keep up with Lankhmar's underworld affairs.

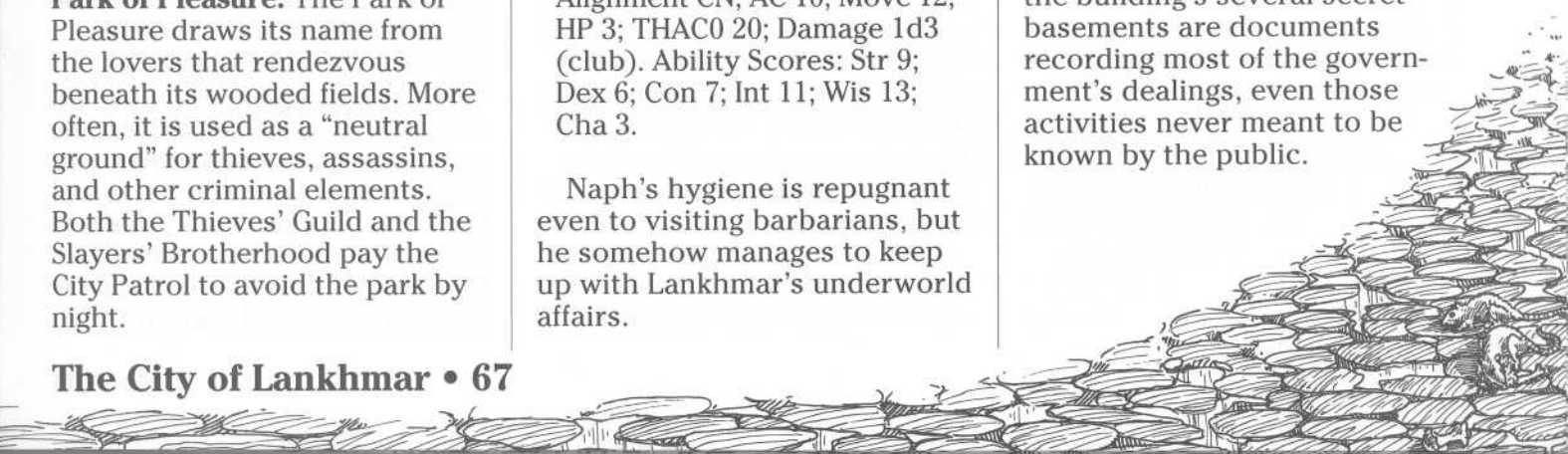
Fountain of Dark Abundance: No one drinks from this strange public fountain in the Plaza District. Its waters run dark purple, poisoning most of those who drink from it. It is 10 feet in diameter, with twisted statues of monsters and humans rising from its center. Legend has it that a black wizard cursed the fountain when he was pushed into its waters by a busy crowd.

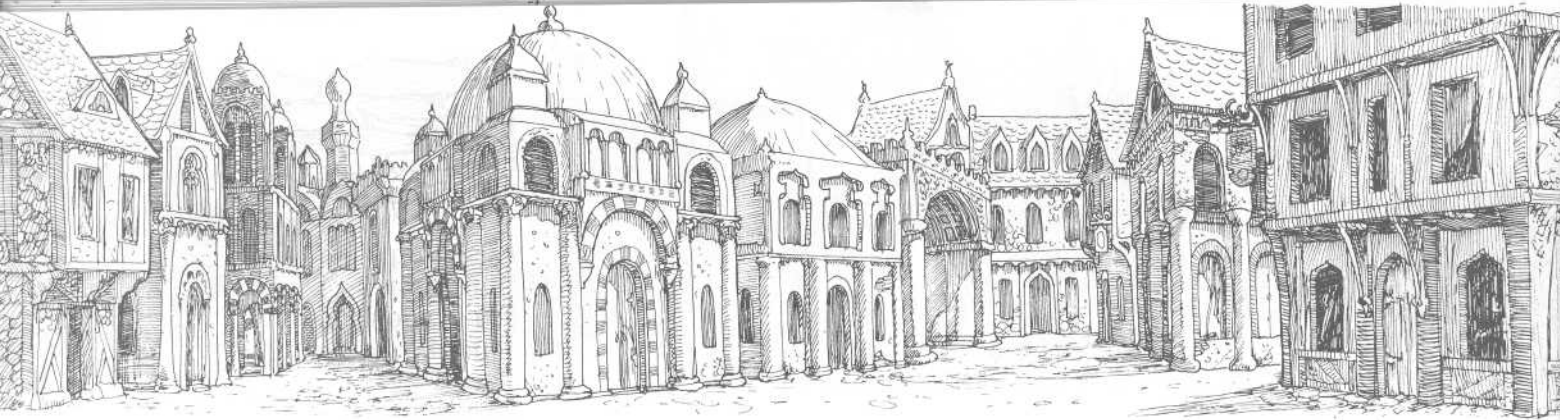
Shrine of the Black Virgin: By day, this life-sized statue of a forgotten goddess stands with its arms beckoning compassionately. At night the statue seems to take on a more provocative stance. Whether this is an actual transformation or merely a trick of the light is unknown.

The Great Library: Nobles and officials of the Overlord are allowed to enter this tremendous archive freely. Other citizens must pay a gold rilk. Inside are books, maps, and charts collected from all over Lankhmar. There is no rhyme or reason to the collection's organization, so researchers pay scribes by the hour to help find whatever they're after. In one of the building's several secret basements are documents recording most of the government's dealings, even those activities never meant to be known by the public.

Other Areas of Interest

Park of Pleasure: The Park of Pleasure draws its name from the lovers that rendezvous beneath its wooded fields. More often, it is used as a "neutral ground" for thieves, assassins, and other criminal elements. Both the Thieves' Guild and the Slayers' Brotherhood pay the City Patrol to avoid the park by night.





The city of Lankhmar will be the setting for most of your group's adventures. Occasionally, however, the heroes may travel out into the wilds of Nehwon in search of treasure and adventure. There they will find numerous mysterious and dangerous locales to explore. Here is a brief description of some of the most infamous locations and some characters inhabit them. This chapter also describes some common ship types found in Nehwon, in a section following "The Seas" and "Rime Isle."

The Continent of Lankhmar

The continent of Lankhmar is actually no more than a large island. Named for its most prominent city, the continent is also home to the steaming jungles of Klesh, the Lakes of Pleaa, and several other interesting locales ripe for adventure.

Lankhmar: Lankhmar, the Den of Thieves, is the largest a city in the Known World.

Earth's End: The only feature of this narrow promontory is the end of Lankhmar's Great Dike. This barrier protects the grain fields surrounding the city from the occasional storms that cause the northern end of the continent to flood.

Great Marsh: The Great Marsh is home to many dangerous creatures. Behemoths, white salt spiders, and marsh leopards are all common here. If the swamp's denizens are not deadly enough, the waters of the marsh keep the few spots of land muddy and treacherous. Quicksand and sinkholes have been known to devour entire caravans.

The only reliable path through the marsh is Causey

Road, which links Lankhmar's Marsh Gate with the road across the Sinking Land. Unfortunately, desperate brigands and hungry creatures often use this sole avenue to stage an ambush.

The only intelligent creature known to inhabit the Great Marsh is Sheelba of the Eyeless Face.

Sheelba's Hut: Sheelba is the Gray Mouser's sorcerous mentor. Though the Mouser *usually* refers to Sheelba as a "she," Sheelba has never truly revealed a gender. It is likely that Sheelba is actually some sort of reptilian being from another dimension to whom gender may have little or no meaning. Even the Mouser isn't sure, for Sheelba claims that to look upon her would drive mortals insane.

Sheelba lives in a strange hut that rests on 24-foot high stilt-like legs. The abode can move on these stilts at a rate of 24, even through the swamps of the Great Marsh. The cabin seems relatively small from the outside, but the magical interior is the size of a small mansion. Some rooms of Sheelba's home, like the caves of Ningauble (see below), contain interdimensional portals to lands outside Nehwon.

Sheelba rarely allows visitors within her home. She prefers to sit in the doorway and speak

down to those few who approach. Her voice is thick and gravelly, and unlike Ningauble, Sheelba is generally short and to the point.

Sheelba learned a frightening secret when the Gray Mouser left for Rime Isle. It seems her magic is tied to the Mouser, and failed and misfired with his departure. Sheelba has tried to lure the Mouser back to Lankhmar with a powerful spell called the Curse of Small and Stars, but has so far been unsuccessful.

Sheelba of the Eyeless Face: Wizard*; Alignment LN; AC 2 (due to magic); MV 12; hit points 150; THAC0 7; #AT 1; Dmg by spell.

*Sheelba may use spells from both the Black and White Wizard lists.

The Sinking Land: Between the continent of Lankhmar and the mainland is an odd stretch of land that officially divides the Inner Sea from the Sea of the East. This geological wonder usually rests about 12 feet underwater, but occasionally rises high enough to form a sturdy land bridge some 30 miles long. Sages of Nehwon believe that gas from the sea floor below gathers below the Sinking Land, and at a



certain point causes it to rise. Then the gas begins to slide off into the surrounding sea and the land sinks once again.

When characters come to the Sinking Land, roll a die. An odd number indicates the land is submerged, an even number that it is currently above water. If the land bridge is submerged, roll 1d12 as well. This is how far the land is below water and how many hours remain before it emerges. If the land is raised, roll 2d8 to determine how many hours the bridge will remain. Subtract 1d6 hours from this total if the PCs arrived when the bridge was already exposed—just to make them unsure of their chances to cross it.

The Sinking Land begins to fall from the middle. When it finally falls beneath sea level, great waves rush inward at about 20 miles per hour. Characters caught in this wave are knocked from the bridge and may drown if they do not have the Swimming proficiency.

Lakes of Pleea: The Lakes of Pleea are home to several small fishing villages. Collectively, the deep, cold Lakes form the headwaters of the River Hlal.

River Hlal: Because the Sinking Land makes Lankhmar's harbors occasionally inaccessible, the Hlal is the city's primary lane of commerce. It is busiest from Lankhmar's grain fields south, where huge barges carry the grain to the city's tremendous silos.

Mountains of Hunger: These low mountains contain little plant or animal life. Most of the volca-

noes that formed the range became dormant long ago, but a few have been known to shudder to life and erupt from time to time.

Klesh: The people of Klesh are dark-skinned and mysterious. Most worship Nehwon's Earth God, so others look upon the most fervent followers with suspicion. Still, Kleshite spices, ivory, and even tobacco are valuable enough to allay most Lankhmar's fears of mischievous Earth Cultists—at least long enough to line their pockets with agols and rilks.

Klesh is allegedly home to many fabulous cities secreted in its thick jungles. Few venture there however, for its residents guard their hidden homes violently, and the jungles crawl with Kleshite ghouls. Many villages are visible along the coast, but their purposefully simple construction reveals nothing about Klesh's true nature.

Kokgnab: Kokgnab's citizens are eccentric by Nehwon's standards, but generally peaceful. They practice polygamy, imbibe exotic spices, and participate in long religious festivals. Outside the city, most Kokgnabans are fishers and farmers, and only partake in the vices of the upper class when they can afford it.

Quarmall

Quarmall was once a huge sea-going empire. Now its own decadence and a sorcerous civil war has brought about its downfall. Where Quarmall was once a great sea-side city, it is now an

underground complex of interconnected tunnels.

A civil war erupted between those who lived in the upper and lower levels some time ago. Both sides use slaves and magic in their ongoing struggle.

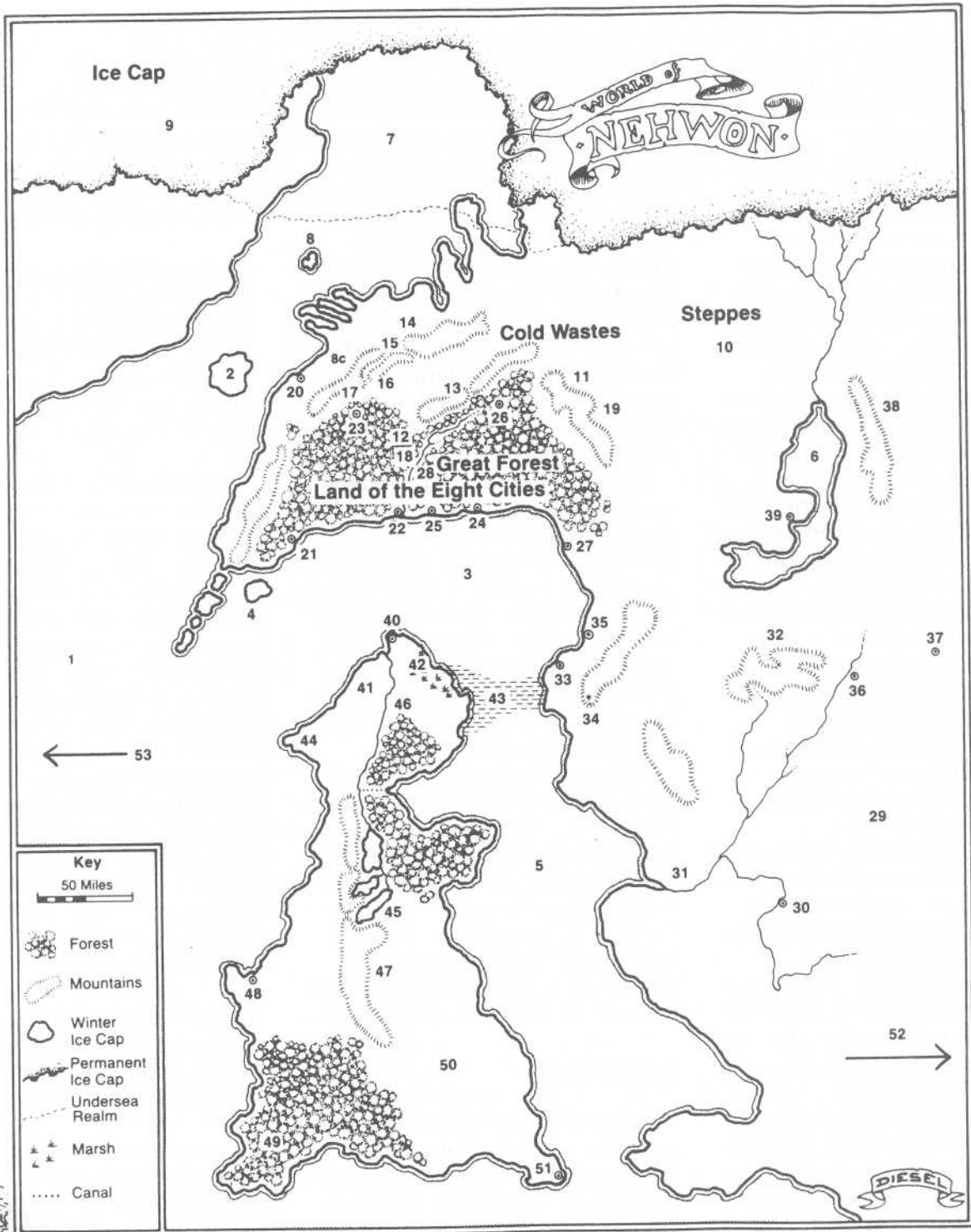
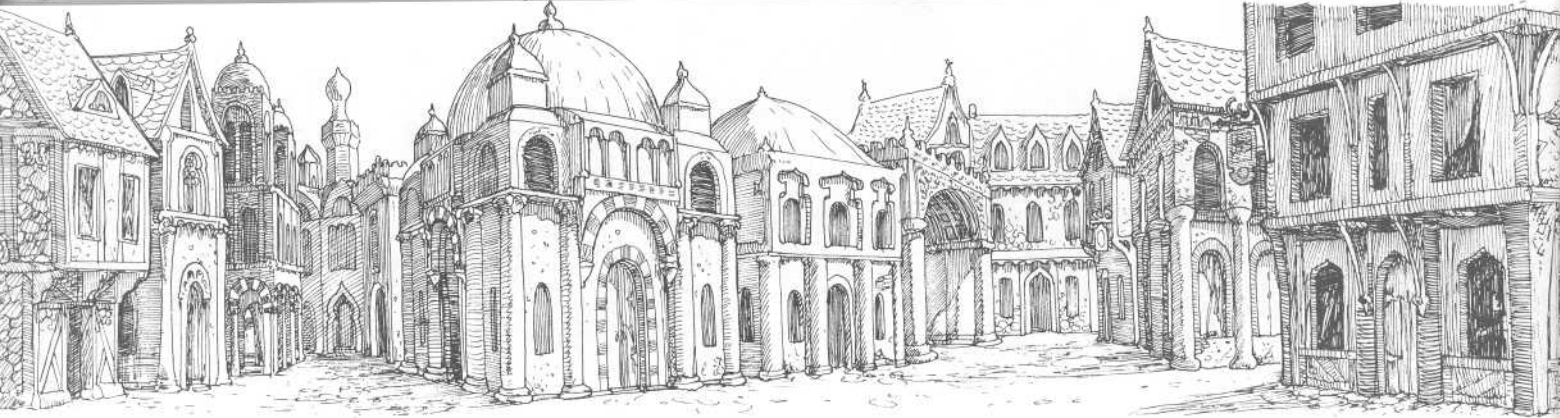
Quarmal: Black wizard; level 18; Social level 14; Alignment LE; AC 5; MV 12; HP 40; THAC0 15; Dmg 1d4 (dagger). Ability Scores: Str 11; Dex 12; Con 5; Int 18; Wis 17; Cha 16.

Quarmal is the lord of Quarmall. His eyes are a hideous, aqueous red with pupils like “. . . specks of black crystal.” He is bald and thin with loose, pitted skin hanging from his jowls. He is as evil as his deceased sons, Gwaay and Hasjarl, but does sincerely care for the realm of Quarmall. Lord Quarmal disposed of his corrupt sons with an elaborate plan that sent his fanatically loyal half-brother, Flindach, to a funeral pyre in his stead. Afterwards, Gwaay and Hasjarl fought for the throne and killed one another, paving the way for Quarmal's at that time unborn heir, Igwarl.

Igwarl: Black wizard; Level 2; Social level 13; Alignment LE; AC 10; MV 12; HP 8; THAC0 20; Dmg 1d4 (dagger).

Though he was not born at the time of his brothers Gwaay and







Key to Nehwon Map

Seas

1. Outer Sea
2. Simorgya
3. Inner Sea
4. Sea King's Domain
5. Sea of the East
6. Sea of Monsters
7. Frozen Sea
8. Rime Isle

The North

9. The Ice Cap
10. The Steppes
11. The Cold Wastes
12. Cold Corner
13. Trollstep Mountains
14. Bones of the Old Ones

Land of the Eight Cities

18. Great Forest
19. Barrier Mountains
20. No-Ombrulsk
21. Oop Hrusp
22. Kvarch Nar
23. Illik-Ving
24. Kleg Nar
25. Gnamp Nar
26. Mlurg Nar
27. Sarheenmar
28. River Mangrishik

The East

29. The Eastern Lands
30. Horboxin
31. River Tilth
32. Mountains of the Elder Ones
33. Ilthmar
34. Caves of Ningauble
35. Ool Krut
36. Tisilinit
37. Empire of Eevanmareensee
38. The Parched Mountains
39. City of Ghouls

The Continent of Lankhmar

40. Lankhmar City
41. Grain Fields
42. Great Marsh
43. Sinking Lands
44. Earth's End
45. Lakes of Pleea
46. River Hlal
47. Mountains of Hunger
48. Quarmall
49. Klesh
50. Quarmall Barrens
51. Koknab
52. Shadowland
53. Godsland

of treasure, adventure, or both.

The rough **Outer Sea** is racked by storms and inhabited by creatures sailors speak of in quiet whispers. Only the most experienced crews can help to weather its turbulent waters. Still, even veteran captains fear becoming becalmed, for the Great Equatorial Current sweeps along the southern edge of the Outer Sea and drags all those adrift within it to the east.

If the Outer Sea is a sailor's nightmare, the **Inner Sea** is his dream. This huge body of water accommodates trade for Lankhmar, Ilthmar, and the Land of the Eight Cities. Nefarious denizens of the deep are rare, though those that persist are often more clever and devious than most.

Few travel the **Sea of the East**, though its waters are relatively calm and its monsters are few. The difficulty of access caused by the Great Equatorial Current and the Sinking Land keeps it from being an important trade route.

Even fewer vessels ply the infested **Sea of Monsters**. Its green waters teem with all manners of sinister beast. Whenever characters travel the Sea, they are quite likely to encounter a monster. (See "Monsters of Nehwon" later in this book.)

The ice sheath that covers the **Frozen Sea** thaws during the Spring and Summer, but the number of jagged icebergs left behind keeps most ships at bay.

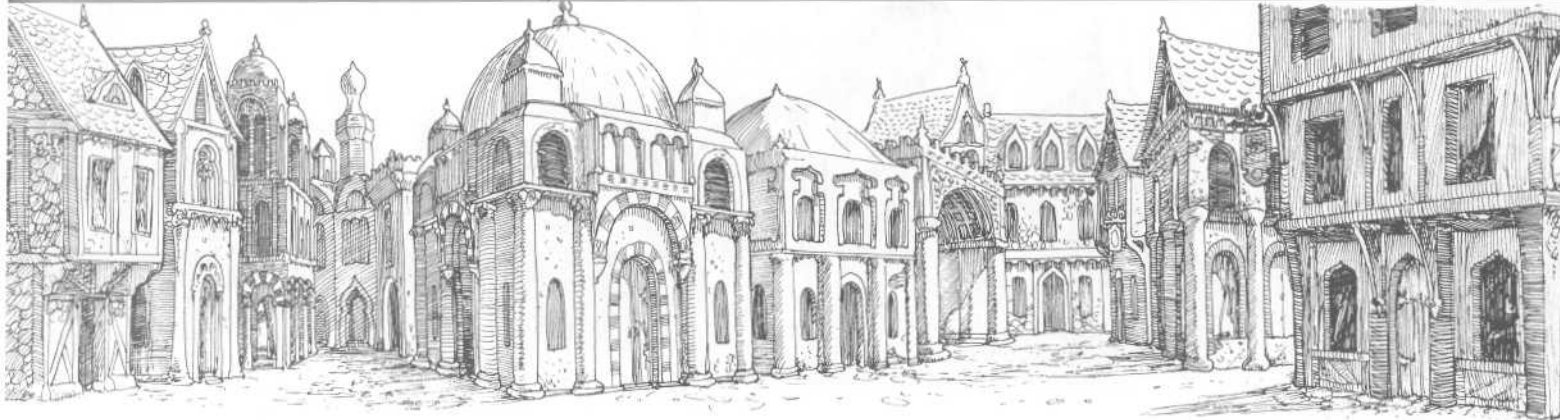
Hasjarl's death, Igwarl benefited the most from their failed conspiracy to slay their father, Quarmal. Since that day, the prince has grown tall and slender, learning the secrets of intrigue, treachery, and dark sorcery.

Quarmall Barrens: Though no longer inhabited by Quarmallans, this barren stretch of desert was named for their once great presence. It is a lifeless waste of towering red rock and rolling dunes.

Seas

The seas of Nehwon are harsh mistresses. Their briny bottoms are lined with the bones of hapless sailors and tragic wrecks. Creatures benevolent and malign swim, crawl, or slither through their sparkling shallows and their midnight depths. But trade relies on the seas, so there are always a brave few who will risk the treacherous waters. Heroes may also ply the deadly seas in search





Great schools of fish swim here, as well as the great sea creatures that feed on them.

Sea King's Domain: A few intrepid souls have navigated the fantastic, ever-changing underwater tunnels of the Sea King. The chambers and passageways of this labyrinthine place are simply airy tubes twisting and turning throughout the calm depths. Careless adventurers have walked through the dark, invisible walls only to be crushed by the tremendous pressure of the sea "outside."

Nothing is known of the Sea King himself. Whether this being is some sort of deity or simply a being of supernatural might is unknown.

Simorgya

The legendary continent of Simorgya sank beneath the waves of the Outer Sea long ago. Rumors abound that the sorcerous inhabitants of this place were the master of wind and sea and all the creatures that dwelled therein. Some say that portions of ancient Simorgya rise from the depths on occasion, though for what sinister purpose is unclear. Others claim that the Simorgyans live on in their watery tomb, taking on the form of fish or fowl.

They long for their former days of glory. The folk of Rime Isle, who possess many of their great artifacts, are frequent targets of their jealous rage.

Mordroog and Ississi, Prince and Princess of Simorgya:

Alignment NE; AC 5; MV 12 (24 swimming); HD 6; THAC0 15; #AT 3; Dmg 1d4 x2/1d10.

The rumor that the Simorgyans live on beneath the waves is true. These two diabolical twins rule the sunken city. Both Mordroog and Ississi have vowed vengeance on the inhabitants of Rime Isle, whom they blame for Simorgya's downfall. Ississi is particularly ruthless, and has attempted to slay Fafhrd and the Gray Mouser for interfering in her sinister plans.

For the statistics of a typical Simorgyan, see "Monsters of Nehwon" at the end of this book.

Rime Isle

Most denizens of Nehwon's fairer regions consider Rime Isle little more than a legend. The hardy fishermen and traders that dwell there tell a different story. Their world is ruled by the twin volcanoes of Hellfire and Darkfire. These smoking mountains, like Rime Isle itself, are shot through with subterranean passages and steamy caverns. The volcanoes loom over Cold Harbor—a small fishing village, and Salthaven—a larger port that is home to a variety of people from all over Nehwon.

The inhabitants of Rime Isle repulsed a Simorgyan invasion some years ago, and wound up with many of the ancient sea-dwellers' treasures. The Prince

and Princess of sunken Simorgya, Mordroog and Ississi, despise the Rime Islers for their success and have sworn vengeance.

As if the rumbling volcanoes, Simorgyans, and mysterious tunnels weren't enough, a titanic whirlpool of magical origin forms daily off the east coast of the island. Unwary vessels have been dragged into its sudden fury to an unknown fate on more than one occasion.

Typical Rime Isler: Rogue (Buccaneer); Level 3; Alignment N; AC 7 (leather armor and Dexterity bonus); MV 12; THAC0 19; Dmg 1d6 (saber).

The buccaneers of Rime Isle are a varied lot. Some can be hired as dependable crewmen while others are murdering pirates. One buccaneer might be a crusty old sea-dog, whereas his shipmate is a rapier-wielding dandy.

When buccaneers are hired as crew, the DM should create a few notes about each one's personality. This adds variety and depth to these NPCs and captures the flavor of Fafhrd and the Gray Mouser's own seafaring tales.

Mother Grum: Rogue; Level 1; Social level 3; Alignment LN; AC 10; MV 12; HP 2; THAC0 20; Dmg 1d6-1 (walking stick). Ability Scores: Str 9; Dex 9; Con 6; Int 17; Wis 18; Cha 13.

Mother Grum is a wise old priestess of Rime Isle. She knows much about herbalism, the island, and Nehwon in general.



Afreyt: Warrior; Level 5; Social level 10; Alignment CG; AC 10; MV 12; HP 21; THAC0 16; Dmg 1d4 (dagger). Ability Scores: Str 12; Dex 14; Con 17; Int 16; Wis 18; Cha 17.

Afreyt is a tall, blue-eyed, golden-haired elder and priestess of Skama on Rime Isle. She is Fafhrd's current love, and seems to have persuaded the barbarian to settle down—for a time, at least.

Cif: Fighter; Level 3; Social level 10; Alignment CG; AC 10; MV 12; HP 14; THAC0 17; Dmg 1d4 (dagger). Ability Scores: Str 12; Dex 11; Con 16; Int 17; Wis 17; Cha 16.

Cif is a priestess of the moon goddess Skama on Rime Isle. Her brown hair is shot with golden streaks and accentuates her green eyes. Cif is wise and courageous and fulfills her role as an elder well. She is also stern and incredibly loyal to her latest lover—the Gray Mouser. She seems to have had some luck in convincing the Mouser to settle down. At least for a while.

Fingers: Rogue; Level 4; Social level 2; Alignment CN; AC 7; MV 12; HP 18; THAC0 19; Dmg 1d4 (dagger). Ability Scores: Str 10; Dex 17; Con 14; Int 14; Wis 12; Cha 14.

Though neither knew it for some time, Fingers is actually Fafhrd's daughter. Her mother is Friska, a Quarmallan slave freed by the barbarian some years

prior. Fingers spent the first years of her young life as a slave. She eventually escaped to Rime Isle and became an initiate into the Skama priesthood.

When Fafhrd eventually met his daughter, the two discovered that Fingers had been “trapped” by a Quarmallan death spell intended to do in the legendary barbarian. Fortunately, the Gray Mouser countered the spell and spare his companion's life.

Groniger: Rogue; Level 1; Social level 7; Alignment LN; AC 10; MV 12; HP 5; THAC0 20; Dmg 1d8 (cutlass). Ability Scores: Str 13; Dex 13; Con 12; Int 16; Wis 15; Cha 13.

Groniger is the stern harbor-master of Salthaven. He tolerates little frivolity, a trait which brought him into conflict with Fafhrd and the Gray Mouser when they first came to Rime Isle. The Twain eventually won Groniger over, however, and the harbor-master helped rescue the Mouser when he was trapped beneath the earth.

Sailors of Rime Isle

In *Swords and Ice Magic*, the undead ice-sorcerer Khahkht allied with Prince Faroomfar of Stardock and two fleets of Sea Mingols to conquer Rime Isle. Fafhrd and the Gray Mouser were persuaded to thwart them by the moon priestesses Afreyt and Cif. Fafhrd gathered a dozen northern barbarians onto the *Seahawk*, and the Mouser assembled a

band of fighter-thieves on board the *Flotsam*. The two heroes and their motley crews managed to defeat the combined hordes, even though two gods foreign to Nehwon, namely Zeus and Loki, interfered and made matters even worse. Below are a few of the most notable characters from the *Seahawk* and the *Flotsam*.

The *Seahawk*

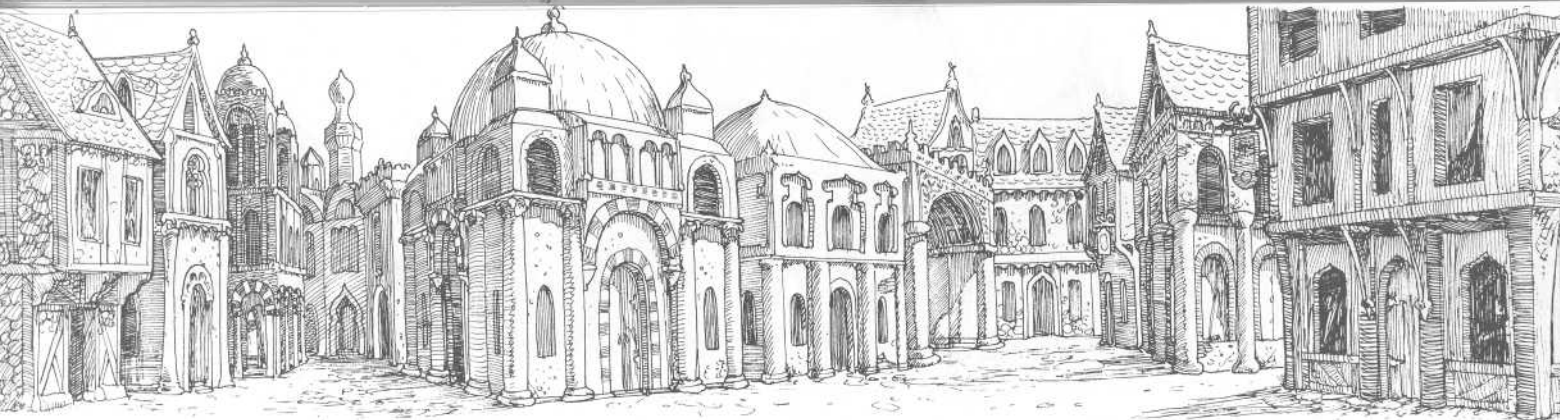
Mannimark: Rogue; Level 7; Social level 3; Alignment LN; AC 8; MV 12; HP 55; THAC0 14; #AT 3/2; Dmg 1d8 (longsword, +4 for Str). Ability Scores: Str 18/76; Dex 15; Con 17; Int 12; Wis 14; Cha 11.

Mannimark is extremely tall and fiercely loyal to Fafhrd.

Pelly: Rogue; Level 6; Social level 3; Alignment LN; AC 9; MV 12; HP 50; THAC0 15; Dmg 1d8 (longsword). Ability Scores: Str 17; Dex 14; Con 17; Int 14; Wis 12; Cha 14.

Pelly continued to serve his friends on Rime Isle even after the Mingol invasion.

Skor: Rogue; Level 7; Social level 4; Alignment LN; AC 7; MV 12; HP 54; THAC0 14; #AT 3/2; Dmg 1d8 (great axe) or 1d6 (longbow). Ability Scores: Str 18/51; Dex 14; Con 16; Int 10; Wis 15; Cha 13.



Skor continues to serve aboard the Twain's ships in Salthaven.

The *Flotsam*

Skullick: Rogue; Level 7; Social level 4; Alignment LN; AC 8; MV 12; HP 50; THAC0 14; #AT 3/2; Dmg 1d8 (great axe) or 1d6 (longbow). Ability Scores: Str 18/91; Dex 11; Con 12; Int 9; Wis 14; Cha 13.

Skullick was one of Pshawri's best friends.

Gib: Rogue; Level 10; Social level 3; Alignment LE; AC 6; MV 12; HP 42; THAC0 16; Dmg 1d6 (short sword) or 1d4+poison (throwing daggers—save vs. poison or die in 1d12 rounds). Ability Scores: Str 15; Dex 16; Con 12; Int 13; Wis 11; Cha 13.

Gib was one of the Mouser's crewmen on board the *Flotsam*.

Pshawri: Rogue/warrior; Level 7/5; Social level 3; Alignment LN; AC 7; MV 12; HP 40; THAC0 16; Dmg 1d8 (cutlass). Ability Scores: Str 16; Dex 17; Con 13; Int 15; Wis 12; Cha 14.

Pshawri served as the Mouser's first mate on the *Flotsam*. When the Mouser was later the center of a plot by a foreign god (Loki), it was revealed that Pshawri was actually the Mouser's son by the maid of Ivlis, Freg.

Trenchi: Rogue/warrior; Level 6/3; Social level 3; Alignment CN; AC 7; MV 12; HP 30; THAC0 18; Dmg 1d8 (rapier). Ability Scores: Str 15; Dex 17; Con 14; Int 15; Wis 12; Cha 15.

This former thief of Lankmar was another of the scoundrels the Mouser hired to crew the *Flotsam*.

Ships of Nehwon

The ships of Nehwon range from three-masted schooners to tiny sailboats. The ships and boats listed below are those most common to Lankmar and the Inner Sea. Use the values listed with each craft as a guide when designing other sea-going vessels.

Crew: This range marks the minimum and maximum number of characters that can man the vessel. A ship with fewer than the minimum crew cannot move. A ship can usually hold a few more crew and/or passengers than maximum for short hauls, but cannot truly accommodate more.

Speed: This is the vessel's speed under average conditions. As with characters, this is the number of tens of feet the craft will move in a minute-long round. Thus a ship with a move of 3 would move 30 feet, or 10 yards, in one minute.

Those craft with two numbers represent speed under sail and speed under oar, respectively. Notice that sailing speed can be affected by wind, but

oar speed cannot. Both are affected by currents.

Sailing with current/wind equals base speed and speed of wind current. Sailing across current/wind adds only half their speed. Sailing against the current/wind reduces speed to half base speed.

Ships make better time when piloted by someone with knowledge of the winds, or of crew on oared vessels. A seamanship proficiency check is normally made only when the vessel first gets under weigh. In combat or other stressful situations, make the check once per round.

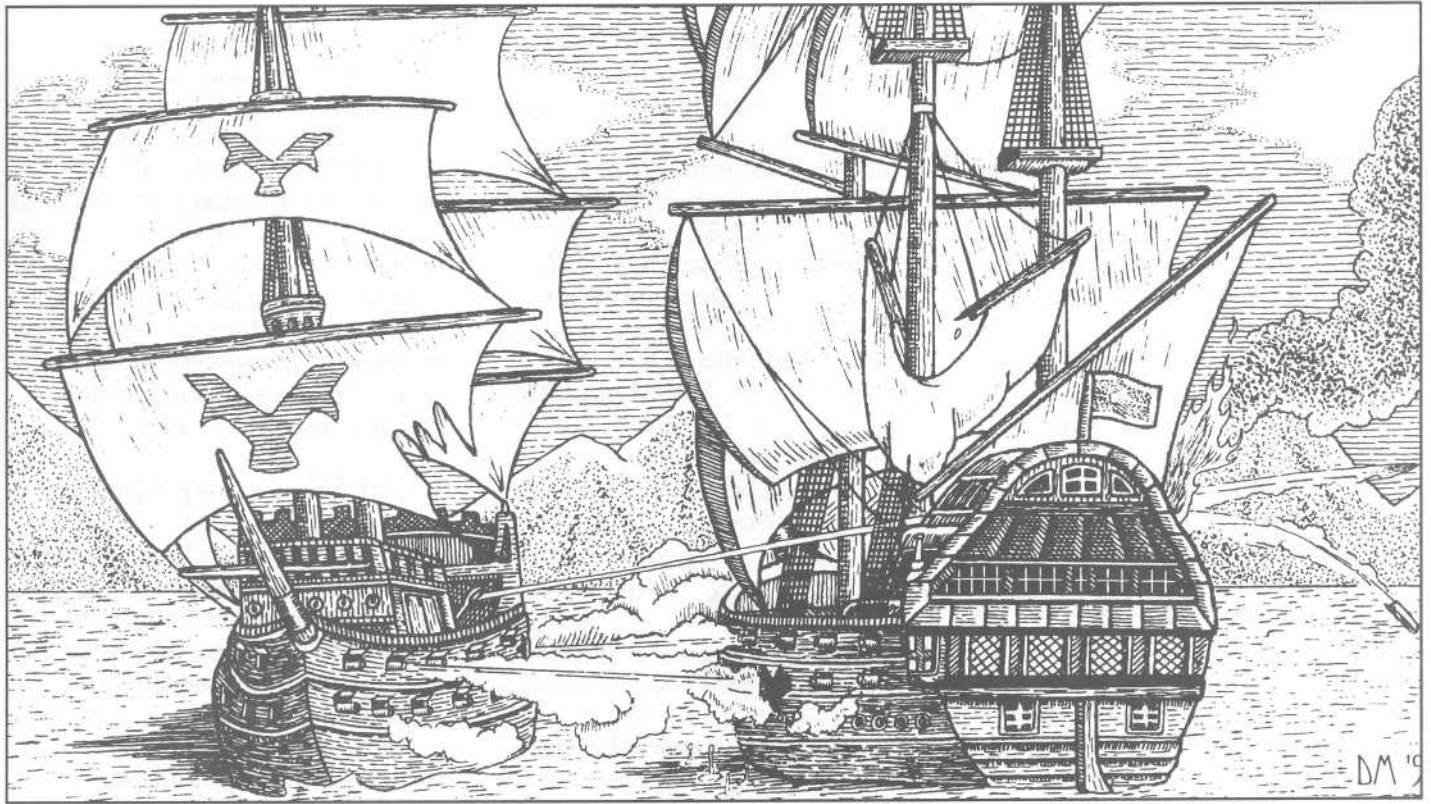
Armor Class (AC): The ship's general seaworthiness or difficulty to damage due to size, speed, durability, and general design. The DM may grant attack bonuses in certain circumstances, such as if a character standing inside a reasonably stationary vessel wants to stab a hole in its hull or some similarly simple task.

Hit points (hp): The amount of damage the craft can take before sinking. Larger vessels obviously tend to have more hit points than smaller ones.

Cost: The cost of a vessel in gold rilks.

Rowboat: Crew 1-8; Speed Special; AC 5; hp 15; Cost 100.

Rowboats are made from strong wood. Base speed is equal to the average Strength of the crew divided by 5. If one of the characters makes a seamanship proficiency check, the speed is increased by +1.



Rowboats are typically 8-12 feet long and three feet wide.

Sailing skiff: Crew 1-8; Speed 2; AC 5; hp 30; Cost 500.

Skiffs are small boats with a single sail. Most have a small hold for provisions or a squat cabin for two men. A skiff's speed is dependent on the wind and the helmsman's seamanship. While skiffs are not as fast as larger vessels, they are more maneuverable and difficult to target, giving them an AC of 5. A successful seamanship proficiency check raises the base speed of a skiff by +1.

Most skiffs are 15-25 feet long and 4-6 feet wide.

Galley: Crew 10-30; Speed 2+ $\frac{1}{4}$ + $\frac{1}{4}$; AC 7; hp 60; Cost 25-40,000.

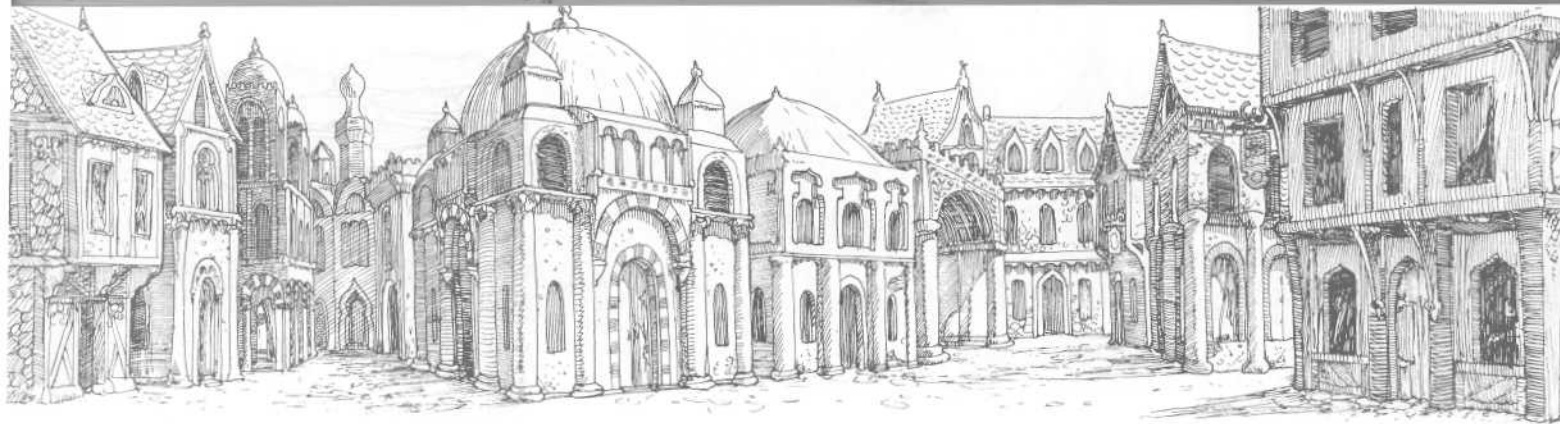
Galleys are the most common merchant vessels. Most have two decks, with the lower hold housing cargo and quarters for the few crewmen. The upper deck usually houses the mess and captain's cabin. Up to four ballistae or cannons may line the sides of a galley. Galleys are typically about 55 feet long and 15 feet wide. A ship this size requires at least 40 rowers.

Galleon: Crew 20-130; Speed 3+ $\frac{1}{6}$ + $\frac{1}{6}$; AC 5; hp 90; Cost 50-100,000.

Galleons are massive vessels with three or more decks and

as many masts. Most have 50-60 indentured oarsmen as well in case the sea should become becalmed. The enormous holds aboard galleons can carry about 500 tons of cargo and 130 crewmen.

These ships are mostly used for long voyages into pirate-infested waters, or as warships. All are armed with ballistae or cannons—up to 10 per side. Two “castles,” each with two levels, sit astride bow and stern to provide firing positions for any archers on board. The galleons of Nehwon are 100-150 feet long and 30 feet wide.



Ship's Weapons

Cannons and ballistae are common to Nehwon's galleys and galleons. A character using one of these weapons attacks in the usual way, though no bonus for Dexterity is added to the "to hit" roll. The key to the statistics follow:

ROF: Rate of fire, expressed as a fraction; "1/8" means the weapon can fire once every eight rounds, "1/12" once every twelve rounds.

Dmg: Damage. The damage number before the slash is damage inflicted against Tiny, Small or Medium targets; the number after the slash is applied to Large or Bigger targets.

Speed modifier: As for hand weapons.

Ranges: These four numbers designate distances (in yards) for minimum/short/medium/long ranges. A weapon cannot hit a target closer than its minimum range. Attacks within the short-range distance suffer no modifier; attacks at a distance out to the medium range suffer a -2 to hit penalty; attacks at long range suffer a -5 penalty.

For example, the medium ballista's range numbers are 1/11/22/36. This weapon cannot hit anything closer than a yard away; its attacks against targets up to 11 yards distant suffer no penalty; attacks against targets 12-22 yards away are at -2; and

attacks 23-36 yards away suffer -5. The weapon cannot reach targets farther than 36 yards away.

Light ballista: ROF 1/8; Dmg 2d6/3d6; Speed modifier +5; Ranges: -/11/22/33

Medium ballista: ROF 1/12; Dmg 3d6/3d8; Speed modifier +7; Ranges: 1/11/22/36

Heavy ballista: ROF 1/16; Dmg 3d10/3d12; Speed modifier +10; Ranges: 2/12/24/39

Cannon: ROF 1/15; Dmg 1d12x5; Speed modifier +6; Ranges: -/15/45/90

Northern Regions

Adventurers who travel to the northern regions find that careful planning is more valuable than swords or even sorcery. Here the biting winds and frigid temperatures slay man and beast. A wise traveler goes into the Northern Regions clad in heavy furs and led by a dog team.

Travel and exposure: Daily movement rates for characters traveling the Cold Wastes or the Ice Cap are generally halved. Only those equipped with dog teams or mounts native to these regions may traverse the deep snows and ice plains normally.

Characters may also suffer from exposure or frostbite when traveling the northern regions. An adventurer must make an appropriate Survival (Arctic or Mountains) proficiency check every day he walks the lands of

the north. If the roll is made, the character has managed to stave off the effects of the cold. If the roll is failed, the character temporarily loses 1 point of Constitution. If Constitution ever drops to half the character's original total, he perishes from exposure.

Lost Constitution can be recovered at the rate of 1 point every four hours whenever the character receives aid and comfort in a warm, dry place.

Cold Weather Gear

The following items are rarely found in Lankhmar or the south. Adventurers must bargain with local traders of the northern regions to purchase this merchandise.

Snow shoes (15 ba): These wide shoes are made from tightly-woven wicker. A character wearing snow shoes ignores movement penalties due to snow.

Heavy furs (10 ba): A coat or cloak made from the thick fur of creatures native to this region adds +2 to Survival (Arctic or Mountaineering) proficiency checks.

Heavy tent (5 gr): This simple tent, made from thick hides and stout poles, accommodates two people. Larger tents cost and weigh double for every two extra people they accommodate. Use of these tents adds +2 to a character's Survival proficiency.

Dog team (50 gr): A standard rig of eight husky wolf hybrids can easily pull two normal-sized people across the snowy plains of the Cold Wastes or the Ice



Caps. Sleds pulled by dogs have Move 14 in arctic environments. Do not apply snow or ice modifiers to this rate.

Some Northern Sites

The Ice Cap: A tremendous mass of icy plains and mountains covering the far north of Nehwon. It is said that terrible creatures live there, though few heroes have ventured into the region and even fewer have returned.

Trollstep Mountains: Impassable in winter, the Trollsteps are second in height only to the Bones of the Old Ones. The craggy peaks and rugged cliffs are home to the foul trolls that lend their names to these mountains.

The Steppes: The Mingols rule these rolling plains. Their home extends from the Cold Wastes to the eastern reaches of the Known Lands. In the winter, the Steppes are often covered in deep snows that make travel difficult.

Typical Mingol: Warrior; Level 4; Alignment N; AC 7 (leather armor and Dexterity bonus); MV 12; THAC0 17; Dmg 1d8 (scimitar).

Mingols are a fiercely independent lot who respect strength and cunning. Bands of these proud horse-warriors roam the Steppes hunting and raiding the city of the Ghouls. They are slightly smaller in stature compared to Lankmarts or northern barbarians though often as

strong. The type listed here are those most commonly found roaming the Steppes.

A few of these strong-willed folk also sail the Sea of Monsters and the Inner Sea. Crews of seagoing Mingols have statistics similar to their Steppe-riding cousins, but tend to use sabers (1d6 damage) instead of scimitars.

Edumir: Warrior; Level 10; Social level 13; Alignment LE; AC 8; MV 12; HP 78; THAC0 10 (+1 for Strength); Dmg 1d8 (scimitar) or 1d6 (longbow). Ability Scores: Str 16; Dex 14; Con 16; Int 14; Wis 8; Cha 18.

Edumir is a cold and ruthless warrior of the Widdershin Sea Mingols. He rarely shows pity or remorse for his actions, a trait perhaps made worse by his addiction to Quarmallan mushroom wine.

Gonov: Warrior; Level 6; Social level 13; Alignment LE; AC 8; MV 12; HP 35; THAC0 15; Dmg 1d8 (rapier). Ability Scores: Str 12; Dex 16; Con 12; Int 11; Wis 9; Cha 11.

Gonov leads a group of raiders known as the Sunwise Sea Mingols. Like his rival, Edumir, Gonov is merciless and cruel.

Khakhkt: Black wizard; Level 18; Social level 11; Alignment CE; AC 10; MV 9; HP 100; THAC0 15; Dmg 1d6 (staff). Ability Scores: Str 9; Dex 10; Con 9; Int 19; Wis 13; Cha 6.

Khakhkt is a truly unique individual. Once a Mingol ice-wizard, he is now an undead creature who dwells within a hollow sphere of black ice nearly 10 feet across. Some believe he created the Invisibles. Though this is mere speculation, it is certain that he masterminded an attack on Rime Isle with both the Invisible and a band of Sea Mingols.

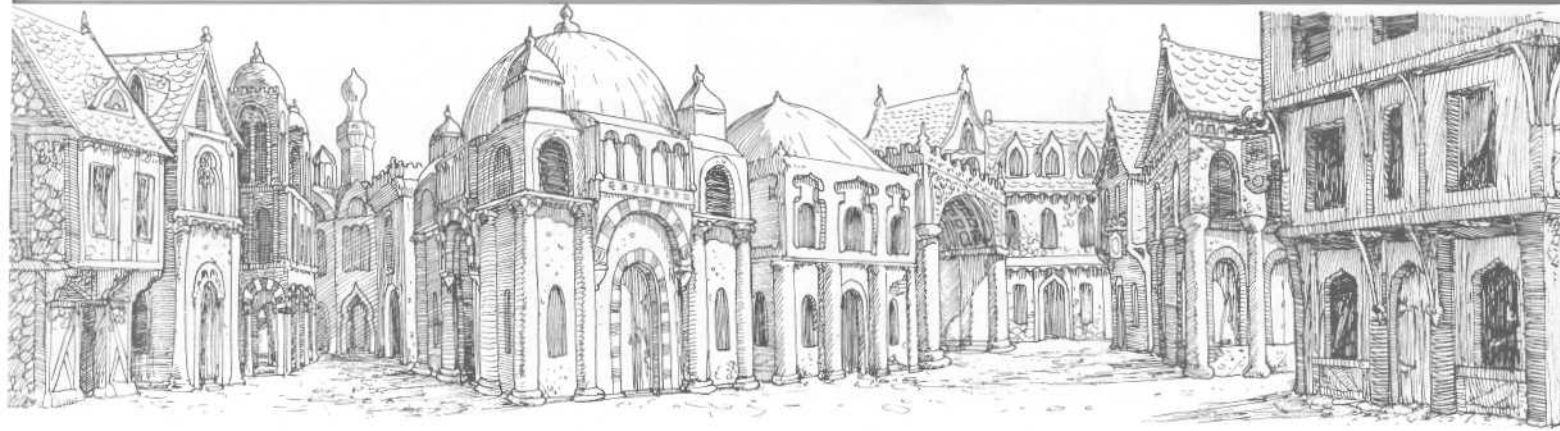
Fafhrd and the Gray Mouser managed to repel both his minions and the sorcerer's own horrible ship of ice, the Frost Monstreme, but Khakhkt survived and is no doubt plotting his revenge.

The Cold Wastes

The Cold Wastes are a frigid region of lofty pines, majestic mountains, deep gorges, and incredible ice-falls. The only human inhabitants are sturdy barbarians of Fafhrd's type.

Typical barbarian: Warrior (barbarian); Level 4; Alignment N; AC 9 (hides or mixed armor); MV 12; THAC0 17; Dmg 1d10 (great sword).

Barbarian ice shaman: White wizard; Level 5; Alignment NG; AC hides; MV 12; THAC0 19; Dmg 1d6 (staff); Typical spells memorized: (1st) *bless*, *cure light wounds* x2, (2nd) *charm person*, *hold person*, *resist cold* (3rd) *create food and water*.



Most barbarian clans have a shaman who is responsible for the health and well-being of the community. Though inwardly good, many of these hedge-wizards are cranky and irritable to their own people. To outsiders, a shaman often makes an effort to appear menacing and powerful, most likely to scare away possible trouble before it begins.

Cold Corner

Fafhrd's clan camps in this accessible area in midwinter to meet with traders and merchants. It remains barren during the rest of the year.

Mor: Black wizard; Level 8; Social level 6; Alignment NE; AC 10; MV 12; HP 15; THAC0 18; Dmg 1d6 (spear) or 1d4 (iceball). Ability Scores: Str 12; Dex 11; Con 10; Int 17; Wis 14; Cha 17.

Mor is Fafhrd's mother and, most suspect, the slayer of the barbarian's father, Nalgron. Mor was a strong-willed, charismatic ice-sorceress who believed in rigid adherence to the traditions of the northern barbarians. As one of the clan's leaders, the Snow Women, she often had the authority to enforce her will. She and the rest of Fafhrd's clan were allegedly massacred by Ice Gnomes shortly after her son left Cold Corner.

Essedinex: Rogue; Level 6; Social level 4; Alignment CN; AC 9; MV 12; HP 18; THAC0 18; Dmg 1d6 (short sword). Ability Scores: Str 11; Dex 9; Con 15; Int 14; Wis 10; Cha 15.

Essedinex is a swarthy man with a gray mustache and goatee sprinkled with flecks of gold. His expensive but ragged clothes and jewelry offer insight into his character, for Essedinex himself is a sham. He is usually the master of a traveling show, but seems to spend almost as much time committing mischief.

One of his most heinous acts occurred in Cold Corner when he attempted to sell Fafhrd's first love, Vlana, to the Snow Clansmen Hringol. This is what caused the barbarian to travel to Lankmar, where he met the Gray Mouser—and where Vlana met an unfortunate end.

Bones of the Old Ones

Only the magical Ice Gnomes and a few other bizarre and magical creatures live in this incredible and forbidding mountain range. No known passes give way to explorers, though many have died searching for them.

The three major peaks in the Bones of the Old Ones are Stardock, Obelisk Polaris, and White Fang. Stardock is home to a family of invisible beings with strange magical powers, and is the tallest peak in all Nehwon. Obelisk Polaris is the second tallest peak, and White Fang is

nearly as tall. Fafhrd's father, Nalgron, died while attempting to climb the latter.

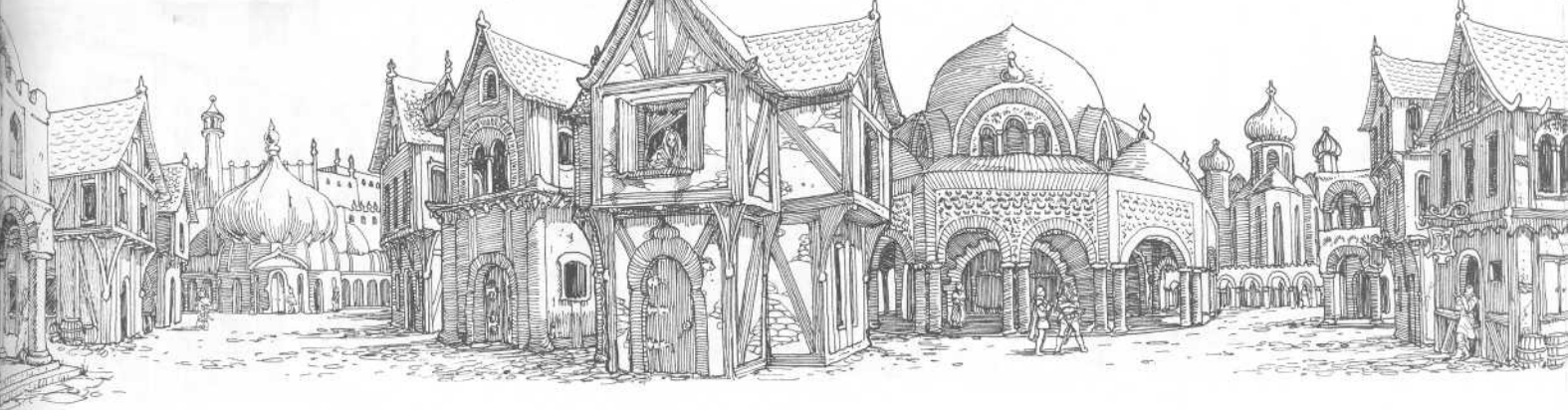
Faroomfar: Warrior; Level 12; Social level 14; Alignment CE; AC 7; MV 12 (24 when flying); HP 80; THAC0 9; # AT 2; Dmg 1d8 (broadsword). Ability Scores: Str 15; Dex 17; Con 10; Int 14; Wis 9; Cha 14.

Faroomfar is the prince of Stardock and an Invisible. He despises humans—an attitude only made worse by a fight with Fafhrd in which Faroomfar lost his left hand. Faroomfar rode invisible flying rayfish before being given wings by the ice wizard Khahkht. He tried to help his sorcerous patron conquer Rime Isle until thwarted by Fafhrd.

Hirriwi: Warrior; Level 3; Social level 13; Alignment Chaotic Neutral; AC 8; MV 12; HP 21; THAC0 18; Dmg 1d8 (rapier). Ability Scores: Str 12; Dex 16; Con 14; Int 14; Wis 11; Cha 17.

Hirriwi, like all residents of Stardock, is invisible. She is the daughter of King Faroomfar, though the Princess has no interest in her family or the government of Stardock. Hirriwi fell in love with Fafhrd and attempted to bear him a child imbued with her invisibility and his strength—but failed.

Keyaira: Warrior; Level 2; Social level 13; Alignment CN; AC 8; MV 12; HP 14; THAC0



19; Dmg 1d8 (rapier). Ability Scores: Str 12; Dex 16; Con 16; Int 14; Wis 14; Cha 16.

Keyaira is Hirriwi's sister. She fell in love with the Mouser, and like Hirriwi and Fafhrd, they attempted to conceive a half-invisible, half-human child with him. They were unsuccessful as well.

Land of the Eight Cities

The Land of the Eight Cities is a loose amalgamation of nearly independent principalities spread across the peninsula north of Lankhmar. The ruler of the realm is Overlord Movarl, though he has no real control over the Dukes beneath him. The people of the Eight Cities are an odd collection of decadent merchants and belligerent barbarians, so there is no "typical" character type.

Great Forest: This is the largest known wilderness in all Nehwon. The edges of the Great Forest are considered light woods, though they become gradually thicker the closer one gets to the center. The forest is especially thick along the River Mangrishik.

Barrier Mountains: These mountains pale in comparison to the Trollsteps, but they are thickly wooded and therefore no less an obstacle to travelers and caravans.

No-Ombrulsk: No-Ombrulsk is a year-round port city on the

Outer Sea. It is home to a hardy breed of seafaring and warlike folk somewhat akin to the barbarians of the Cold Wastes.

Lord Logben: Warrior; Level 8; Social level 13; Alignment LN; AC 7; MV 12; HP 65; THAC0 13; #AT 3/2; Dmg 1d8 (broadsword). Ability Scores: Str 16; Dex 17; Con 16; Int 13; Wis 11; Cha 14.

Lord Logben is the ruler of No-Ombrulsk. He is obsessed with finding enough ivory to build the "White Throne," and will trade most anything for it but timber, which is precious in No-Ombrulsk.

Ool Hrusp: The ruler of this small city is known as the Mad Duke. This twisted leader delights in torturing captives in the gladiatorial arena. The Duke's subjects are nearly as twisted and enjoy throwing macabre parties and celebrations, often at the expense of the lower classes.

Ool Hrusp has a few more black wizards than most cities with a population this size—perhaps because it is easier to purchase bizarre substances in Ool Hrusp's active black market. Or perhaps because evil sorcerers find it easier to perform macabre experiments on the lower classes, the plights of whom are generally ignored by the rest of the city.

Kvarch Nar: Kvarch Nar is the capital and largest city of the Eight Cities. Its position across the Inner Sea from Lankhmar cre-

ates an incredible amount of trade, and the Kvarchers have dedicated themselves to this industry.

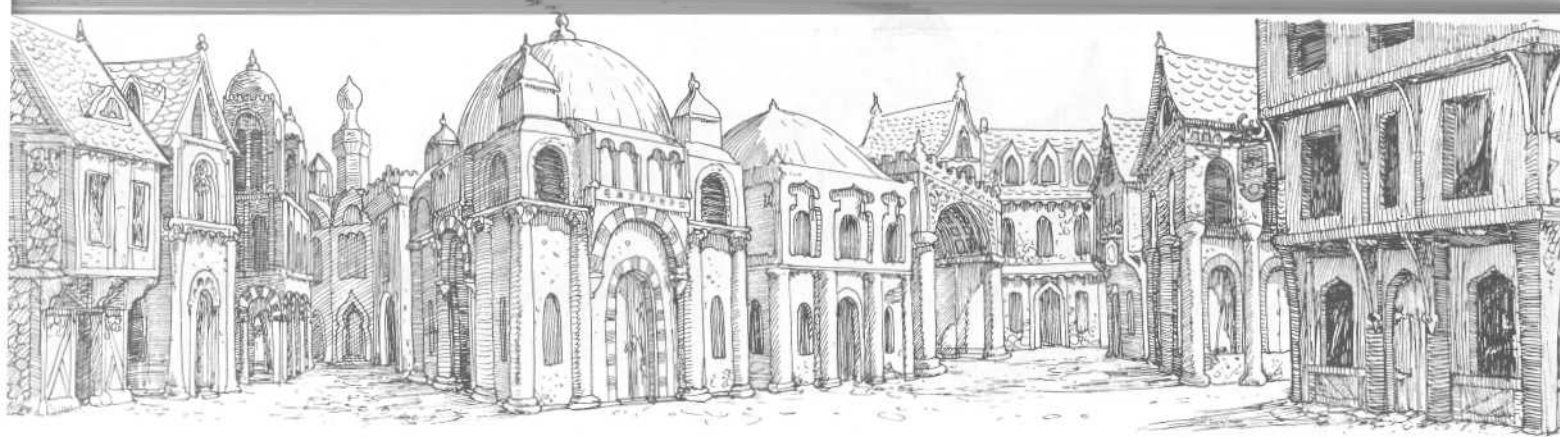
Movarl: Warrior; Level 12; Social level 14; Alignment LN; AC 1; MV 12; HP 90; THAC0 9; #AT 3/2; Dmg 1d10 (two-handed sword, +1 for Str). Ability Scores: Str 17; Dex 16; Con 17; Int 13; Wis 15; Cha 18.

Movarl is the cunning Lord of the Eight Cities. He is a shrewd politician who enjoys pitting his enemies against one another to solve his own problems.

Ilik-Ving: Ilik-Ving is considered the "frontier town" of the Eight Cities. It is the smallest and poorest settlement of the East, and its people bear the closest resemblance to the barbarian clans of the north. Most of its buildings are short and made of wood instead of the stone or brick common to the wealthier cities of the alliance.

Klelg Nar: The greatest claim to fame of the port city of Klelg Nar is that it staved off a Mingol siege. The proud Klelgers have maintained a militaristic attitude ever since.

Gnamph Nar: Gnamph Nar's position across the Inner Sea from Lankhmar has given it a large sailing population. The waterfront district is well known for imported goods as well as drunken brawls.



Mlurg Nar: Silver, gold, and copper mines support the inland city of Mlurg Nar. Unfortunately, it is a lawless city. Worse, though thieves are as common here as in Lankmar, victims are far more likely to be murdered.

Sarheenmar: Sarheenmar was sacked by the Mingols and their neighbors, the Ghouls. The city is rebuilding, but Sarheenmarans are still not fond of outsiders.

The East

The desert kingdom of the **Eastern Lands** is exotic and mysterious. The people that dwell there have little to do with their western neighbors. Easterners even worship an entirely different pantheon of gods, so their religious and ethical practices appear bizarre to foreigners.

Horborixen: The King of Kings rules from the fabled Citadel in the capitol of Horborixen, a crowded and wondrous city second in size only to Lankmar. Though its golden spires are a sight to behold, they stand in marked contrast to the teeming slums that surround them. Unfortunately, Horborixen's poverty is as extreme as its wealth.

River Tilth: The Tilth is the lifeblood of the Eastern Lands. The myriad farms of Horborixen and the capitol itself rest on its banks, keeping its waters busy with trade.

Tilsinilit: With its gleaming spires and tremendous colorful banners, Tilsinilit is one of the East's most exotic cities. Most every day is a holiday there, complete with parades and gala street celebrations. The inhabitants of this city are jovial, if somewhat distant and strange.

Mountains of the Elder Ones: These mountains mark the northern edge of the Eastern Lands. The range is supposedly haunted by strange creatures of ancient origin, though such rumors may well be tales spread by the Easterners to dissuade northern travelers from entering their domain. The lowlands of the Elder Ones are arid, but the highest reaches receive enough rainfall to form the headwaters of the River Tilth.

Ilthmar: The government of Ilthmar maintains stiff tolls, taxes, and tithes on all commerce that occurs within the city. Many Ilthmarts joke that the government even taxes breathing. In such a heavily taxed environment, no wonder there is a large smuggling trade. Ilthmar's reputation as a "city of thieves" is second only to Lankmar's.

Another interesting facet of life in Ilthmar is its number of beast cults. The Rat God is highly regarded here, and is actually the dominant religion. Others worship at the popular temples of the Snake and Shark.

Friska: Rogue; Level 1; Social level 2; Alignment CN; AC 10; MV 12; HP 5; THAC0 20;

Dmg 1d4 (dagger). Ability Scores: Str 11; Dex 13; Con 14; Int 13; Wis 10; Cha 16.

Friska was a Quarmallan slave before being rescued by Fafhrd. The two escaped to Ilthmar where Friska, unknown to Fafhrd, bore him a daughter—Fingers—who now lives on Rime Isle. Fafhrd once promised to return to Friska but has yet to do so.

Caves of Ningauble: The alien inhabitant of this cavern has an incessant yearning for knowledge. Ningauble's caves extend into multiple dimensions, times, and even other universes. It is said that those who enter the caves will find their way—whatever that may be—only if Ningauble desires it.

Ningauble is Fafhrd's sometime mentor and patron. The sorcerer often causes the barbarian as much trouble as assistance, such as when he sends Fafhrd off on complex quests for the most seemingly ridiculous reasons. His second penchant is to tell and listen to great tales—particularly of the many universes accessible through his caves. This habit has earned him the nickname "Gossiper of the Gods."

It is said that Ningauble's true appearance would drive a mortal mad, so the sorcerer conceals his visage within a deep cloak. Only seven macabre glowing eyestalks extend from the darkness of Ningauble's hood.



Ningauble of the Seven

Eyes: Wizard*; Alignment LN; AC 2 (due to magic); MV 9; hp 150; THACO 7; #AT 1; Dmg by spell.

*Ningauble may use spells from both the Black and White Wizard lists.

Empire of Eevanmareensee:

Eevanmareensee was once a fantastic empire that spread across the region. Now the “empire” is a pale shadow of its former self, and only the capitol remains. Most of those who remain in Eevanmareensee seem eternally lost in daydreams. Outsiders only enter this strange domain for its exotic foods, animals, and spirits. To add to the strangeness of the city, all Eevanmareenseers are completely hairless.

City of the Ghouls: The majestic yet subtle architecture of this strange place seems an ironic contrast to its citizens. Not to be confused with the “ghouls” of the Klesh Jungle, the “Ghouls” of this city are bizarre beings with transparent flesh. They are a civilized people, and in fact consider themselves superior to normal humans—whom they often refer to as “mud-men” because their flesh is not transparent as is the Ghoul’s.

Though Ghouls are not evil, their cannibalistic practices and arrogant attitudes cause most other Nehwonese to fear and distrust them. It doesn’t help that most humans

encounter only those Ghouls who, riding horses with the same transparent flesh, raid the shores of the Sea of Monsters.

Kreeshkra: Warrior; Level 6; Social level 4; Alignment NE; AC 7; MV 12; HP 42; THACO 15; Dmg 1d8 (broadsword) or 1d6 (longbow). Ability Scores: Str 13; Dex 17; Con 15; Int 15; Wis 12; Cha 16.

Kreeshkra is a ghoul, and by far Fafhrd’s most bizarre lover. Even though the barbarian was responsible for the capture of her raiding band during the sack of Sarheenmar, Kreeshkra still loves Fafhrd (her “mud-man”). But she remains cruel and cannibalistic—as all ghouls are—and so parted ways with the barbarian shortly after helping him repel the rat invasion of Lankhmar.

The Parched Mountains: The dry peaks of the Parched Mountains seemingly separate Nehwon proper from the Shadowland to the east. There is little life in this arid range—only a few lichens and insects that feed on them. Some speculate that the mountains’ nearness to the Death Pole keeps them as dry as a dead man’s bones.

The Life and Death Poles

Most gods of Nehwon dwell near the Life Pole or the Death Pole. These areas are physical

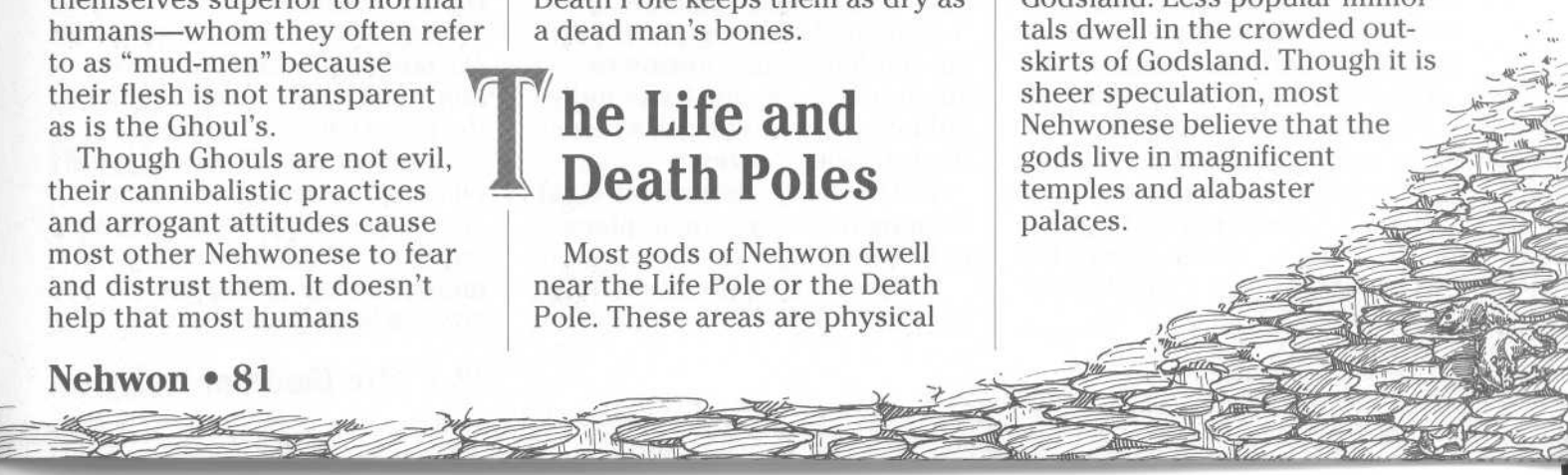
lands on the face of Nehwon, though it seems most mortals cannot—or will not—venture into their boundaries. A few rare adventurers—most notably Fafhrd and the Gray Mouser—have occasionally trespassed into the gods’ domain, but even these great heroes barely survived the ordeal.

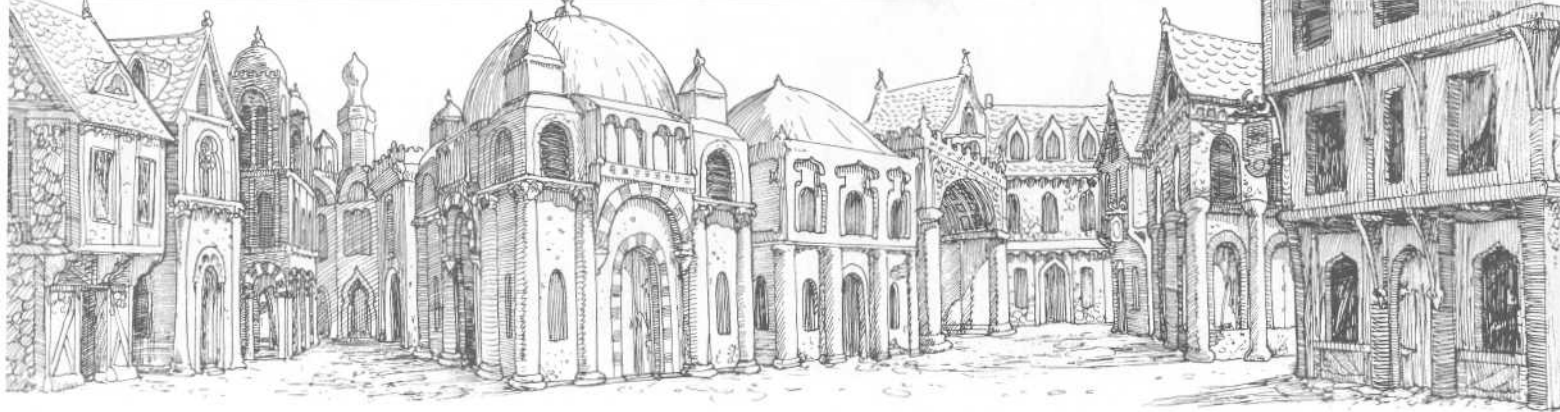
Shadowland

The gods feared by most Nehwonese dwell in the Death Pole, better known as Shadowland. Only two of these gods, Death and his sister Pain, are known by name. The rest of this grim realm’s inhabitants are nameless shadows dwelling in Death’s own pale shade. Mortals foolish enough to venture here will most likely help Death fill his quotas.

Godsland

Far to the west, across the Outer Sea, lies the Life Pole, better known as Godsland. Here dwell the deities worshipped by the many peoples of Nehwon. The most powerful of these gods live in the luxurious center of Godsland. Less popular immortals dwell in the crowded outskirts of Godsland. Though it is sheer speculation, most Nehwonese believe that the gods live in magnificent temples and alabaster palaces.





Unlike gods of some fictional fantasy worlds, the deities of Nehwon are ever-changing, evolving, and emerging in the world of man. New gods come into existence whenever enough mortals believe in them, or sometimes if only a few mortals believe strongly enough. These mortals need not worship the god, they need only believe. Worship does tend to make a god more powerful, however.

Chance, Fate, and the Lords of Necessity are the ultimate rulers of Nehwon. They are not beings or even gods, but rather cosmic forces that control all beings, both mortal and immortal. In fact, it was the Lords of Necessity that created the gods of Nehwon. Chance then determined that to balance their great powers, the gods would have some of the same flaws and foibles as mankind. Fate had little to do with the gods' creation, but continues to manipulate their destinies and those of the mortals who follow them.

The powers and influence of a god are also determined by his believers. If word spreads that the Kos will curse barbarians who fail in battle, then the maxim may eventually come true. It is not common for a god to change its powers and abilities, but it is possible if enough mortals believe it to be so.

Most of Nehwon's gods live in a crowded realm called Godsland. This strange realm is far to the east of Lankhmar, near the

Life Pole, and is inaccessible by mortals. A few gods, notably Death, Pain, and a few other unnamed deities, dwell in a place called the Death Pole, or

more commonly Shadowland. Death seems to be the only constant in the realm of the deities. He has never lost his power over the living, and indeed has even come for gods who find themselves without believers.

Priests and followers: Most gods have small pockets of followers scattered across Nehwon. In a city like Lankhmar, for example, gods such as Aarth, Issek, and Ilala all garner a share of the population. A few cities or tribes may worship a single god near exclusively. In Ilthmar, for instance, the Rat God is worshipped by nearly all the city's residents. Fafhrd's tribe, like most northern barbarians, believes solely in the divine providence of Kos.

A few of the most devout believers sometimes become priests. Should one of these individuals catch the attention of their chosen deity, he or she might even be blessed with a magical power or ability.

Nehwon's major gods are discussed below. In addition to any powers specific to an individual being, all the gods have the following powers:

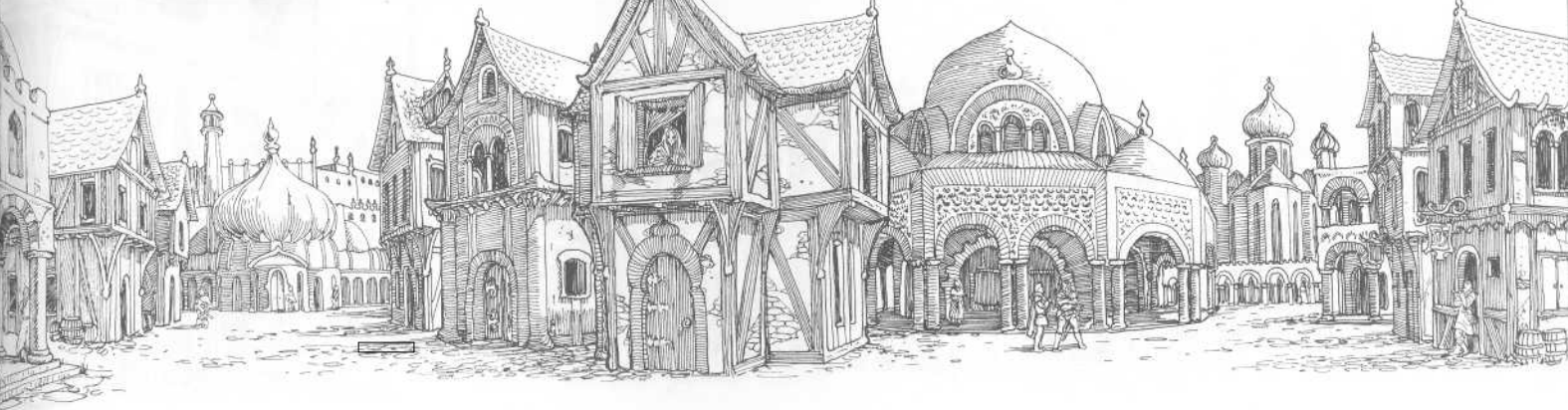
- 1) They may see or hear what is going on in any single place in Nehwon.
- 2) They may understand any language.

- 3) They may alter or create any object, condition, or creature anywhere in his or her area of influence.

Player Characters as Priests

Player characters may worship any of Nehwon's gods. If such a character becomes a priest, he is blessed with special powers, described in the entries below. However, these powers do not come without a price. Any character who claims to be a priest must live up to the duties of the priesthood, defined below the description of each of the gods. If the character ever fails to uphold these responsibilities, he loses the powers until such time as he proves himself to his god once again. If a character should directly go against the dictates of his god, he might even be cursed at the DM's discretion.

Note: If you know the ADVANCED DUNGEONS & DRAGONS game system, you need to be aware that the priest character class does not exist in Nehwon. Clerics or priests entering this setting from other worlds lose all spells, though they retain their abilities to turn undead or any other powers granted by their gods.



Aarth

Aarth was a powerful wizard renowned throughout the Lankmar region. After his death, many of those who respected the mage believed he had ascended to godhood. The notion proved popular enough to make it so, and Aarth is now the most powerful deity in Lankmar.

Aarth appears in paintings and murals as a wise and emotionless elderly man dressed in white robes. His followers believe he represents power, law, and neutrality with respect to good and evil. Aarth's priests in Lankmar have become hypocritical. Their main goals seem to be attracting affluent worshippers and garnering their power and money. Most of these insincere priests have lost their powers, but Aarth has not yet seen fit to punish them.

Duties of the priesthood: As mentioned above, most priests of Aarth are more interested in attaining wealth than proselytizing the ways of their distant god. Those few who do try to promote both law and neutrality are rewarded with the ability to cast *know alignment* once per day after attaining 3rd level. Only lawful neutral characters may become priests of Aarth.

Death

Death is a sullen being who dwells in the Shadowland. Death's responsibility to Fate is to fulfill a certain quota of

deaths every hour—a task in which he has never failed.

Death takes great pride in his work. All those beings who fill his quota must die in logical and necessary ways. It is even said that Death approves of heroes like Fafhrd and the Gray Mouser, for they provide him with many natural deaths. This hasn't stopped him from attempting to slay the Twain when his quotas call for the deaths of heroes, however.

Duties of the priesthood: Death accepts no priests. Those few who have given themselves to the grim deity disappear and are never seen again—presumably fulfilling their duty by adding to his quota.

The Gods of Trouble

The sole purpose of these three nebulous beings of energy is to cause chaos and confusion across the face of Nehwon. Wars, plagues, famines, and natural disasters are often the work of these mischievous deities. Like other immortals, the Gods of Trouble seem to have no problem with cursing those who worship them.

Duties of the priesthood: The priests of Trouble have one simple obligation to their strange masters: to cause as much chaos as possible. In exchange for this, the Gods of Trouble grant their priests the *gaze of failure*, which causes one target to save vs. spell or fail at whatever task he was performing. This power may

only be used once per day. Followers of Hate must be chaotic and cannot be good.

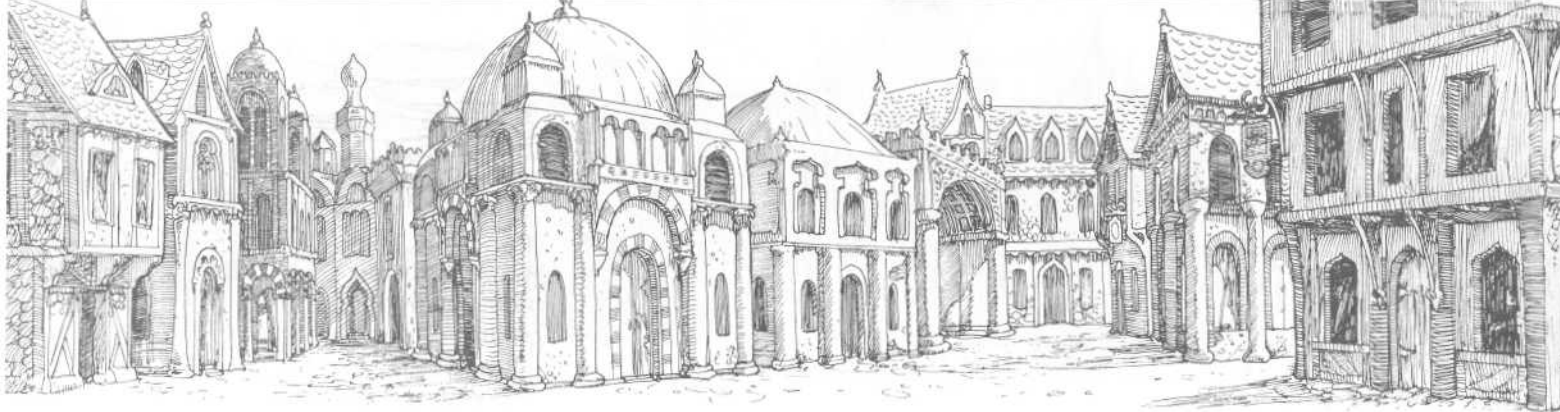
Hate

Most creatures of Nehwon worship Hate at one time or another. Vengeance, anger, jealousy, or other hateful emotions all give the god his power. It is even suspected that conflicts are often provoked by Hate to increase his might.

Hate has occasionally created an avatar upon Nehwon that manifests as a misty cloud with glowing red eyes and tentacles. This cloud can control 3d4 beings (as if by a *charm person* spell). The cloud fills a sphere nearly 80 feet across, has Move 15, THAC0 15, is completely resistant to spells, and can wield 3d4 weapons at once if need be. The only way to destroy the cloud is to cut the long, silvery-red cord which connects it to the cultists who summoned it. This cord is AC -8 and has a single hit point. It can stretch up to five miles distant from the summoners' location.

Duties of the priesthood: Priests of Hate must be of evil alignment and cause strife and hatred at least once per month. This conflict must involve a number of persons equal to 10 times the priest's level. In exchange, Hate grants his devout servants the ability to *charm person* once per day.





Ilala

Legend says that Ilala was a woman who traveled across the Land of the Eight Cities several centuries ago. On this route she healed the sick and gave money to the poor. Her conversion of a bloodthirsty Mingol warlord to the ways of peace was her crowning achievement, and (some say) the reason she became a goddess upon her death.

Ilala represents healing, charity, and noble deeds. Perhaps because the religion is old and well-established in Lankmar and the Land of the Eight Cities, many of her priests have become somewhat corrupted. They preach simplicity and humbleness, then take donations to furnish their own opulent quarters. These priests can lose the favor of their goddess, but as long as no one exposes them, they retain their power and influence in society.

Duties of the priesthood: Sincere priests must be of good alignment and attempt to help those who are down on their luck. They give 90% of their wealth to the poor and always aid those in need. They are rewarded with the ability to *cure light wounds* twice per day.

Issek of the Jug

Issek was a beloved holy man who was tortured by a jealous king. The legend says that

Issek broke seven racks without expiring, then bent the torturer's band of office into an exquisite jug filled with the waters of life. Issek became a god after finally succumbing to his long ordeal.

Paintings of Issek generally portray him as a tall, bald man with twisted wrists and ankles. The busted remains of a torture rack often dangle from his limbs. His believers say that he grants succor to those suffering from torture, though this seems to include everything from actual physical torment to mental anguish.

Duties of the priesthood: Priests of Issek are supposed to travel from town to town and lend aid to those in discomfort. Only good white wizards can become priests of Issek. Those few who have survived genuine torture on a rack are especially blessed—they may roll 10-sided Hit Dice and cast twice the normal number of first and second level spells. All other priests are granted the ability to escape any torture device in 1d4 rounds. At 3rd level, they may create one gallon of any liquid per day, though this must appear in a jug crafted by their own hands.

Kos

Sometimes called the God of Doom, Kos represents the strict codes of the northern barbarians. He appears as a red-haired, bearded warrior wielding a two-handed sword in most of the barbarian's pictograms and murals. The god

favors battle and bravery, and is therefore considered crude by many of the other gods.

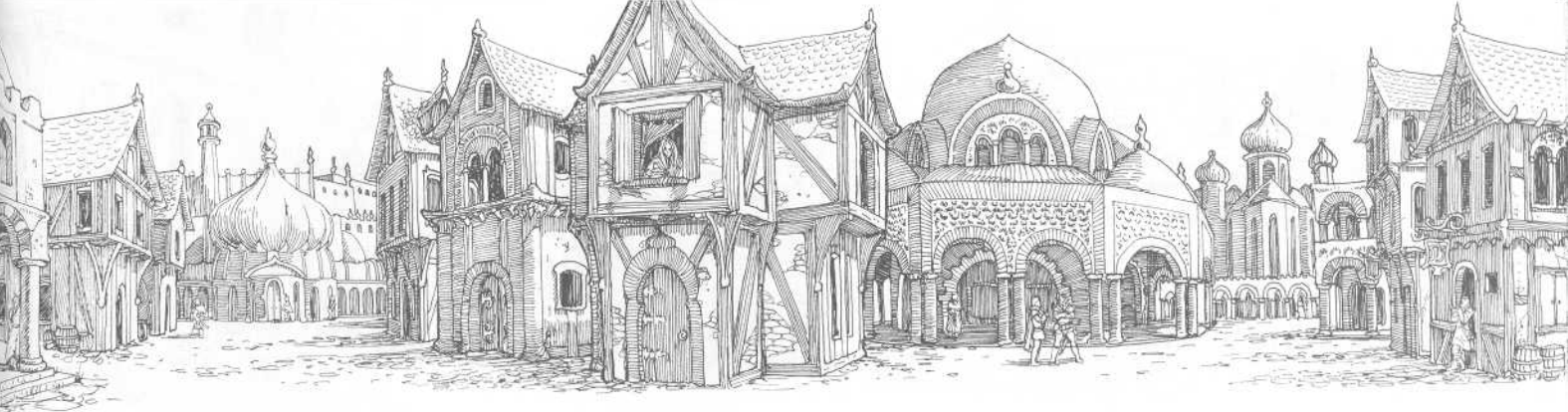
Duties of the priesthood: Kos' priests live to fulfill the harsh codes of their master. Those who fail in this duty, or who show cowardice in battle, are often killed outright. Kos grants no special rewards to these beleaguered champions.

Mog

Mog is allegedly a great spider with the head of a human who inhabits a great Web of Fate in Godsland. The web supposedly contains the fates of all humans, and an individual can only survive so long as their particular fate can avoid Mog's grasp.

Because Mog's worshippers are violent and often evil, they are usually hunted down whenever they are discovered. For this reason, Mog is losing power and may be more lenient to potential followers and priests than other gods of Nehwon.

Duties of the priesthood: Priests of Mog believe that they must help others reach their fated end—to be devoured by Mog. To this end they often devise ways of slaying large numbers of unbelievers in one fell swoop. In return for their murderous service, Mog grants his priests immunity to all spider attacks, the ability to summon 1d4 giant spiders once per day at 3rd level, and the power to cast a *web* spell three times per day at 6th level. Priests of Mog cannot be good in alignment.



Nehwon's Earth God

Legend says that the Earth God once ruled all Nehwon. In time, however, the Lords of Necessity decided that the Earth God must abdicate his power in favor of the new gods of man. The deity now lies near dormant beneath the crust of the earth, waiting for his chance to arise and cleanse Nehwon of trouble-making mankind.

Priests of Klesh claim that the Earth God can succeed in this task if he can mix the earth's blood with the blood of heroes. If this is done, they say, hordes of stone giants will rise and destroy all intelligent life. Fafhrd and the Gray Mouser experienced the Earth God's anger first-hand in the story "Seven Black Priests" (*Swords Against Death*).

Duties of the priesthood: As far as anyone knows, the Earth God is worshipped almost exclusively in Klesh. The cultists' task is to awaken the Earth God and bring about the doom of man. They must sacrifice gems, gold, or the blood of heroes once per month to retain their master's favor. Those that succeed are rewarded with the ability to *charm person* once per day after attaining 3rd level.

The Rat God

The Rat God has been hated in Lankmar since the great Rat Plague destroyed much of the city. Ilthmar has taken the

opposite approach and embraced the intelligent rat population and their human zealots. There, Hisvin and Hisvet, who battled Fafhrd and the Gray Mouser and sparked the Lankmar Rat Plague, are considered saints rather than heinous villains.

The Rat God itself is a great and wise rat. It is the patron and protector of the downtrodden and all forms of vermin. The god's temples resemble rat warrens, with grim, twisting, architecture and numerous tunnels and catacombs.

Duties of the priesthood: The Rat God's priests consider rats and rodents in general a superior form of life to humans. Their actions must advance and protect the intelligent vermin of the world. In exchange, the Rat God grants his followers the ability to speak with rats, to summon 2d4 rats once per day at 3rd level, and summon 1d4 giant rats once per day at 6th level. These rats do not magically appear, but must be within a few hundred yards of the summons to answer.

Red God

Mingols and a few other warriors scattered across Nehwon revere the Red God, a patron of war and battle. The Red God appears as a massive, dark-skinned man wielding a bronze shield and saber. He is adorned in red leather armor—hence the name. Many illustrations portray him as wreathed in

fire and wearing metal boots and belt that shine as brightly as the sun.

The deity lends his divine favor to courageous warriors. It is suspected he often sparks massive conflicts simply to test the mettle of his believers. Some even say that the Red God is responsible for turning the lands of the east against the Eight Cities.

Duties of the priesthood: Priests of the Red God must lead a number of men in battle equal to five times their current level. They cannot advance to the next level of experience until they have done so. As long as these warrior-priests remain courageous and warlike, the Red God grants them the ability to *produce flame* once per day.

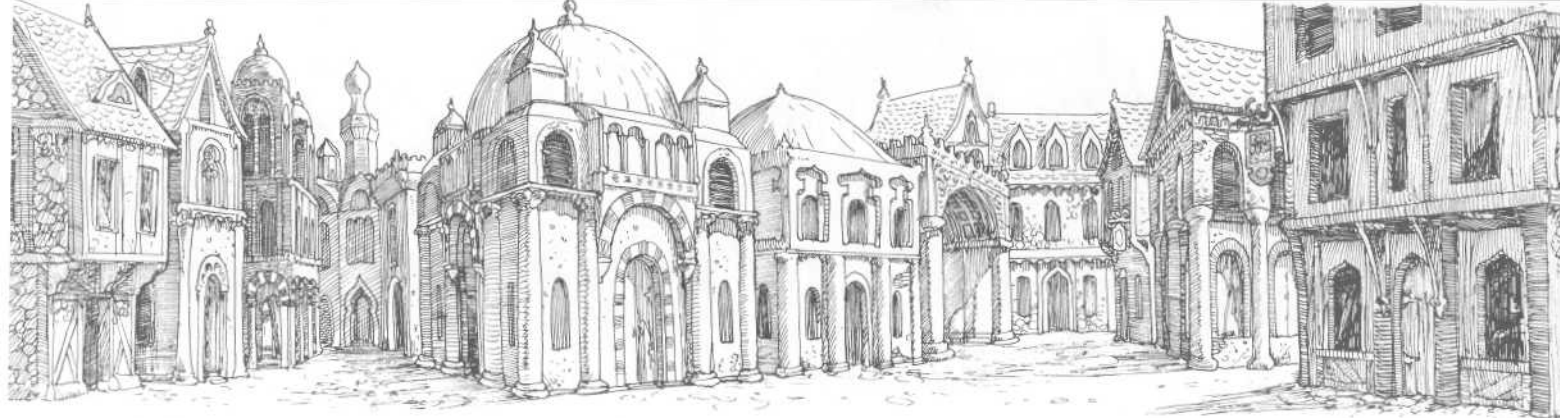
Skama

Skama is the chief goddess of the inhabitants of Rime Isle. There she watches over harvests, childbirth, and is said to lead lost sailors back to Rime Isle's shores.

Skama's priestesses have a large say in Rime Isle's affairs. Two of the moon goddess' most devout followers are Cif and Afreyt, Fafhrd and the Gray Mouser's most recent lovers.

Duties of the priesthood: Only non-evil women may become priestesses of Skama. Those who do necessarily become skilled leaders. They must be able





to manage both governmental and business affairs common to Rime Isle. They must also be able to deliver children. To have a priestess present at a birth is considered a great honor by followers of the faith. The priestesses must also perform a short prayer and ritual at the full and new moon, and before harvest and planting.

Those who perform their duties faithfully are rewarded with the ability to cast *cure light wounds* once per day. At 7th level, Skama's priestesses may cast a bright moonbeam (treat as a *continual light* spell) once per day as well.

Tyaa

Tyaa exists to cause evil and chaos in Nehwon. She accomplishes her vile deeds through any type of bird, but primarily through an offshoot of the raven that is both smarter and stronger than its cousin. Because Lankhmar has a great number of malicious and mischievous birds, the city has become Tyaa's favorite playground.

Tyaa's birds last plagued Lankhmar by stealing jewels and other valuables from the wealthy. Many of these secret caches remain in nests scattered throughout the city. For this, the cult was banned from Lankhmar, forcing Tyaa's remaining followers to move or go underground.

Duties of the priesthood: Priests of Tyaa must be both spellcasters and thieves. If they cause suitable mischief, priests who reach 5th level are given the ability to change into bird shape once per week. This ability has casting time 9 and lasts 1 turn per level of the caster. The caster can become any bird and can fly if the bird can, but retains his own Intelligence, magical abilities, and hit points. Also, when slain, any priest of Tyaa becomes a Bird of Tyaa. If slain in this form, death is final.

Votishal

It is said that Votishal was a thief who, after a time, used his talents to steal from evil beings and give their treasures to the poor. Owing to this legend, Votishal is the god of lawful good thieves. In fact, only followers of Votishal can be thieves and claim this alignment.

The thief-priests of Votishal do not tolerate more common larceny. They have been known to abduct their errant brothers and attempt to convert them in their secret temples scattered across Nehwon. The largest of these temples is said to be only three days' ride from Lankhmar.

Duties of the priesthood: Like their patron, Votishal's thieving priests must attempt to steal the treasures of any evil, selfish, or greedy beings they encounter. If they are successful, half of the loot and all items

of extraordinary power must go to the main temple hidden somewhere near Lankhmar. The god grants his priests no special powers, but the secret network of Votishal's faithful often provides useful safe houses, fences, and protection from the wrath of powerful victims.

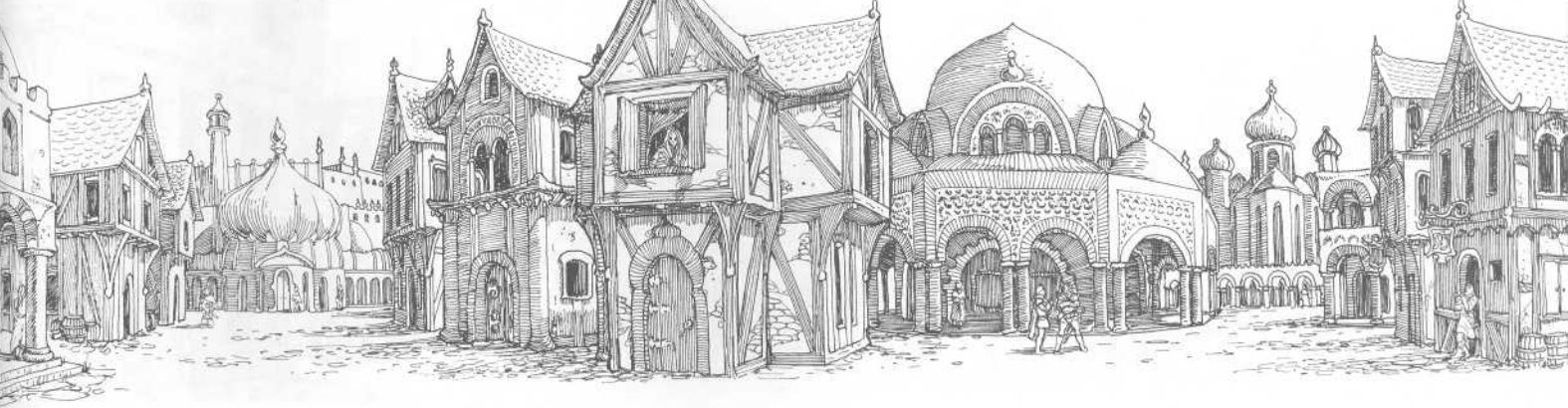
Lesser Powers

Besides the deities that dwell in Godsland or Shadowland, there are lesser deities that inhabit the world of mortals. At least two groups of these beings dwell in Lankhmar: the jealous Dead Master Thieves and the vengeful Gods of Lankhmar.

Dead Master Thieves

In the past, the Master Thieves of Lankhmar's Thieves' Guild were loved and respected by the lesser men and women that served them. When a Master Thief died, he was buried in the Guild's catacombs along with his most beloved treasures. Over time, however, the thieves began to forget their Dead Masters. Some became greedy and dishonorable and ignored the old traditions.

One group of these thieves used Fafhrd and the Gray Mouser to steal the skull of the long-dead Master Thief Omphal. In the ensuing struggle, the skull was destroyed. This was the last outrage. The Dead Masters rose from their dark crypts



and slew most of those that had forsaken them.

The few survivors renewed their loyalty to the old ways. Now a portion of all treasure taken by the thieves is left in the Dead Masters' crypt. Should the Guild ever forget its manners again, the lesson will be even more severe.

The Dead Master Thieves:

Rogues; Alignment LN; Move 9, AC 0, HD 12, HP 120, # AT of Attacks 1, THAC0 11, Damage 2d8. Special Attacks: If a Dead Master hits twice in a row, he has gained a stranglehold around the throat of his opponent. The victim must make an immediate saving throw vs. death magic or die from choking.

Duties of the priesthood: All members of the Thieves' Guild are worshippers of the Dead Masters—at least technically. Ceremonies and sacrifices of treasure are held on new and full moons, and roughly 10% of all loot must be placed into the crypt. There are no "priests" of the Dead Masters.

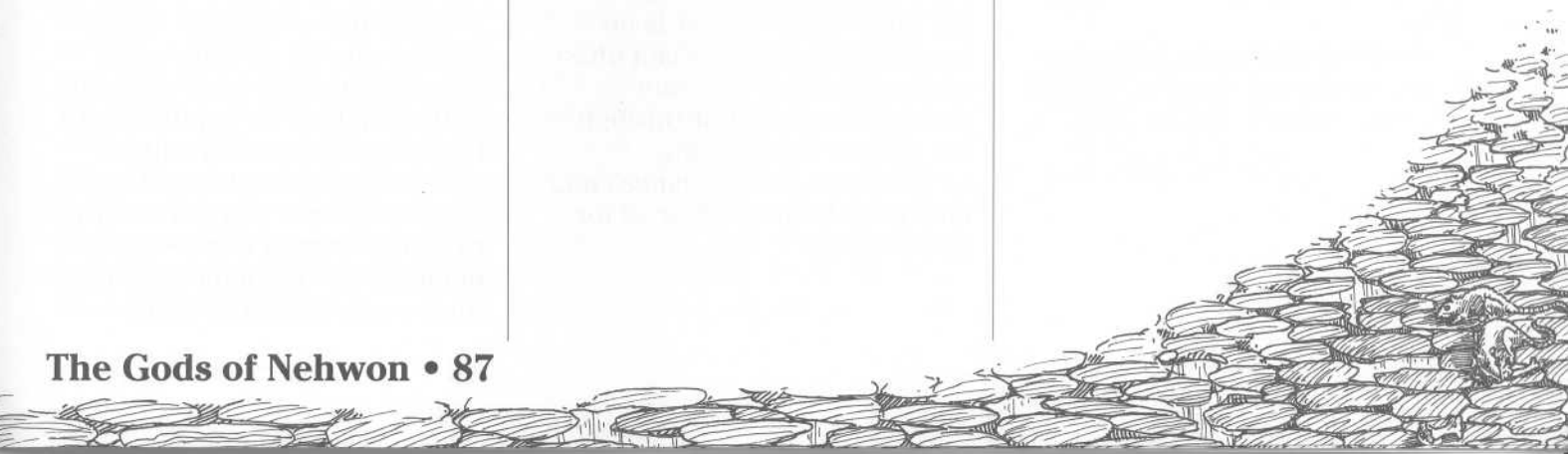


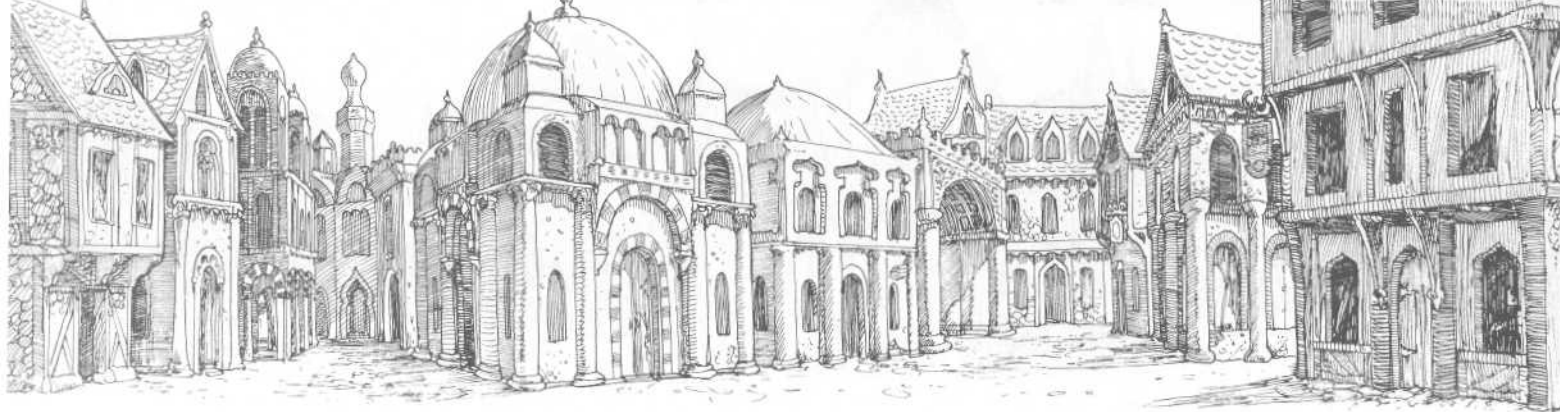
The Gods of Lankhmar

At the head of the Street of Gods sits a squat, black temple. Atop the cubical building are eight bells—five of bronze and three of brown iron. Below, concealed behind iron-bound, worm-eaten doors are thirteen crypts belonging to the dreaded Gods of Lankhmar.

These ancient undead beings are the city's sworn protectors, but their service comes with a price. Whenever the city is threatened, or whenever someone rings the bells atop the temple, the Gods arise. There are 13 of these malevolent, skeletal warriors, each one dressed in once resplendent chain mail and carrying a *staff of withering* (see below). Their wrath is terrible, and often causes as much damage to the city as whatever threat they repel. After their inevitable victory, the Gods of Lankhmar storm through the streets, slaying anyone unfortunate enough to be caught by their bony hands.

The Gods of Lankhmar: Move 6, AC 0, HD 16, HP 160 each, # AT of Attacks 1, THAC0 10, Damage 1d10 per hit. Special Attacks: A *staff of withering* causes anyone hit by it to age 10 years. If a save vs. spell fails, one of the subject's limbs becomes withered and useless.





Nehwon is a dangerous place. The Cold Wastes crawl with snow serpents, the swamps of the Lankbmar region are home to leviathans, and the seas team with horrors too numerous to mention. This section describes a few of these nefarious beasts.

When you are ready to add more monsters to your campaign, consider looking at other LANKHMAR releases and the *AD&D MONSTROUS MANUAL™* tome, available at game and bookstores everywhere. There you will find hundreds of creatures to challenge your adventurers.

You can also create your own monsters. Simply make up the new creature's game statistics in the format shown below, then think a little about its way of life, how it hunts or attacks, and any special or magical abilities it might have.

Monster Statistics

Besides Intelligence, Alignment, Armor Class, Move rate, Hit Dice, THAC0, and number and damage of attacks, monsters have the following entries:

Climate/Terrain: The area or type of landscape the monster is likely to be encountered in.

Organization: The basic structure of the creature's society, whether it be solitary, a pack, tribal, or an entire civilization.

Number Appearing: The typical number of these creatures encountered at one time.

Special Attacks/Defenses: Unusual or magical attack or defense forms.

Magic Resistance: Some creatures have the ability to shrug off the effects of sorcery and magic. Whenever a creature with magic resistance is the direct target of a spell, the DM rolls percentiles. If the roll is equal to or less than the creature's Magic Resistance, the spell has no effect. Note that a creature receives any applicable saving throws in addition to its Magic Resistance.

Size: The relative size of the creature. Tiny, Small, and Medium creatures are treated normally. Characters may use the second damage listing for weapons vs. Large, Huge, or Gargantuan creatures.

XP Value: This is the experience point value of a single creature. When the heroes defeat creatures, multiply this figure by the number of creatures encountered to find the total received by the heroes. Note that the heroes need not kill the creature to collect its XP, only ensure that it is no longer a threat. They can often accomplish this not only through combat, but through trickery or role-playing.

These are average values and may vary by up to +3 or -3 for every score.

Behemoth

Climate/Terrain:	Marsh, Cold Wastes, Plains
Organization:	Solitary
Intelligence:	Animal (1)
Alignment:	Neutral
No. Appearing:	1
AC:	4
Move:	12 (18 swimming)
Hit Dice:	15
THAC0:	5
No. of Attacks:	1
Damage/Attack:	4d10
Special Attacks:	Surprise
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	G (40' long)
XP Value:	8,000

Behemoths look like killer whales with four short legs. Besides their great size and ferocity, behemoths are renowned for their cunning. There are three known species, and each uses the terrain of its home to leap out and ambush unwary travelers. Swamp behemoths wallow in the marshes of the south, snow behemoths lurk beneath the snow in the Cold Wastes, and black behemoths crawl through the undergrowth of the plains of the midlands. All these creatures always attack with surprise, and impose a -4 penalty on their victims' surprise rolls. Behemoths can detect the movement of medium-sized creatures up to 100 yards away.



Bird of Tyaa

Climate/Terrain:	Any
Organization:	Flock
Intelligence:	Low (2-4)
Alignment:	Neutral evil
No. Appearing:	3d10
AC:	7
Move:	1 (18 flying)
Hit Dice:	1-4 hit points
THACO:	20
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Special
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (1 foot tall)
XP Value:	120

Birds of Tyaa resemble large ravens. They are the servitors of the goddess Tyaa, and work to create murder and mayhem in her name throughout Nehwon.

Though of animal intelligence, the Birds of Tyaa are extremely clever. They are adept at stealing gems, jewels, and other valuables by flying through the open windows of homes. Occasionally the daring Birds even swoop down and tear a necklace directly from a victim's neck.

If Tyaa or her priests are feeling particularly malicious, the birds can be urged to attack. They are clever enough to strike the softest parts of their victims, and so make attack rolls at +1 to hit. Worse, any time a character takes damage from a Bird of Tyaa, the DM rolls percentiles. If the result is 20% or less, the attacking bird's talons and beak are coated in poison. The victim must save vs. poison or suffer 2d6 damage.

Cold Spawn

Climate/Terrain:	Arctic plains
Organization:	Group
Intelligence:	Non- (0)
Alignment:	Neutral
No. Appearing:	1d4
AC:	8
Move:	9
Hit Dice:	9
THACO:	11
No. of Attacks:	1
Damage/Attack:	7d4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (5' dia.)
XP Value:	1,400

Cold spawn are pudding-like creatures who roam the Cold Wastes. They are white, amoebae-like monsters that can sense a heat source up to 90 feet distant. Their voracious appetites and lack of true intelligence make them relentless predators. Cold spawn have even oozed through the cracks of makeshift igloos, caves, or other "hiding places" in search of prey.

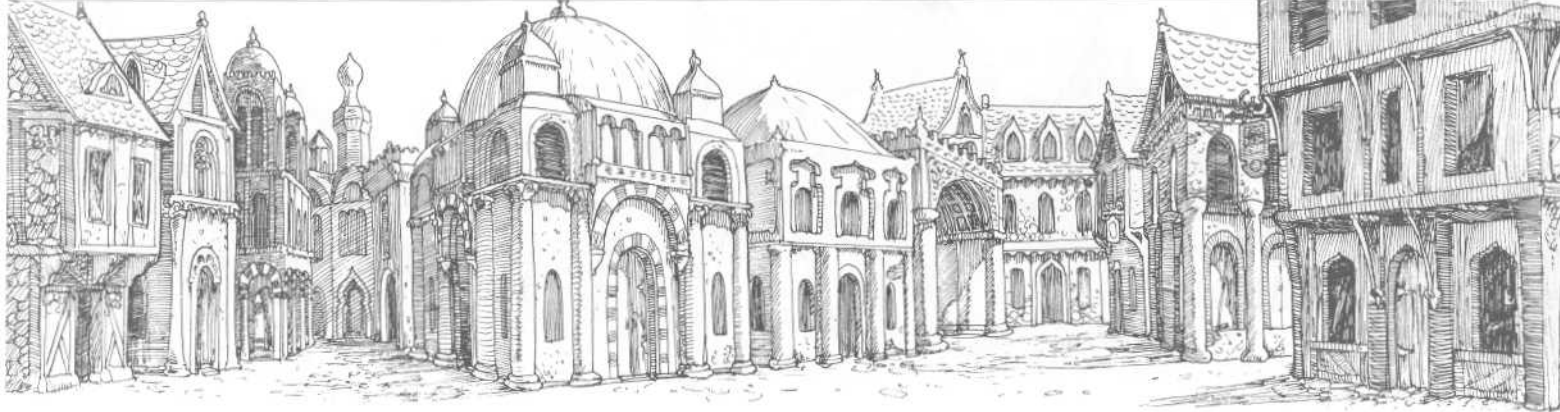
Because cold spawn are white, they are very difficult to spot in snow. A character has only a 50% chance to spot a stationary cold spawn within 10 feet, and no chance at greater distances. This imposes a -3 penalty to victims' surprise checks when ambushed by a lurking cold spawn.

Cold spawn attack by lashing out at their opponents with ectoplasmic, acidic tentacles. Though the acid does not affect

metal, it causes 7d4 damage to any other surface.

Cold spawn are immune to acid, cold, and poison. Lightning bolts and attacks by normal weapons simply divide the cold spawn in two, with each new creature having half the AC and hit points of the former. Damage from the new creatures' acidic tentacles remains 7d4, however. Only fire, *magic missiles*, weapons set alight, or other heat based attacks will truly harm a cold spawn. It is with good reason that the barbarians of the Cold Wastes fear these horrible monsters.





Cold Woman

Climate/Terrain:	The Cold Wastes
Organization:	Solitary
Intelligence:	Genius (17)
Alignment:	Neutral
No. Appearing:	1
AC:	-2
Move:	9
Hit Dice:	16
THACO:	5
No. of Attacks:	1
Damage/Attack:	4d10 or 7d10
Special Attacks:	Special
Special Defenses:	Immune to slashing (blades) and bludgeoning weapons (clubs), lightning, and cold attacks
Magic Resistance:	25%
Size:	G (30' tall)
XP Value:	17,000

The Cold Woman is a creature of legend among the barbarian tribes of the Cold Wastes. Unfortunately, this is one legend that is decidedly real.

The Cold Woman dwells in a great cave filled with riches and her minions, the cold spawn. Those who travel through her lands are lured there with illusions of gold, food, beautiful women or men, or other treasures. If the traveler cannot resist his greed, he will most likely perish. If a victim does not save vs. spell, he believes

the illusion and will not check again until the illusion is dispelled by the Cold Woman herself—usually at the moment of attack.

The Cold Woman has two attacks. Her icy touch causes 4d10 damage when it hits. She can also project a ray of cold 6 feet long that inflicts 7d10 damage. A successful saving throw vs. breath weapon reduces the damage of this attack by half, however.

Devourers

Climate/Terrain:	Large urban areas
Organization:	Solitary
Intelligence:	Exceptional (16)
Alignment:	Lawful Evil
No. Appearing:	1
AC:	0
Move:	18
Hit Dice:	10
THACO:	11
No. of Attacks:	1
Damage/Attack:	1d8 or by weapon
Special Attacks:	Enchanted weapons
Special Defenses:	Illusion
Magic Resistance:	15%
Size:	L (7' tall)
XP Value:	5,000

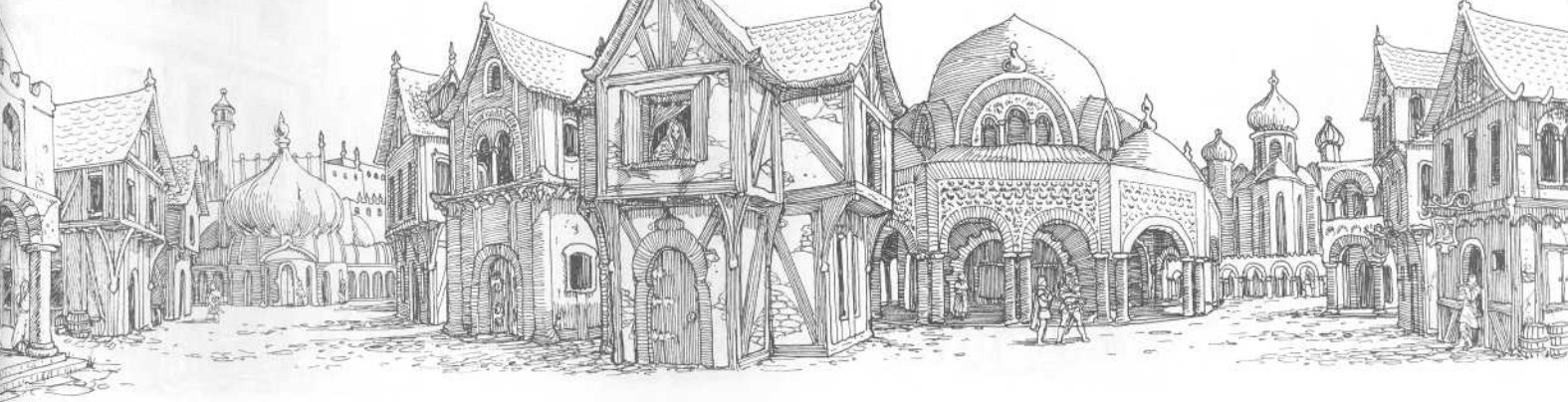
The Devourers are an evil race of alien sorcerers who dedicate their lives to selling useless junk to unsuspecting victims. They do this by setting up shops in crowded urban areas (such as Lankhmar), then disguising offal or garbage via

their incredible powers of illusion. Their victims are convinced that their worthless wares are items of incredible value and power, and will usually pay exorbitant prices to purchase them. When the Devourers leave, their illusion is dispelled and the buyers are left with nothing. The Devourer's illusions have been perfected over the years, so only magical items such as Ningauble's *veil of true seeing* are capable of penetrating them.

The Devourers use their illusions to appear as harmless shopkeepers. In reality, they are seven-foot-tall humanoids with skin like iron. They always carry an enchanted weapon with a to-hit bonus ranging from 1-3 (roll 1d6, divide by 2 and round up). If a Devourer is slain, his shop disappears and all his wares return to useless junk.

Gladiator Lizard

Climate/Terrain:	Dismal, coastal areas
Organization:	Group
Intelligence:	Very (11-12)
Alignment:	Neutral evil
No. Appearing:	2d4
AC:	-3
Move:	15
Hit Dice:	7
THACO:	13
No. of Attacks:	2
Damage/Attack:	1d10
Special Attacks:	Mental link
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (8' tall)
XP Value:	1,400



Fafhrd and the Gray Mouser encountered these horrible creatures on the Bleak Shore. They have rarely been spotted in other dismal, rocky domains of Nehwon. The lizards have crested reptilian heads, bony-spike shoulders, and arms ending with a single, yard-long claw that is sharp as a sword.

When encountered, gladiator lizards are paired into brood mates. Brood mates have a mental link that allows them to coordinate their attacks in combat. If both lizards strike the same target in the same round, the second lizard to strike gains +1 to hit on both its blows.

Gladiator lizards often live as a group where they can protect their eggs. Inside each of the giant eggs is a full-grown, though immature, gladiator lizard. These eggs can fetch up to 500 gold rilks on the black markets of Lankmar.



The lizards cannot be trained except by sorcery, but make impressive guardians in areas their owners rarely need visit.

Ice Gnome

Climate/Terrain:	Mountains of the Cold Wastes
Organization:	Tribal
Intelligence:	Low to average (5-10)
Alignment:	Lawful Neutral
No. Appearing:	1d6
AC:	6
Move:	6
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Nil
Special Defenses:	+2 save vs. cold-based attacks
Magic Resistance:	Nil
Size:	S (3' tall)
XP Value:	65

Ice gnomes are fierce, dwarf-sized humanoids who dwell in the harsh Cold Wastes. Though they are usually encountered in hunting parties of 1d6 individuals, tribes of up to 200 are known to exist. It may have been one of these large tribes that massacred Fafhrd's clan. If a settlement is encountered, one in 30 is a veteran fighter with 3 Hit Dice. A tribe with 100 gnomes is led by a chieftain with 7 Hit Dice.

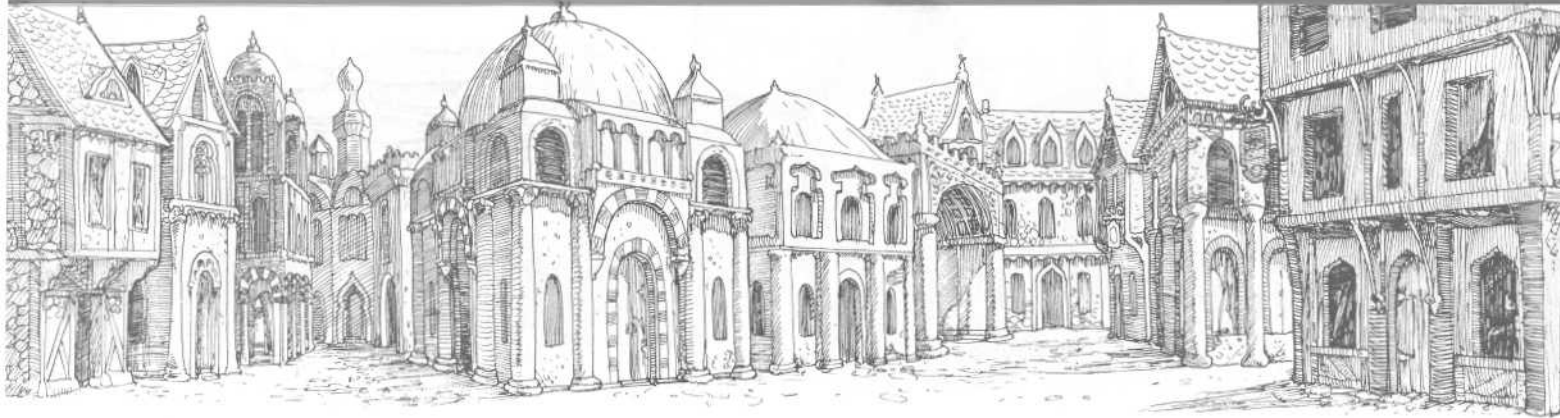
Each tribe of 50 or more individuals also has a single 5 Hit Die shaman with the following

typical spells: (1st) *bless*, *cure light wounds* ×2, (2nd) *charm person*, *hold person*, *resist cold* (3rd) *create food and water*.

Ice Cat

Climate/Terrain:	Arctic plains
Organization:	Pride
Intelligence:	Animal (1)
Alignment:	Neutral
No. Appearing:	1d4
AC:	5
Move:	15 (45 sprint for short distances)
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d8
Special Attacks:	Nil
Special Defenses:	Surprised only on a 1
Magic Resistance:	Nil
Size:	M (4' long)
XP Value:	175

The ice cats of the Cold Wastes are efficient hunters. Groups of 1-4 creatures lie in wait on vast, open plains, looking for the slightest sign of moment. Then the creatures sprint forward at blinding speed and make a quick attack on their prey, often aiming for the weakest or slowest creatures first. Those who try to run are quickly brought down from behind and mauled. If victims stop and make a stand, the ice cats circle them maliciously, looking for an opening through which to strike.



Invisible

Climate/Terrain:	Stardock
Organization:	Civilized
Intelligence:	Average to high (8-14)
Alignment:	Neutral Evil
No. Appearing:	1d6
AC:	6
Move:	12
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Nil
Special Defenses:	Invisibility
Magic Resistance:	Nil
Size:	M (5-6' tall)
XP Value:	120

The Invisibles dwell upon Stardock Mountain in the Bones of the Old Ones. There they have a magnificent city ruled by King Oomforafor and his son, Faroomfar. Invisibles are decadent and paranoid about contact with other races—perhaps because human-invisible offspring might taint their bloodline and eventually spoil the race's invisibility. This tends to make their actions somewhat dangerous to the rest of Nehwon, though the Invisibles are not actually evil. King Oomforafor, however, is decidedly evil and has led his people on an attack on Rime Isle at the behest of Khahkht, an evil sorcerer who some say may have had something to do with the Invisibles' creation.

Invisibles encountered in the Stardock

region are most likely patrols. Patrols are often mounted on invisible flying rayfish, an animal used extensively by Invisible warriors and Prince Faroomfar himself.

Invisible Flying Rayfish

Climate/Terrain:	Bones of the Old Ones
Organization:	Solitary
Intelligence:	Semi (2-4)
Alignment:	Neutral
No. Appearing:	1
AC:	-1
Move:	1 (21 flying)
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	1d10
Special Attacks:	Nil
Special Defenses:	Invisibility
Magic Resistance:	Nil
Size:	L (12' long)
XP Value:	650

This 12-foot-long ray-like creature soars invisibly through the Bones of the Old Ones. Young rayfish are often trained by the Invisibles of Stardock as mounts.

The rayfish is not aggressive unless a stranger approaches its nest. Then it attacks by buffeting the foe with its tremendous wings (1d10 damage). If climbing, the target of such an attack must make a climbing proficiency or thieving skill check or be knocked from his perch. Because the rayfish is invisible, attackers subtract 4 from their attack rolls.



Kleshite Ghoul

Climate/Terrain:	Jungles of Klesh
Organization:	Pack
Intelligence:	Low (5-7)
Alignment:	Chaotic evil
No. Appearing:	2d8
AC:	5
Move:	12 (12 burrowing)
Hit Dice:	3
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d8
Special Attacks:	Paralyzation, surprise
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5-6' tall)
XP Value:	270

The ghouls of the Klesh jungle (not to be confused with the Ghouls of the north) are horrible undead. When they sense prey walking on the ground above, they burrow beneath



the ground and erupt to attack with their horrible spade-like claws. Worse, anyone damaged by a ghoul must save vs. paralysis or be paralyzed for 2+1d6 rounds.

Marsh Leopard

Climate/Terrain: Marsh
 Organization: Pride
 Intelligence: Animal (1)
 Alignment: Neutral
 No. Appearing: 1-2
 AC: 6
 Move: 15
 Hit Dice: 3+2
 THAC0: 17
 No. of Attacks: 3
 Damage/Attack: 1d4/1d4/1d6
 Special Attacks: Surprise
 Special Defenses: See below
 Magic Resistance: Nil
 Size: M (4' long)
 XP Value: 270

Marsh leopards lurk in the low boughs of sprawling marsh trees where their mottled gray coats blend in with the grim vegetation. When prey passes beneath them, the leopards pounce, raking with their claws and teeth from behind. Victims who did not spot the leopards must roll surprise at -4, and are attacked by the leopards from behind at +4 to hit the first round.

Marsh leopards are not particularly brave creatures, however. When its hit points reach 6 or lower, the cat retreats to lick its wounds.

Night Gaunt

Climate/Terrain: Ancient ruins
 Organization: Group
 Intelligence: Average (9)
 Alignment: Chaotic evil
 No. Appearing: 2d4
 AC: 7
 Move: 15 (24 in flight)
 Hit Dice: 5
 THAC0: 16
 No. of Attacks: 2
 Damage/Attack: 1d8/1d8
 Special Attacks: See below
 Special Defenses: Nil
 Magic Resistance: Nil
 Size: M (6' tall)
 XP Value: 270

Night gaunts are eerie, supernatural beings who dwell in old ruins. They are hairless humanoids with ebony skin, giant wings, and faceless heads.

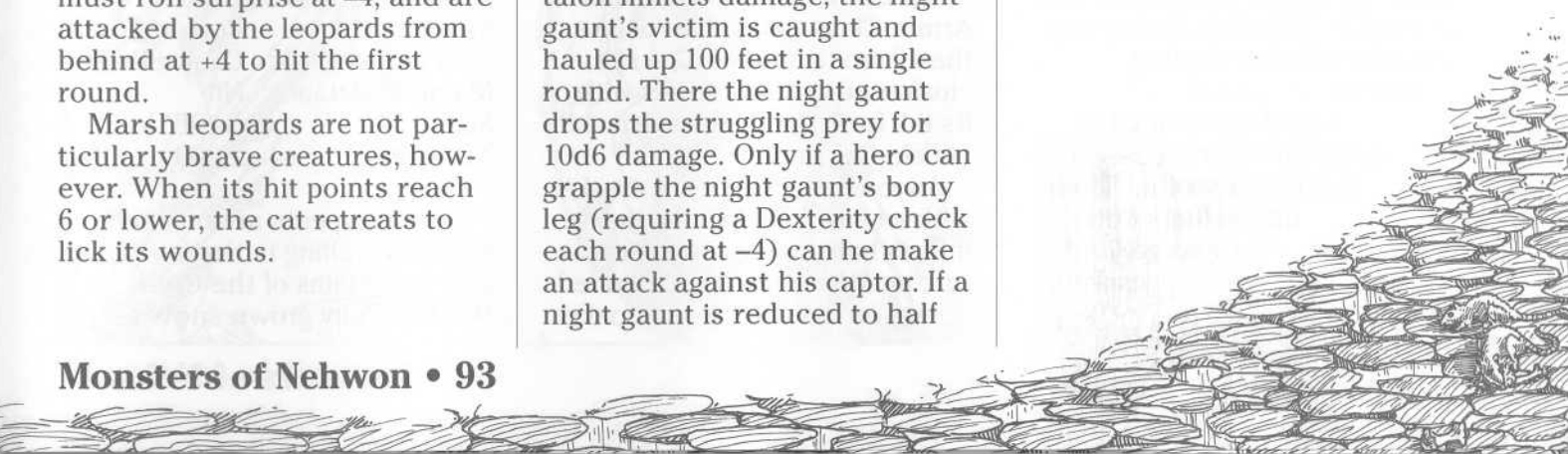
They hide during daylight, lying dormant until the sun goes down. At night they venture to the top of their ruins and watch for anyone foolish enough to approach their lair. Then they swoop down and grasp their victim with talon-capped feet, each strike causing 1d8 damage. If either talon inflicts damage, the night gaunt's victim is caught and hauled up 100 feet in a single round. There the night gaunt drops the struggling prey for 10d6 damage. Only if a hero can grapple the night gaunt's bony leg (requiring a Dexterity check each round at -4) can he make an attack against his captor. If a night gaunt is reduced to half

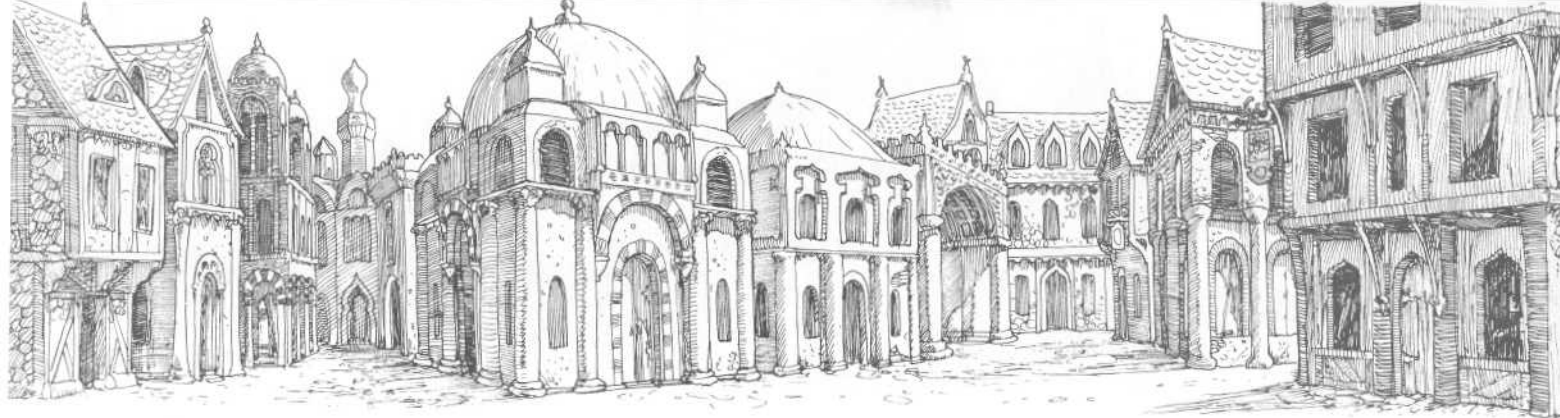
its hit points, it swoops low to the ground and tries to shake its prey free—an opportunity the hero should quickly exploit.

Poison Eel

Climate/Terrain: Marshes
 Organization: School
 Intelligence: Animal (1)
 Alignment: Neutral
 No. Appearing: 2d6
 AC: 6
 Move: 9 (swimming only)
 Hit Dice: 1d4 hit points
 THAC0: 20
 No. of Attacks: 1
 Damage/Attack: 1d4
 Special Attacks: Poison
 Special Defenses: Nil
 Magic Resistance: Nil
 Size: S (2' long)
 XP Value: 15

Poison eels live in the marshes of the warm south, especially in and around the Lankhmar environs. They tend to flee from creatures larger than themselves. Their bite is poisonous (save vs. poison or fall unconscious for 1d6 hours).





Salt Spider

Climate/Terrain:	Marsh
Organization:	Swarm
Intelligence:	Animal (1)
Alignment:	Neutral
No. Appearing:	1d6
AC:	6
Move:	15
Hit Dice:	3
THACO:	18
No. of Attacks:	1
Damage/Attack:	1d8
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4' long)
XP Value:	175

Salt spiders live in the salty estuaries or marshes, notably those outside Lankmar. Their webs are stretched between the small saplings of the swamps, so adventurers can avoid them easily by day. Those moving through the marsh at night have only a 50% chance of spotting a web 10 feet away. If they do not spot it, they will run into it and be entangled.

Characters can tear free of the web in 19 minus their Strength in rounds. These webs are highly flammable and burn away in a single round, but this causes 2d6 damage to anyone entangled in the flaming strands.

Salt spiders attack the moment their webs ensnare a victim. Their bite inflicts 1d8 damage, and is poisonous.

Sea Cloaker

Climate/Terrain:	Simorgya
Organization:	School
Intelligence:	Low (6)
Alignment:	Lawful evil
No. Appearing:	2d6
AC:	2
Move:	18 (swimming only)
Hit Dice:	5
THACO:	15
No. of Attacks:	1
Damage/Attack:	1d6
Special Attacks:	Envelopment
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (5' tall)
XP Value:	270

Sea cloakers appear as slimy, rubbery, black cloaks nearly 5 feet tall. It is possible that they are some sort of servant to the Simorgyans, for the Gray Mouser witnessed a number of them consuming Lavas Laerk's crew when ancient Simorgya last rose.

Sea cloakers attack by enveloping their victims with their cloak-like wings. The first hit on a target indicates the cloaker has successfully enveloped it. Every round thereafter, the prey automatically suffers damage equal to 1d6 plus the victim's unadjusted Armor Class. (AC values of less than 0 are treated as 0.) A sea cloaker may attack others with its tail for 1d6 damage even while enveloping prey.

Anyone attacking a sea cloaker with an enveloped victim inside inflicts half damage on the creature and the other half (rounded down) on the prey. A sea cloaker

always releases its prey and tries to flee if reduced to a quarter of its original hit points.



Snow Serpent

Climate/Terrain:	Arctic
Organization:	Solitary
Intelligence:	Animal (1)
Alignment:	Neutral
No. Appearing:	1
AC:	6
Move:	9
Hit Dice:	10
THACO:	11
No. of Attacks:	1
Damage/Attack:	1d10
Special Attacks:	Poison breath
Special Defenses:	Camouflage
Magic Resistance:	Nil
Size:	G (30' long)
XP Value:	2,000

Snow serpents are massive snakes dwelling in the icy plains and mountains of the Cold Wastes. Fully grown snow ser-



pents are 30 feet long and covered with thick, white fur. Their fang-filled heads are as big as an elk, and can emit a poisonous cloud of fetid fumes 10 feet long, a foot wide at the serpent's mouth, and 8 feet wide at its terminus. Snow serpents, always hungry, attack anything they sense moving within 100 yards.

Simorgyan

Climate/Terrain:	Simorgya
Organization:	Tribal
Intelligence:	High (13)
Alignment:	Neutral evil
No. Appearing:	2d4
AC:	5
Move:	12 (24 swimming)
Hit Dice:	6
THAC0:	15
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d10
Special Attacks:	Shape change
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' long)
XP Value:	650

The rumors that the residents of sunken Simorgya have awakened is true. These ancient, evil shapechangers live beneath the waves of the Outer Sea. There, it seems, they spend most of their time plotting revenge against the inhabitants of Rime Isle. Skama's priestesses on Rime Isle have many of the Simorgyan's treasures, and Mor-droog



and Ississi, the sunken kingdom's rulers, have twice tried to recover them, only to be thwarted by Fafhrd and the Gray Mouser.

The statistics listed above are for a Simorgyan in its shark form. They attack with two wicked fins and a bite. In human form, Simorgyans can be warriors, wizards, and rogues just like normal humans.

Spectral Hound

Organization:	Pack
Intelligence:	Animal (1)
Alignment:	Neutral Evil
No. Appearing:	3d6
AC:	3
Move:	18
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2d4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (4' at the shoulder)
XP Value:	270

Occasionally, the spirits of loyal animals cruelly slain by their masters return as phantoms. The creatures dwell in what is called the "astral" plane and can only enter the physical world by sorcery or on the anniversary of their death.

A potion can send adventurers to the wolves' astral domain. There

travelers see a bleak and formless landscape, a shadow of the real world. Astral hounds or wolves attack anyone and anything. Only the presence of the master who betrayed them causes the vengeful spirits to ignore others in favor of their tormentor.

Fafhrd was tricked into drinking an astral potion and confronting the phantoms in "The Howling Tower," a story in *Swords Against Death*.

Water Cobra

Climate/Terrain:	Marshes or estuaries
Organization:	Solitary
Intelligence:	Animal (1)
Alignment:	Neutral
No. Appearing:	1d4
AC:	6
Move:	15
Hit Dice:	2+1
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1d4
Special Attacks:	Poison
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (5' long)
XP Value:	270

Water cobras live in the marshes and estuaries around Lankhmar and most other coastal areas of Nehwon. Most have bluish skin with brown stripes. Their poison is incredibly strong, forcing those struck to make their saving throws at -2 or suffer 2d10 damage.

Wolf

Climate/Terrain:	Middle and northern Nehwon
Organization:	Pack
Intelligence:	Animal (2)
Alignment:	Neutral
No. Appearing:	2d6
AC:	7
Move:	18
Hit Dice:	3
THAC0:	18
No. of Attacks:	1
Damage/Attack:	1d4+1
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (3-4')
XP Value:	120

Nehwon is home to several species of wolves. Northern wolves have white coats while those farther south are brown to black. All breeds are notoriously savage and clever hunters. In summer, wolves tend to hunt alone. In fall and winter, only larger prey are easily found, and wolves hunt in dreaded packs.



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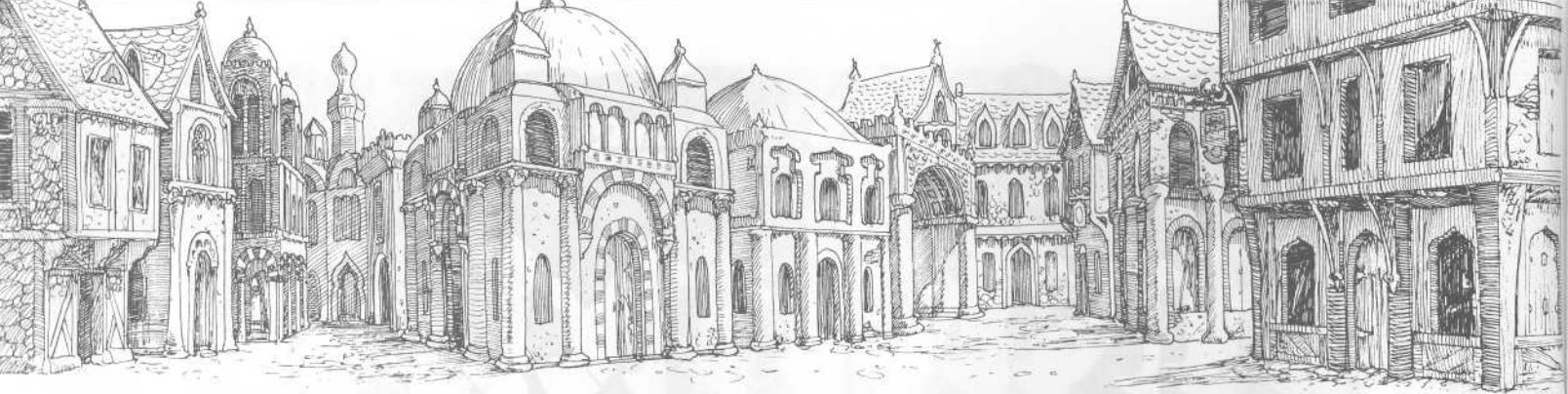
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This book is intended solely for the Dungeon Master. It contains "The Shark Cult of Lankhmar," an exciting 30-page adventure intended to jump-start any LANKHMAR™ campaign, and the "Adventure Cookbook," a selection of tips and game aids intended to help spur your imagination when creating adventures of your own. However, you should read the Rulebook and Adventures in Lankhmar first, as those books tell you all about the basics involved in running a LANKHMAR game. Then return here, forget about the rules and statistics, and concentrate on the action-packed story you and your players are about to tell: a tale of an evil cult, a sunken empire, and a great treasure.

Intr oduction

Gamers like role-playing games for many reasons. For some, the fun of running role-playing games is in the storytelling and assuming the role of a character in a story. Some Dungeon Masters and players primarily enjoy the dice-rolling aspects of games like the LANKHMAR™ and ADVANCED DUNGEONS & DRAGONS® role-playing games—the aspects of the games that involve almost boardgame like tactics.

With the LANKHMAR game, however, the designers tried to encourage players and DMs to let dice rolling take a back seat to the story. Coming up with devious villains and their intricate schemes to challenge the heroes, and then watch as the players puzzle their way through it, mostly through role-playing, is what can make DMing a creative and exciting pastime. Someone

once said that heroes are only as good as the villains they fight. In other words, a villain that's just out to pick pockets or mug little old ladies

isn't a worthy opponent for an action-adventure hero. The villain who's out to steal every single gold rilk in Lankhmar, and who has a workable plan to do so—that's the opponant they should be fighting! But that's also not an opponent who exposes himself easily to those who would stop him. Role-playing on the part of the players, and cleverness on the part of the characters is just as important as dice rolling and sword-fights.

In writing the LANKHMAR game, this was a point we tried to stress. This is an adventure game, and action should be the focus, but "action" doesn't necessarily mean combat or lots of dice rolls. There's many different kinds of action, as we try to explain in the *Adventures in Lankhmar* sourcebook. Hopefully, this book will help illustrate this even further, through giving you a full-length adventure, followed by some tools to help you create your own adventures.

"The Shark Cult of Lankhmar" is suited for a party of three to four beginning (1st-level) characters, and should fill two or three game sessions. Try to give the player characters a chance to interact

with the NPCs, but keep a fast pacing during the action scenes.

Following that is the "Adventure Cookbook." It is a selection of lists that we hope will serve to spark your imagination, should the need be there. By consulting the lists, you can create the basic kernel of a story, and from there design your own role-playing adventures.

By the way, you should not feel as though there is anything wrong with taking ideas from this set and building them into your own adventure. No one is always on fire with 100% original creative thought. Even the most ingenious DM turns to pre-published adventures and game accessories, or movies and books for something he can borrow. There's nothing wrong with watching *Aladdin* and deciding you want a magic carpet chase in your game session. And there's certainly nothing wrong with turning to the stories that started this whole game—Leiber's tales of FAFHRD™ and the GRAY MOUSER™. The "Adventure Cookbook" works in the same way, except the seeds of adventure have already been picked out for you.



"There a watery influence filtered all harshness from the sun's beams, so that he shone no more bright than the silvery moon, and winter's rages and summer's droughts were turned. . . We had golden treasure beyond all dreaming. . .and we were served by nimble companies of silent servitors and guarded by soft-voiced monsters. . . But then came ill times. One night while our guardians slept, our treasure was stolen away. . ."

—Fritz Leiber, "The Mer She," in *The Knight and Knave of Swords* (1988)

The Story Begins. . .

It is a dark time for Lankhmar. The city hovers on the brink of chaos triggered by the emergence of a new and violent religion—the dreaded Cult of the Shark God. The cult has only recently expanded from its home city of Ilthmar. Some believe its presence is a clever invasion—others believe it a liberation. The cult preaches that you must do unto others before they do unto you. Destroy enemies before they threaten you. It is the Way of Predation—the way of the shark.

Thousands of Lankhmarts, oppressed by the Overlord, robbed by the Thieves' Guild, and extorted by the Extortionists' Guild, have taken up the Way of Predation. Urged on by the High Priest of the Shark Cult, Mako of Ilthmar, the new converts are rapidly turning Lankhmar into an abattoir. But perhaps even the City of Thieves could deal with this menace, were it not for the magical effects of an ancient relic the Cult has brought to the city. This figurine, Lady Sirene's

penate, brings with it the strange longings of the mysterious spirit that inhabits it.

Lankhmar's chosen defenders, FAFHRD and the GRAY MOUSER, have not been seen in months. Now is the time for new heroes.

Synopsis

Two different groups plot disaster for Lankhmar. First, the Cult of the Shark seeks to dominate the city with its cruel Way of Predation (see the adventure's Appendix). To aid this goal, members of the cult have stolen a magical figurine owned by the adventure's second group, the undersea Simorgyans. As the adventure begins, a priestess of the cult is just arriving in Lankhmar with this item. The Simorgyans seek its return and revenge against the offenders—and to them, "offenders" includes not only the cult but every human in Lankhmar.

The figurine is called Lady Sirene's penate. A penate is a rare Simorgyan household idol, a small coral statuette that embodies the spirit of an ancient family ancestor. The penate guards the household, inspires its resident descendants, and magically influences their moods to match Simor-

gyan ideals. Penates are great treasures.

Both Simorgyans and Shark Cultists desperately want the penate. But it falls into the hands of the player characters (PCs), our heroes.

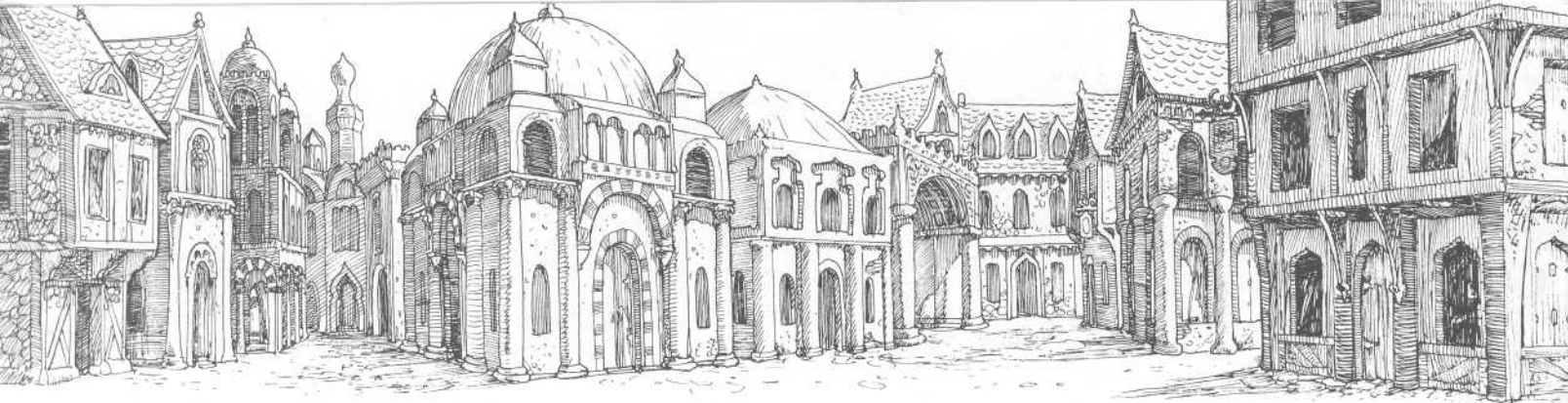
The adventure breaks down as follows:

Act 1, Night on the Docks:

The heroes meet one another during a rainy night on the Lankhmar waterfront, while coping in their various ways with a plague of strange emotions that has struck the city. The spirit of the stolen penate has caused these, broadcasting its own feelings of longing and despair.

The heroes hear cries of distress coming from the docks. There they see a Shark Cult priestess struggling with the Simorgyan matriarch over Lady Sirene's penate. If the heroes are really adventurers, they'll get involved.

In the confusion, the heroes retrieve the penate. When they touch it, Lady Sirene manifests dramatically and entreats the heroes' aid. Ideally one or more male heroes becomes smitten with Lady Sirene and feels the urge to help her.



The heroes may promptly lose the penate, for a Cultist accomplice tries to steal it. This may lead to a mad chase.

Act 2, A Growing Despair: Whether or not the heroes recover the figurine, they gain clues that help them uncover the cult plot. Lankmar's best fences, Nemias of the Dusk and Ogo the Blind, hint that an old seeress called Krownis the Hag may know more. Krownis gazes into the future and warns them that they must take the penate

to the Simorgyans and plead for Lankmar's safety.

Meanwhile, the city plunges into chaos. Lankmar's of all classes give way to longing and despair. The heroes may or may not realize that the cause is the penate. Meanwhile, followers of the Shark Cult practice what Mako preaches—preying on the weak and making preemptive strikes on those they think will someday prey on them.

Act 3, The Raid: The heroes need magical amulets to reach

the sunken Simorgyan base. They must steal these from the Cult's stronghold, its new Temple.

Act 4, The Wreck: Pursued by shark priests, the heroes travel to a sunken ship at the bottom of Lankmar's harbor, to confront the mysterious lurkers from Simorgya. But neither the heroes, the priests of the Shark Cult, nor even the Simorgyans themselves expect the strange twist of Fate that Lady Sirene plans.





Our tale starts one stormy night in Lankhmar's River District. The heroes are walking past the Great Silos of the harbor area when they see a gang of thugs waylay a young woman on the docks. The goons and the strange woman leading them try to wrestle her into a small boat, then carry her out onto the choppy waters of the harbor.

Getting the Party Together

This scene lets the heroes begin as companions, complete strangers, or a mixture where some of the characters know one another and others do not. Everyone will become companions soon.

Start the adventure by asking each player to offer a reason why his or her character would be down in the River District. A rogue might be planning a potential burglary, a warrior could be tavern-hopping, and wizards may be seeking some odd spell ingredient, like seaweed.

Give each hero some individual attention, letting each player get the feel of his character and show off a bit. The heroes could pick pockets of NPCs in the taverns, get into fights, or get involved in just about anything.

Early sorrow: Each hero should notice that people are behaving a bit strangely. For no obvious reason, everyone seems to feel a bit depressed. It's nothing major, just unusual. (Though no one knows this yet, the penate's influence is starting to affect them. These effects will grow in later scenes.)

Try to weave two or more encounters together, so that heroes can become acquainted with one another before the action starts. Then. . .

The Action Starts

The heroes are outside the Golden Perch, a tavern near the harbors of Lankhmar's River District. They are walking past the Great Silos when they hear a scream from the docks. Read the following text aloud:

It's been a long, day, and an even longer night. A constant drizzle has finally turned into a steady down-pour. You stayed at the Golden Perch as long as you could, but Yurl finally threw you out and closed his tavern for the night. A few of these other lost souls walk with you now, stepping carelessly through the puddles of Silo Avenue. You watch them carefully, looking for the slightest sign of dubious intent, but their mood seems as grim as yours. Why is everyone feeling so blue?

Suddenly, over the falling rain and waves breaking against the harbor walls, you hear a woman's scream. It's coming from close by, out on the nearest dock.

About forty yards out at the end of the pier, you see lantern light. A young blonde woman is struggling against a gang of shadowy figures. She's holding something too small to identify, and everyone seems to be grabbing for it. But she's fighting hard, even though she has no weapon and wears only simple robes.

She screams again: "Help! Somebody help me!"

Staging the Battle

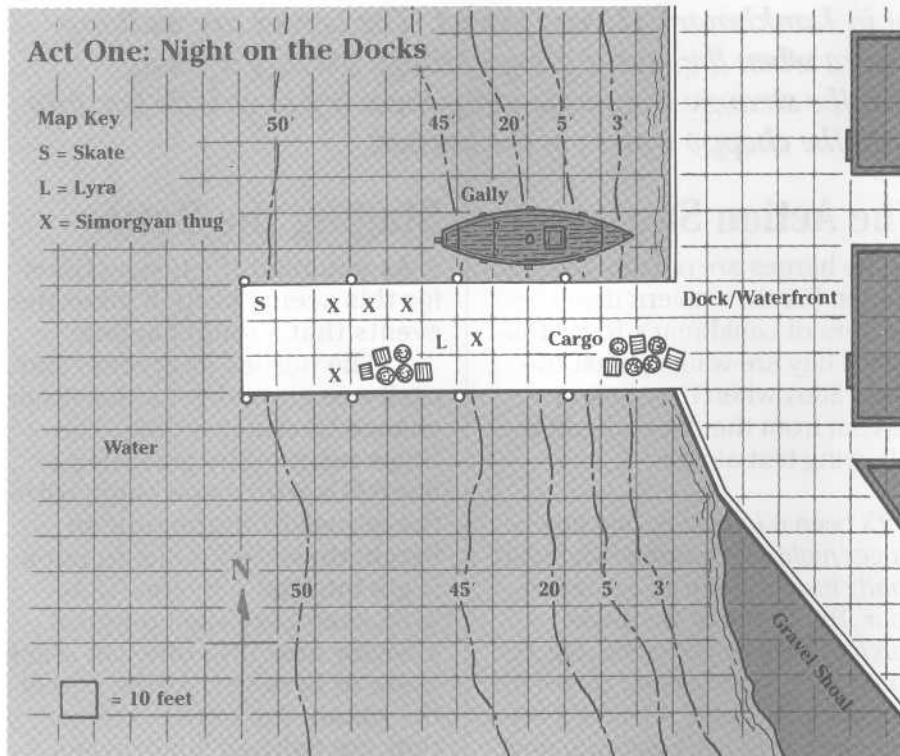
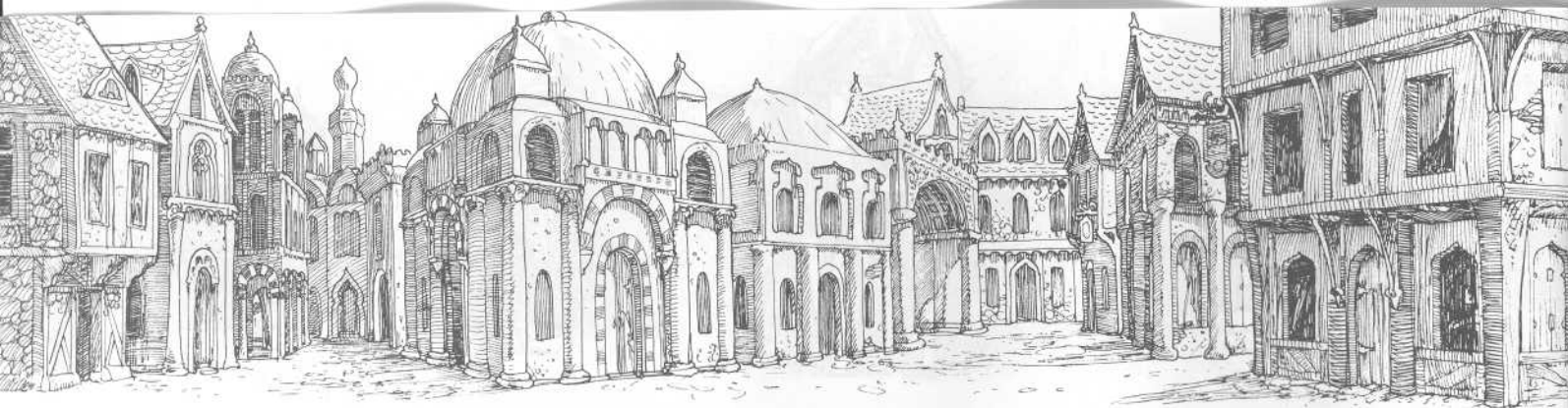
As you read the instructions for this scene, keep in mind the events that should happen:

1. The heroes intervene, and each one should get at least one chance to attack a thug. The thugs respond by attacking a few NPCs who came along with the heroes from the Golden Perch; these NPCs die, to put a scare into the players. (However, keep Lyra's accomplice alive for now.) No one can reach Skate or Lyra yet. At the end of the round, the heroes realize they are fighting Simorgyans.

2. One or more NPCs falls into the water, shrieks, and gets devoured by sharks and the sea-cloaker.

3. The battle starts to go the heroes' way. Some Simorgyans leap into the water and either die or swim away. The sea-cloaker also flees, having been wounded by the sharks. Surviving NPCs from the Golden Perch also run, except for Lyra's accomplice (see below), who hides out.

4. Clearly describe Skate, the matriarch, establishing her in the players' minds. Skate attacks Lyra with deadly skill. Lyra drops.



gence check) that her teeth have been filed sharp. This is a tradition of the warrior-priests of the Shark Cult in Ilthmar.

The thugs: The others on the dock are Simorgyan males and females, led by their matriarch, Skate. There is one Simorgyan for each hero, plus two more. They wear no armor, having just swum here in shark form, but they do have natural spines that serve well as weapons.

These Simorgyans have narrow faces with widely spaced green eyes, and razor-sharp, fishlike spines along the backs of their thin arms and legs. They wear loose, sleeveless knee-length tunics that smell strongly of brine.

Simorgyans (human form): Warriors; Level 1; Alignment LE; AC 10; MV 12; hp 4; THAC0 20; Dmg 1d4 (spines). Ability scores: all 11.

When a Simorgyan attack on a hero misses, it hits one of the NPCs (see below) and kills him. When a Simorgyan attacks an NPC, have the attack hit automatically and drop the victim. Try to impress the players with the deadliness of this encounter.

Skate (human form): Warrior; Level 4; Alignment LE; AC 10; MV 12; hp 18; THAC0 16; Dmg 1d8 (spines). Ability scores: all 12.

The Simorgyan matriarch is extremely tall, slim, imperious in bearing, with rows of long white spines along her forearms. Her eyes are a much darker green than those of the other Simorgyans, and flaps of

5. The heroes have cleared away the thugs and now drive off Skate before she can pull the figurine from Lyra's hand. Skate leaps off the dock, transforming into pungi ray form before she hits the water, and escapes. End of battle.

6. The heroes hear Lyra's dying words. They examine the figurine, see a vision sent by the spirit Sirene, and may promptly lose the penate to an NPC accomplice of Lyra. This should lead to a chase through the streets of Lankhmar.

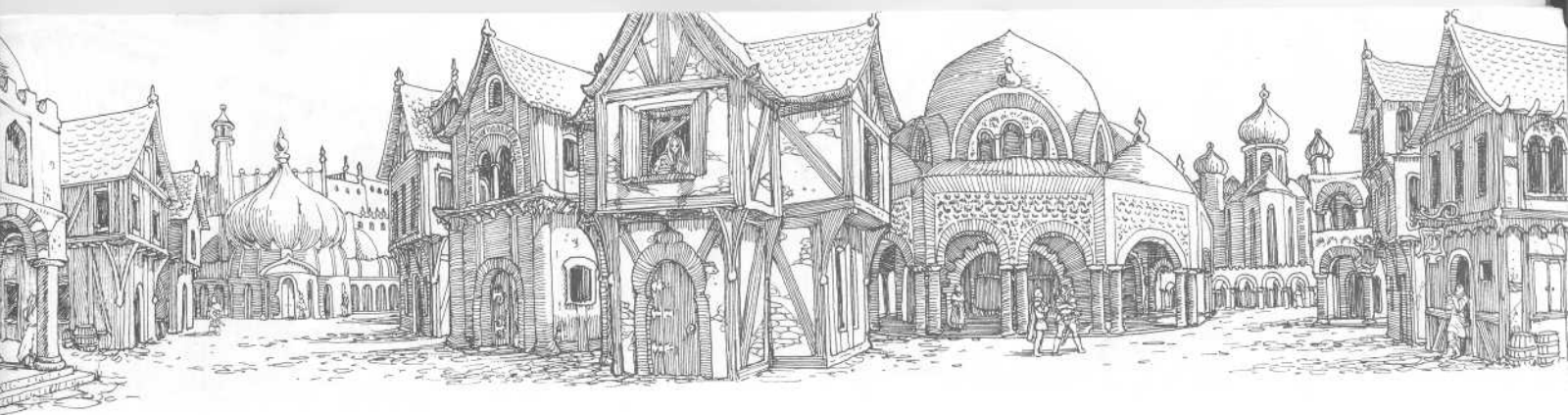
The Situation

Use the map on this page to get an overview of the area and to set up the action.

The priestess: The woman, Lyra, wears robes made of shark skin, for she is the priestess of the Shark Cult of Ilthmar. She has just emerged from the water and assumed human form. The small object she carries is Lady Sirene's penate, and all the others want it.

Shark Cult priestess (Lyra): Warrior; Level 3; Social level 6; Alignment LE; AC 10; MV 12; hp 21; THAC0 18; Dmg 1d4 (dagger).

The priestess is slender with golden-blond hair. When she opens her mouth, a character might notice (with an Intelli-



skin stretch between her upper arms and her torso.

The NPCs: Most of these riff-raff are 0-level normal people without class or abilities. They exist for the Simorgyans to slaughter in the heroes' place.

NPC cannon fodder (5):

0-level normal people; Alignment N; AC 10; MV 12; hp 1; THAC0 20; Dmg 1d2 (fist). Ability scores: all 9.

Only one NPC in this lot is important to the story. This is a Shark Cult acolyte named Brinnon, an accomplice of Lyra who has come down to the dock to receive the penate. He didn't expect the Simorgyan attack, and right now he hopes the heroes can rescue the penate so he can steal it. He cares nothing for whether Lyra survives. Such compassion is foreign to the Way of Predation.

Brinnon: Warrior/black wizard; Level 3/3; Social level 3; Alignment LE; AC 6 (armor spell in effect); MV 12; hp 6; THAC0 17; Dmg 1d2 (fist). Ability scores: all 11.

Brinnon is short, thin, has brown hair and gray eyes, and wears completely ordinary clothing: brown tunic, black sash, black trousers, boots. Don't distinguish him from the other NPCs until he makes his theft attempt.

The area: The dock is solidly built, and its soaked timbers are fireproof. The water is 10 feet below, because it is just past low tide.

On the dock sit two caches of cargo waiting to be loaded aboard a small galley. Lashed together with stout rope, these crates and barrels weigh 100 to 150 pounds apiece. Breaking into a container and pulling something out takes 1 round and requires a successful Strength check.

The crates contain tools (saws, wrenches, hammers, all 1d4 damage); ceramic cooking pots (1d2 damage, should they be used as weapons, break on a roll of 2); and fragile flasks of perfume (no damage, but can blind an attacker for 1d2 rounds with a successful attack roll).

In the water: Around the battle scene, the waters of the dock are roiling far more than one would expect from the storm. Characters who succeed in an Intelligence check see a shark fin knife across the choppy surface.

Lyra and Skate have both summoned sea creatures. They are fighting in the water below.

If a hero falls into the water, have one of the monsters strike at him, miss by inches, and then get attacked itself by an enemy monster. Aim for a tone of frenzied action and general panic.

Reef sharks (3): AL N; AC 8; MV 18 (swimming only); HD 3; hp 18; THAC0 17; # of Attacks 1; Dmg 1d4+1. XP value 65.

Sea-cloaker: AL LE; AC 2; MV 18 (swimming only); HD 5; hp 29; THAC0 15; # of Attacks 1;

Dmg 1d6. XP value 270. For more about sea-cloakers, see the *Adventures in Lankhmar* book.

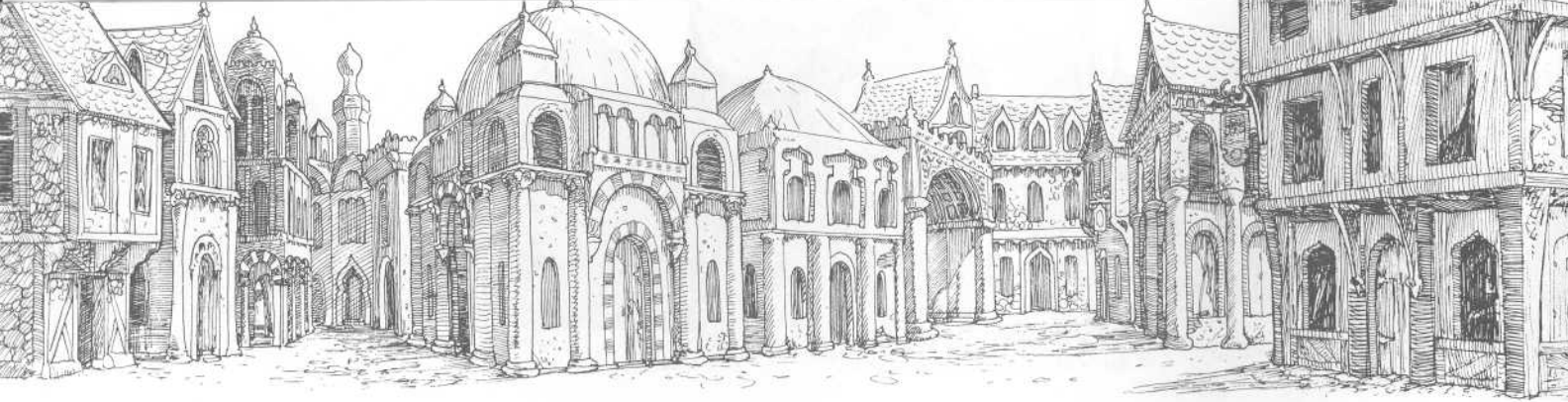
Ending the Battle

For most of the fight, Skate hangs back, holding a lantern, the only source of light. When the heroes are about to reach her, she makes a furious slashing attack on Lyra, striking and mortally wounding the priestess. Then the heroes should force Skate back, away from the fallen Lyra.

Rather than fight, Skate shouts, "The vengeance of Simorgya can be delayed, but never stayed!" With this, she leaps off the dock, visibly changing shape before she hits the water. When she hits, the choppy water grows unnaturally calm, and then she is gone.

The woman the heroes have rescued hovers at Death's door. In game terms, the priestess has been reduced to 0 hit points and is about to die. Death has already used her to fill his insatiable quotas, so no amount of healing, whether natural or magical, will save her. Her role in the story is simply to deliver the penate to the player characters.

Dying words: On the brink of death, Lyra mistakes one of the heroes for the High Priest of Lankhmar's Shark Cult. Just before she perishes, Lyra grabs one of the heroes by the collar and pulls his ear close to her lips. "Mako," she whis-



pers, "I've found you. I have the penate. But its curse will bring. . . ." Then she expires dramatically, her head rolling back, her arms going limp, and a final breath escaping her as a ragged sigh.

"Mako" is not just a species of shark, but also the name of the High Priest of Lankmar's newly-founded Shark Cult.

Clues: A hero who succeeds in an Intelligence check notices a peculiar tattoo on the side of Lyra's neck: a shark. The same characters who know Mako's name recognize this tattoo as a mark of priests in the Shark Cult.

Lady Sirene's Vision

Now Lyra's would-be rescuers stand on the dock before the Great Silos, studying a small statuette.

The Simorgyan spirit inhabiting the penate, Lady Sirene, wants to gain revenge on the Shark Cult and to return to her family. To this end she exerts herself and manifests visibly, an exhausting task. She hopes to enlist the heroes in her cause, but she lacks the energy to tell them more than a little.

When one of the heroes touches the figurine, read this aloud:

The figurine seems to tingle under your hand, and suddenly a

ghostly white figure shimmers in the air above it. It's a young, beautiful woman, who looks at you imploringly with pale green eyes. She wears a long, clinging robe. When she spreads her arms, the sleeves fall away, and you see a line of short white spines along each forearm.

Choose one hero, preferably male, who is likely to respond to a plaintive plea from an attractive woman. Lady Sirene directs her plea to all the characters, but seems to look directly at the chosen hero. She speaks in a hollow, despondent voice:

"I have no strength to speak. I beg you, find the shark folk. They mean no good for your folk or mine. Lure them below. Bring me to my shelter, and I shall reward you. Please."

The vision fades. Nothing the heroes can do will reawaken the exhausted spirit.

The Figurine

This brown coral statuette is ten inches tall, about three inches in diameter, and weighs about two pounds. The fight has not damaged it.

The statue depicts a tall, thin, attractive woman, not unlike Skate. (The figure shown is her ancestor.) The woman depicted, similar to the one in the vision, has a narrow face, large eyes, and spines on her forearms; the rest of her body is covered by a long cloak.

Inscribed on the base of the

statuette is a line of runes unreadable to Lankmarts. These are ancient Simorgyan, though a few words and symbols are common in other languages as well. A rogue with the Read Languages ability may be able to decipher some parts of the inscription. If the roll fails, the rogue cannot try again, and the heroes will have to have it deciphered for them. If the roll succeeds, tell the rogue only that the runes say something about "sorrow at leaving home." In truth, the translated inscription reads:

*Deep, is my kingdom fair,
And I watch over my family
there.
In warm delight I tend their
hearts
And comfort them with mother's
arts.
To those who take me from my
home:
May all your sorrows match my
own.*

The Chase

Remember Brinnon, the Shark Cult acolyte? He's been hiding behind one of the piles of cargo on the dock, waiting to cast the 2nd-level black wizard spell *glitterdust* (see the "Sorcery" section of the campaign book). As the heroes are leaving the dock, Brinnon throws a cloud of scintillating dust that drifts toward the heroes, unaffected by the pouring rain. The dust hits the heroes' eyes; they must save



vs. spells or be blinded for 1d4+1 rounds.

After the heroes are blinded, Brinnon leaps out. Have Brinnon automatically succeed in his grab attempt and he flees. The heroes must give chase.

Staging the Chase

Here are the steps of the chase:

1. The heroes' vision clears just in time to see Brinnon running for shore. He slips and slides on the slippery dock, losing some time, but he reaches the street just ahead of the heroes.

2. Conduct the chase for two or three rounds using the guidelines given in "Rules for the Dungeon Master" in the *Adventures in Lankhmar* book. Brinnon always stays just ahead of the party's leader, regardless of actual die rolls. Work in lots of scenic detail: slippery streets, twisting alleys, rundown tenements, hard rain loud on the cobblestones.

3. The chase leads onto a main thoroughfare. Here the late-night carriage traffic is light, but two horse-drawn carriages are within hailing distance. Brinnon jumps aboard the lead carriage, pushes the stunned driver off, and whips the horses. Depending on how well the heroes roll, they can either catch up in time to climb on this lead carriage, or reach the second carriage in time to chase Brinnon—if they can overcome, persuade, or bribe the driver!

4. The chase should involve a couple of rounds of reckless turns, huge obstacles narrowly missed, and small obstacles not missed at all. Have the carriages demolish an empty fruit cart, avoid a wandering old lady by inches, and careen around a tight curve. Make riding proficiency or Dexterity checks for the heroes in the pursuing coach to maintain control or else fall to a perilous perch barely clinging to the careening coach, and attack rolls with big penalties if Brinnon is fighting with heroes on his own coach.

5. Brinnon turns his carriage down a narrow alley, and as the coach thunders toward a dead end, he leaps up and grabs a wooden ladder on the side of the alley. This primitive fire-escape leads to the roof, and the chase continues across the sloping soot-stained shingles of Lankhmar. Make Dexterity checks or climbing skill checks for everyone involved to avoid dramatic slips, rotten roofing, and loose slates.

6. On the rooftops or in the streets, Brinnon fails a check at some dramatic moment. In a coach, he flies out and crashes on the pavement; on a rooftop, he falls. Either way, he dies.

The heroes recover the penate—then realize they're on Temple Street, not far from the Temple of Many Gods, soon-to-be-former home of the Cult of the Shark God.

Cut here and go to Act 2.



Experience Point Awards

In addition to XP for role-playing and professional bonuses, give the award listed to each hero who performs any of the following actions:

Individual Actions Award

Triggering vision: 50

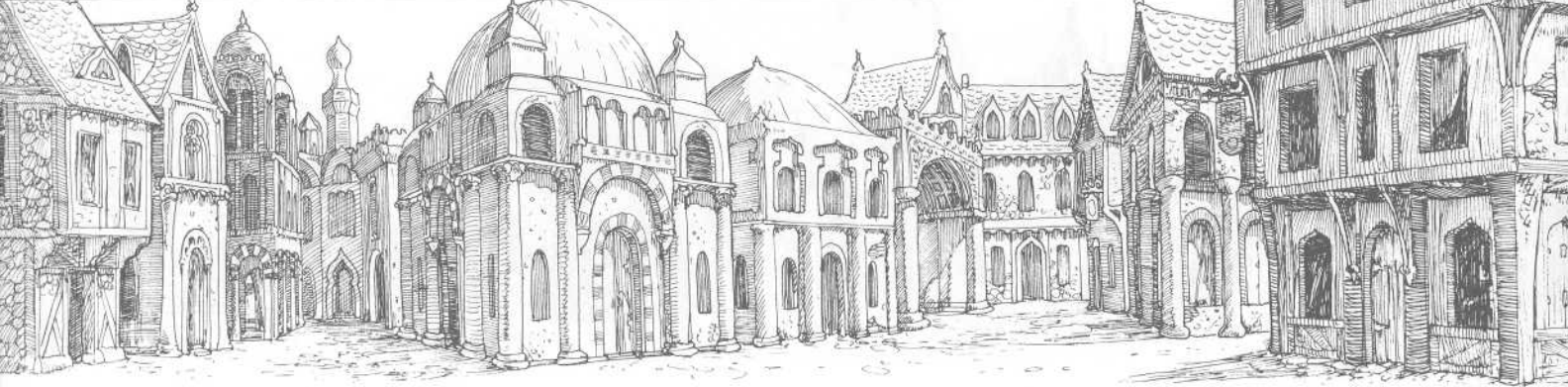
Reading the inscription: 50

Risking life to save Lyra: 100

Group Action Award

Driving off the Simorgyans
100 (plus XP value of creatures defeated)

Catching Brinnon: 100



In this section the heroes get a brief breather, but Lankhmar doesn't. While the heroes heal, decide their options, and investigate the nature of the penate, its power to influence emotions begins to sway everyone in the city.

While the heroes try to fence the figurine or decipher its runes, they may note sadness on many faces. When they visit the old Temple of the Shark Cult (as the Cult is moving out and heading for its shiny new temple), the despair and longing seem to permeate the air. And when they meet with the seer Krownis the Hag and learn what they must do, the heroes discover that sadness can cause some to lash out in frustration.

The penate is causing this growing sadness because its spirit, Lady Sirene, longs to return to her Simorgyan hearth. In this act the heroes meet with a fortune-teller, Krownis the Hag, who tells them the peril Lady Sirene presents to Lankhmar and how to stop it. But stopping it requires a set of magical amulets available only in the Shark Cult's new temple—which the heroes must raid in Act 3.

As this act opens, the heroes are conferring with Hanley Hornbek, a Lankhmart surgeon (KYE-rur-jen, a surgeon). He's treating their wounds, if any, or investigating Brinnon's body. Either they came to him, or he was returning home from a late-night emergency call and happened on the scene.

Hanley Hornbek: White wizard (healer); Level 2; Social level 4; Alignment NG; AC 10; MV 12; hp 3; THAC0 20; Dmg nil. Ability scores: INT 14, WIS 14, others 10.

Hornbek is short, stout, and well-dressed. He is bald but stupidously bearded. He has a casual, sad manner about him.

The surgeon has treated his share of thieves and rogues. Ordinarily placid of disposition and pragmatic in outlook, he is feeling down now, like everyone in Lankhmar. Bearing up well under his magically induced sorrow, he outlines the heroes' options as he sees them:

"I'd say you've got three choices. First, find out more about what that thing is. Best places to start are the usual ones: the House of Knowledge or the Great Library.

From the looks of things, the Shark Temple probably knows something about this situation. This Mako fellow is the High Priest of that Cult, as if you

couldn't tell from a name like 'Mako.' The temple is on the Street of the Gods, although I hear it's about to move somewhere new. Don't know where. Who knows, maybe they'll buy this thing.

"Or you could just fence it. Usually it makes sense to know what you're selling, but it's your loot. Of course, no one would dare imply that the fine and upstanding citizens Ogo the Blind or Nemias of the Dusk would know anything about fencing stolen goods. You never heard me say anything like that.

"There, that's all the blood I can sponge up from you lot. Two gold rilks."

This is a fair price, but Hornbek is used to not getting paid. If the heroes refuse to pay, he won't make an issue of it—he'll just spread the word around Lankhmar's medical community. The next time the heroes want healing, well, Lankhmarts have a saying: "Fool me once, shame on you. Fool me twice, shame on me."

Resuming the Story

Don't play out the heroes' actions moment by moment after they recover the penate from Brinnon's body.

Instead, do a cinematic "dissolve" from the end of that scene to the beginning of a new one.

The Figurine's Effects

As the heroes move around Lankhmar, mention everyone's increasing sadness. This isn't clinical depression or listlessness, but a wistful longing, a



sense that something has gone wrong. Near the end of this act, this feeling escalates into bitter despair, with overtones of frustration and anger. In such a mood, ordinary people will lash out at anything.

However, the heroes are extraordinary. As adventurers, they have willpower and strength of character that renders them immune to the worst effects of the penate's despair. If the players feel like role-playing a mild wistfulness, fine, but they don't suffer as much as those around them.

I nvestigating the Figurine

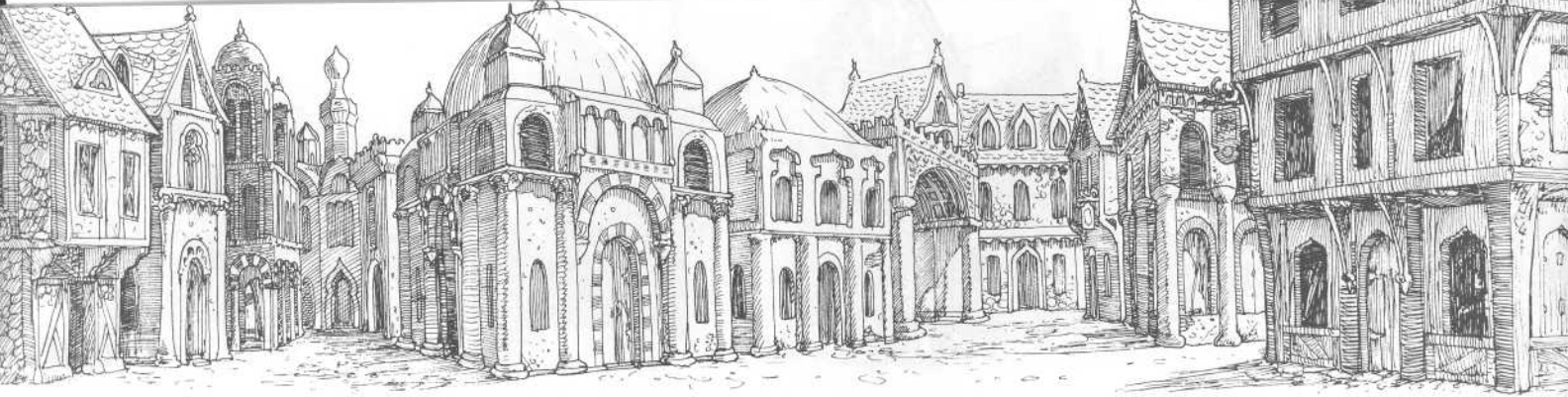
To decipher the statuette's inscription and identify the item, the heroes can go to the House of Knowledge or the Great Library. For brief descriptions of both places, see "The City of Lankmar" in the campaign book.

The House of Knowledge: Dymyrra is an absent-minded but kindly woman in her golden years. She charges researchers 1 gold rilk per hour to peruse her collection. To translate the

inscription completely, the heroes need to compare the runes to the many languages it is related to. This takes 20 hours minus the highest Intelligence score of the group. If Dymyrra sees the inscription, she grows curious and helps the group compare documents, reducing the research time to only an hour or two.

Dymyrra can also explain the meaning of the term "penate." Some Eastern cultures believe that long-dead ancestors watch over their descendants. They embody these spirits in penates like this one. Dymyrra knows nothing about magical penates,





and she can't advise the heroes how to rouse Lady Sirene.

As to sunken Simorgya itself, Dymyrra knows that it is rumored to exist in the Outer Sea, and can pinpoint its general location on an ancient map found within one of her musty atlases. She also knows that legends say Simorgya was once an island, but sank into the sea some hundreds or even thousands of years ago. The survivors supposedly transformed themselves into fish-like beings, but the sorcerous change twisted them and the Simorgyans became resentful and jealous of the surface world.

Dymyrra: Rogue; Level 1; Social level 3; Alignment CN; AC 10; MV 12; hp 4; THACO 20; Dmg Nil. Ability scores: Str 7; Dex 10; Con 8; Int 14; Wis 12; Cha 10.

Dymyrra wears a plain blue smock and little make-up. She is far more interested in books than social graces.

The Great Library: The Curator of the Great Library, Aerilos, frowns upon entry by anyone with a Social Level less than his own (6). Though he does not prohibit entry as long as patrons pay the entrance fee of 1 gold rilk, he and his staff do everything in their power to avoid those of lower status and make their visit as quick and uncomfortable as possible.

As with the House of Knowledge, the heroes must find an

assortment of documents in Nehwon's many languages and compare them to the inscription on the statuette. Because the library is so huge and the staff is of little help, it takes the heroes 30 hours minus the highest Intelligence score of the group to assemble the proper collection and decipher the stone. A character with a Social Level of 8 or more can command Aerilos' attention and cut the research time to only 1 hour.

Aerilos: Rogue; Level 1; Social Level 6; Alignment LN; AC 10; MV 12; HP 4; THACO 20; Dmg Nil. Ability scores: Str 10; Dex 10; Con 9; Int 14; Wis 11; Cha 10.

Aerilos is pompous and obstinate at the best of times, and his current sadness has only made him worse. He wears baggy scarlet robes that are more expensive than practical. If the heroes have SLs lower than his, he might insist that they wipe their hands before searching through documents, insult them by suggesting they aren't able to read, and generally harrass them until they leave. If the heroes respond with force, he runs like a rabbit and summons the City Watch.

Fences

Even if the heroes are not interested in selling the figurine at this point, fences often have access to information that most others do not. Unfortunately, most fences offer nothing for the statuette and know nothing about it. "Crude workman-

ship, unreadable inscription—this has no value! Waste no more of my time!" Only Ogo the Blind and Nemia of the Dusk know anything. (For descriptions of both fences, see the campaign book.)

Both Nemia and Ogo's assistant, Eyes of Ogo, are frequent clients of Krownis the Hag, a seeress at the Blue Moon tavern in the Park District. Krownis has warned them that a group of adventurers would bring them a treasure that is "both valueless and priceless." The seeress also warned that it would bring great sadness and danger—a prophecy that is about to prove true.

This is all either fence knows, and neither is interested in buying the penate. In fact, both Nemia and Eyes are eager to get the adventurers out of their shops. The heroes' next clue must come from Krownis the Hag herself, at the end of this act.

While the heroes visit the fences: As the heroes enter or leave either place, a hero who succeeds in an Intelligence check notices a skulking, shadowy figure eyeing the party from a nearby street corner. The tall, thin spy wears voluminous brown robes with a hood that hides his face. The spy can easily elude pursuers, though that shouldn't stop you from staging an exciting chase if you like.

The heroes never learn the observer's identity. He's a minor rogue in the Thieves' Guild. The Guild has ordered him and sev-



eral other rogues to track the party's movements. Mako has commissioned the Guild to steal the penate, and the thieves are now determining the ideal time to do so. (They'll make the attempt when the heroes visit the old Shark God temple; see below.)

The Shark God Temple

Mako is the High Priest of Lankhmar's growing Shark Cult. If the party hasn't already figured this out, a little carousing at their favorite tavern or shop should reveal the information. Once they know who Mako is, the party most likely visits the Temple of the Shark God.

Description: A rundown one-story building near the bottom of the Street of the Gods, this is the first stone building an up-and-coming new faith uses, or the last that a down-at-the-heels failed church occupies before moving to the shacks and soapboxes nearby. The building is dull, stained granite, without ornament or lamplight. (See the map on this page.)

Mako and his fanatical priests have been using this Temple of Many Gods to preach to their congregation. The Shark Cult has prospered since its start some four months ago, and now their new temple is almost complete. The Cult plans on moving to its new location tomorrow, where Mako will use the penate

to bring shark-like savagery to Lankhmar—if he can get the penate by then.

Inside the temple: When the heroes arrive at the Temple of Many Gods, everything is in upheaval. Presumably the building used to show symbols of the Cult's faith, but now the walls are bare. Several shark priests and a half dozen followers are moving the cult's belongings to their new home. Shark priests have shark tattoos on their neck, the same tattoo the heroes found on Lyra in Act 1. Cult priests wear robes of shiny shark hide, treated to remove its sandpaper-like roughness.

Mako is elsewhere—at the bottom of Lankhmar's harbor, searching the wreck of the Simorgyan flagship for treasure. (He finds nothing.)

Aragyx: If the heroes let the priests know they have the figurine, the priests eagerly invite them into the makeshift temple. There they meet Mako's beautiful second-in-command, Aragyx, a dark-skinned, green-eyed, black-haired woman who is perhaps as cunning as Mako himself.

Aragyx: Black wizard; Level 3; Alignment LE; AC 6 (armor spell in effect); MV 12; hp 7; THAC0 20; Dmg 1d4 (dagger). Ability scores: Str 10; Dex 12; Con 11; Int 16; Wis 14; Cha 16. Spells: 1st—*Sleep, armor*.

Aragyx knows the penate's importance to Mako's plan, but she dares not overtly steal it from a party of unknown

strength. She specifically avoids asking where the heroes got the figurine; such curiosity about one's prey is foreign to the Way of Predation. Her tactics:

1. **Bluffing.** Aragyx at first tries to bluff the heroes into giving her the figurine freely. She implies she has friends in the City Watch and that her superior has the Overlord's ear. Neither is true.

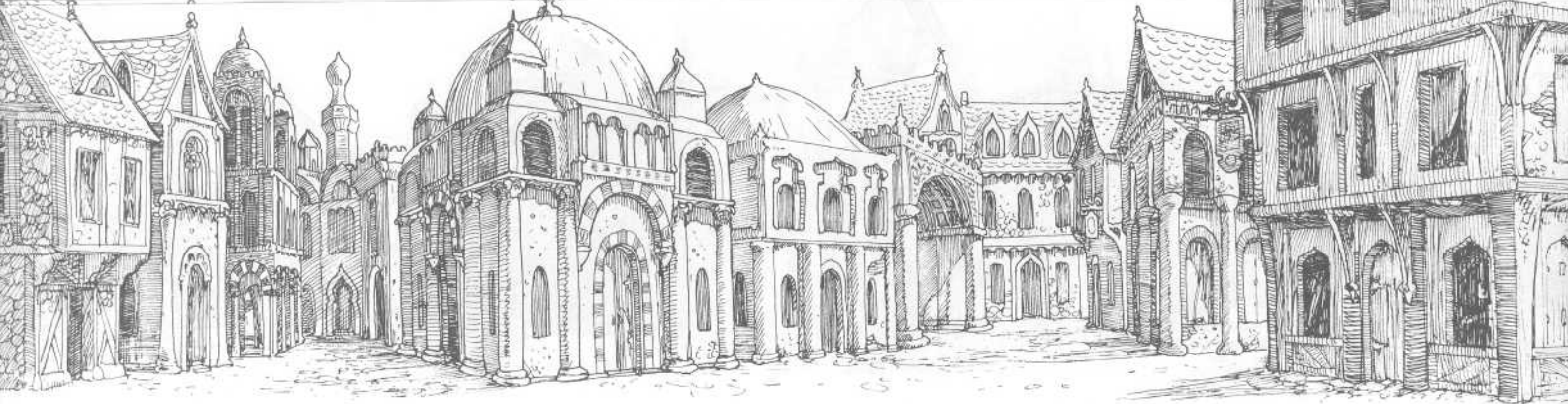
2. **Buying.** If the heroes don't seem concerned or otherwise force her to pay for the figurine, Aragyx offers 50 gold rilks and will go up to 400. But just as both parties are about to reach an agreement (or the negotiation turns sour), masked thugs from the Thieves' Guild assault the Temple!

The Thieves' Guild Attacks!

The point of this scene is to provide action and intrigue, and to prevent the heroes from giving away or selling the figurine. They need it at the climax of this adventure.

Just when Aragyx either demands the figurine or agrees to pay the heroes' price, the Thieves' Guild attacks. The melee makes further negotiations impossible as the thieves attack both priests and heroes.

Motives: Mako has hired the Guild to steal the figurine. The Guild, though, does not hire out like carpenters. Yes, they have accepted Mako's commission and



will try to steal the figurine—but they also intend to plunder the temple. Having taught Mako a lesson in Guild business practices, maybe they'll pass the penate to him. Maybe not.

Methods: The thieves have been watching the temple and know that the shark priests hide donations in a secret compartment inside the altar. The rogues want to steal the donations before the cultists move them to the new, more secure temple.

The thieves have two strike teams. The first engages the priests and the heroes in melee, trying to steal the penate. The first team consists of 15 1st-level thugs led by a 4th-level leader.

Meanwhile, the second team snatches the temple's treasures. The second team is led by a 3rd-level black wizard named Slyth. Slyth must move to the altar in the center of the temple and open its compartment with her knock spell. Five thieves protect her, then help her bag the Shark Cult's valuables and make a quick escape. Team one follows quickly in their wake—if everything goes according to plan.

Strike Team One

Leader: Warrior; Level 4; Alignment LN; AC 7 (leather armor and Dexterity bonus); MV 12; hp 30; THAC0 17; Dmg 1d8 (long sword). Ability scores: Str 18/45; Dex 16; Con 17; Int 9; Wis 9; Cha 6.

This fellow is surly and, like other Lankhmarts right now, sad. He defends himself well, but leads others with a resigned and apathetic sigh.

Thugs (15): Rogues; Level 1; Alignment CN; AC 8 (leather armor); MV 12; HP 5; THAC0 20; Dmg 1d6 (short swords and short bows). Ability scores: Str 11; Dex 14; Con 11; Int 9; Wis 9; Cha 10.

These thugs try to grab the penate. They have no interest in hurting anyone, as long as they get the loot. They do not fight to the death, but flee if wounded and given an avenue of escape.

Strike Team Two

Slyth: Black wizard; Level 3; Alignment CN; AC 10; MV 12; HP 9; THAC0 20; Dmg 1d4 (dagger). Ability scores: Str 10; Dex 13; Con 10; Int 17; Wis 11; Cha 16. Spells: 1st—*Magic missile*, *phantasmal force*; 2nd—*Knock*.

Slyth is a pale-skinned woman with bone-white hair. She wears a white dress to further accentuate her deathly image. She moves swiftly towards the altar, opens it via her knock spell, then uses her magic missile and phantasmal force to cover her escape.

Thugs (5): Rogues; Level 2; Alignment CN; AC 8 (leather armor); MV 12; HP 8; THAC0 20; Dmg 1d6 (short swords). Ability scores: Str 16; Dex 16; Con 14; Int 12; Wis 10; Cha 9.

These fellows are elderly thieves assigned to haul trea-

sure and protect Slyth from any would-be heroes.

The Priests

For Aragyx's statistics, see above. Aragyx knows nothing of Mako's dealings with the Guild. She helps protect the penate from Team One, and she realizes Team Two's purpose when Slyth moves to the altar. She tries to organize those on her side to fight through the thugs and stop the second team.

Shark Cult priests (6): Warrior; Level 2; Alignment LE; AC 10; MV 12; hp 15; THAC0 19; Dmg 1d8+1 (barbed long swords). Ability scores: Str 16; Dex 11; Con 17; Int 12; Wis 13; Cha 10.

These six men and women are eager to prove themselves to Aragyx. They fight to the death and follow Aragyx's orders to the letter.

Staging the Combat

The heroes have two practical options during this assault: flee or help the shark priests. The thieves regard the heroes as their targets and will not accept help from them.

Here is a suggested sequence of events:

1. Thieves attack by surprise. Team one fails to grab the penate. Heroes decide what they'll do.

2. If they drop the figurine and run, have the thieves pursue and tackle them, and say that Mako has asked the Guild to capture



whoever had the penate. Then the thieves can leave the heroes unattended long enough for them to escape and take back the figurine.

If the heroes run with the figurine, they get away, but they can't find the shark priests again for some time. The old Temple of Many Gods soon falls deserted, and the heroes must locate the new temple. They don't find it until Act 3.

If the heroes stand and fight, Aragyx tries to draw them over to help against Slyth's team at the altar. The valuables amount to only a single bag of 100 silver smerduks; Mako secretly carried the rest of the loot to the new temple earlier today. Have this bag get smashed in the battle, sending coins flying everywhere. Thieves leap madly for the coins, and confusion reigns. In the confusion, Aragyx inconspicuously departs. Resolve the battle soon after.

Fight and lose: If the battle is going against the heroes, you can have the raging battle damage a wall of the ramshackle temple. The wall creaks for a round, then collapses, driving the combatants apart and killing many thieves. The heroes can escape through the wall, or perhaps through cleverness can get the upper hand.

Fight and win: After the dust settles, Aragyx has vanished. A lesser priest says that Aragyx left a message telling the heroes she went to get more help, but that she will reward them later.

In either case, the heroes next see Aragyx and her priests in Act 3.

The lesser priests will not make deals without Aragyx or Mako. The priests are scared to death of the penate and won't take it themselves, though they certainly encourage the heroes to return when either of their superiors is available. Otherwise they are unhelpful, even hostile if pressed.

Krownis the Hag

To get to the next act of the adventure, the heroes must meet with Krownis the Hag. They got this lead from one of the fences, above. If they didn't visit a fence, drop the clue using the surgeon, Hanley Hornbek, or the sages the heroes meet in "Investigating the Figurine," above.

Finding Krownis: Any adventurer with a taste for tavern-crawling has seen Krownis at the Blue Moon tavern, where she tells fortunes. She's there almost all the time. But when the heroes reach the Blue Moon, an obstacle stands in their way—or rather, runs toward them.

Angry Mob

The penate's curse of sadness has stricken all of Lankhmar, but in this low-class district, the sorrow and sense of loss has produced intense frustration. People seek someone to blame for their despair. The heroes

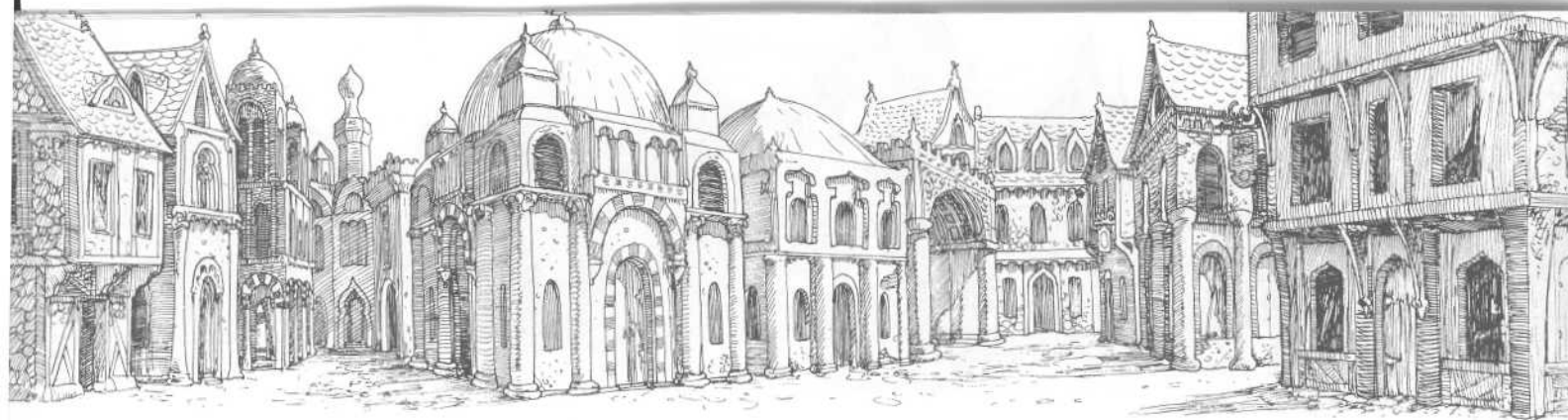
happen on a mob in the process of fixing that blame on a likely target: four enforcers for the Extortionists' Guild.

You're walking down a crowded, narrow street when you suddenly hear shouts. You look north just in time to see four thugs in leather running straight for you. You see panic in their eyes. Behind them comes a mob of screaming men and women. You recognize some of them as merchants of this district. If they recognize you, they don't show it, because the entire mob is about to run you over!

Each character must make a Dexterity check to evade or maneuver through the mob of angry merchants. Those who fail this check are trampled for 1 point of non-fatal damage and shoved into a side alley where the mob corners the unlucky extortionists. There the merchants shout, "We won't pay your blood-money anymore, Merrick!" and "Tell your boss he'll collect no money from us!" The heroes can hear the anguish in their voices.

A shopkeeper in the mob can tell the heroes that the merchants have banded together to fight the Extortionists' Guild. If the character who asks this question gets a favorable reaction roll (neutral or better), the shopkeeper also says the mob's leader is Charl, a recent convert to the Shark Cult.

Options: The heroes can try to break



up this lynch mob, or they can leave the extortionists to their grisly fate. If they leave, the mob tears the four men to pieces, and that same night the Guild exacts a terrible revenge.

Characters who interfere find Charl (a 0-level normal man) vengeful and angry. He sells weapons and armor, and he has outfitted himself for a fight. He's eager to match blades with the thugs, but only if the rest of the crowd back him up. (Such is the Way of Predation.)

Can the heroes talk Charl out of the fight? Decide whether or not the heroes' words will be convincing to a man who has had his profits taken by the Extortionists' Guild for years. The most likely argument to convince Charl to back down is that the Extortionists will return in force and burn down all the merchants' shops. Yet the crowd's mood of despair makes everyone so reckless that they may ignore this logic, unless the players speak well.

The cornered extortionists agree to anything that saves their collective hides, though they won't keep their word. In fact, if allowed to escape, they return that night and burn Charl's shop to the ground.

What's the best way to save Charl's shop, and possibly those of other merchants as well? The answer: Blame the Thieves' Guild—bitter rival of the Extortionists' Guild—for inciting the riot. To do this, the heroes can defeat the thugs and

turn them over to the Thieves' Guild, or perhaps even to the City Watch, with a suitable story about how the four men have sold out to the rival guild. The merchants happily back up this fable! Either group gladly takes the enforcers, and both will hold them long enough for the penate's curse to run its course. Meanwhile, Enforcers and Thieves turn against one another for a time, leaving the merchants unharmed.

Meeting Krownis

Krownis the Hag lives at the Blue Moon. She watches the heroes' handling of the mob incident. If she approves of their approach, she behaves with greater friendliness than otherwise, but she gives them the information they need regardless. She has seen that she will.

Krownis can actually see into the future, but she rarely does so, for it ages her one to six years per use. She prefers instead to make a comfortable living telling false fortunes, using the expected tea leaves and cards. She charges three rilks a sitting. Like any good fortuneteller, Krownis can tell enough about a person to predict vague generalities without calling on her genuine but life-draining talents.

The seeress recognizes the heroes from a true vision she cast for Nemias and the Eyes of Ogo over a month ago. She knows that she must use her power once again, for in her ear-

lier vision she saw portents of Lankmar's doom. Only by gazing into the future once more can she tell the heroes what they must do to avoid the city's destruction.

Read the following aloud when the heroes visit the unnaturally aged seeress:

The woman you seek is seated in a quiet corner of her otherwise boisterous tavern. A woman wearing a shawl too expensive for this district sits in front of Krownis, while the Hag interprets the tea leaves spread between them. Then the customer stands up, looks around nervously, and leaves quickly. Krownis smiles, but her eyes look sad.

Krownis's smile fades as she studies your faces. "I have been expecting you," she says with a sigh. "I know very little about the figurine you have recently discovered, except that it bestows great power to those who know how to use it. I can learn more, but the cost to my spirit is higher than you know.

"Still, I will do so, for Lankmar's fate depends on it. This city has not been kind to me, but it is my home. But before I look into the future, I want to know that the young sprats I am helping have higher aspirations than mere thugs. Tell me, then, each of you: Why do you, personally, wish to see Lankmar saved?"

Krownis is certain the adventurers cannot afford her usual price of 600 gold rilks, so she clutches at the hope that at least she is helping heroes do good.



Let each player role-play his character's response, rewarding original and moving replies with 50 XP.

Krownis the Hag: Black wizard; Level 1; Social level 4; Alignment N; AC 10; MV 12; hp 3; THAC0 20; Dmg Nil. Ability scores: Str 7; Dex 8; Con 6; Int 15; Wis 14; Cha 6.

Not so long ago, Krownis was a striking young woman, but numerous divinations over the years have aged her prematurely. She dresses like a gypsy to support her image as a fortuneteller.

The Reading

"Now I will tell you about the object you hold, the penate," Krownis begins. "But brace yourselves, for you may not want to know all that I may see."

Krownis closes her young eyes and concentrates. Cards, tea leaves, and other devices lie on the table before her, but she touches nothing. "A spirit calls. A lady, long dead. Her name—her name—Sirene! Lady Sirene inhabits the penate, and she longs to return home. A beautiful home under the sea, where the sun's harsh light is tempered to silver. There she watched over her family, a dozen generations and more. . .

"Strange hands upon her, carrying her away. . . A ship. The glaring sun. She called to her family for help, and they pursued. They sank the ship, but one escaped with the Lady Sirene. Oh! Oh, bring her back! She must go back!

"I see you. Swimming in the wreck of the ship. In the wreck, a

table—no, a mantel. A fireplace, on a ship? No, no, it is a shrine! When the thieves took her, they took her shrine as well, the source of her power. Her family waits. Take her back, restore her strength!

"But that is not all. Others try to stop you. They wear cloaks, gray cloaks. Many gray hunters swim around them, and would turn on their masters were it not for magical amulets the masters wear about their necks. You must have these amulets to move freely through the water and avoid the frenzy of the priests' minions. You will find them within the quarters of the one called 'Mako.'"

As Krownis speaks, her words conjure a picture in your mind. You can almost see it floating before you: a blue sapphire set in silver, hanging on a silver chain. The gem glitters with a light of its own.

"The sharks and the priests who command them are not your only adversaries. I see cloaks of midnight sliding through the wreck. They spy on you and the shark priests, hating you all, but I cannot see more. There is a huge, rushing blackness. . . It seems Fate has reserved this last mystery for you, young heroes."

Krownis suddenly opens her tired eyes and takes a deep breath. As you watch, new wrinkles form at the corners of her eyes and mouth. Her face seems to age several years, even though her bright blue eyes continue to twinkle like those of a young girl. It seems Krownis has paid a great price for glancing into the future.

Ending the scene: Krownis can offer the heroes little more beyond her original reading. All she knows is that she saw several men and women swimming amidst a school of man-eating sharks. The heroes were fighting the swimmers, but it seemed the sharks shied back from shark cult amulets around the adventurers' necks.

These are amulets of warding which let the cultists breathe and move freely underwater and protect them from the minions of their cruel god. The adventurers must steal these amulets from the new Shark Cult temple before they can take the figurine to the shipwreck in the adventure's conclusion. Therefore, the story continues at that temple, in Act 3.

Experience Point Awards

In addition to XP awarded in the usual way, the heroes may also claim these bonus rewards at the end of Part Two:

Individual Action Award

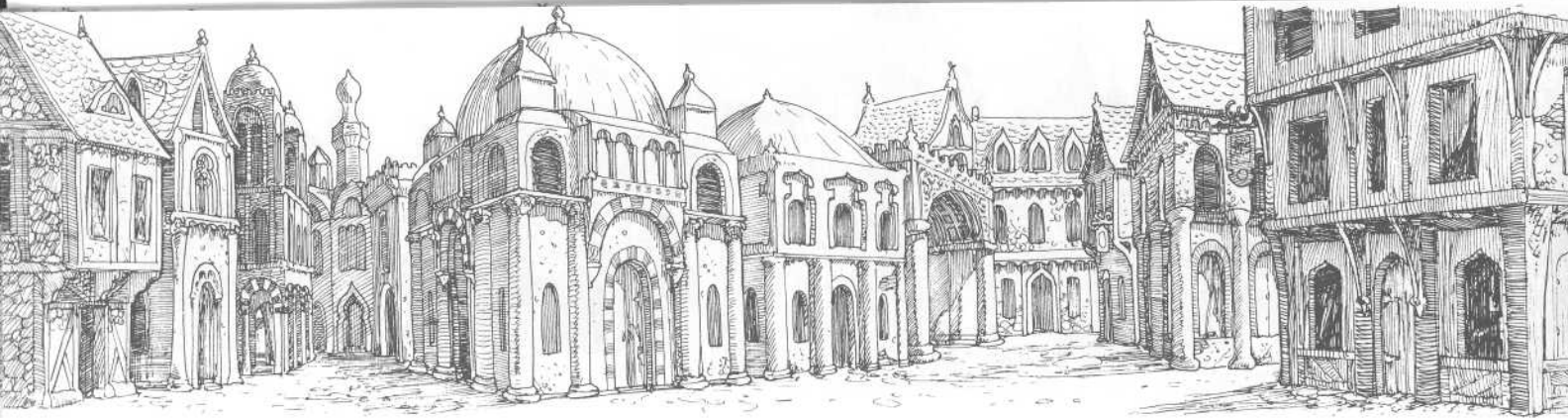
Cleverness in battling the Guild: 50

Good answer to Krownis's question: 50

Group Action Award

Deciphering inscription: 50
Visiting the temporary

Shark Temple: 50
Breaking up the mob: 200



In this part of the story, the heroes must steal the vital amulets of warding from the Shark Cult's new temple. Make sure that the characters succeed in their attempt. Don't make it easy, but ensure that despite bad luck or a few mistakes, the heroes eventually steal the amulets. And after all, why should they not succeed? Sometimes Fate and Chance conspire in mysterious ways, particularly in the world of Nehwon.

The Temple of the Shark God

Just as the heroes finish with Krownis, they overhear two other patrons of the Blue Tavern discussing the new Shark Cult. These two men are members of the City Watch. Should the heroes speak with them, they respond as follows:

"You want to know about the Shark Cult? I can't tell you much. All I know is we haven't had a day off since their High Priest started preaching the 'Way of Predation.' Now everyone in Lankhmar thinks they should take the law into their own hands. Makes our job a nightmare, let me tell you. Their new temple's open now. I can't imagine what kind of chaos is going to follow. I hope you aren't thinking of joining. . . ."

The watchman eyes the heroes carefully. Should they answer yes, he shakes his head and answers no further questions. If they say no, he nods approvingly. He can tell them the temple's location, if the heroes provide a plausible reason for wanting to go there.

When the characters find the temple, use the map on the page opposite this one.

The Situation

The magical amulets the party needs are kept deep within the newly constructed temple (see the key to the Lower Level, room 8). The party must find some way to slip inside the formidable building, locate the amulets, and escape. They should avoid combat if possible, for the Shark Cult has many new converts, and the heroes are not yet powerful enough to battle so many fanatical opponents.

The map nearby and the descriptive text below will help you answer the players' questions as their characters case and eventually enter the Temple of the Shark God. In general, the party can choose from three basic methods of entry.

The Stealthy Approach: The characters might try sneaking into the temple at night. If there is a rogue in the group, he can lead. Assume that as long as he makes his Move Silently and Hide in Shadows rolls, and his companions follow in his footsteps, the entire party remains concealed. Any deviation from this routine might reveal the party. (Of course, you should

play up any nearby by guards as a potential to being spotted whether the hero successfully sneaks in or not.)

If the cultists do spot the group, they play dumb at first, letting the intruders trap themselves deeper in the temple. Then, just after the characters find the amulets, the stalking cultists spring their ambush. This keeps the heroes from being chased away before they get a chance to find the amulets, while still "punishing" them for being seen.

At any rate, only a few cultists become alert to the party's invasion until the amulets are recovered. At that point the whole Shark Cult can rise in arms, as the heroes dive into the water that fills the second level and escape via the sea-tunnel (see below).

Infiltration: If the heroes have not previously come into conflict with the shark priests, they might join the temple as acolytes—worshippers aspiring to the priesthood. Aragyx, Mako's second in command, already has several acolytes claiming space in her new temple, but she is always willing to accept new converts. However, new petitioners must prove themselves to her by performing a task.



If the heroes helped defend the former temple from the Thieves' Guild earlier, and did not reveal that they had the cult's treasure, Aragyx waives the test and welcomes the group into the cult. Otherwise, Aragyx demands that the "converts" bring her a live shark at least five feet in length.

Catching sharks: To carry out this task, the player characters first have to venture down to the harbor—perhaps to the same dock where the adventure began—and "chum" the waters with bait fish. Any fishermen or members of the City Watch who spy the rogues attracting sharks to Lankmar's shore won't be pleased, so the characters should perform their dangerous mission quietly.

This done, assume 1d4 reef sharks visit the bloody waters every half hour. Their lengths are 4-6 feet each (1d4+2), but the adventurers won't know this until they pull a given shark from the waves.

Catching a shark alive requires a net. A net large enough to do the job requires two people to hit with standard attack rolls (no damage). Both characters must hit in the same round to effectively entangle the shark, and both must roll their attack dice at their standard weapon non-proficiency penalty. Characters might also subdue sharks by attacking them with their bare hands or blunt weapons. Handle this like a brawl, as described in the campaign book. In either case, the sharks counter-attack

every round they can, stopping only when entangled.

Reef shark: Alignment N; AC 8; MV 18 (swimming only); HD 3; THAC0 17; # of Attacks 1; Dmg 1d4+1. XP Value 65.

Once the hunters net their fish, they must transport it quickly back to the Temple of the Shark God and turn it over to Aragyx. Sharks cannot breathe unless they move forward; unless the shark is kept in a tank large enough to let it swim, it suffocates within five minutes. The Shark Temple is almost exactly five minutes from shore. . . .

If the shark lives, the priestess smiles approvingly and orders the shark taken to the second level and released into the pool. Because the capture of a live shark is a good omen, the priestess gives each hero the robe of an acolyte and lets them stay in the communal rooms (area 3) while they begin their studies. Aragyx informs the new converts that they'll receive duties the following day. The rest of this evening she instructs them to study the cult's texts on the Way of Predation and get to know their fellow acolytes.

At this point, skip forward to late evening, when all but a few guards have gone to sleep. The heroes can slip out of their room and look for Mako's amulets. When the heroes cross the room, see the "Temple Encounters" chart later in this chapter.

The Streetwise Approach: The heroes may learn the third way into the temple if they interview the stonemasons who built

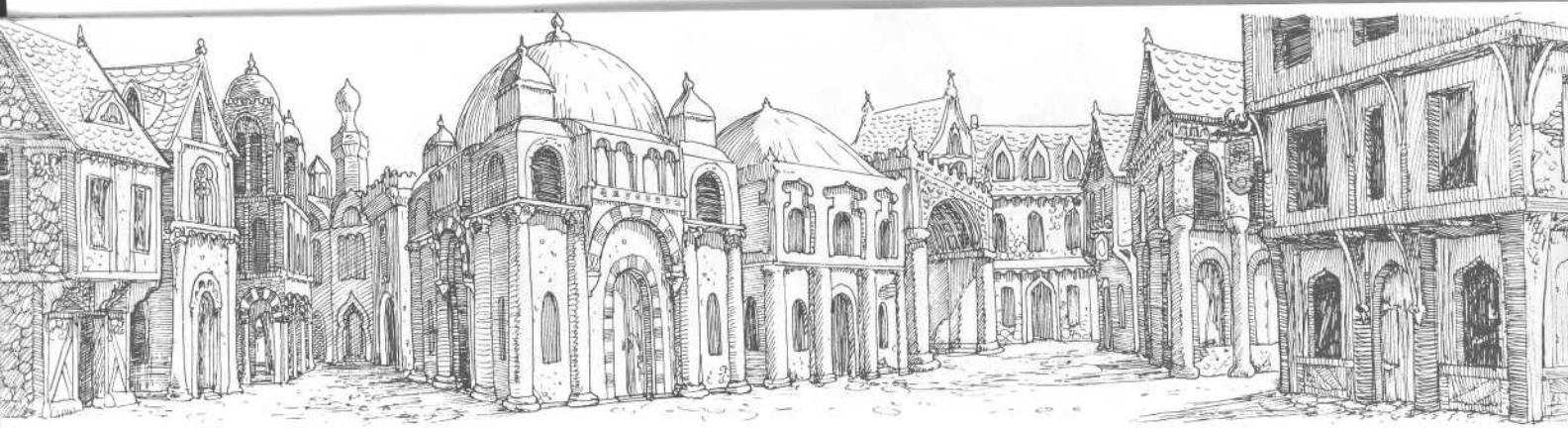
it. Stonemasons are tight-lipped about their work, so getting the information won't be easy.

A character who makes a Streetwise proficiency check at -4 knows someone who worked on the Temple. Raut, an apprentice stonemason and friend of the character who made the streetwise roll, can't reveal much, but he provides general information he feels won't seriously jeopardize the "clients."

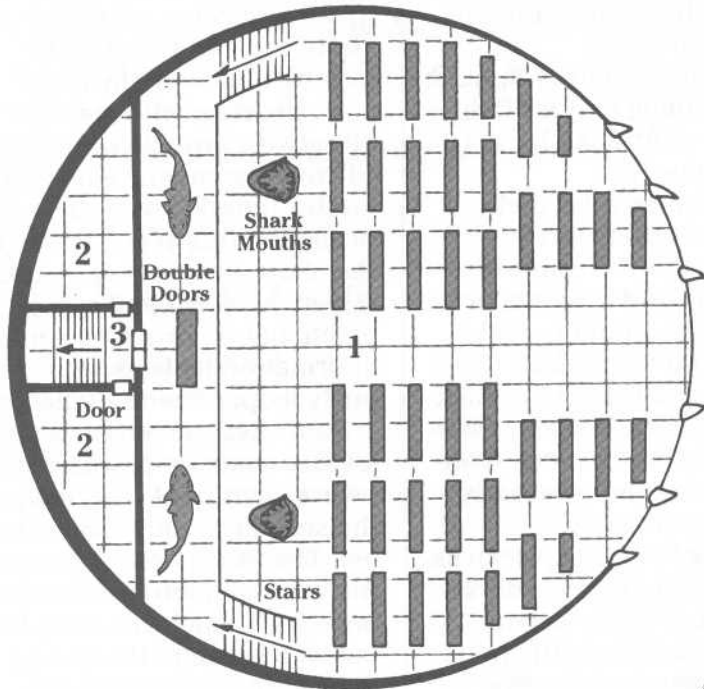
Raut says the temple's lower level is made up of walkways over a giant pool that opens to the sea via an underwater tunnel. The priests only let a few of the workmen into the lower level once the tunnel was completed, but word around the site said they were stocking it with sharks of all kinds.

If no one in the party can make the streetwise roll, they may still find out the same information. The method is up to the players. Whatever their pretense, they wind up speaking to the same apprentice described above. Raut provides the same information, but only for a bribe of at least 50 gold rilks (he'll start at 100).

The heroes cannot breathe in the undersea tunnel, let alone avoid the deadly sharks that swim within it, until they secure Mako's amulets of warding. This means the group most likely must find another way into the temple, though they can use the sea-tunnel to escape once their mission is complete.



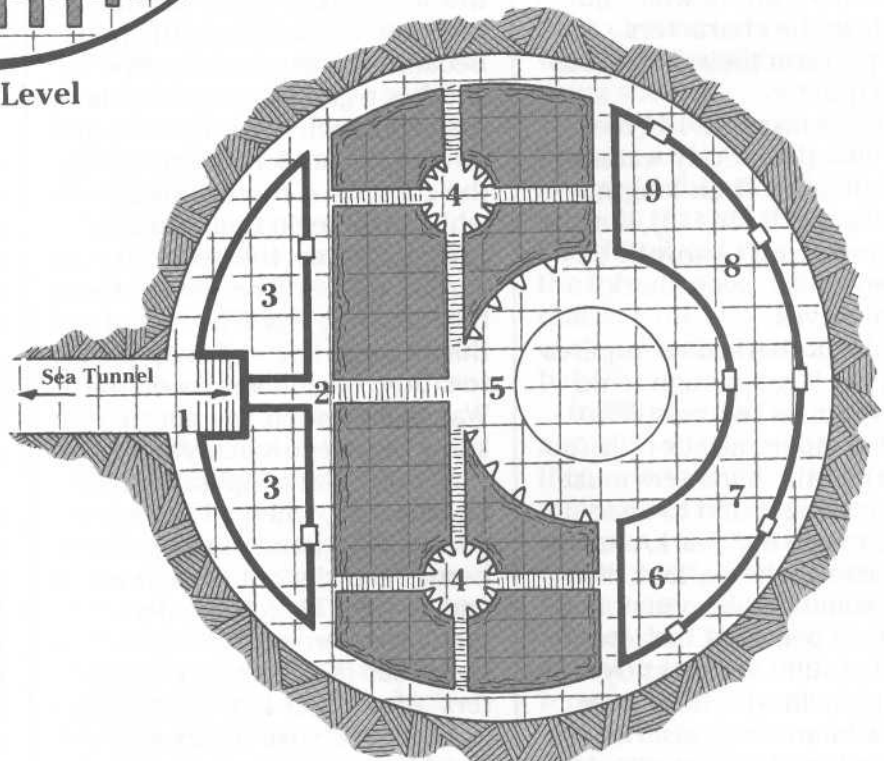
Act Three: The Raid Temple of the Shark God



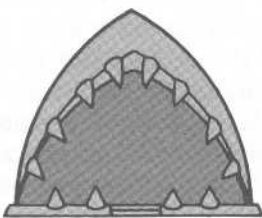
Ground Level



□ = 10 feet



Lower Level



Front View



Raut: Rogue; Warrior; Level 1; Alignment LN; AC 10; MV 12; HP 5; THAC0 20; Dmg 1d4 (dagger). Ability scores: Str 11; Dex 15; Con 11; Int 12; Wis 12; Cha 14.

Raut is a friendly and hard-working artisan. He has blonde hair, blue eyes, and a fair complexion that suggests northern blood.

The Temple's Ground Level: Key

Intruders sneaking around the temple may incur the wrath of the Shark God and face a mishap. Roll on the "Temple Mishap" table, below, every time the characters travel over the walkways.

On the walls hang metallic "torches" enchanted with continual light spells. Hoods around these illuminary bulbs are open during daylight hours, partly closed from dinner until midnight, and then all but a few are sealed from midnight until morning. The light bounces off the water and bathes the entire level in an eerie, blue hue speckled with spots and ribbons of light. The shadows created by this effect give rogues a +10% chance to hide in shadows, and the lapping water covers sound and adds +10% to move silently checks.

1. Amphitheater: The ground level of the temple looks like the head of a great white shark reaching from the water. Triangular "teeth" lining the front portal complete the illusion.

Inside the amphitheater, plain stone benches (soon to be carved with images) serve as

pews before a great amphitheater stage, flanked by two grand stairways topped with shark statues. All the gray stone used to build the temple has been treated with a glossy shellac to make it look like shark skin.

2. Preparation/conference rooms: The shark priests will use these rooms to prepare themselves before venturing out in public.

3. Stairway: Non-believers are not allowed into the temple's lower levels. Only the shark priests have keys. Even acolytes must be admitted by the two guards (other acolytes) always standing beyond the doors. Carved on the doors is an image of a great white shark in the deep. The guards peer out through its black quartz eyes. If they don't recognize whoever knocks, one of the guards will run downstairs and alert fellow acolytes; 2d6 of them arrive to help in 1d6 rounds. One acolyte goes to inform the shark priests.

If the heroes try to slip past these guards, they'll most likely need a sleep spell. Cast through the door, it will put both acolytes instantly to sleep. Without a sleep spell, the characters must disguise themselves as known acolytes or somehow open the door and take out the guards before they can alert the others.

Because the acolytes are unaccustomed to all-night guard duty, both may fall asleep at some point. Use this narrative device if the heroes are having trouble getting to the lower level. The guards are not awak-

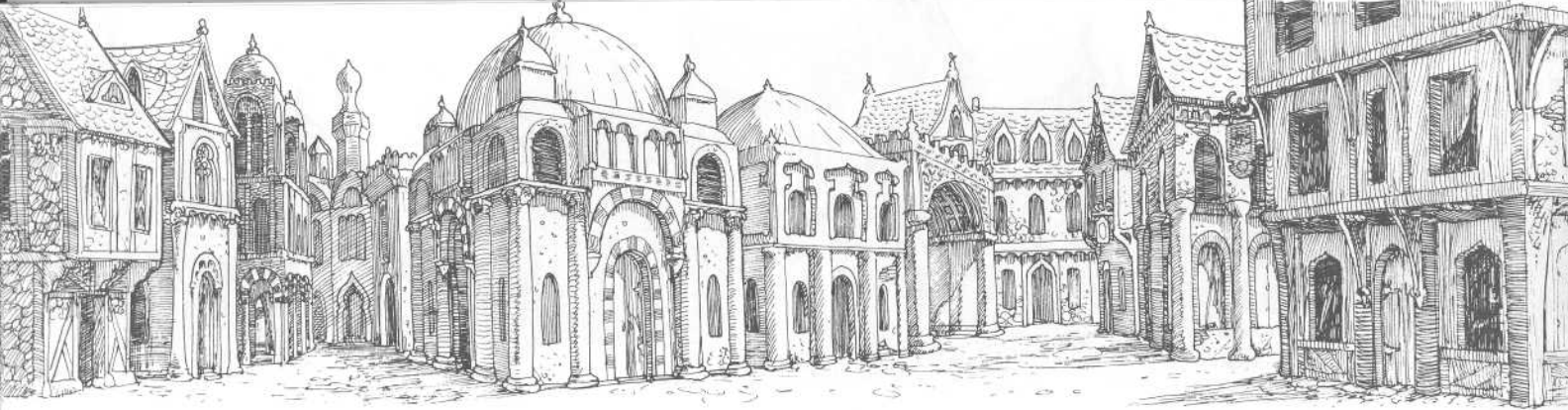
ened by lock-picking, but both awaken when the doors open. A character who looks through the crack between the doors can see if the guards are sleeping.

Lower Level: Key

1. Staircase: The staircase descends to a nearly flooded tunnel whose arched roof ascends a few feet from the floor. In truth, this is a deep tunnel that stretches to Lankhmar's harbor. Anyone who watches the tunnel for more than a few moments sees telltale shark fins break the surface. If the heroes did not speak to a stonemason and have not yet learned about the sea-tunnel, "give them" this one so they can make a dramatic escape at the end of the act.

2. Walkways: This level's rooms and walkways stretch over a giant flooded pool. The walkways seem to float on the water, but pillars actually support most intersections. All the five-foot-wide walkways are washed by the choppy salt water. Characters forced to run across them must make Dexterity checks. Failure by 1-5 points means the character falls. Failure by more than 5 means that the character has fallen into the water.

In the pool swim scores of reef, tiger, and hammerhead sharks summoned by the shark priests, as well as unfortunate fish that have wandered in through the sea-tunnel. The first round after a character falls into the



water, 1d4 reef sharks move to attack. Each round thereafter, 1d4 more reef sharks and one tiger or hammerhead shark (your choice) are attracted to the struggle, up to a maximum of 10 creatures at once.

Reef sharks: Alignment N; AC 8; MV 18 (swimming only); HD 3; THAC0 17; # of Attacks 1; Dmg 1d4+1. XP Value 65.

Tiger sharks: Alignment N; AC 6; MV 18 (swimming only); HD 5; THAC0 15; # of Attacks 1; Dmg 2d4. XP Value 175.

Hammerhead sharks: Alignment N; AC 8; MV 18 (swimming only); HD 6; THAC0 15; # of Attacks 1; Dmg 2d4. XP Value 270.

Hammerheads usually ram their prey. If the attack hits, it causes only 1 point of damage, but the victim must save vs. paralyzation. If the save fails, the victim is stunned. He can take no action for one round, and his effective AC rises by +4 (maximum 10).

3. Acolyte dormitories: Those who would become priests of the Shark Cult first become acolytes. They must live in the dormitories where they are subject to the harsh lessons and intense trials inflicted on them by the lesser shark priests.

The dormitories are rather plain. Each room holds eight bunks (16 beds), as many wooden chests for the acolytes' personal possessions, and a stone table with eight

chairs. Should a character open one of these chests, roll on the table below to determine what is inside (in addition to spare robes, towels, and other minor personal effects).

Roll 1d6	Item
1	Dagger
2	2d10 bronze agols
3	1d10 silver smerduks
4	1d6 gold rilks
5	short sword
6	Roll twice more

4. Arenas: Combat is central to the Way of Predation. Followers train constantly, preparing themselves for bloodshed. These arenas hone their skills, for failure can result in death. These circular platforms are edged with sharp "teeth" three feet tall. Anyone who falls on them is probably impaled.

Possibly the heroes end up fighting on these platforms. If they have disguised themselves as acolytes and fail to exit the temple before the following morning, they find this is their first task. Each acolyte must fight another in non-lethal combat (see the brawling rules in the *Adventures in Lankhmar* book).

The heroes may instead end up fighting on these platforms if Aragyx or an acolyte caught them trying to sneak in. In this case Aragyx forces the heroes to fight a priest in the arena. This might offer a chance to escape, if the characters have hidden *amulets of warding* on them to leap into the water and swim for the tunnel.

In either case, any time a combatant is pushed back (see the campaign book), check to see if he has fallen onto one of the "teeth." Make a standard Dexterity check. Failure means the character is cut for 1 point of damage. A natural roll of 1 means the character has been impaled and suffers 1d10 points of damage.

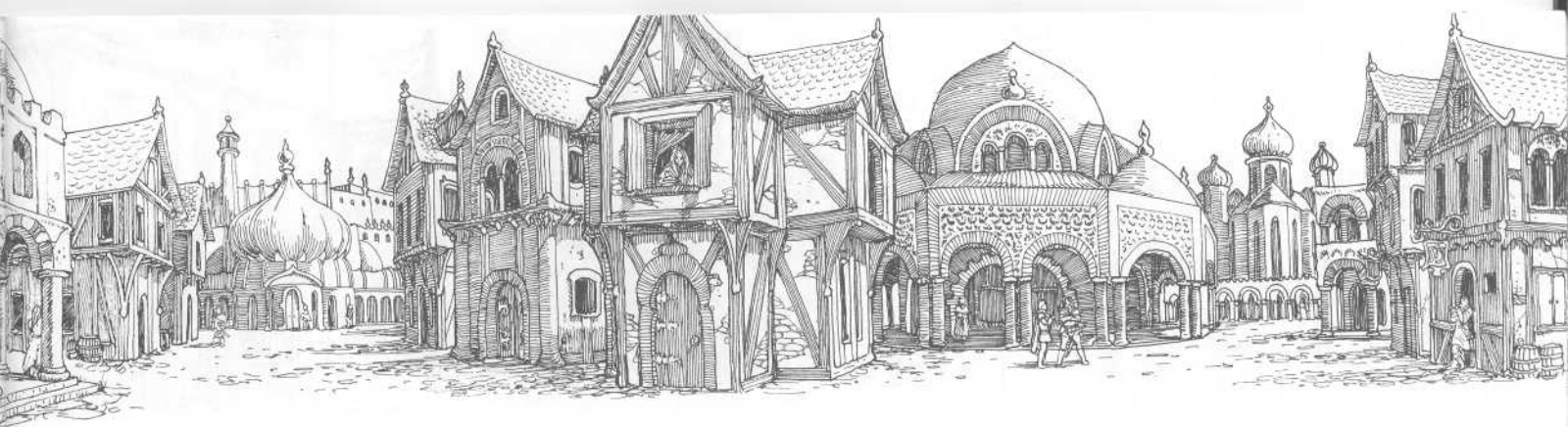
5. Shrine: The central shrine of the Shark Temple is sacred to the cultists. It is shaped like the amphitheater outside, with the back walls forming the head of a shark and the entrance its jaws. For now, the walls of the circular shrine are smooth and unfinished. The priests and their acolytes gather here to hear inspirational sermons from Aragyx and Mako. They also make sacrifices to the sharks in the large pool.

6. Priest's quarters: Six lesser shark priests are quartered in this room. Their furnishings consist of 3 bunk beds with accompanying wardrobes and chests. A single desk is shared by all.

7. Aragyx's quarters: Mako's second in command has not yet brought all her personal possessions from Ilthmar, so this room is spartan. In a chest engraved with the images of a shark in frenzy are her spare robes, a dagger, and 32 gold rilks. She also has one of Mako's magical amulets tucked within the folds of a towel near the bottom of the chest.

8. Mako's quarters: The High Priest has the most elaborate quarters, but he rarely stays here.

Mako's furnishings are plush and comfortable. A couch and chair, both covered with soft



shark skin, face the glass walls to let the priest watch his companions. His large bed is covered with an expensive quilt made from shark skin (worth 40 gold rilk to a fence, or 80 to certain wealthy members of the Shark Cult). Beside it, a wardrobe holds ceremonial robes of the religion and normal clothing. If Mako is in shark form and not wearing his hide armor, it hangs from a hook on the side of the wardrobe. His barbed trident and matching dagger rest on hooks extending from the wall over his bed.

In the southeastern corner are the only furnishings of practical value. A well used desk and chair, provide Mako with an area to work on his sermons, pen papers on his religion, and plot the overthrow of Lankhmar.

The goal: A locked chest at the foot of Mako's bed contains the *amulets of warding* that Mako received from his superiors in Ilthmar. There is one amulet for each hero. See the appendix for more about these devices.

9. Guest room: Mako has reserved this area for visiting dignitaries from Ilthmar. Other than a bedframe, wardrobe, and chest, it is empty.

Temple Inhabitants

On the lower level live 22 acolytes, six lesser shark priests, Mako, and Aragyx. Subtract from these totals any individuals slain or otherwise incapacitated by the heroes.

Shark Cult acolytes (22): Rogues; Level 1; Alignment LE; AC 10; MV 12; hp 5; THAC0 20; Dmg 1d4 (dagger). Ability scores: Str 13; Dex 15; Con 13; Int 9; Wis 8; Cha 7.

The acolytes are young toughs from the streets of Lankhmar. They see the Way of Predation as a validation of their violent nature. There are both male and female acolytes, all thoroughly selfish and loyal to their new religion.

Priests (6): Warrior; Level 2; Alignment LE; AC 10; MV 12; hp 15; THAC0 19; Dmg 1d8+1 (barbed long swords). Ability scores: Str 16; Dex 11; Con 17; Int 12; Wis 13; Cha 10.

These six men and women (or however many survived the Thieves' Guild attack in Act 2) are fanatically loyal to the cult and somewhat sadistic to the acolytes in their charge.

Aragyx: Black wizard; Level 3; Alignment LE; AC 6 (armor in effect); MV 12; hp 7; THAC0 20; Dmg 1d4 (dagger). Ability scores: Str 10; Dex 12; Con 11; Int 16; Wis 14; Cha 16. Spells: 1st—*Sleep, armor*.

Aragyx is a dark-skinned woman with green eyes and jet-black hair. She is very fit for a sorcerer, and commands respect from all those who serve her.

Mako (human form): Warrior/black wizard; Level 4/4; Alignment LE; AC 7 (shark armor); MV 12; hp 24; THAC0 17; Dmg 1d8+2 (barbed trident).

Mako took his name upon becoming a lesser priest, when the Shark God granted him the

ability to transform into a mako shark. Now, as High Priest of Lankhmar's temple, he retains his name, but he becomes something far more dangerous.

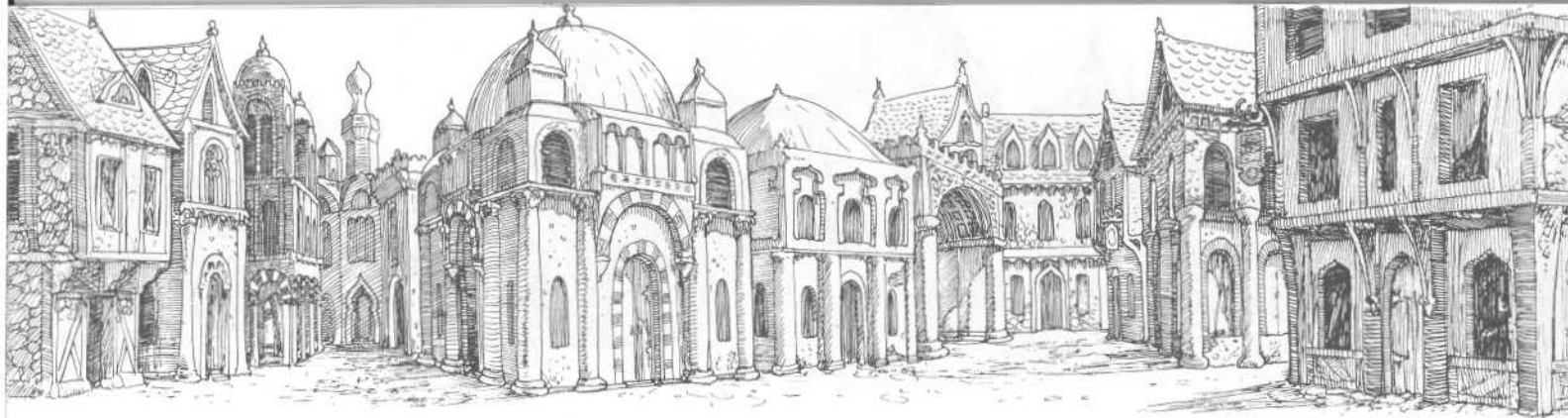
In human form, which he takes more and more rarely, Mako is an extremely dangerous man. He has black eyes, dark hair, and a narrow face with a long nose, giving him the appearance of a shark. He wears hardened gray hides of shark cartilage over shark-skin robes.

Mako's rise to power has brought with it more intense communion with the Shark God. Now he lives most of each day in his shark form—and what a form that is. Mako is now the deadliest predator of the sea, and the heroes will soon meet him.

Mako

Of all the hungry man-eaters swimming beneath the temple's second level, Mako is the most deadly. In shark form he becomes the carcharodon *carcharias*—the great white.

Mako senses the heroes the moment any of them touches the water. From that moment on, he stalks them across the stone walkways and waits for the perfect chance to attack. He ambushes the party by bursting through the walkway they are standing on. Characters must make a surprise check at -4 or fall into the water. Those who make the check must still make a Dexterity check



to leap to the nearest remaining walkway.

For the moment Mako ignores characters in the water, leaving them for the other sharks. The great white tries to leap at intruders who remain on the walkways. If Mako hits with a normal attack roll (no damage), the target may make a Dexterity check to dodge the shark's attack. Success means the character dodges and suffers no damage. Failure indicates a hit that knocks the victim into the water, where the sharks attack him in subsequent rounds.

The great white has no qualms about destroying more walkway if necessary, though the heroes need not roll surprise on subsequent attempts.

If the heroes damage Mako severely, he flees through the sea tunnel, to reappear in Act 4.

Note that none of the sharks attack the lesser priests, Mako, or Aragyx, for all of them are protected here in the Temple by the Shark God itself. Acolytes have not yet earned the deity's blessing, and are attacked should they fall in the water just like the heroes.

Mako (great white shark form): Alignment LE; AC 6; MV 24 (swimming); HD 8; hp 56; THAC0 13; # of Attacks 1; Dmg 3d4. XP Value 650.

Temple Schedule

Depending on the party's plan for

stealing Mako's amulets of warding, you may need to know which of the temple areas are occupied during particular times of the day and night.

Dawn to lunch: Breakfast is served at dawn in area 2 of the Amphitheater. From 9 am to lunch, acolytes train in the arenas (area 4). They are always accompanied by two of the six lesser shark priests.

The remaining four shark priests are generally out in Lankhmar buying supplies, or preaching on the streets.

Aragyx spends most of her morning in her quarters planning and scheming. Mako, in shark form, swims in the pool.

Lunch to dinner: The acolytes carve images of the Shark Cult on the shrine walls (area 5).

Four lesser priests and Aragyx (who is a genuine artisan) supervise their work. The other two lesser priests are usually in their quarters. Mako visits the cult's wealthy converts now, and so is rarely in.

Dinner to midnight: The acolytes are given free time, though they are expected to study, discuss, and meditate on the Way of Predation. Half venture out into Lankhmar to visit friends and family, or to practice their predatory religion on their enemies. The other half talk, gamble, or read beneath the remaining night "torches," or in their quarters.

Mako and Aragyx deliver nightly sermons for several hours after dinner. Aragyx then takes to the streets in disguise, spreading

violence. Mako takes shark form and returns to the pool.

After midnight: Though a few drunken acolytes or lesser priests might straggle in at any hour, most are sound asleep shortly after midnight. Two guards are always posted at the top of the amphitheater stairway.

Temple Mishaps

Whenever the characters sneak around the temple's lower level, the Shark God may cause them some misfortune. Do not use this chart if the heroes have passed themselves off as acolytes and are moving about the walkways normally—only if they are obvious intruders in the Shark God's sacred domain.

1d8 Mishap

1-3 Nothing happens

4-5 Acolytes! A group of acolytes walks nearby. Non-rogues must freeze in their tracks or be automatically discovered. If there is no rogue in the party, there is a 30% chance the acolytes spot the heroes. Rogues in the group must make a Hide in Shadows roll immediately. If the roll fails, the party is spotted.

6-7 Priests! One of the cult's lesser priests approaches the party's location looking for one of his friends. The group must hide or otherwise deal with him or be revealed.

8 Mako awakes! Swimming in shark form at the bottom of



the 80 foot deep pool, the High Priest is alerted by the Shark God and swims to the top to stalk and eventually attack the heroes. See above for his tactics and statistics.

The Chase

Once the heroes have taken Mako's amulets, they must make a hasty escape. Regardless of how successful they've been up to now, the whims of Fate decree that the jig is up. Just before they are about to escape from the second level—whether via the stairway or the sea-tunnel—Aragyx discovers them. The priest, lesser priests, and any nearby acolytes move to attack. The player characters have no hope of defeating such a large force and must flee.

Also, the Shark God has been watching and allows Mako to sense the stolen amulets. Even if the heroes lose the cultists for a time, Mako (in human or shark form, as appropriate) quickly finds them again. The heroes' only option is to complete their mission as soon as they can.

If the heroes escape through the sea-tunnel, the amulets let them move and act freely, and grant protection from the reef, tiger, and hammerhead sharks. But Mako, the great white, acts under the urgings of the Shark God itself and ignores the *amulets of warding*. See below for the tunnel description and staging tips for the chase.

The Sea Tunnel

The second level of the Shark Temple rests over a pool that connects to the sea via a 40' wide, 50' deep tunnel half a mile long. The bottom of the tunnel is filled with debris. Giant boulders and piles of shifting stone offer homes and hiding places for hundreds of sea-creatures. Eels, barracuda, and other dangerous fish live in the tunnel, but these pale in comparison to the scores of man-eating sharks, and particularly, the cult's great white.

If the heroes are fleeing from the temple after stealing Mako's amulets, then Aragyx, any surviving lesser priests (of the original six), and Mako himself—the great white shark—are in hot pursuit. The priests use their shapechanging abilities to swim faster, transforming themselves into hideous sharkmen. Mako leads the chase.

The adventurers have little chance to defeat the great white in combat, so they must use their wits instead. Mention that parts of the roof overhead seem precariously close to collapse. If the heroes can lure the shark into hitting the roof, the debris will do enough damage to the creature to drive it off. Of course, this means offering up the only bait that interests the shark: one of the heroes.

Luring Mako into striking the ceiling means first getting his attention. This is easy if no other prey is visible; the heroes can hide amid the rubble for a short while. Then the baiting charac-

ter must flatten himself against the crumbling ceiling and wait for Mako to attack.

It would be bad form to reward such bravery by killing the hero. But it's vital to make the players think you might kill him. Have the hero make a Dexterity check. Success means the hero twists aside as the shark hits the ceiling. Failure means that Mako is about to ram the character, when suddenly the *amulet of warding* flashes weirdly. This blinds the shark and causes it to veer aside, hitting the wall. In each case Mako is knocked out as stones fall and pin him to the tunnel floor—for now. He returns later in the adventure. (The heroes can't stay to finish him off because of the pursuing priests.)

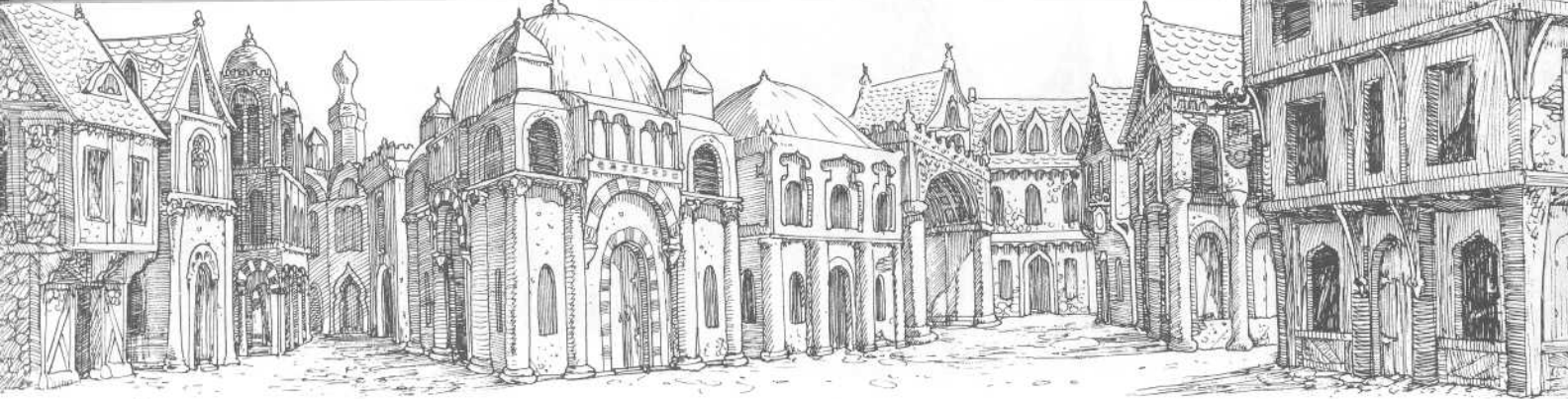
The shark priests have only a speed of 9 while swimming, so the heroes should be able to outdistance them. (Remember, the amulets let them move at their surface movement rates.) If not, the collapsing ceiling distracts the cultists while the characters escape.

Experience Point Awards

In addition to normal XP, the party may also claim this bonus:

Group Action Award

Infiltrate temple 300
Stealing the *amulets of warding*: 200



“On deck all gaped, flinching, as a black shape thicker than Seabawk burst resoundingly from the dark water beside them, so close the ship’s hull shook and they might have reached out and touched the monster. The shape erected itself like a windowless tower built all of streaming black boot leather, down which sheets of water cascaded. It shot up higher and higher, dragging their gazes upward, then it narrowed and with a sweep of its great flukes left the water altogether, and for a long moment they watched the dark dripping underbelly of a black leviathan pass over Seabawk, vast as a storm cloud. . . .”

—Fritz Leiber, “The Mer She”

“The Shark Cult of Lankhmar” concludes beneath the dark waters of Lankhmar’s harbor. The heroes return Lady Sirene’s penate to the sunken flagship of Ilthmar’s Shark Cult, the galley *Carcharodon Carcharias*. Amid its wreckage the heroes find the shrine where the penate rested, before the Shark Cultist Lyra removed it when Simorgyans sank her ship.

Here lurk the matriarch Skate and her Simorgyan family, previously seen in Act 1. Here also come Mako and his shark priests, in hot pursuit of the adventurers who stole his amulets of warding. The heroes know now that to rescue Lankhmar from its plague of sorrow, they must return the penate to its shrine. (Perhaps they also nurture hopes of the reward Lady Sirene promised.)

To reach the shrine, the heroes must first talk their way past the Simorgyans, then avoid the Shark Cult weapons. Once they place Lady Sirene in her shrine, they discover that she has plans and goals of her own.

At this point the char-

acters need swords, spells, and—most important—quick wits to survive this final struggle.

Approaching the Wreck

See the map on the following page.

The wreck of the *Carcharodon Carcharias* lies on its port side in 100’ of water some 200’ out in the harbor. The hull of the ship is smashed in several places, and ballast and destroyed cargo lies in the silt all around. The ship’s name is still visible on the shark-shaped prow.

Dozens of mangled bodies also surround the wreck. These are the Shark Cult sailors who died defending the vessel from Simorgyans and their sea-cloakers. None of these bodies have treasure.

The water here is murky and cold, but the heroes’ amulets of warding protect them from temperature and pressure effects. The heroes can breathe and move freely in the water while they wear the amulets.

The Simorgyans

Near the wreck dwell the Simorgyans whom the heroes faced in Act 1. As before, there is one Simorgyan per hero, plus two more—less any that the heroes killed in Act 1’s battle on the dock.

Their leader, Skate, is with them. She has commanded them to stay in hiding until danger looks imminent. Meanwhile, she is patrolling this area silently in *pungi ray* form, her mottled hide almost invisible in the murk. See the Appendix for a description of Skate’s *pungi ray* form.

The Simorgyans have also summoned four sea-cloakers under Skate’s control. These swim alongside Skate. For more about sea-cloakers, see the *Adventuring in Lankhmar* campaign book.

Simorgyans (human form): Warriors; Level 1; Alignment LE; AC 10; MV 12; hp 4; THAC0 20; Dmg 1d4 (spines). Ability scores: all 11.

Skate (pungi ray form): AL LE; AC 7; MV 12 (swimming only); HD 4; hp 18; THAC0 17; # of Attacks 1-12; Dmg 1d4 each (spines); Special attack: poison. XP value 975.



Sea-cloakers (4): AL LE; AC 2; MV 18 (swimming only); HD 5; hp 29; THACO 15; # of Attacks 1; Dmg 1d6. XP value 270.

Simorgyans ambush the cultists: These formidable foes have no reason to like the heroes, but at this point they prefer to talk rather than fight. They have seen the heroes escaping from the Shark Temple with the penate, which Lady Sirene's descendants can sense. (If the heroes didn't bring the penate, two Simorgyans have entered Lankmar and retrieved the figurine from wherever the heroes left it. They arrive with it at the same time as the heroes.) The people of the sunken kingdom have begun to understand that the heroes are working on their side.

The Enemy of My Enemy

When the heroes escape from the Shark Temple, these Simorgyan forces are waiting to attack—not the heroes, but the Shark Cultists pursuing them!

Don't worry about conducting the battle with endless die rolls. Simply describe the actions of the combatants in dramatic terms. Here are some typical contests in this melee:

Reef and hammerhead sharks emerge from the tunnel, and sea-cloakers ambush them. Cult acolytes swim out in shark form, and the Simorgyans battle them in their shark form.

But the most dramatic attack strikes Aragyx.

Aragyx dives downward from the melee, only to impale herself on a dozen pungi spines that grow from Skate's back. Aragyx pulls loose, leaving a trail of red, then thrashes in the water, poisoned. Soon she lies still.

(If a hero happens to impale himself on one of Skate's spines later in the act, a kind DM can decide that Skate's poison is exhausted. The hero takes damage but need not save vs. poison.)

Mako: The leader of the Shark Cult emerges, in great white shark form, from the tunnel swimming fast, tears through one of the sea-cloakers, and swims off into the murk. The heroes cannot catch him. But he has yet one more appearance to make in this story; see below.

I nto the Wreck

The battle between the Shark Cultists and the Simorgyans should let the heroes slip into the hold of the wreck and find the shrine that Krownis told them about. They can enter through a large hole in the cargo hold, through the sprung deck hatches, or through the weather deck doors.

Note: The heroes must have Lady Sirene's penate. If they didn't bring it, the Simorgyans who retrieved it may now arrive, bearing the figurine. Or in the battle the fish-men can drop it where the heroes find it.

When the heroes enter the ship, read this aloud:

You stand in total darkness, looking around but seeing nothing. Then you hear a solemn voice, unnaturally clear in the water: "You seek the shrine. We have moved it onto the deck and concealed it beneath a tarp. My ancestress waits for you to return her to her rightful place."

Then you see a dim glow a few yards away, a light in the shape of a tall, thin woman—the fish-woman you fought on the dock!

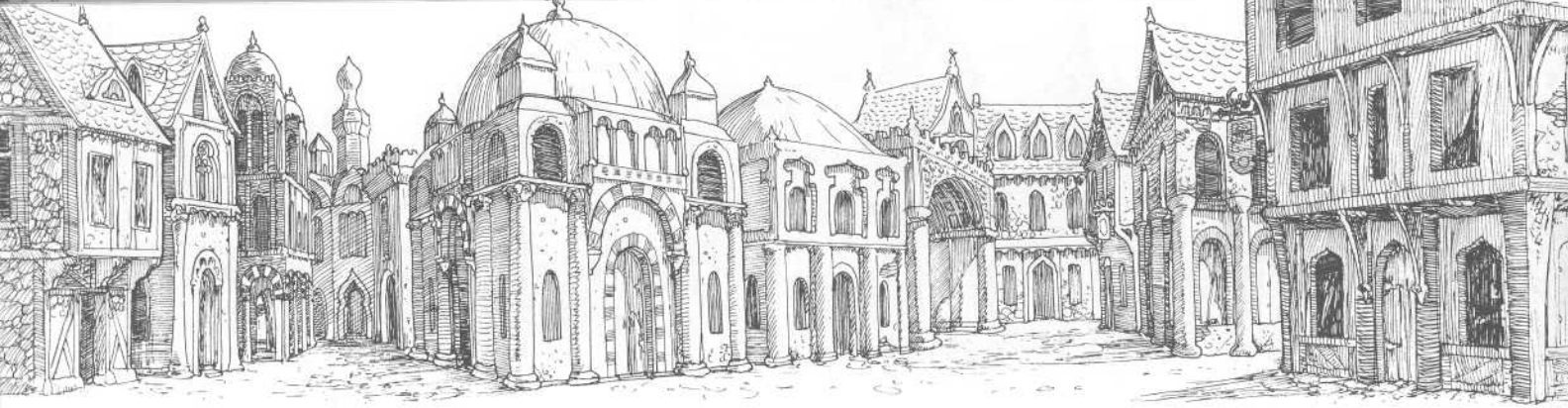
She looks hard at you. "Can you give me a single worthy reason why my family should not destroy your vile city?"

This, of course, is Skate. The heroes have a brief chance to talk with her before she swims away. If any player can furnish a moving or convincing reply to Skate's (rhetorical) question, reward the hero with 50 XP.

You can also use this rushed conversation to clear up whatever questions the players haven't resolved, or perhaps even have Skate give the heroes grudging thanks. But don't let this go on long. To resume the action, read this aloud:

The Simorgyan pauses just long enough to point to the smashed deck ahead of you. Then the glow changes shape, becoming flat and broad like a fish. Like a ray.

You can make out a mottled hide and many spines. This was the creature that killed the shark priestess!



The creature turns away, and its fins ripple, effortlessly propelling it deeper into the hold. Then the glow fades, and you're in darkness again.

Skate is swimming toward another breach in the cargo hold, ten or twenty yards away. The heroes can catch up with her, if they can find her and if they want to. But they should understand that if the Shark Cultists win the battle outside, the heroes won't get to remove the curse on Lankhmar and collect whatever reward Lady Sirene promised. Skate fights to get free, trying to return to the battle.

The Shrine

Under a brown, stained tarpaulin on the next deck lies a large framework of stone, something like a fireplace. The carved Simorgyan runes match those on the penate, which should tell the heroes that this is the shrine.

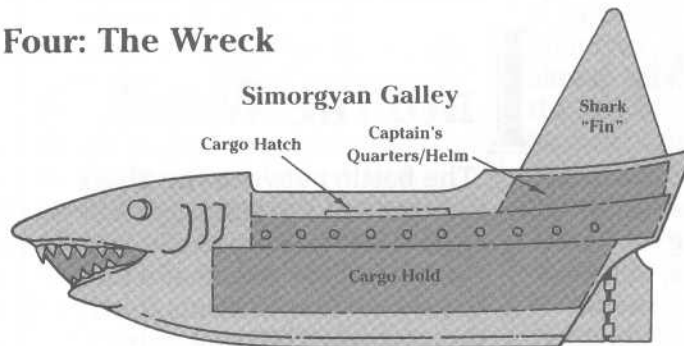
In the center of the mantel the heroes can locate an indentation. The statuette fits perfectly. When they place the penate there, Lady Sirene's spirit manifests as it did in Act 1, but more strongly and vigorously. Read this aloud in an angry voice:

"At last! My friends, I call on the deep to bring forth your just

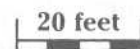
reward! Come, guardian, to royally escort us home! Come, Deep Rusher, to shatter our prison and ferry us home. Bring the gift of vengeance!"

The harsh emotion in the spirit's voice should tip off the players that the Simorgyan idea of "reward" does not coincide perfectly with their own. They can't remove the penate; it's stuck there. Whatever they do now, it's too late: Lady Sirene has summoned the agents that will solve her problem, retrieve her family, and annihilate their enemies. That includes the heroes, unless they act fast.

Act Four: The Wreck



(sideview)



Simplified Cross Section



Out of the Wreck

The Cult/Simorgyan battle breaks off as the wreck shudders in a sudden current. From the distant depths comes a low rumble, then a hollow, alien call. The murk deepens as the current drums up still more silt from the harbor floor.

The heroes should understand from the spirit's command to "shatter our prison" that hiding in the wreck is a bad idea. When they emerge, the Simorgyans have resumed humanoid form and are floating, upright but motionless, far out in the water. They carry their wounded, but nonetheless are chanting rapturously in ancient Simorgyan, a hymn to the oncoming Deep Rusher.

Many Shark Cultists have died, and the rest are scattering as the heroes watch. The water itself begins to tremble now. The heroes can sense the approach of something huge. They must get away!

At this crucial juncture, when you have made the danger clear to the players, have Mako attack.

A Wounded Shark is a Deadly Shark

Read the follow out loud to the players, as they attempt to escape the arrival of Deep Rusher.

As you swim, you almost run into a man floating in the water. He floats upright, as if standing on solid ground. He has black eyes, dark hair, and a narrow face with a long nose. You see bruises and gashes on his forehead. He's wearing a blood-stained shark-skin robe, but you see no weapon.

He stares at you all. "I am Mako. Give me the amulets you stole. Otherwise I shall bite them off, and your heads with them."



If you let one of the heroes escape certain death in the sea tunnel by having the amulet flash blindingly, Mako adds that he is prepared for this now, and it will not stop him.

In the unlikely event that any hero actually gives over his amulet of warding, the character immediately begins to drown. Mako understands that the heroes can hardly honor his request. He is merely savoring his power over them, before he turns to shark form and kills them all.

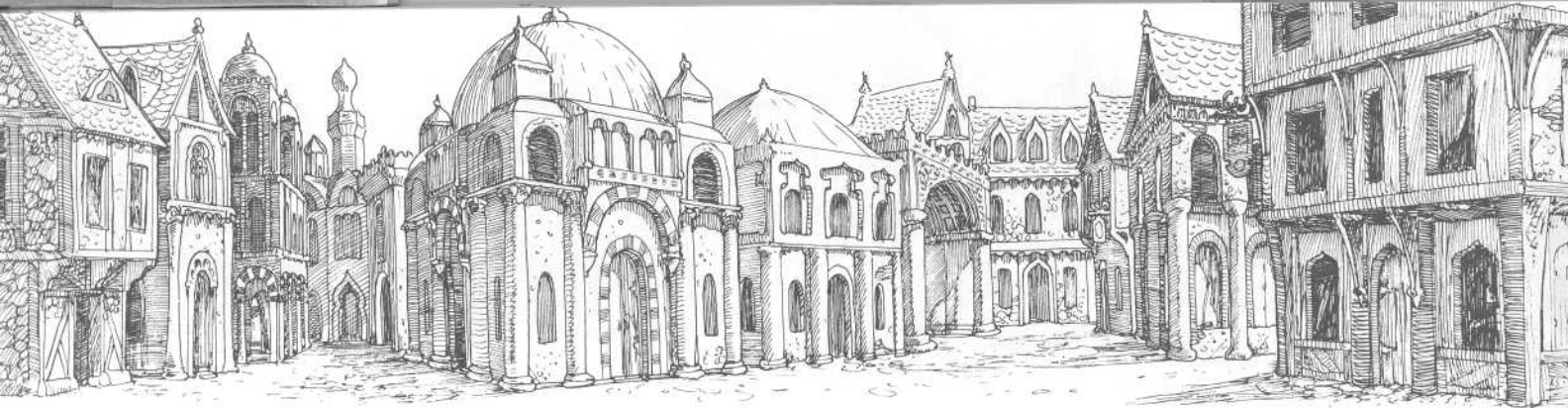
The question you should raise in the players' mind: Will Mako kill them, or will death instead come from whatever is approaching?

Rushing the Wreck

Here's one way to stage the climax of this adventure:

1. Mako transforms into a shark and attacks the most annoying hero, but misses. In the same round, the other heroes either fight or flee. Meanwhile, the Simorgyans keep chanting, and the rumble grows.

2. In the next round, Mako cuts off those who try to escape by ramming them, stunning them for a round. The ram does a point of damage, but you can omit this if it would kill the victim. The heroes can attack. Then Deep Rusher strikes.



Deep Rusher

Read the following out loud:

In the muddy water something huge and black rushes straight by you, just overhead. And it keeps rushing by, and then it rushes by still more. The current throws you back and forth, and the noise deafens you. Your amulets have started to glow, and their blue light shows a dead black hide encrusted with shoals of white barnacles.

Mako is thrashing around in surprise. He gets straightened out and is swimming away, when suddenly a huge tail sweeps in out of the darkness and slaps him aside. And it's coming toward you too!

Give each hero a Dexterity check. Success means the character evades the onrushing fluke; failure means the tail accidentally brushes the hero and stuns him for one round. Those who avoid stunning can attack or take other actions, not that these do a bit of good.

Deep Rusher (sperm whale): AL N; AC 4; MV 18 (swimming only); HD 36; hp Plenty!; THAC0 5; # of Attacks 1; Dmg 5d8 (fins); special attack: tail (18d6). XP value 26,000.

Deep Rusher swims past the party and rams the Carcharodon Carcharias amidships. The wreck splinters. Roll some dice—conspicuously, but where the players can't see them. Describe how the flying timbers

narrowly miss some of the heroes, and how one large timber strikes Mako squarely, impaling the shark and killing him instantly.

The heroes notice a glimmer in the roiling water: the Simorgyan stone altar, with Lady Sirene's penate still intact on its mantel, tumbling end over end. Read the following aloud:

Deep Rusher circles. You can see splintered timbers still sticking in its squared head. It looks like a hill, heading toward you. The sperm whale opens its mouth, and the suction pulls the altar in. Then the Simorgyans swim in after it. You can hear their harsh laughter from here.

The whale turns again. With a few powerful beats of its tail, it vanishes in the distance.

Aftermath

The heroes are 200 yards out in the harbor. They can retrace their path into the sea-tunnel and try to loot the Shark Cult's temple, or they can just swim to shore.

When they reach shore, the heroes see luminescent clouds of smoke hanging over the city, a sure sign that Lankhmar is burning. As they venture inland, they see fires ravaging several districts. The despair brought on by the figurine's curse had reached a nearly fatal depth before the adventurers returned the figurine to its shrine. Now,

tired Lankhmarts stand confused in the smoky streets, wondering just how Fate brought them to this end. Read this aloud to end this adventure:

Some of the citizens realize the cost of yielding to their despair. A few begin to move others to action, forming bucket brigades and grabbing axes to join together and fight the fire. One of them throws you a bucket. He asks, "Well, aren't you going to help save our city?"

With the penate's curse gone, Lankhmar will return to normal. Whether or not the Shark Cult survives this major setback is up to you. The Overlord is not fond of beast cults, and in the wake of current events, may exile Mako's followers. If he does not, the heroes have made a major enemy in the Shark Cult, which will affect your campaign for many sessions to come. Make your decision wisely, for the Shark God's minions will grow in power as fast as your player characters.

Experience Point Awards

For completing the adventure, award each character 1,000 experience points.



New magical items were introduced in this adventure, and they are described in more detail in this section. This is fairly typical of pre-written adventures: Generally, the heroes will discover new magic or new spells. When creating your own adventures, you do not need to create a new magical item every single time, nor do the heroes necessarily need to acquire them permanently. You must keep in mind that magic is a rare and precious thing in the world of Nebwon.

Amulets of Warding

These blue sapphire pendants are enchanted with a variant of the 1st-level white wizards' spell, animal friendship. This enchantment affects fish instead of animals.

A second enchantment lets the wearer breathe and move in water as if in air. The water does not part, nor does it form a bubble of air. Instead, the amulet's wearer can speak, breathe, and fight normally, completely ignoring the effects of surrounding water or pressure. The amulet glows dimly when in the presence of large fish, thereby providing some light in dark waters.

The Shark Cult lends these amulets to its acolytes—who have not yet received the blessing of the Shark God—to protect them from sharks and expedite their underwater learning.

Lady Sirene's Penate

A penate is a household god, the spirit of some revered ancestor that watches over its descendants. In Simorgyan society, the figurines that hold these spirits are rare and valuable, not only for their innate magic but for their sacred symbolism.

Prior to the Rime Isle conflicts with Simorgya, agents of the Shark Cult in Ilthmar made a raid on Simorgya and stole various treasures, including a single penate. Lyra, the priestess in charge of the raid, sent reports ahead to her superiors about the treasures, while she tried to evade pursuit: the vengeful Simorgyan family that sought the return of its sacred object.

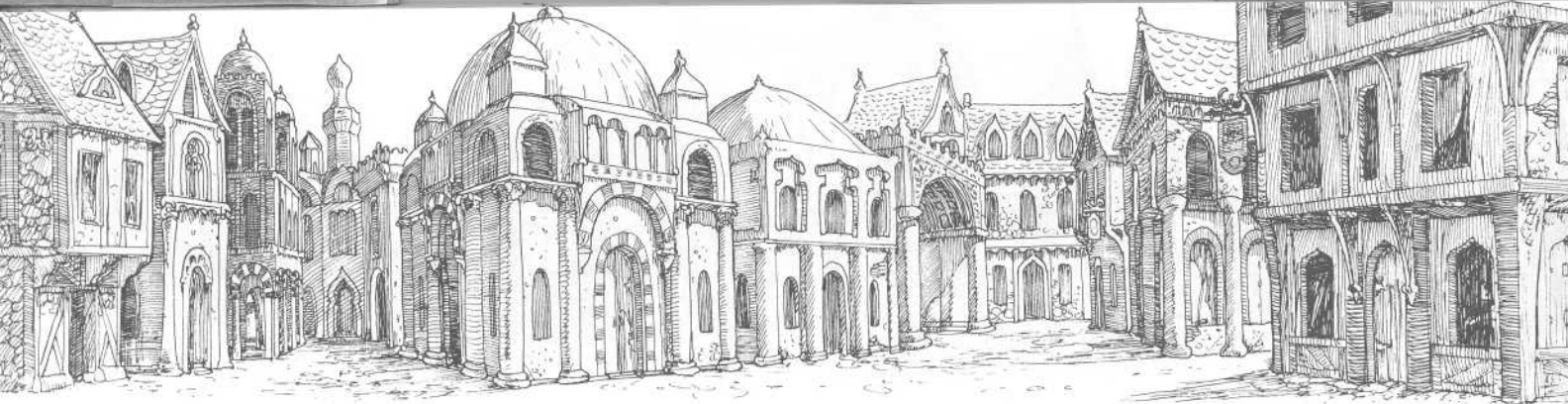
Mako, a cunning Ilthmar priest sent to Lankhmar four months earlier to establish the Shark Cult there, heard of the penate's magical properties and instantly realized how he could use them to advance the Shark Cult's cause. The figurine could topple hated Lankhmar. He ordered the figurine brought to Lankhmar aboard the Cult's ship, the Carcharodon Carcharias.

All Ilthmarts know of Lankhmar's rejection of the various beast cults, a rejection that culminated in the Rat Plague of a few years prior. The Rat Cult was outlawed, but other beast cults were not, so Mako had quietly gathered followers of the Shark along the Street of the Gods and commissioned a new and impressive temple.

Mako's violent preachings have already proven far more

popular among angry Lankhmarts than he could have hoped. But only the figurine and its dark urgings would truly overthrow the city's established deities, undermine the authority of the Overlord, and make the Shark Cult the dominant religion of Lankhmar. Unfortunately for Mako, he never got possession of the penate long enough to turn it to violence; instead, the spirit's longing and sorrow affected Lankhmar, with equally damaging results.

The figurine's powers: The penate's inhabiting spirit, an ancient Simorgyan matriarch named Lady Sirene, can communicate her emotions to all people within one mile. People of unusual will and ability (that is, any character with a level and class) are unaffected, but these sorcerous emanations drive the rest of Lankhmar to despair. As the heroes go about their business, emphasize that the other characters they interact with seem sad, wistful, or whatever seems appropriate.



New Monster

Pungi Ray

Climate/Terrain: Shallow tropical waters

Organization: Solitary

Intelligence: Animal (2)

Alignment: Neutral

No. Appearing: 1-3

AC: 7

Move: 12 (swimming only)

Hit Dice: 4

THAC0: 17

No. of Attacks: 1-12

Damage/Attack: 1d4 each

Special Attacks: back spines, poison

Special Defenses: Nil

Magic Resistance: Nil

Size: L (15' across, 6' long)

XP Value: 975

Rays are broad, flat creatures with eyes on the upper surface of their body, mouth and gills on the lighter underbelly. Their huge pectoral fins give them a batlike appearance; their short tail serves as a rudder. Ordinary rays eat shellfish and barnacles. Rays bury themselves in the silt and sand of the sea floor to surprise their prey.

The pungi ray is a mottled green-brown identical to seaweed. Twelve long, terrible spines grow from their back in a 3-4-foot area. Any

creature stepping on a pungi spine must save vs. poison or take 1d10 damage. A footstep on a spine equals one attack; if a creature that falls on the ray suffers one attack for each square foot of surface the creature covers (usually 2d4 attacks).

In this adventure, Skate can shift freely between humanoid and ray form. The transformation takes one round, and she can attack once (as a humanoid) in the same round. Damage she receives in one form carries over to the other normally.

If you know the **ADVANCED DUNGEONS & DRAGONS** game rules, Skate is not a lycanthrope as such (nor are any of the shapeshifters in this adventure). She has no special powers nor immunity to any attack form, and does not take special damage from silver.

easiest kill," the shark priests say.

Duties of the priesthood: Priests of the Shark God must uphold the Way of Predation. This is one of the reasons Mako decided to cripple Lankmar with the penate's abilities before attacking it.

At 2nd level, Shark priests gain the ability to transform themselves into half-human, half-shark monstrosities. The character keeps his or her own statistics, but grows rubbery skin, gills, fins, and a mouth full of razor-sharp teeth. This grants the priest the ability to swim at 9, but movement on land drops to 1.

At 3rd level, a shark priest can call 1d4 reef sharks or one larger shark once per week. The sharks do the priest's bidding for one hour.

New Religion

The Cult of the Shark God:

The Shark God is a savage and relentless beast. He urges his followers to destroy their enemies utterly, particularly when they are at their weakest. The religion often portrays the Shark God as a great white rushing from the depths.

The Way of Predation: This philosophy teaches that life is a short and brutal affair ruled by the strong. The weak can only survive by striking their foes when they are at a disadvantage. "A wounded fish is the





You've played through your first LANKHMAR adventure. Now what? Well, there are several excellent LANKHMAR adventure anthologies in print, as well as several sourcebooks that give you a more detailed look at the City of Thieves. Those are all rich mining territory for ideas, or sources of adventures that you can run more or less out of the book like you've done with "The Shark Cult of Lankhmar." Of course, you might also want to create your own adventures. That's where the "Adventure Cookbook" might come in handy.

The Adventure Cookbook

There are times when every DM runs out of ideas. Sometimes, however, all you need is a slight push to get those ideas flowing again. We hope the following pages might be one place you can turn for those pushes.

By making a variety of lists that suggest story ideas, goals for quests, and provide NPCs with built-in adventure opportunities, we have tried to provide you with "recipes" that you can bring from half-baked idea to fullblown adventure.

Using the Cookbook

There are two ways to use these lists. If you look at them briefly, you'll see that they provide increasingly detailed adventure elements. You can either use them to generate portions of an adventure at random, or you can select specific circumstances or characters from the lists that fit an idea you might already have started to develop or that appeal to your imagination.

For example, if you've come up with a portion of an adventure, but are stuck on who your

bad guy should be, you can roll on the "Antagonist" and "Obstacles" tables. You also might just go down the list until you find just the right villain for your piece—or a character that is almost what you need, but in need of some modifications that you then make.

You can also generate adventures completely from scratch by following the tables step by step. As you generate elements, write them on a piece of paper. That will leave you with a rough adventure outline.

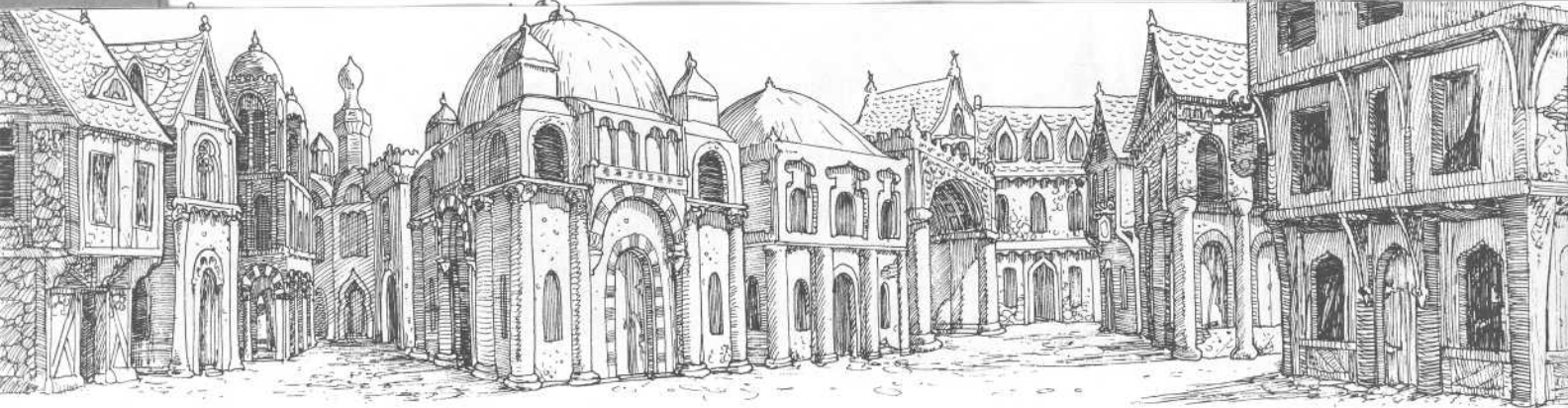
You roll 3d10 on all tables.

Where

This is the most basic of adventure questions. Where does the action start.

- 3 **Cold Corner** (roll on "What")
- 4 **Sea of Monsters** (roll on "What")
- 5 **The Steppes** (roll on "What")
- 6 **The Cold Wastes** (roll on "What")
- 7 **Bones of the Old Ones** (roll on "What")
- 8 **Simorgya** (roll on "What")
- 9 **Great Forest** (roll on "What")

- 10 **Kvarch Nar** (roll on "Districts")
- 11 **City of Ghouls** (roll on "Districts")
- 12 **The City of Lankhmar** (roll on "Districts")
- 13 **Rime Isle** (roll on "What")
- 14 **Klesh** (roll on "What")
- 15 **Eevanmareensee** (roll on "What")
- 16 **Ilthmar** (roll on "Districts")
- 17 **Caves of Ningauble** (roll on "What")
- 18 **Quarmall** (roll on "Districts")
- 19 **Shadowland** (roll on "What")
- 20 **The Sea King's Domain** (roll on "What")
- 21 **Inner Sea** (roll on "What")
- 22 **Mountains of Hunger** (roll on "What")
- 23 **Sarheenmar** (roll on "Districts")
- 24 **Sinking Land** (roll on "What")
- 25 **The Outer Sea** (roll on "What")
- 26 **Lankhmar Below** (roll on "What")
- 27 **Kokgnab** (roll on "Districts")
- 28 **Mountains of Hunger** (roll on "What")
- 29 **Horborixen** (roll on "Districts")
- 30 **Stardock** (roll on "What")



Districts

When the adventure takes place in a city environment, it's important to consider what kind of neighborhood it takes place in, as there will be encounters that relate to it.

This section gives you ideas for city encounters that might occur during the adventure—and may or may not have anything to do with the heroes' actual quest, as there are many people in a city, each with their own goals. In addition, it gives you a more detailed look at Lankhmar, with many of the keyed buildings being locations that were mentioned in *Adventures in Lankhmar*. Additionally, there are several sections of each map missing. Later in this

volume, these sections are included in a bigger fashion. This gives you the opportunity to customize Lankhmar for your personal campaign. You can add your own locations in these areas.

You should note that although the maps are keyed to Lankhmar, they can easily be used to represent any Nehwon city.

Park District

This part of Lankhmar gains its name from the infamous Park of Pleasure. Many merchants and vendors have shops here.

Possible encounters here include:

3–6 A nobleman looking for a good time asks the heroes to be his bodyguard.

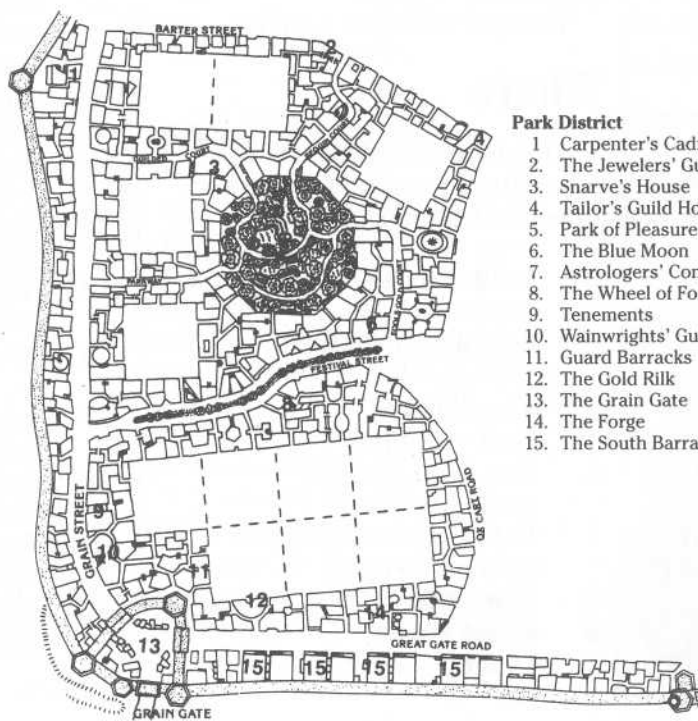
7–10 Krownis summons the heroes to the Blue Moon tavern; she has had a vision involving them.

11 Members of the Slayers' Guild mistake the heroes for their targets.

12–16 The Gray Mouser asks the heroes to help him distract the guards of a noblewoman to whom he has taken a fancy.

17–26 Snarve, a nobleman thief, tries to recruit the heroes for a raid on Eevanmareense. How the group is to pass unnoticed in a land where all are hairless is not something he has figured out yet.

21–30 A small band of guards attempt to force a bribe from the heroes with false charges.



Park District

- 1 Carpenter's Cadre House
- 2 The Jewelers' Guild House
- 3 Snarve's House
- 4 Tailor's Guild House
- 5 Park of Pleasure
- 6 The Blue Moon
- 7 Astrologers' Consortium Hall
- 8 The Wheel of Fortune
- 9 Tenements
- 10 Wainwrights' Guild House
- 11 Guard Barracks
- 12 The Gold Rilk
- 13 The Grain Gate
- 14 The Forge
- 15 The South Barracks



Festival and Marsh Districts

There is always a celebration going on in the Festival District, especially along Festival Street. The happy crowds of partiers provide a steady income for the Thieves' Guild.

The Marsh District is as desolate as the Festival District is gay. The poorest denizens of Lankmar live here, and they are under the thumb of violent gangs like the Bloody Blades.

Possible encounters in these districts include:

3-4 A drunken fighter accuses one of the heroes of picking his pocket.

5-6 A street dancer seems to be paying special attention to one of the heroes, but is really trying to pick his pocket.

7-10 Members of the Bloody Blades try to extort protection money from the party.

11 Tork the Cutpurse attempts to rob 1d6 heroes on a dare from other guild members.

12-13 An attractive dancer being accosted by a lecherous nobleman asks the heroes for help.

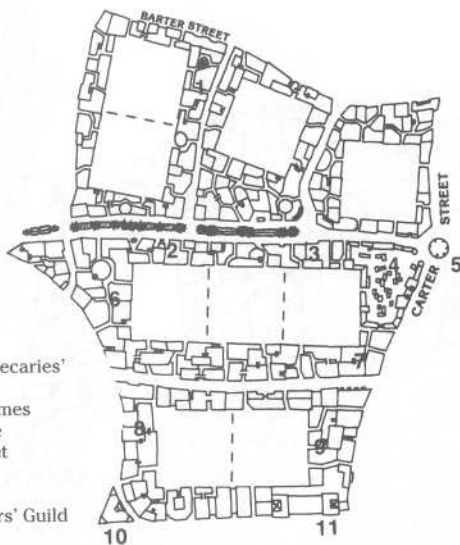
14 An assassin severely injures a hero in a botched attempt on his or her life. After chasing the would-be murderer through the crowded streets and across the rooftops, until they finally catch him. If the heroes allow him to surrender, he reveals that he was hired by someone the hero thought was a good friend.

15 The heroes witness a kidnapping that takes place during a particularly chaotic procession.

16 Victims of the Bloody Blades, a gang of toughs who run a protection racket in the Marsh District, seek out the heroes and ask them for help. Whether or not the heroes accept, the Bloody Blades soon show up to "teach" the party that no one crosses their gang.

17-26 A bumbling thief tries to rob the party, and breaks down in tears when caught. If let go, he follows the heroes around like a puppy for several adventures.

21-30 A fanatical priest of an obscure cult attempts to preach that celebration is a sin, and that poverty is the punishment of his god to the evil. The heroes get caught in the ensuing riot.



Festival District

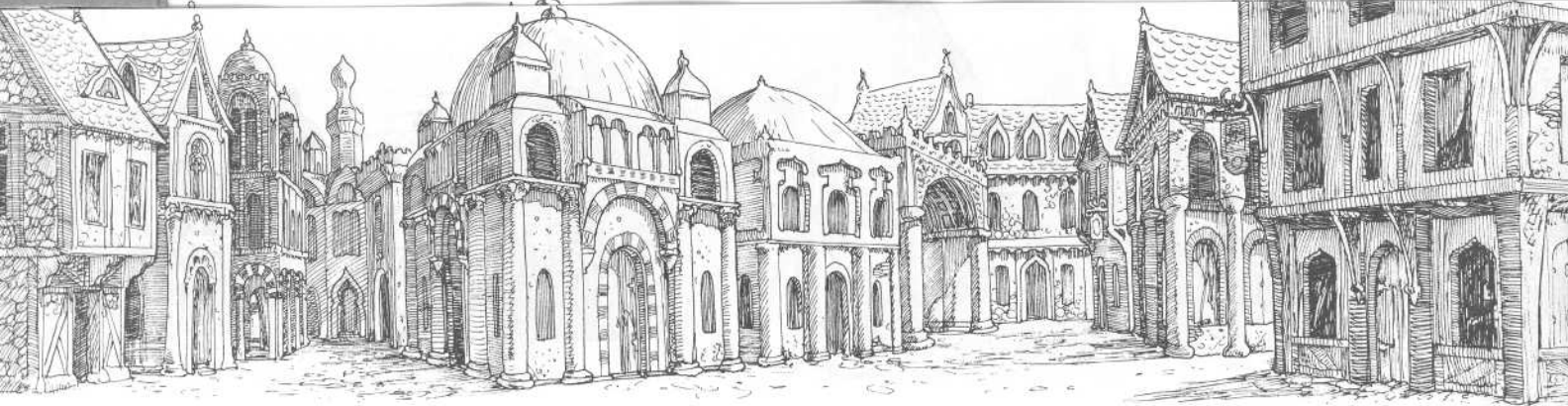
1. Order of Apothecaries' Guild House
2. Carnival Costumes
3. The Black Rose
4. The City Market
5. Spire of Rhan
6. Yun's Bakery
7. Animal Handlers' Guild House
8. The Jolly Otter
9. Lamps and Torches
10. Tossig's Den
11. Black Nag Stables



Marsh District

1. Tenement
2. The Black Kettle
3. The Bloody Blade
4. Rescue Mission
5. Hastirelo the Sick
6. Haunted building
7. The Razor
8. Hovel of Kreshmar and Skel
9. Beggar's Alley
10. Pulg's Tavern





Plaza District

Named for the Plaza of Dark Delights—a popular marketplace by day, and a favored haunt of black wizards by night—this district contains many guildhalls, inns, and low-rent residences.

Possible encounters here include:

3–4 Lilyblack, a street dancer, tries to lure a hero back to her room, where she will try to rob him.

5–6 A dozen guards appear with a warrant for a hero's arrest.

7–10 The heroes notice a cloaked figure who seems to be worshipping at the Shrine of the Black Virgin.

11 A black wizard needs a subject resembling a party member for a deadly experiment. He offers to employ the hero, and if refused tries to kidnap him.

12–16 A dancer angrily claims that a party member insulted her, and several gallant rogues leap to her defense.

17 A spy mistakes a hero for his contact and passes along secret information about the defenses of the Rainbow Palace.

18 Alyx, a likable female freelance pick-pocket, seeks out the heroes, shivering from cold even though she is burning up with fever. She has been cursed by a black wizard whom she attempted to steal from. She asks for their help.

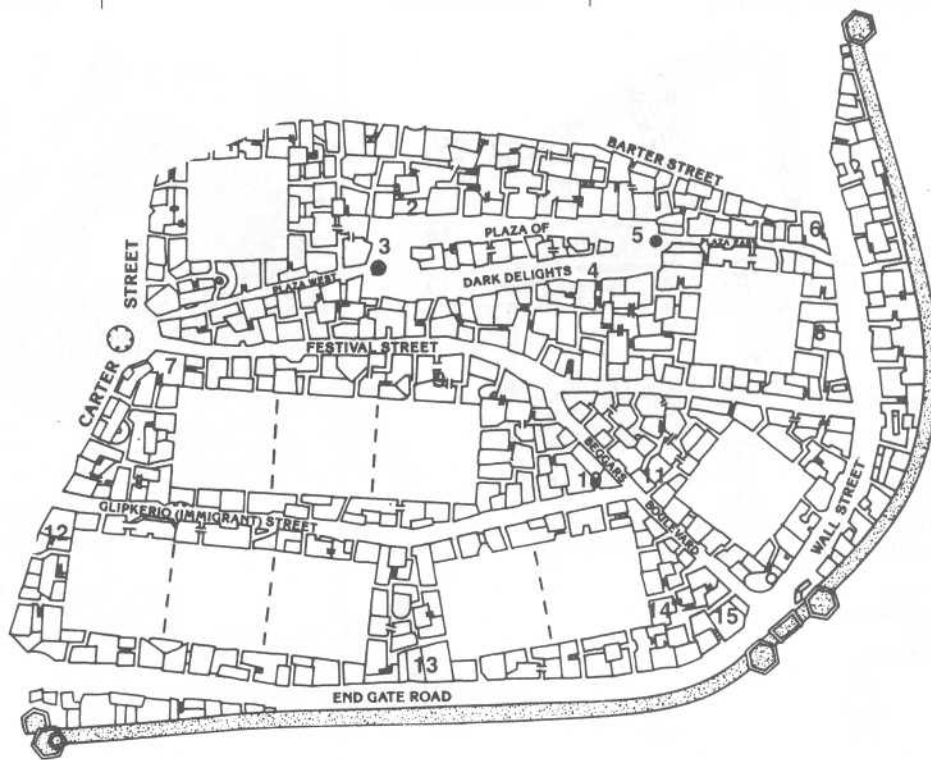
19 A merchant of exotic potions offers to hire the heroes as escorts for an expedition to a faraway land. He needs to gather components for some of his more expensive potions and offers to pay the heroes both in coin and in secret alchemical recipes.

20 The carvings on the Fountain of Dark Abundance come to life and begin attacking the heroes and others in the Plaza of Dark Delights. Simultaneously, the water in all of Lankmar's wells turn dark and unwholesome.

Someone must find out why this is happening, and save the city.
21–30 A drunken Fafhrd tries to recruit the heroes for a raid of vengeance against the Thieves' Guild.

Plaza District

1. The Tall Mug
2. Bazaar of the Bizarre
3. Fountain of Dark Abundance
4. Plaza of the Dark Delights
5. Shrine of the Black Virgin
6. Magistrate Bellis
7. Armorer
8. Stonemason's Guild House
9. The Rusty Dagger
10. Guard Barracks
11. Fellowship of Physicians Hall
12. Sword's Gelam
13. Dryv's Cloth Emporium
14. Caravanserai
15. Durkish the Rug Merchant





Tenderloin District

This part of Lankhmar is one of the most infamous areas of the city. The Tenderloin contains residents who are mostly on the wrong side of the law, and only a fool or a native to the area walks the streets at night. This is where Fafhrd and the Gray Mouser spend most of their time during visits to Lankhmar.

Possible encounters here include:

- 3-6** A guild thief attempts to blackmail any non-guild thief hero. (He wants 500 rilks or will turn the hero over to the guild.)
- 7-10** Ivlis tries to recruit the heroes as her assistants in a blackmail scheme against a noble.

11 An assassin tasks the heroes to become agents of the Slayers' Guild.

12-16 Fissif the thief offers to share the loot of his next caper with the heroes. (He's actually looking for fall-guys.)

17-19 Snarve, a nobleman thief, tries to recruit the heroes for a raid in Eevanmareensee.

How the group is to pass unnoticed in a land where all are hairless is not something he has figured out yet.

20-25 A murderous madman called Purdue Darkwolf has been seen asking the heroes' whereabouts. He has been offering large sums of money to the person who can take him to them.

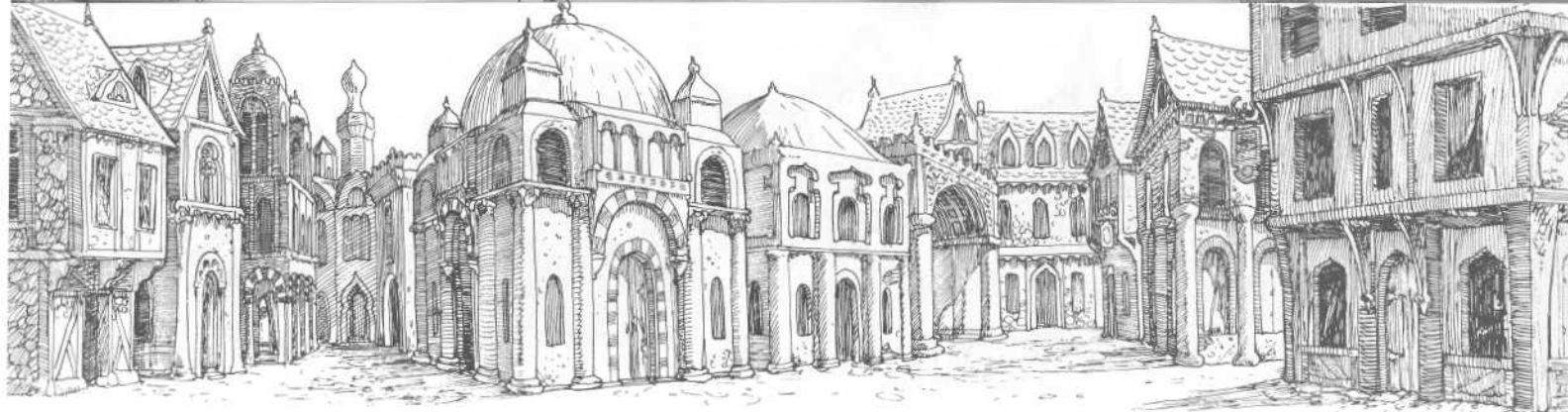
26-28 The heroes receive a request to meet a friend at the Silver Eel. On the way there, they are attacked not only by rats from Lankhmar Below, but by priests of the Red God. A dying priest reveals that great power awaits the heroes at the Silver Eel, but that power will come at the expense of the Red God and Lankhmar Below.

29-30 Bashabeck is assaulted by angry freelance thieves. If the heroes aren't guild members, they are approached by Alyx, the defacto leader of non-guild thieves in Lankhmar, who is seeking someone to help protect the hotheads from reprisals. If they are guild members, they can be charged with teaching the upstarts a lesson.

Tenderloin District

1. Grand Playhouse
2. Sorcerers' Guild House
3. The Caverns (Tenement)
4. The Silver Eel
5. The Water Clock
6. The tailor shop of Nattick Nimblefingers
7. Dickon's Home
8. Thieves' Guild House
9. Squill's Tenements
10. Turkyl's Tenements
11. The Merry Players
12. Extortionists' Guild House
13. Mercenaries' Brotherhood
14. The Keyhole
15. The Begging Bowl
16. Double Daggers
17. Fasha's Market
18. Last Chance
19. Bath House
20. Home of Roolesh the Bricklayer
21. Eagle's Nest
22. Palace of Oddities
23. Hosue of Grom, sub-treasurer of the thief's guild
24. House of Basharat, powerful extortionist.
25. Pleadere's Guild Library
26. The Ferret Hole





River District

Lankmar lives and dies by trading its grain and other products with the rest of the known world. The district is rife with merchants, smugglers, hijackers, and agents of Lankmar Below.

Possible encounters here include:

- 3-4 A furtive rogue offers to sell the heroes information about a secret shipment arriving at the docks.
- 5-6 City guards try to recruit the heroes to help them in a raid against smugglers.
- 7-10 The heroes spot a giant rat from Lankmar Below lurking in an alley.
- 11 Tyaa returns, and tries to recruit the aid of the heroes in her disguise as Atya.

12-16 One of the Overlord's spies asks the heroes to infiltrate a smuggling ring operating on the docks.

17-18 A noble from Ilthmart becomes convinced a hero is his long-lost child.

19 The heroes stumble upon the aftermath of a smuggling deal gone awry, and find themselves in possession of highly valuable and illegal substances.

20 A relative of the Overlord is dying from a rare disease. The exceedingly rare medicine that had been imported to heal the dying relative was stolen as it arrived at the docks, and now the thieves are holding it for ransom. The heroes are asked to act as "bagmen," but are to attempt to retrieve the ransom once the medicine is in their hands.

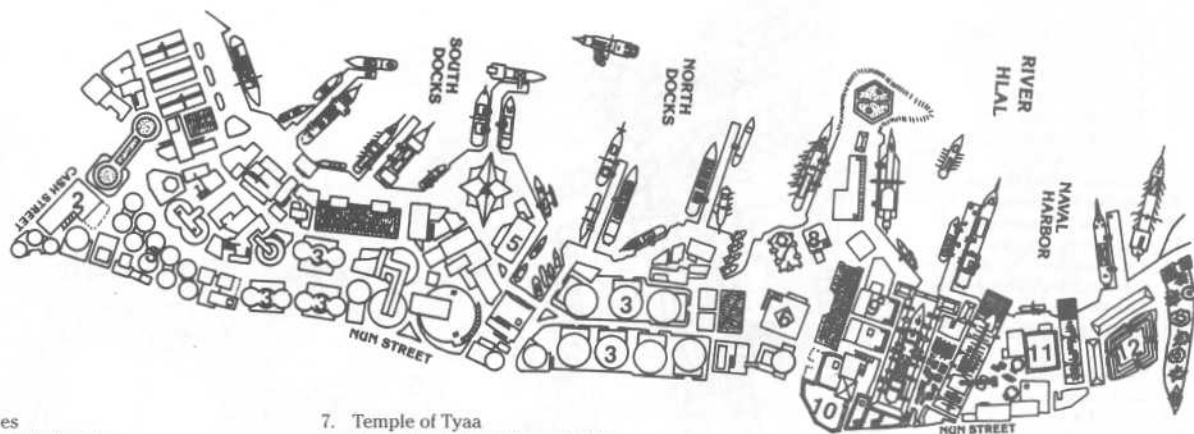
21 Hisvet approaches the heroes and warns them about a threat facing both Lankmar and Lankmar Below.

22 Strange music causes water from the river to flow up over the docks and turn the Street of the Gods into a river.

23 Someone is scuttling ships in the harbor, bypassing guards on the docks and in small boats with impunity. The heroes are offered a substantial reward to find out who it is and how they're doing it.

24 A band of guards mistakes the heroes for a group of smugglers they are trying to apprehend.

25-30 A grizzled captain offers the heroes employment on his ship. (He is actually looking for slave labor and has no intention of paying the heroes even an iron tilk.)



River District

- | | |
|--|--------------------------------|
| 1. Warehouses | 7. Temple of Tyaa |
| 2. Shipwrights' Guildhouse | 8. Home Muulsh the Moneylender |
| 3. The Great Silos | 9. Shipbuilders |
| 4. Steersman and Navigators' Guild House | 10. Hisvin's Former Home |
| 5. Mariners' Guild House | 11. City Jail |
| 6. Home of Hester the Grain Merchant | 12. Punishment Square |





Temple District

The temple district has an old and honored history. When new religions are introduced into the city, they usually start out near the Marsh Gate, with a small building or stall. As the church gathers followers, it moves along the street toward the Hlal River. As faiths lose followers, they move back toward Marsh Gate. Extortionists often prey upon churches for protection money.

Possible encounters here include:

- 3-5** A fanatical priest tries to convert the heroes. If they attack or injure him in any way, other members of the church persecute them.
- 6-10** The heroes uncover a plot by priests of the Rat God and priests of Tyaa.

11 A nobleman approaches the party and asks them to rob a rival.

12-16 A priest approaches to discuss philosophy with the heroes. While doing so, he attempts to pick their pockets.

17-20 The heroes witness extortionists threatening an elderly priest that they'll destroy his church if he doesn't pay protection money.

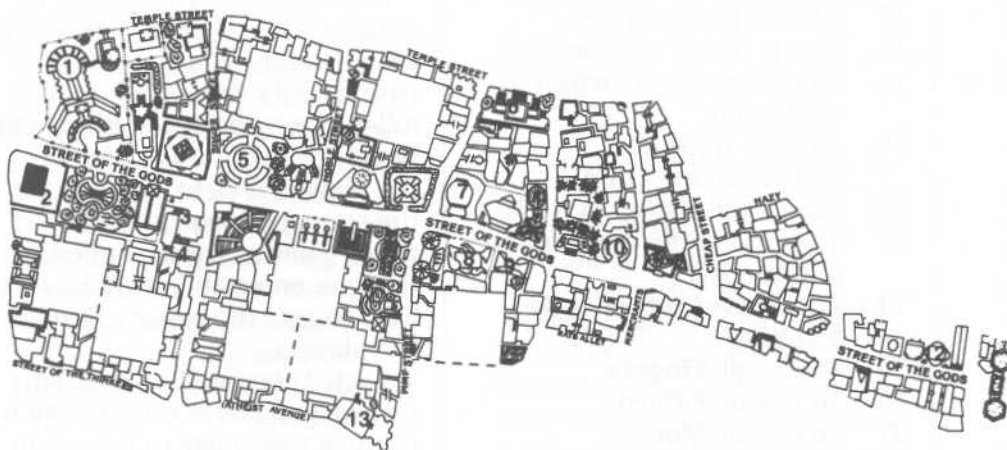
21-25 An old friend has found religion and tries to convert the heroes.

26-27 Pulg returns at the head of an army of strange, extraplanar beings to establish Issekanty as the one true religion in Lankhmar, through force if necessary.

28-29 A cult rises up around one of the heroes. Soon there is a temple devoted to him at the bottom of the Street of the

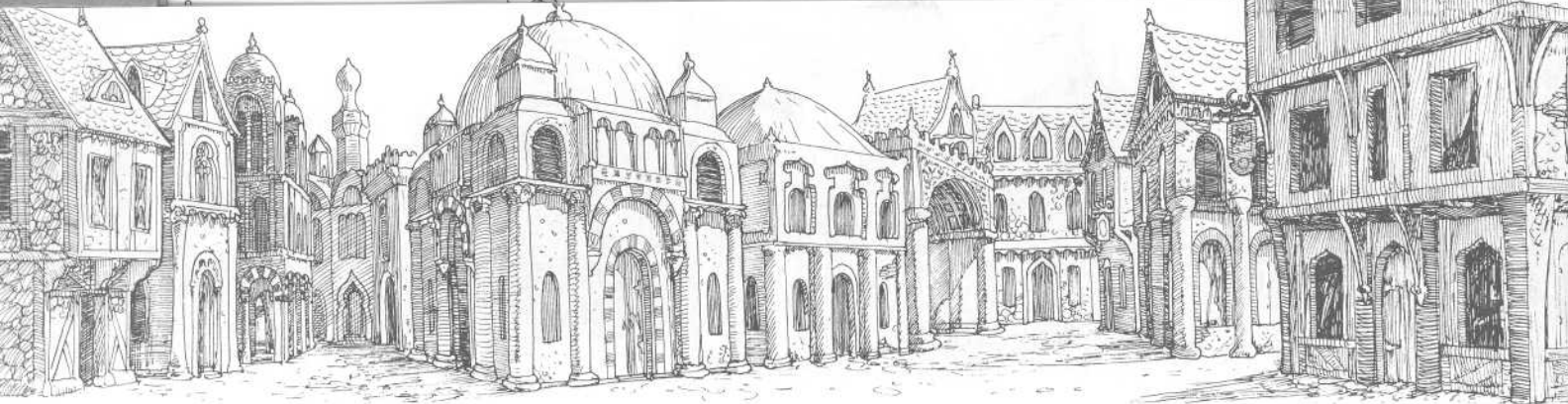
Gods. Soon, the group is targeted not only by priests of the real gods, but also by members of the cult who are slightly nuttier than the rest. The priests want to punish the hero for blasphemy (even if he or she is innocent of any wrong-doing), while the crazed cultist thinks it's more appropriate if the hero was to become the faith's first martyr as well as its focus.

30 The temples on the Street of Gods are gradually turning invisible, starting with the lesser ones at the bottom of the street. Any number of extortionists are trying to claim responsibility and collect payments to stop the progression. The heroes are approached by priests from several faiths and asked to find out who is really behind it.



Temple District

1. Temple of Aarth
2. Temple of the Gods of Lankhmar
3. Shop of Ogo the Blind
4. Shop of Nemias of the Dusk
5. Temple of the Rat God
6. House of Pleaders
7. Temple of Issek
8. Temple of Kos
9. Temple of the Red God
10. Temple of Mog
11. Temple of Adjar
12. Temple of the Many Gods
13. Great Library



What

This table provides a selection of possible items the heroes might be trying to find during an adventure.

- 3 Enchanted bones of a dead master thief
- 4 Blood of the Earth God
- 5 Old love, once assumed dead
- 6 Close relative, once assumed dead
- 7 Old enemy returned
- 8 Enchanted sword
- 9 Potion of ghoul control
- 10 Enemy's hide-out
- 11 Teeth of an ice gnome
- 12 Ancient deed to Lankhmar estate
- 13 The heir to a noble house
- 14 Fleeing assassins
- 15 Ningauble
- 16 Pirates/bandits
- 17 The Lost Crown of Simorgya
- 18 Fleeing kidnappers
- 19 Proof of villain's guilt
- 20 Proof of friend's innocence
- 21 Long lost child
- 22 Long lost love
- 23 Death's cloak
- 24 The Axe of Kos
- 25 Fafhrd
- 26 Gray Mouser
- 27 Eesafem
- 28 Fleeing thieves
- 29 Proof of party's innocence
- 30 Ivlis

Why

The reason for why the heroes need to achieve the "What" discovered above can be generated with this chart.

- 3 Only antidote for slow acting poison
- 4 Robbed the heroes
- 5 Robbed friend of the heroes
- 6 Key to find lost treasure
- 7 Heroes threatened with death
- 8 Loved one kidnapped
- 9 A bet
- 10 Way to restore friend's honor
- 11 Way to restore party's honor
- 12 Answer to mystery
- 13 Ransom for friend
- 14 Ransom for loved one
- 15 Ransom for villain
- 16 To rob a pompous merchant
- 17 At Sheelba's request
- 18 On Overlord's Command
- 19 To prevent destruction of Lankhmar
- 20 To earn bounty
- 21 To help dying child
- 22 Challenge issued by rival
- 23 To prevent the destruction of Rime Isle
- 24 To uncover secret of the Sea King
- 25 To rescue Fingers
- 26 To rescue Fafhrd
- 27 To rescue Mouser
- 28 To rob the Overlord
- 29 To defeat the Rat God
- 30 To prevent destruction of the world

Antagonists

Most of the time, an antagonist will be a blackhearted villain who is working toward some evil plan that the heroes must desperately try to stop. On other occasions, however, the antagonist may be a friendly rival, or even a well-meaning, upstanding hero who has been duped by the real villain into believing the heroes to be the bad guys. An antagonist is a character you should give lots of thought to, because he is often the one who determines the nature of the adventure. An adventure where the heroes are trying to stop a villain from who is bent on poisoning all the wells in Horborixen, is vastly different from one where the heroes are engaged in a friendly contest with a group of rivals over establishing who are the best thieves in Lankhmar.

Regardless of whether an antagonist is a friendly rival or a blood enemy, you should take care to make him or her a full-fledged character. Rivals can be future allies, and a bad guy the players love to hate can be the source of dozens of additional game sessions, but only if they are entertaining characters who engage the imagination of the players.

Each Antagonist on this list comes with statistics and a summary of their history. It is up to you to weave him or her into your plot, and any other randomly generated elements from this book.



3 Purdue Darkwolf:

Fighter/White Wizard; Level 15/Level 5; Social level 6; Alignment CE; AC 0 (plate mail, Dex bonus); Move 12; HP 93; THAC0 6; Damage 2d4 broadsword (+2 bonus due to Strength); Ability Scores: Str 17; Dex 17; Con 14; Int 18; Wis 14; Cha 13. Spells:

1st—*command*, *entangle*, *light*; 2nd—*barkskin*, *charm person*, *obscurement*; 3rd—*dispel magic*.

Darkwolf is a psychotic who wears nothing but black. His armor, weapons, and all clothing are all the same flat, black color. He rarely is seen during the daytime, and prefers to fight at night. He is darkly handsome, but his eyes shine with obvious insanity.

Darkwolf is perhaps one of the most dangerous warriors in the known world, because a large part of his insanity consists of delusions of grandeur. Unfortunately, he is highly intelligent and is a superb fighter who has mastered the arts of White Wizardry as well.

Originally from Ilthmar, Darkwolf has traveled far and wide in search of worthy opponents. Purdue fights with both wits and brute force, identifying targets he thinks are worthy, deciding on what scheme will best serve to humiliate or destroy his chosen foe, and then working to defeat them with every tool at his disposal.

Of late, Darkwolf has decided that the only goal worthy of his great intellect and

skill is becoming the Overlord of Lankhmar. He is undertaking a wide variety of schemes in preparation for the grand attempt at overthrowing the current Overlord. Heroes may encounter his minions, called the Legion of Doom, virtually anywhere.

4 Alakabon:

Warrior; Level 13; Social level 3; Alignment CE; AC 10; MV 12; HP 65; THAC0 8; Dmg 1d8 (long sword). Ability Scores: Str 11; Dex 13; Con 14; Int 13; Wis 10; Cha 15.

Known as the Butcher of Eevanmareensee, Alakabon is perhaps one of the most vile people of recent history. She reportedly gained her nickname when she was hired to assassinate a moneylender, but not only killed the lender, but his family, their families, their neighbors, and many of those who owed the man money. When she was done, she had reportedly killed 100 people in four days.

Alakabon scoffs at armor. In fact, she tends to wear as little clothing as possible while still remaining decent. When bored, she uses her well-shaped body to lure lonely men to their doom. Like all Eevanmareensee, she is exotic in appearance and completely hairless. However, her yellow eyes glow with a blackness that shames the night, and her eyeteeth are unusually long, which has led some to wonder if she is actually a vile beast

that has been given human form through black wizardry.

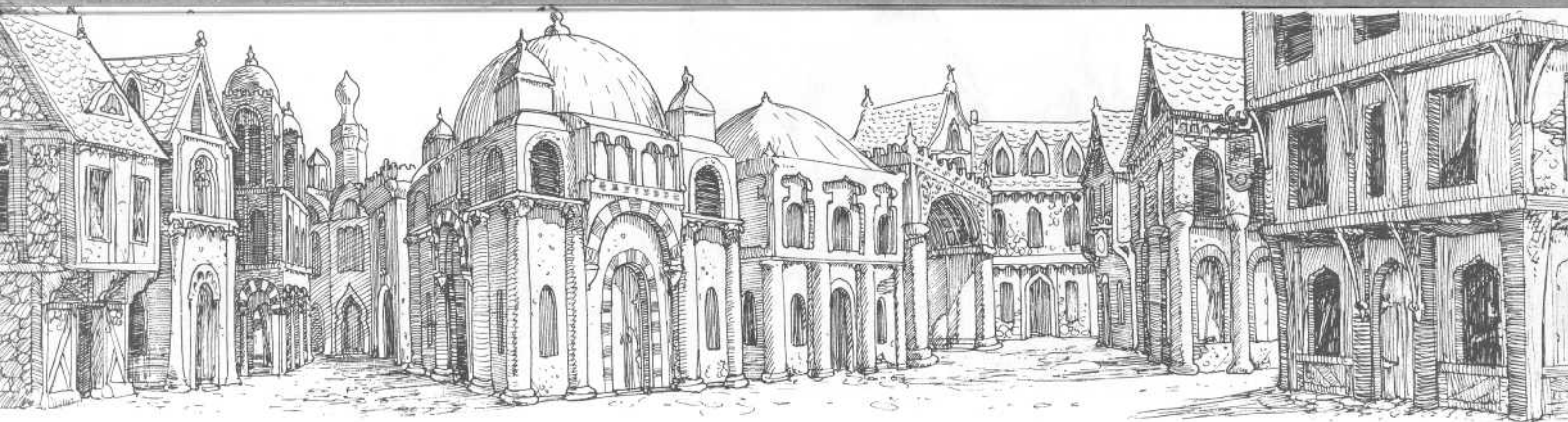
Alakabon is rumored to have been seen in Lankhmar with members of the Slayer's Guild. There are also those who say that Purdue Darkwolf is her current lover.

5 Mannimark:

Barbarian; Level 7; Social level 3; Alignment LN; AC 7 (leather armor, Dex bonus); MV 12; HP 80; THAC0 10; Dmg 1d8 (long sword, +3 for Strength bonus). Ability Scores: Str 18; Dex 15; Con 18; Int 14; Wis 14; Cha 12.

Mannimark is a childhood friend of Fafhrd, and was one of the 12 barbarians that were recruited to sail the Sea Hawk against the Mingols. After the Rime Isle adventures, Mannimark traveled to Lankhmar and enlisted in the City Watch. He was key in minimizing the damage done to the city during the final stages of the Rat Plague, and was promoted to Commander of the South Barracks.

Mannimark is growing increasingly frustrated with the corruption of the current Overlord and top Lankhmar leaders, and the examples it is setting for his men. When he has been drinking—which he does with some frequency at the Silver Eel when off duty—he rails against the growing corruption in Lankhmar and the need for someone to take action about it.



Rumors hold that Mannimark has found like-minded individuals and is beginning to take more actions than just drunken rants.

6 Hasan Balu:

Rogue; Level 6; Social level 2; Alignment NG; AC 6 (leather armor, Dex bonus); MV 12; HP 20; THAC0 18; Dmg 1d6 (short sword). Ability Scores: Str 11; Dex 17; Con 14; Int 13; Wis 10; Cha 12. Thieving skills: PP 60%, OL 50%, F/RT 15%, MS 40%, HS 45%, DN 15%, CW 60%, RL 30%

Hasan is a sneak-thief and pick pocket originally from Kokgnab. After getting caught in the bedchamber of a nobleman's daughter, with his pockets full of her jewels, Hasan barely escaped with his life. He has fled to the City of Lankhmar where he continues to ply his "art." Hasan's rebellious nature, however, has caused him to be unwilling to join the thieves guild. He is a moderately successful freelancer, but he's started drawing the attention and wrath of the guild because he has been tweaking their collected noses by robbing their homes and those who pay them protection money.

Hasan may be burning his bridges in Lankhmar, but he is not concerned. On a recent job, he stole a map that leads to a cave which holds an abandoned temple and vast cache of gems.

7 Persephone:

Rogue/Warrior; Level 8/Level 6; Social level 3; Alignment CN; AC 9 (Dex bonus); MV 12; HP 41; THAC0 15; Dmg 1d4 (dagger). Ability Scores: tr 11; Dex 16; Con 13; Int 15; Wis 12; Cha 13. Thieving skills: PP 60%, OL 45%, F/RT 35%, MS 70%, HS 70%, DN 35%, CW 70%, RL 0%

Persephone grew up on the streets of Lankhmar, orphaned and alone. She did whatever she could to survive, learning both fighting and thieving skills through her own strong will. She came to the notice of Chad Terek, a ranking Thieves Guild member, and he saw to it that she was put under the guild's protection. Although she can't join the guild officially (women are barred from membership by ancient tradition), Terek has been serving as her mentor and she has helped on many capers.

Persephone is a petite woman, and dresses in loose, white clothing so she appears non-threatening and innocent. She frequently serves as lookout for other thieves, or to draw suspected enemies of the guild into the open. She prides herself on self-reliance, but deep down is quite insecure. This insecurity keeps leading to her becoming involved in relationships with men who treat her cruelly. Love always blinds her to their faults until things get so bad that they rob or injure her. On more than one occa-

sion, Terek has secretly stepped in and arranged for the abuser to have an unfortunate "accident."

8 Belgora:

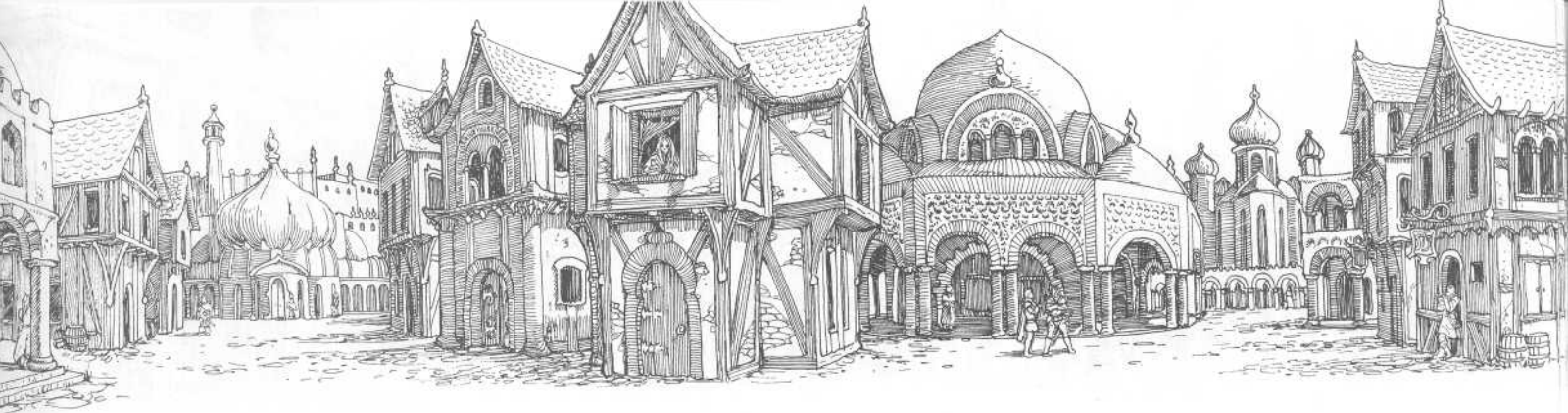
Warrior; Level 7; Social level 2; Alignment CN; AC 5; MV 12; HP 58; THAC0 18; Dmg 1d6 (short sword). Ability Scores: Str 13; Dex 12; Con 15; Int 14; Wis 11; Cha 16.

Belgora hails from Kvarch Nar originally, but has been a resident of Lankhmar for over ten years. He is well into his middle years, and slightly overweight, with his paunch beginning to strain against the unusual chain mail shirt he looted off a dead body some years ago. He is friendly, outgoing, and always popular in taverns because he is a rich source of amusing tall tales.

Belgora is the eyes and ears in Lankhmar for a cult that worships a strange serpent god. Based in the Hlal forest, this cult is always looking for potential recruits and guarding against potential enemies. Belgora is exceptionally good at identifying both.

9 Elad Edals:

Warrior/Rogue; Level 9/Level 10; Social level 5; Alignment CN; AC 5 (leather armor and Dex bonus); MV 12; HP 86; THAC0 14; Dmg 1d4 (dagger) or 1d6 (crossbow). Ability Scores: Str 14; Dex 18; Con 16; Int 17; Wis 12; Cha 14. Thieving



skills: PP 25%, OL 70%,
F/RT 80%, MS 75%, HS 70%,
DN 15%, CW 85%, RL 0%

Elad Edals is the black sheep of one of Lankhmar's minor noble houses. He has recently returned to Lankhmar after serving nine years in the army of Ilthmar. He has been drifting from job to job, not really settling down in anything, and has gotten a reputation as being short-tempered and easy to offend. However, he is more than capable with a sword, so most do their best not to give him offense.

Edals struck up a relationship with Olivia, a priestess of Aarth, who's temper and dour disposition resembled his own. They had several very public and, for the onlookers, amusing fights before their relationship ended.

Edals has recently been working for both the Slayers Guild and the Thieves' Guild, handling errands and tasks of dangerous natures. Some members of both guilds are trying to figure out why this non-member has seemingly gained the favor of both guilds. Others think Edals is being set up to take the blame for some major happening.

10 Olivia:

White Wizard; Level 5; Social level 3; Alignment CE; AC 6; MV 12; HP 20; THAC0 18; Dmg 1d6 (mace). Ability Scores: Str 12; Dex 13; Con 13; Int 15; Wis 12; Cha 9. Spells: 1st—*Command, cure light*

wounds, light; 2nd—*Aid, charm person, speak with animals*; 3rd—*Dispel magic*.

Olivia is an ambitious priestess of Aarth who has turned many people against her, both in the clergy and among the worshippers. She is pushy, bossy, and always wants her way. (Her low Charisma is due to her personality, not her looks.) To make matters worse, Olivia makes no pretenses about being craven, self-centered and ambitious. The other priests at least pay lip service to the traditional ideals of Aarth.

Olivia is becoming increasingly dissatisfied with her lot, but she still enjoys the prestige being a priest brings. For this reason, she is thinking about finding another god to serve and to start her own cult. She presently seethes with hatred for Elad Edals, her former lover, and is hatching plots against him.

11 Imsak Jokandor:

Warrior; Level 4; Social level 10; Alignment NG; AC 5 (chain mail); MV 12; HP 57; THAC0 16; Dmg 1d4+1 (warhammer). Ability Scores: Str 15; Dex 14; Con 14; Int 12; Wis 14; Cha 15.

Imsak Jokandor is a former sell-sword who, with treasures discovered only the gods and Imsak know where, purchased an estate a little over a year ago, and started involving himself in city politics. He is trying to get the city to officially recognize the efforts of

adventurers in protecting the city. He has several ideas as to how the city should approach this, and he is presently greasing as many palms as he has to to get heard.

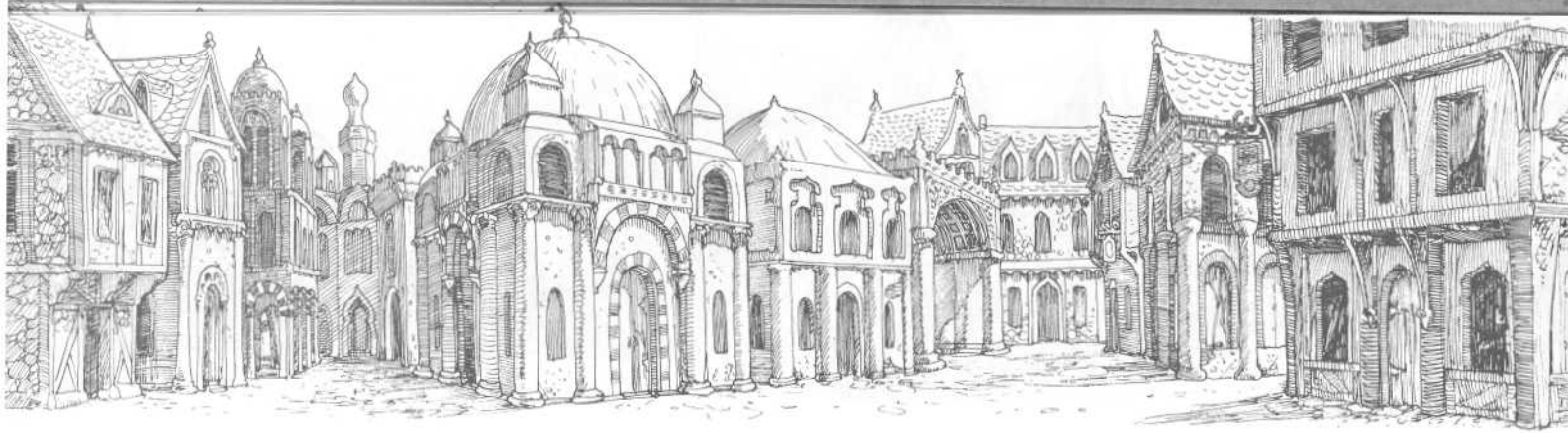
Jokandor, however, has one fatal flaw as a politician: *He's too honest*. He has more than once embarrassed those he's bribed by speaking openly about the bribes at important functions, for example. Nonetheless, there are those who have begun to pick up his cause, without even needing to be bribed. There are rumors, however, that those individuals are simply trying to uncover where Jokandor's sudden, vast wealth came from.

12 Kereth the Wanderer:

Black Wizard; Level 6; Social level 3; Alignment NG; AC 7; MV 12; HP 19; THAC0 18; Dmg 1d4 (dagger). Ability Scores: Str 10; Dex 18; Con 16; Int 16; Wis 13; Cha 11. Spells: 1st—*Magic missile, read magic* x2; 2nd—*Forget, fog cloud, glitter dust*; 3rd—*Dispel magic, fireball*.

Kereth is a dark-haired, olive-skinned woman, who's most striking feature is the fact that her pupils resemble those of a cat—the result of the corrupting influence of the black magic she wields.

Kereth is part Mingol, but her mother is reported to have died in childbirth,



leaving her father to raise her in his isolated tower on the barren, far southeastern shores of the Sea of the East. Her father taught her everything he knew about black magic, and in the years since he passed on to the Shadowlands, Kereth has wandered the known world and gathered much arcane lore of her own. She has devoted her life to uncovering forgotten ruins and lost lore, and is always tracking down the sources of rumors and legends and attempting to verify their truth.

Kereth does not like Lankhmar and other big cities. Her isolated childhood has caused her to prefer solitude and she is something of a hermit. Even when she is working with an adventuring party, she rides far behind or to the left or to the right, and she beds far from the rest of the group. She is only found in civilization when she needs to confer with other wizards, or is looking for some specialists (warriors or rogues) to assist her in retrieving a legendary arcana.

Kereth has recently visited both Lankhmar and Ilthmar. No one seems to know what she is involved with at present, but treasure seekers and other wizards are starting to get curious.

13 Thorn:

Rogue; Level 10; Social level 6; Alignment CN; AC 6; MV 12; HP 47; THAC0 15; Dmg 1d4 (dagger, +2 Strength bonus). Ability Scores: Str 17; Dex 18; Con 13; Int 14; Wis 12; Cha 14. Thieving skills: PP 60%, OL 80%, FT 85%, HS 90%, DN 85%, CW 90%, RL 5%

Thorn is a daring, highly successful freelance thief who specializes in acquiring jewelry. "Thorn" is not his real name, and his true identity is unknown to all as he always works in disguise. (The name Thorn was given to him by frustrated Thieves' Guild members assigned to stop his unsanctioned activities—he was a "thorn in their side.") The only thing he can't disguise is his broad shoulders and impressive stature, and his confident, fluid movements which put onlookers in mind of a great hunting cat.

If Thorn would deign to join the guild, his skills are so finely honed that he would be a ranking member within a year, but the structured life of a guild member is not for Thorn. He's in the business for the excitement as well as the money.

Thorn has no direct animosity toward the Thieves Guild, and generally stays away from merchants who are on the guild's protected list. However, Thorn has staged several high profile thefts of late, and people "in the trade" have started to speak of him in admiring tones—something

which is harmful to the guild's reputation. Doing harm to Thorn is high on the Thieves' Guild's list of priorities.

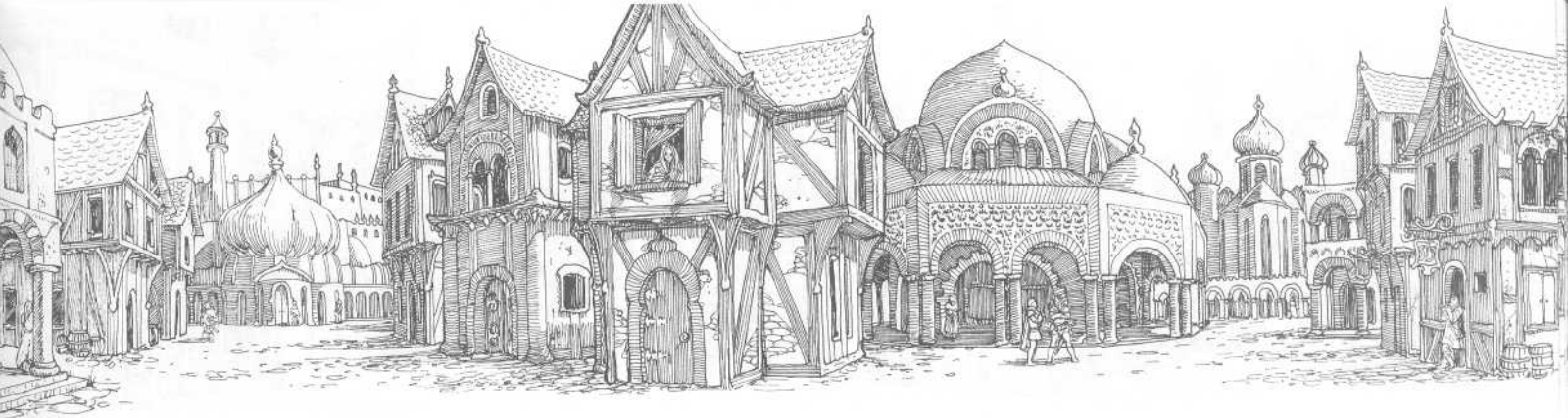
14 Zorin the Lost:

Black Wizard/Rogue; Level 3/Level 2; Social level 1; Alignment CE; AC 7; MV 12; P 16; THAC0 18; Dmg 1d6 (short sword). Ability Scores: Str 8; Dex 14; Con 8; Int 16; Wis 13; Cha 6. Thieving skills: PP 15%, OL 10%, MS 30%, HS 50%, DN 15%, CW 60%, L 25%. Spells: 1st—*Read magic, featherfall*; 2nd—*Forget*.

Zorin the Lost is bald, tall, and skeletal. His long-fingered hands resemble nothing more than great spiders. From Ilthmar, he began his adult life as a student of a white wizard, but it was quickly apparent that Zorin was far better suited to be a practitioner of the black arts. When he left his would-be mentor, the white wizard started calling him "the Lost," and the epithet has spread with Zorin's reputation.

While studying black magic, the taint on his spirit caused Zorin to become deathly afraid of rats, so he had to leave Ilthmar. In Lankhmar, he discovered the art of thieves, and used magic to "persuade" thieves and assassins to teach him their craft.

Zorin hates the Lankhmar Thieves' Guild because they have denied him admission. He is thoroughly deranged and disturbingly powerful, and the guild is at a loss as to how they



should deal with him. Even more disturbing, rumors have surfaced that Zorin has been searching ruins of long-abandoned temples in the River District of Lankhmar, and that he has been taking extended trips away from the city. Some believe that he is serving one of these forgotten deity, and that if he isn't stopped now, later might be too late.

15 Dasinder:

Warrior; Level 5; Social level 6; Alignment N; AC 6 (Magical ring that improves his AC by 4; MV 12; HP 28; THAC0 16; Dmg 1d8 (long sword). Ability Scores: Str 10; Dex 10; Con 11; Int 13; Wis 9; Cha 16.

A dark-haired, handsome

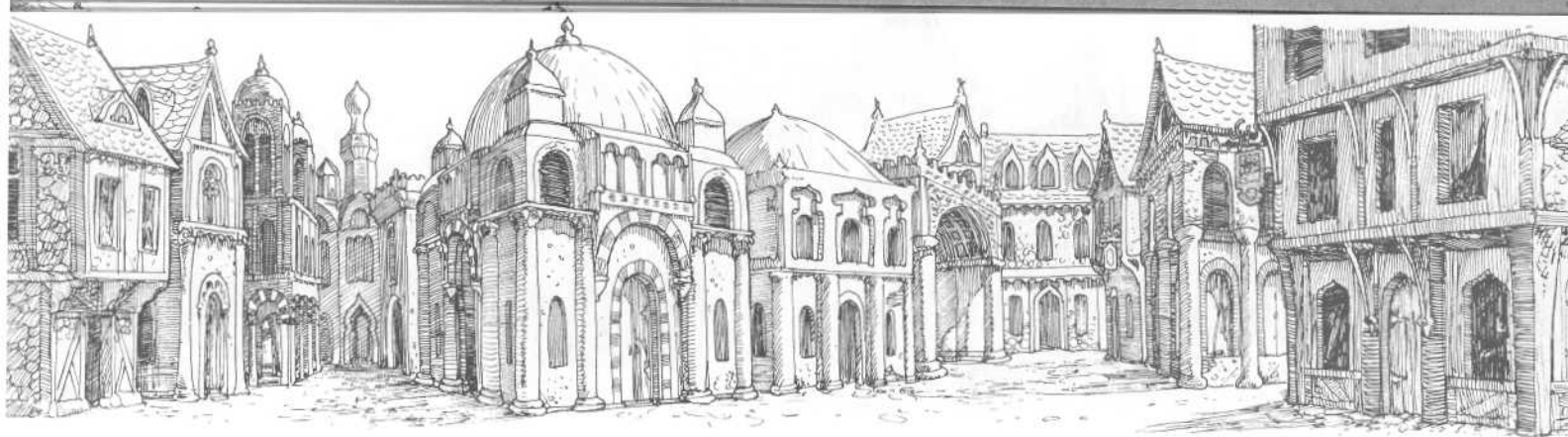
man in his early thirties, Dasinder is the youngest son of a Lankhmar noble. He has four older brothers between him and the title, and knows that the magical ring gifted to him by his father (an heirloom that has been in the family for generations), is the only gain he'll ever get from the estate. So, if he is going to prosper, he's going to have to do it on his own.

Dasinder recently was appointed Chief Constable of Lankhmar's police force. He petitioned the Overlord for the job, and because no one else wanted it, and because Dasinder is always charming and convincing, he was granted it.

Dasinder believes the old

saying, "Every man has his price," and he knows that his price is quite high. Fortunately, there are people in Lankhmar that are willing to pay his price.

Dasinder's police force is the bane of adventurers and freelance thieves in Lankhmar. There are a number of guilds that pay him handsomely to keep competition from these independents at a minimum. Plus, for additional financial considerations, Dasinder will frame innocents for crimes and even arrange disappearances. (He stops short of murder, but more than one adventurer



who stepped on the wrong toes has woken up somewhere on the far shores of the Sea of the East.

Despite his corruption, Dasinder does make an effort to curtail crime in Lankhmar—as long as the criminals aren't his clients.

16 Captain Seif:

Warrior; Level 9; Social level 3; Alignment NG; AC 4 (banded mail); MV 12; HP 86; THAC0 18; Dmg 1d8 (long sword). Ability Scores: Str 14; Dex 12; Con 17; Int 13; Wis 11; Cha 13.

Captain Seif of the Lankhmar City Guard is that very rare specimen, the totally honest—and incorruptible—man. He despises criminals and those who victimize the helpless. He believes that occasionally violence is the only recourse, and he's not slow to use it when necessary. While not a vigilante, he's not afraid to bend the rules when they get in the way of his job.

Seif is a Lankhmar native whose features betray some Mingol blood somewhere in his family. His normal duty assignment is to lead a patrol of 8 guardsmen and 1 sergeant through the streets of the Cash District at night. However, it is not unknown for Seif to pursue a perpetrator outside of Lankhmar's walls, and even across the seas if the crime is severe enough.

17 Lady Skeen Marhil:

Warrior; Level 3; Social level 13; Alignment CN; AC 10; MV 12; HP 19; THAC0 18; Dmg 1d4 (dagger). Ability Scores: Str 10; Dex 11; Con 14; Int 16; Wis 13; Cha 13.

Lady Skeen is a tall, broad-shouldered woman with a thick shock of red hair. She favors loose-fitting black gowns and robes, and wears a dagger strapped to her thigh.

Lady Skeen is a recent widow, though not a grieving one. She was a freebooting sell-sword who married a very high ranking noble, who soon thereafter died of purported natural causes. She inherited all her husband's holdings and great wealth and so is now treated with great respect. She's currently on the hunt for an unmarried noble to take the place of the deceased Lord Marhil.

There are many among the ranks of the nobles who dislike Lady Skeen. Many think she is unworthy to move in their circles, while others simply believe she was the one who sent Lord Marhil on his journey to the Shadowlands. More than one noble might be looking for someone to investigate Lady Skeen's shady past. Lady Skeen, then, might be assembling teams to hinder that investigation, should she get wind of it. She might even attend to such investigators personally.

18 Galaric the Seer:

White Wizard; Level 3; Social level 7; Alignment N; AC 10; MV 12; HP 8; THAC0 20; Dmg 1d6 (mace). Ability Scores: Str 8; Dex 9; Con 9; Int 10; Wis 13; Cha 16. Spells:

1st—*Detect evil, detect poison*; 2nd—*Speak with animals*.

Galaric is a tall, aristocratic man in his 60s, with long white hair and a thick white beard. His reputation spans most of the known world, and the widely held belief is that all that exists in the universe is an open book to him. As such, he is the personal astrologer to many of Lankhmar's most powerful nobles, and he is very well paid for his vision.

The truth is that Galaric's apparent ability to see the future is a combination of possessing keen insight into human nature (thus telling people what they want to hear, encouraging them to follow the course they would have even without consulting him, and making his prophecies self-fulfilling). He also has a variety of contacts scattered across the known world and frequently gets wind of threats against his clients. He then alerts them to these threats through his prophecies. ("Beware the redheaded adventurer with the large sword, my lady. The wandering star that we astrologers call "the queen-slayer" is ascendant in his horoscope.")



Galadir has the ear, and trust, of most Lankhmar nobles. He is a dangerous enemy, as he can produce “evidence” for whatever circumstances might serve his needs.

20 Moolsh:

Rogue; Level 2; Social level 2; Alignment NE; AC 8; MV 12; HP 10; THAC0 20; Dmg 1d4 (dagger). Ability Scores: Str 11; Dex 13; Con 11; Int 10; Wis 13; Cha 16. Thieving skill: PP 15%, OL 20%, F/RT 25%, MS 20%, HS 30%, DN 15%, CW 60%, RL 5%.

Moolsh is a small man with a rat-like face—but he is not one of the rats from Lankhmar Below in human form. His slightly homely appearance is more than made up for by his gregarious, outgoing nature. Virtually everyone who knows this low-ranking member of the Thieves’ Guild considers Moolsh a friend and about as trustworthy as a thief can be.

The truth, however, is that Moolsh would sell his own mother to hungry Ghouls for a few rilkas. At present, Moolsh already conned his way to enough ill-gotten loot to purchase an estate in the noble quarters, but he still wants more. His schemes are growing increasingly risky, but the returns are much greater as well. Among his current schemes is an ongoing sale of Thieves’ Guild secrets to a member of the Merchants’ Guild, and several kidnapping/ransom plans.

21 Kreeshka:

Warrior; Level 6; Social level 4; Alignment NE; AC 7; MV 12; HP 42; THAC0 15; Dmg 1d8 (broadsword) or 1d6 (long-bow). Ability Scores: Str 13; Dex 17; Con 15; Int 15; Wis 12; Cha 16.

Kreeshka is a ghoul, and by far Fafhrd’s most bizarre lover. Even though the barbarian was responsible for the capture of her raiding band during the sack of Sarheenmar, Kreeshka still loves Fafhrd (her “mud-man”). But she remains cruel and cannibalistic—as all ghouls are—and so parted ways with the barbarian shortly after helping him repel the rat invasion of Lankhmar.

Kreeshka has discovered that the enemies of her beloved Fafhrd have been gathering and that they are conspiring to destroy him completely. She has made it her personal quest to slay all those who would harm him.

22 Durlish the Rug Merchant:

Rogue; Level 10; Social level 3; Alignment CN; AC 10; MV 12; HP 38; THAC0 18; Dmg 1d6 (short sword). Ability Scores: Str 15; Dex 17; Con 13; Int 14; Wis 17; Cha 12. Thieving skills: PP 20%, OL 55%, F/R T 30%, MS 50%, HS 30%, DN 15%, CW 80%, RL 0%.

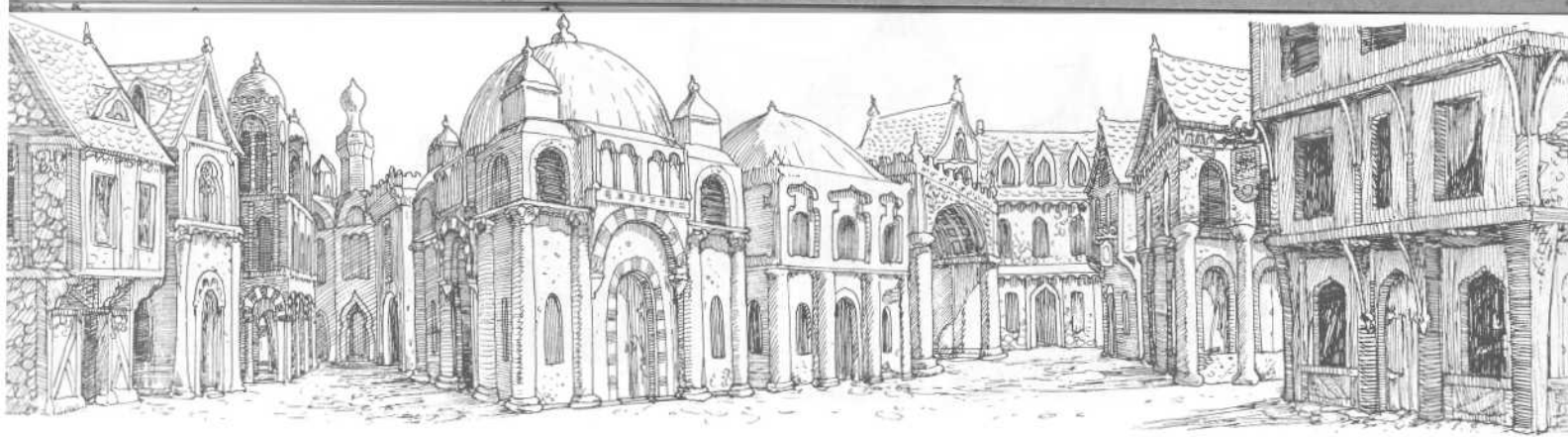
A transplant from exotic Tisilinilit, Durlish is a small man who sports a thick beard and dresses in the colorful garb of his homeland. He lives in a three story building on

Wall Street, near End Gate. The bottom floor holds his store, which specializes in beautiful, high quality rugs imported from the East (and growing increasingly popular with the nobles of Lankhmar), while the top two floors are the living quarters of his wife and twin boys. Durlish’s wife is hardly ever seen, as it’s against his peoples’ traditions for married women to venture out of their home except on special occasions.

While Durlish is outgoing and almost universally liked by all, he is, in fact, a man with many secrets. First among these is that he is not a man at all. Durlish is, in fact, his own wife. Her real name is Durlai.

Durlai was one Tisilinilit’s greatest catburglars. For years, she eluded capture, and actually developed a friendly rivalry with the guard captain whom she was constantly eluding. When he finally did manage to catch her, the two fell madly in love. He did not arrest her, and they soon married, both of them retiring from their former lives.

Certain criminal interests still wanted Durlai to ply her trade, however, and when a major crime boss managed to buy himself the rulership of Tisilinilit, he forced her to do a job for him in Eevanmarenssee. With criminals in charge of the city, her husband couldn’t even protect



her. She did the job, but when she returned, she discovered the crimelord had murdered her husband because of his “corrupting influence” on her values. As Durlai was gearing for a suicide mission of vengeance, she came to realize that she was pregnant. She knew that she had to get out of Tisilinit so she could raise her child safely away from her enemies. As a farewell to her hometown, she poisoned most of the crimelord’s cohorts and then fled to Lankhmar where she became Durlish. Her twins are now 11 years old, and they know why their mother is pretending to be a man. They will never reveal her secret willingly.

Second, Durlai is operating a smuggling ring between Lankhmar, Kvarch Nar, and Ilthmar that trades in everything from slaves to poisons and stolen treasures. The proceeds from her smuggling operation is used to purchase the rugs, as well as to buy weapons and other gear for a growing rebellion in her homeland.

Finally, although she is not as agile as she used to be, Durlai performs two or three catburglaries a year. Her targets are invariably the richest merchants and nobles of the city, and she has even managed to steal from the

Overlord himself. Some of her thefts are attributed to Thorn,

and she likes it fine that way. Thorn might not, however.

Durlai can be a dangerous opponent, because she might kill anyone she thinks might be a risk to her dual identity. She is hiding from those who might harm her family, and her sons mean the world to her.

23 Coren:

Rogue; Level 1; Social level 1; Alignment N; AC 6; MV 12; HP 4; THAC0 18; Dmg 1d3 (knife). Ability Scores: Str 7; Dex 18; Con 12; Int 13; Wis 6; Cha 15. Thieving skills: PP 15%, OL 10%, F/R T 5%, MS 35%, HS 30%, DN 30%, CW 60%, RL 0%.

Coren is one of the many urchins who grow up parentless and homeless on the streets of Lankhmar, and like most of them, he’s turned to a life of crime to survive. Coren, however, is smart enough not to become a criminal himself.

Coren is lucky enough to be of very small stature and small build, and might be mistaken for a boy much younger than Coren’s actual age of 13—the ideal candidate for a chimneysweep’s assistant. He gets to see the insides of all kinds of buildings, and while there he subtly paces off the sizes of rooms and mentally notes the locations of interior doors and interior stairwells. He then sells this information to the Thieves’ Guild. Coren also occasionally sells to freelance thieves that he knows. He will not knowingly sell

information to assassins, and refuses to have anything to do with the Slayers’ Brotherhood; Coren believes murder is wrong. Stealing is just what someone does to survive, but to him, there is no justification for murder.

In recent months, Coren has started to get a desire to see what’s beyond the walls of Lankhmar. He’s been saving money, and he might soon leave the city. In fact, he might soon have to leave the city. Certain Thieves’ Guild members suspect him of being in cahoots with Thorn, while certain nobles have begun to realize that their homes were robbed shortly after the same small chimneysweep walked through their homes.

Coren, when clean, has blond hair and pale skin. He is, however, almost always covered in soot and grime.

25 Egar Drahenar:

Black Wizard; Level 1; Social level 3; Alignment NE; AC 9; MV 12; HP 3; THAC0 20; Dmg 1d4 (dagger). Ability Scores: Str 10; Dex 14; Con 8; Int 16; Wis 13; Cha 14. Spells: 1st—*Read magic*.

Egar Drahenar hails from Ilthmar, but he travels throughout the known world in the course of his business as an importer/exporter of exotic perfumes. He has small stores managed by locals in almost every city, and is on good terms with most rulers and merchants.



Egar's perfume business, though lucrative, is just a cover for his true occupation—that of an assassin.

Egar possesses a magical artifact of mysterious origins. It looks like an empty, stoppered vial, but when it is opened, black smoke pours out and coalesces into a venomous serpent under Egar's command. He sends it against his intended victim, and once the snake has delivered its deadly bite, it becomes smoke again and dissipates.

The Slayers' Guild of Lankmar occasionally uses Egar's services.

26 Hamomel:

Rogue; Level 12; Social level 8; Alignment LE; AC 7; Move 12; HP 50; THAC0 15; Damage 1d8 (rapier). Ability Scores: Str 14; Dex 17; Con 12; Int 17; Wis 11; Cha 13.

Hamomel is the current leader of the Thieves' Guild. He is a ruthless, vindictive man who uses assassins from the Slayer's Brotherhood to settle his disputes permanently.

Of late, Hamomel has had to deal with an increasing number of clever freelance thieves, and, worse, would-be heroes trying to top the exploits of Fafhrd and the Gray Mouser. Any heroes who crosses the Thieves' Guild or disrupts any of Hamomel's schemes (whether intentionally or not) will find themselves the targets of top assassins.

27 Slinoor:

Warrior; Level 5; Social level 7; Alignment LN; AC 8 (leather armor); MV 12; HP 40; THAC0 16; Dmg 1d4 (dagger, +1 Strength). Ability Scores: Str 16; Dex 13; Con 15; Int 15; Wis 14; Cha 16.

Slinoor is a muscle-bound man of middle years who typically dresses in black. He captains the Lankmart ship Squid, and is a skilled seaman, if somewhat distrustful and superstitious.

Slinoor will sail passengers and cargo to pretty much any where on any of Nehwon's seas—and sometimes will even sail up some of the larger rivers. However, he insists on knowing why the passengers are going where they are, and what exactly his cargo consists of; Slinoor doesn't want to get caught up in someone else's crimes or trouble. He is rumored to dump both cargo and passengers on the high seas if he discovers he has been lied to, and this has earned him the ire of more than one of the powerful of Nehwon.

28 Tork the Cutpurse:

Rogue; Level 6; Social level 2; Alignment CE; AC 8 (Dex bonus); MV 12; HP 25; THAC0 18; Dmg 1d6 (short sword). Ability Scores: Str 13; Dex 15; Con 14; Int 15; Wis 11; Cha 11. Thieving skills: PP 95%, OL 25%, F/R T 35%, MS 55%, HS 60%, DN 15%, CW 60%, RL 10%.

Tork is a mousy man who's defining feature is that he is non-descript. This is partially a cultivated facet of his appearance and personality in that he is a thief who specializes in theft on crowded streets.

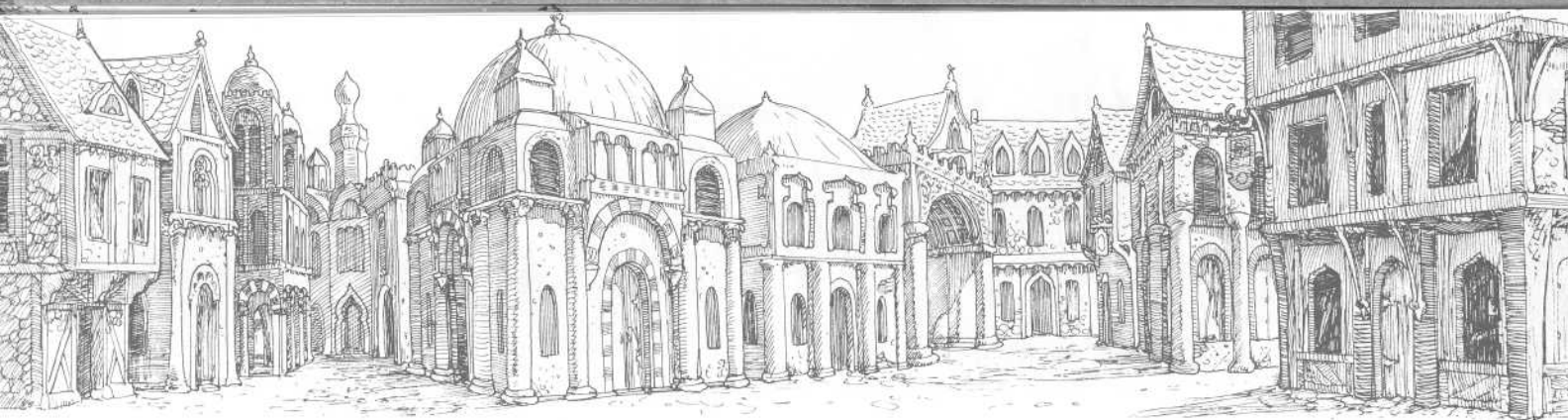
Tork is a member in good standing of the Thieves' Guild. He is occasionally seen in the company of Snarve, the nephew of one-time Overlord Glipkerio, and a clumsy nobleman who steals for the thrill. Rumors conflict as to whether Tork is there as a courtesy from the guild to insure the foolish noble doesn't come to harm, or whether Tork gains other benefits from this.

Recently, both Tork and Snarve have dropped from site. Gossip has it that they either cut the purse of the wrong black wizard, or that they have cooked up a big scheme and are secretly working on it.

29 Stravas:

Rogue; Level 6; Social level 2; Alignment LE; AC 7 (Dex bonus); MV 12; HP 23; THAC0 18; Dmg 1d4+1 (sling). Ability Scores: Str 13; Dex 17; Con 14; Int 15; Wis 11; Cha 8. Thieving skills: PP 20%, OL 50%, F/R T 40%, MS 55%, HS 60%, DN 15%, CW 95%, RL 10%.

Stravas is a talented second-story man who owes his life to Fafhrd and the Gray Mouser, as they rescued him from a terrible death at



the claws of the Birds of Tyaa during a raid on the goddess's temple. Although a guild thief, Stravas and the Twain share no animosity, and due to his debt, Stravas will be terribly ineffective should he ever be called upon to hunt them. However, his loyalties lie first and foremost with the guild, and a friend of the Twain isn't necessarily a friend of Stravas.

30 Karl Treuherz:

Warrior; Level 5; Social level n/a; Alignment LG; AC 10; MV 12; HP 32; THAC0 18; Dmg 1d8 (broad sword), or technological weapons. Ability Scores: Str 14; Dex 14; Con 15; Int 17; Wis 14; Cha 15.

Treuherz is a time traveler and adventurer from an alternate universe. He speaks German, a language unknown on Lankmar, and communicates by means of a German-Lankmar dictionary.

Treuherz is in his late 20s, and sports a well-trimmed goatee. He dresses in clothing he believes typical to the world he finds himself on—and he's not always accurate in his assumptions, and his garb is sometimes more hilarious than unobtrusive.

Treuherz is an employee of Hagenbeck's Zeitgarten (Hagenbeck's Time Garden), a zoo that displays creatures for various times and worlds. He wanders various worlds, trav-

eling in a space-time vehicle that resembles an enormous black sphere and collecting specimens for his employer.

Treuherz became involved with Fafhrd and the Gray Mouser during the Rat Plague and returned to his home afterward. However, he can appear on Nehwon anywhere and at any time, conducting another cross-time safari.

Obstacles

Obstacles are what lay between the heroes and their goals, or between the heroes and their foe. They are either natural events, geographical features or hazards, minions of the antagonist, or NPCs with concerns unre-





lated to the heroes' quest, yet wanting their help. They are what provide some of a story's action and suspense, while the antagonist is what more or less keeps the heroes fighting to reach their goal. If one of the keywords on the following list should strike a chord in the DM's imagination they may be developed into adventures in their own right.

- 3 **The Dragon of Nehwon awakens**
- 4 **Terrible storm**
- 5 **War breaks out**
- 6 **Earthgod cultists attack (1st-level warriors)**
- 7 **Earthquake**
- 8 **Mysterious beast escapes from Karl Treuherz's ship**
- 9 **Allies of the antagonist attack (2nd-level rogues)**
- 10 **5th-level warrior mistakes one of the heroes for old enemy**
- 11 **Old enemy of heroes decides to get involved in the action. (Roll on 'Antagonists, or pick a character who has already appeared in the game)**
- 12 **Strange hag curses party; curse must be lifted before success can be had.**
- 13 **Rats from Lankhmar Below are allied with antagonist and they attack. (2nd-level rogues)**
- 14 **NPC assists heroes, but is then threatened himself. (Roll on 'Antagonists' to identify character.)**
15. **Trapped in a maze**
- 16 **Trapped in a magical vortex**

- 17 **Trapped in a cave that is either undersea or sealed because of a cave-in**
- 18 **Corrupt guards or soldiers detain heroes in the hopes of getting a bribe. (1st-level warriors.)**
- 19 **Corrupt guards or soldiers allied with antagonist detain heroes until antagonist has made his escape, or reached his goal.**
- 20 **The heroes must find their way through a trap-filled maze**
- 21 **Fire! Unless the heroes help, an entire city may burn to the ground.**
- 22 **Brigands or pirates attack. (4th-level warriors)**
- 23 **Citizens oppressed by brigands beg heroes for help**
- 24 **Darkwolf's Legion of Doom gets involved (8th-level warriors)**
- 25 **The Overlord of Lankhmar demands the heroes seek him out immediately**
- 26 **Former love of hero needs help.**
- 27 **A noble woman mistakes heroes for bandits who attacked her caravan**
- 28 **The heroes are framed for a crime**
- 29 **Invaders from another dimension begin their assault on Nehwon (2nd-level black wizards)**
- 30 **Roll on 'Where;' the goal the heroes are trying to reach is actually located there—and they have to find some magical way of getting there is half the normal time.**

Beginnings

While LANKHMAR adventures are non-stop action, there are some scenes that need to be more thrilling than others, scenes that leave the players breathless and either wanting to push forward with the adventure, or cheering at the success of their characters.

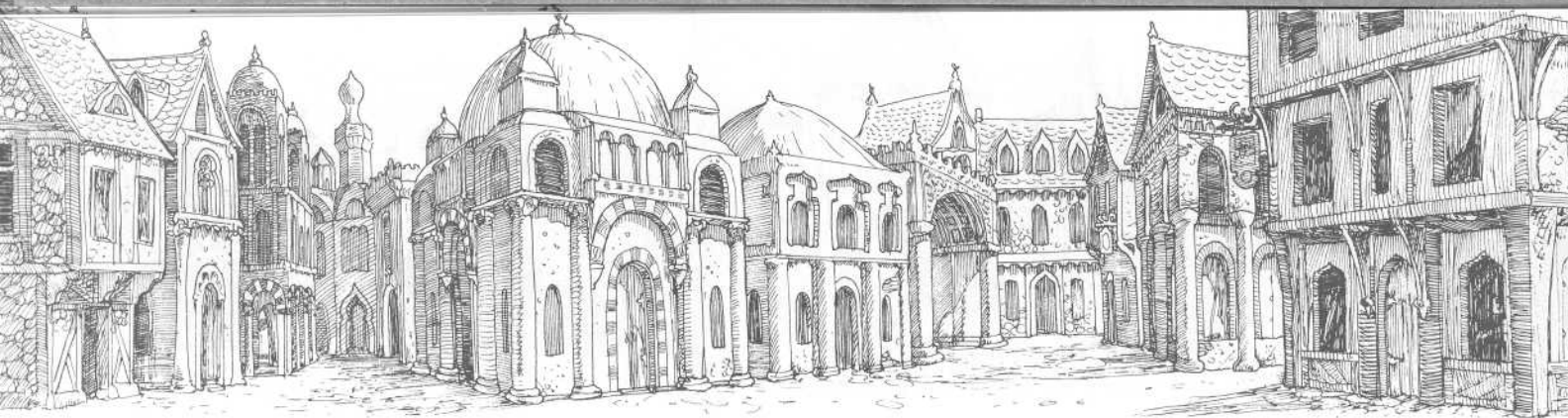
These encounters (or scenes) should take place at pivotal points in the adventure, namely at the beginning, at the middle (or "turning point"), and at the end.

The following list and the others after it, provide ideas for scenes that you must expand upon and stage, based on who the antagonist is and what the adventure is about. Alternatively, you can decide the "why" yourself. Further, with these examples you can invent many more scenes, inspired by this foundation. The ideas you're generating with the help of these tables will not give you a complete adventure. They provide inspiration for high points. You still need to flesh out the adventure using the methods suggested in the Adventures in Lankhmar source book.

3-4 Maiden dies in a hero's arms, delivering a cryptic message with her final breath. Her killers attack the heroes, and are revealed as members of a strange cult.

5-6 A northern barbarian tells the characters they have the





Mark of Kos upon them. In the barbarian's view, this means they are doomed to suffer a noble and heroic death. The barbarian is drunk, and there actually is no Mark of Kos, but it might make the heroes nervous, particularly when they round a corner moments later and find themselves witnesses to a kidnapping. A couple of the kidnappers assume the heroes will try to stop them and attack.

7-8 Young man is murdered before the heroes. They become targets as well, as the murderers want the witnesses dead.

9 The heroes are trapped in a fire set by assassins. Were they the targets, or were they just in the wrong place at the wrong time?

10 A barfight turns into a district-wide riot, and the heroes are caught in the middle. Then they discover a black wizard is using foul magic to spur the fighting on.

11 A friend of the heroes invites them to meet his new love. As they arrive at the meeting place, they are attacked by mysterious, shadowy beings. When they reach their friend, he is dead, drained of all life and bodily fluids, and his lover is missing. Clues at the scene set the heroes on the trail.

12 The ghost of a slain foe appears to the heroes with a dire warning, moments before an earthquake rocks the area they are in.

13 A rooftop chase leads to the heroes being pressed into service by a white wizard pitted against extra-planar minions of evil.

14 A rooftop chase leads to the heroes uncovering a vast conspiracy.

15-16 A wounded freelance thief seeks aid from the heroes. His pursuers catch up with him and threaten the party.

17 After winning a valuable sword from gambling with a fighter, the heroes become targets of the wrath of northern barbarians from which he had stolen it.

18-19 Ilthmart Rat god priests and rats from Lankhmar Below attack the heroes. Evidence of a plot to destroy Lankhmar is uncovered.

20 The heroes witness the child of a friend being attack or abducted.

21-22 The heroes come upon a mugging. After saving the victim, who is a white wizard, he asks for their protection from a rival black wizard.

23 A dandied nobleman and his toadies start a fight with the heroes so that he can

watch from a distance and make useful comments.

24-26 A kidnap attempt is made on one of the heroes.

27-28 Jenago the Gem Merchant hires the heroes to transport a chest from his store to the Squid at the docks. The Thieves' Guild attempts to steal it.

29 A small boy brings the heroes a message from Sheelba of the Eyeless Face. He is abducted immediately after delivery, and the heroes are attacked.

30 Fafhrd attacks the heroes in a blind rage, apparently not in control of his faculties.

Middles

While working their way through your plot, the heroes will suffer reversals, setbacks, and temporary defeats. Things should seem at their darkest about halfway through the story, and the scenes that are suggested from the following list should result from a series of events that have placed the heroes in the deadliest of situations. Then they should receive a major breakthrough that either reveals the entire plan of the villain, reveals his true identity, leads to the downfall of his major henchman, or otherwise grants the heroes some form of permanent victory.



This victory does not end the adventure, however. Instead, it is the event that kicks the story into overdrive, and propels the action heroes toward the spectacular conclusion in which they defeat the antagonist.

3-4 A magical storm batters the area where the heroes are (threatening to sink the ship they're on, cause a cave-in, or similar), but they manage to survive and attack the wizard causing the storm by surprise. They gain the magical artifact he was using, and important information on the plans of the antagonist.

5-6 The heroes discover that both they and the antagonist were tricked by the true villain into thinking each other enemies. Roll on the Antagonist chart to determine who this new antagonist is.

7-8 While in a death trap, a gloating henchman gives away what the antagonist is doing next. The heroes manage to escape the trap.

9 While a building burns down around them (or an earthquake happens, or an undersea cave system is flooding), the heroes battle agents of the antagonist. If they rescue one, he reveals his leader's schemes.

10 A black wizard uses an ancient artifact to raise the dead and send them against

the heroes. They must fight their way to the wizard and destroy the artifact. He is the final obstacle between the heroes and the antagonist.

11 Members of the Slayers' Guild attempt to stop the heroes. The heroes defeat overwhelming odds and find important clues on the dead assassins.

12 The ghost of a slain friend appears, but it is under the command of an evil white wizard who possesses an ancient artifact. The wizard is an ally of the antagonist. When the heroes gain control of the artifact, the ghost attacks the white wizard, who attempts to trade the antagonist's plans for his life.

13-14 Ivlis, a woman connected with the Lankhmar Thieves' Guild, leads a group of assassins to the heroes, but when the killers are dead, she claims that she was certain they could overcome them. She has been blackmailed into helping the antagonist and resents it. She has uncovered his plan and reveals it to the heroes. But is she telling the truth?

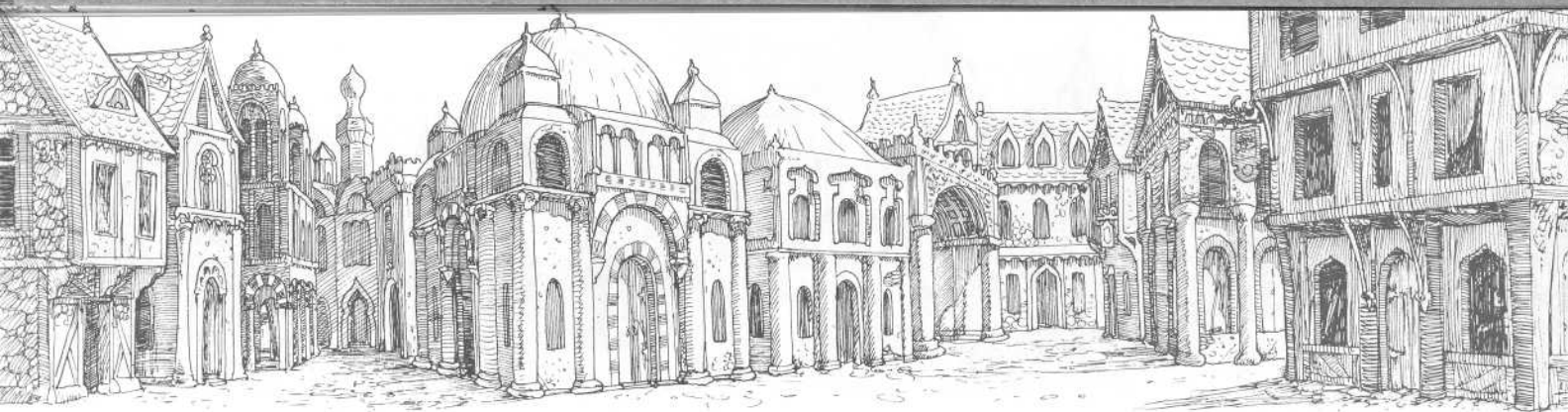
15-16 Agents of Ilthmar attempt to kill the heroes, mistaking them for agents of the antagonist. If any of the Ilthmars are alive after the conflict, the heroes can discover the misunderstanding

and learn the full story of the antagonist's plans. If all the agents are dead, the heroes find less detailed evidence on the dead bodies (written orders).

17 A trusted ally (pick one of the characters described either in the LANKHMAR source book, or one featured on the "Antagonist" list, or use one of your own creation) is revealed to be a shapeshifted Simorgyan, and a powerful black wizard to boot. This character wants to see the antagonist succeed for his own reasons. (And in revealing his plans, figuring he will kill the heroes, so it doesn't matter if he tells them, he reveals the plans of the antagonist.)

18-20 Natural phenomena causes the area the heroes and antagonist's henchman are fighting in to either start collapsing into a gorge or into the sea. The heroes must escape before it's too late, but an insane henchman wants to see to it that they die with him!

21-22 The cult of the Earth God once again tries to get the blood of a true hero with which to awaken their god. Their target this time are the agents of the antagonist and the heroes, and they choose to attack as the



showdown begins. If the heroes stood by the bad guys and fought everyone's common foe, their opponents are grateful, and reveal the plans of the antagonist, as well as where he can currently be found.

23–26 A magical storm transports the heroes and their foes to the Sea King's Domain where they must fight to the death in an arena, and then escape from the bottom of the sea.

27–28 As one hero is trapped in a death trap along with evil spirits, the other heroes battle powerful agents of the antagonist. If they don't manage to defeat their opponents, the trapped character will either be destroyed by the vengeful creatures, or crushed by the trap.

29–30 Roll once more on the "Beginnings" table and on this table. A synthesis of these two situations makes up the turning point of the adventure.

Endings

Endings are frequently what makes a person talk about a movie even years later, and the same is true of players in role-playing games.

Since LANKHMAR adventures are always filled with

pulse-pounding excitement, you need to work extra hard to come up with an ending that will make the players sit up and take notice. One way to do this is to provide a twist ending to the adventure—that the quest they and/or the antagonists had been competing to complete was actually not what the true objectives were; or you can reveal that the antagonist was not the real enemy. If you don't want to use twist endings, then the confrontation between the antagonist and the heroes should have the feeling of a fight to the finish where the lives of every character involved are at risk—even if the antagonist escapes in the end.

Whether or not your antagonist should escape for a repeat appearance is something you need to consider, and something that needs to be handled with skill and finesse. Players like to defeat the bad guys, and if the antagonist gets away in a fashion that robs them of this, you might be left with a group of unsatisfied players. Instead, if you want to use your antagonist in the future, either plan for his survival from the beginning ("You must bring him back alive," says the Overlord), or stage the final confrontation in such a way that the antagonist stumbles off a cliff, falls into a river and is swept away as he is dying, or some other circumstance that makes it impossible for the heroes to find a body. And if there's no dead body, it's impossible for them to verify that their foe is indeed dead.

3–4 On a stormswept mountain-top, the battle comes to a head. Lightning rains down around the combatants, as the antagonist and remaining henchmen battle the heroes.

5–6 A dimensional rift transports both heroes and the antagonist and his henchmen to Quarmal, where Quarmal reveals himself to have been behind everything. The heroes and the antagonists must now unite to stop Quarmal, and then battle their way out of the underground city. Depending on the antagonist, the heroes may still have to battle their temporary ally.

7–8 The antagonist abandons the heroes in a spectacular death trap. They must get free and chase after him to defeat him.

9 The final battle takes place on a series of rafts that are swept down a fast-flowing river. The heroes must leap from raft to raft and do battle at the same time.

10 The true antagonist steps forward and reveals that he has duped everyone, and attempts to claim the prize.

11 Members of the Slayers' Guild are revealed as extra-dimensional visitors, and the combination of the antagonist and the prize will create a gate that allows their full invasion force to enter Nehwon.



12 The final confrontation takes place in a building that is burning down around the heroes. They must race the antagonist for the prize, and then escape with their lives..

13-14 The prize turns out to be a trap, intended to lure both the antagonist and the heroes to their deaths.

15-16 Death appears, intent on claiming everyone to fill his quotas.

17 Hisvin and Hisvit reveal themselves with a horde of rats, intent on seizing the prize and slaying both heroes and antagonists.

18-20 Battle happens during an earthquake, and at its height lava starts bursting through the ground. Is the Earth God awakening?

21 The antagonist is revealed to be a god in avatar form. Only the prize can defeat him. If the heroes don't destroy him, he'll best them.

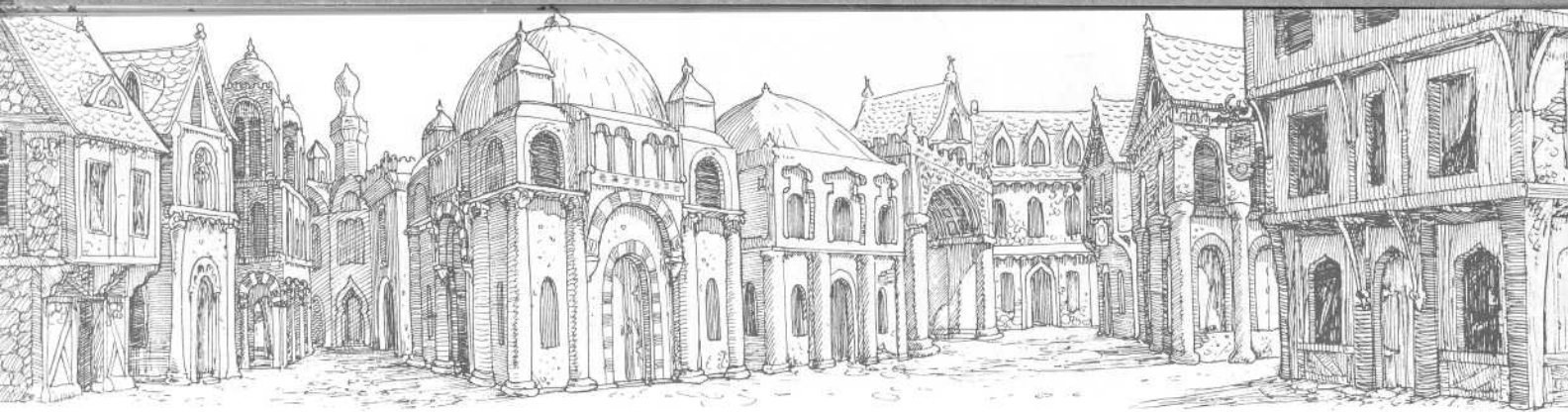
22-26 The final battle takes place in the Caves of Ningauble, with a running chase happening in which the heroes go from world to world in the pursuit.

27-28 Final battle takes place during an avalanche.

29 Roll twice on "Middles" table. A synthesis for the two situations makes up the turning point of the adventure.

30 At the height of the battle, a dimensional rift opens, and creatures from another plane begin pouring into this one. The heroes and the antagonist must unite to stop the invasion. Once this task is complete, the conflict between them resumes.





As you run your Lankhmar campaign, the heroes and players will become familiar with certain NPCs and certain parts of Lankhmar or other cities of Nehwon. These places may be favored haunts, homes of NPC allies and enemies, or even homes rented or purchased by the heroes

Customizing the Setting

You noticed the maps on pages 33-39 had blank spots on them. Except for these white spaces, they match up with the color map of Lankhmar included in this box. These have been left blank so you can create your own sections of Lankhmar, or you can use the “geomorphs” on the next few pages. The geomorphs are created to allow you to randomly generate the winding streets of Lankhmar, and to provide more detailed street maps of parts of the city the heroes grow very familiar with.

The geomorph forms may be photocopied for the use of you and your players.

Using the Geomorphs

When heroes are about to enter one of the white areas on the district maps, you can either select one specific geomorph as the area they enter, or you can roll it randomly on 1d6. (The streets entered might not resemble the color map exactly, but in Lankhmar, buildings are constantly being torn down and new ones built, so

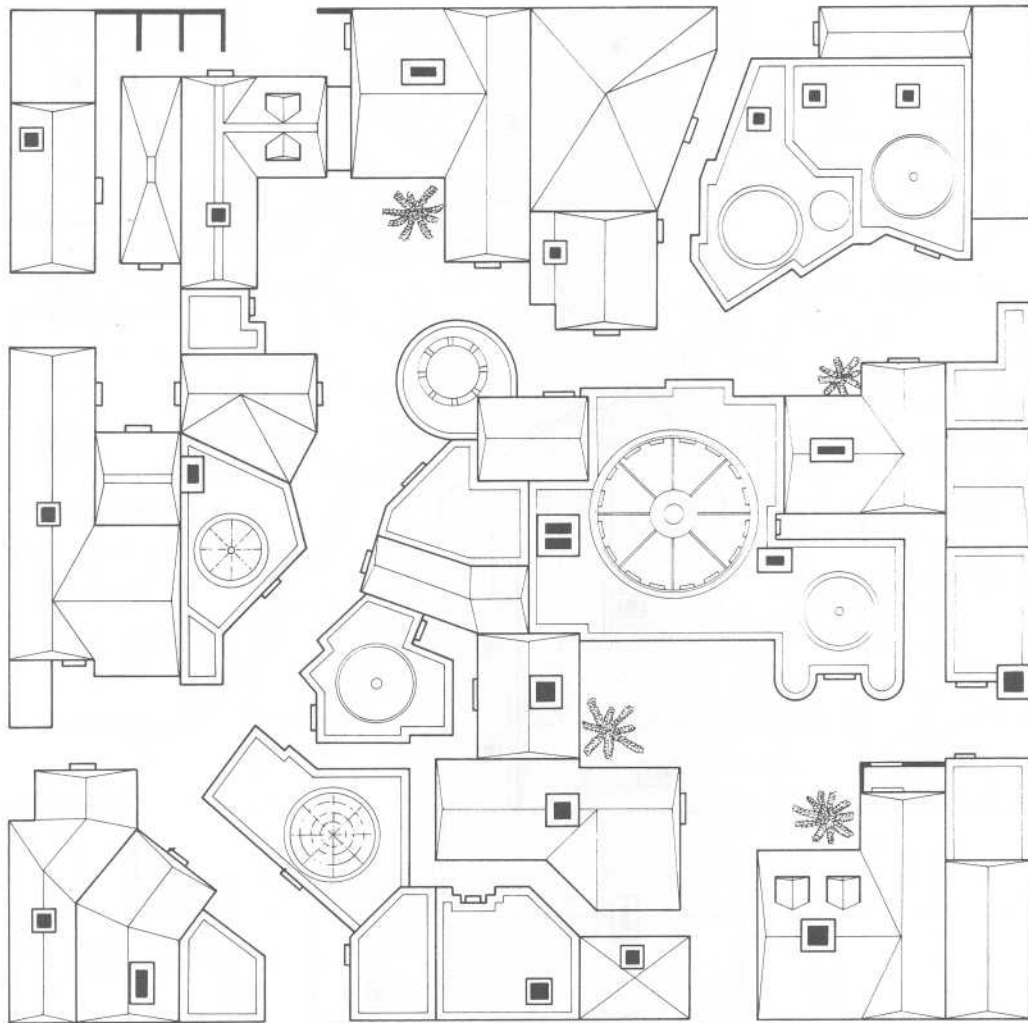
the streets sometimes change.) Once you have selected a geomorph for a certain space, write the number of that geomorph in that space. The geomorphs can be used more than once, and they can be turned in different directions. If you have turned the section in the square in a fashion other than the way it is placed on the page, you should somehow note which way is up. (“Up” on the geomorphs is considered north.)

As the heroes become familiar with the section of the city on the geomorph, you should

write down alley and street names, as well as make notes of what characters live in what buildings. Each geomorph also doubles as a record sheet for that purpose. You can give a copy of these sheets to your players so they can keep track of what their characters have seen as well.

The remainder of this book is, in fact, taken up with forms that may help you in running your campaign.





Neighborhood Geomorph 1

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NPC Domiciles

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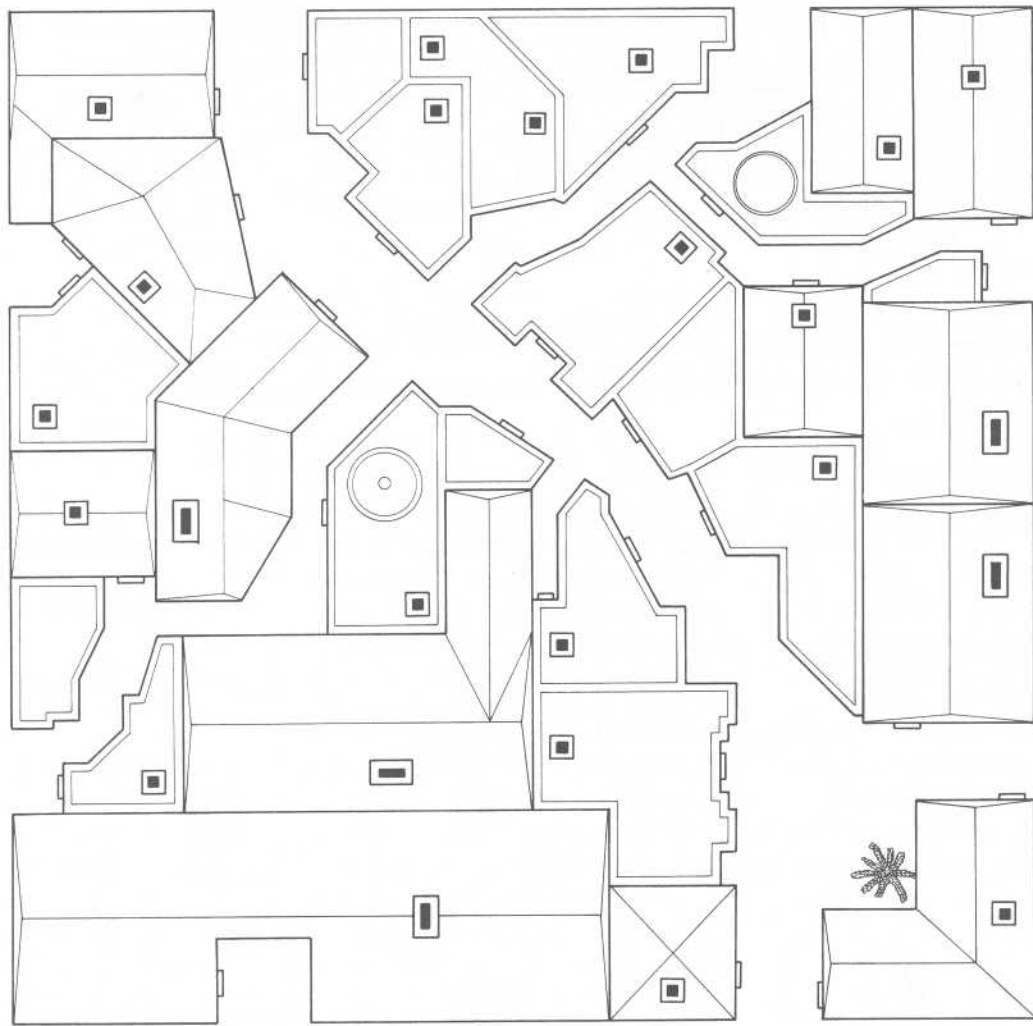
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Additional Notes (PC domiciles, secret hideouts, sewer entrances, rivalries, etc.)

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Neighborhood Geomorph 2

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NPC Domiciles

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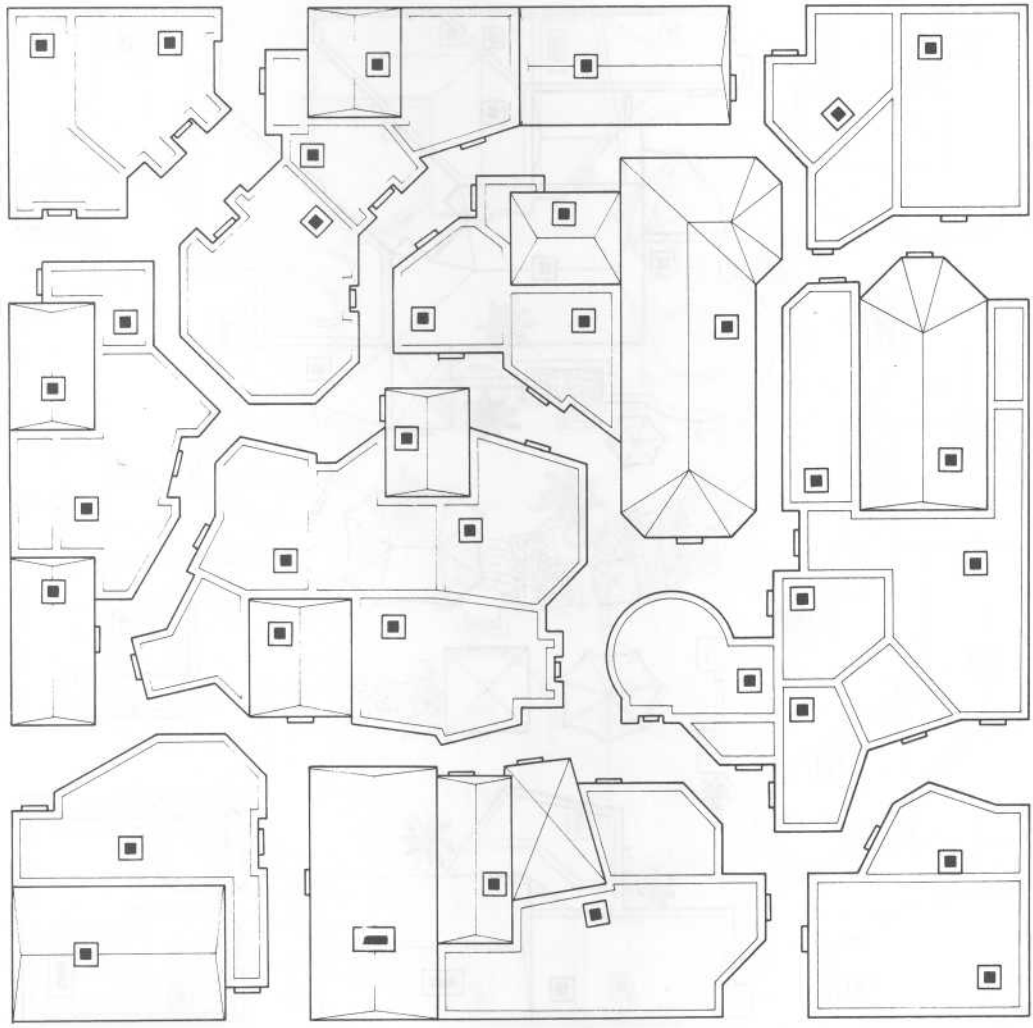
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Additional Notes (PC domiciles, secret hideouts, sewer entrances, rivalries, etc.)

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NPC Domiciles

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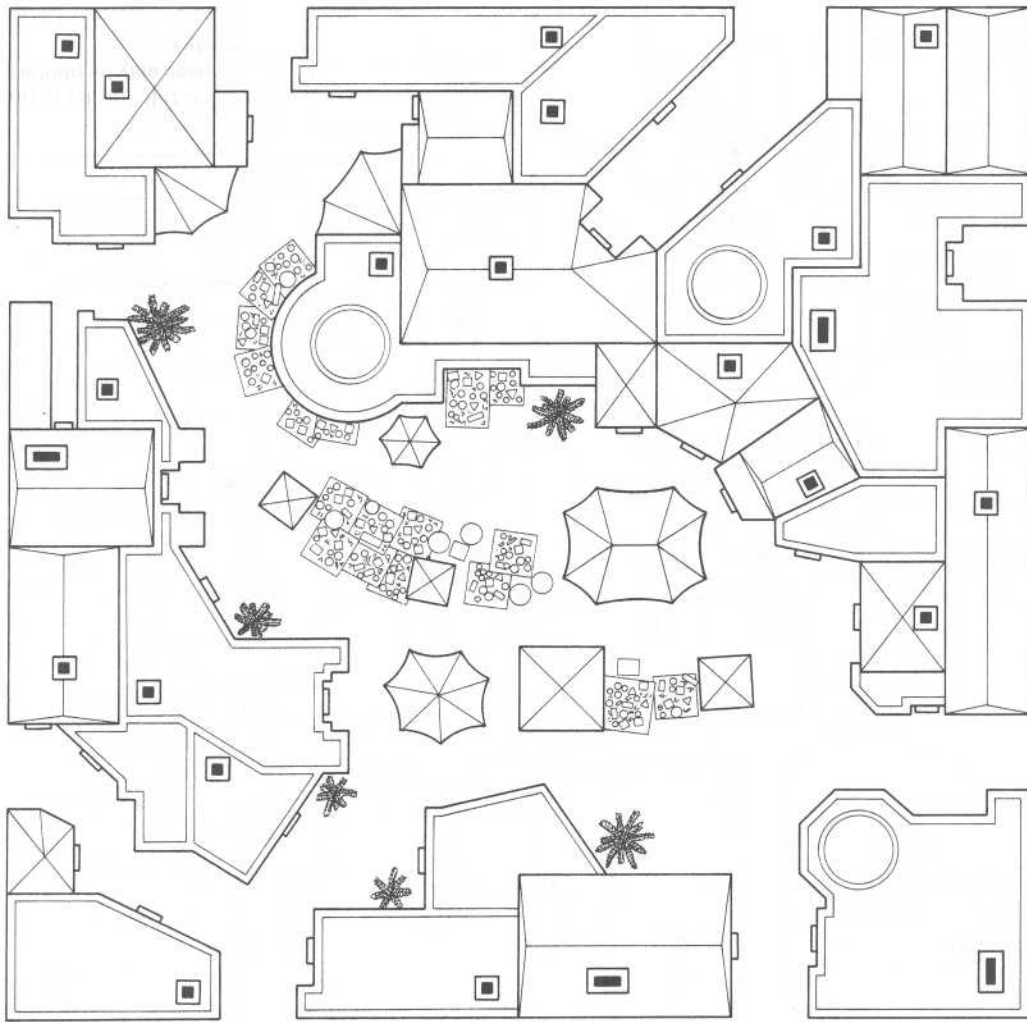
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Additional Notes (PC domiciles, secret hideouts, sewer entrances, rivalries, etc.)

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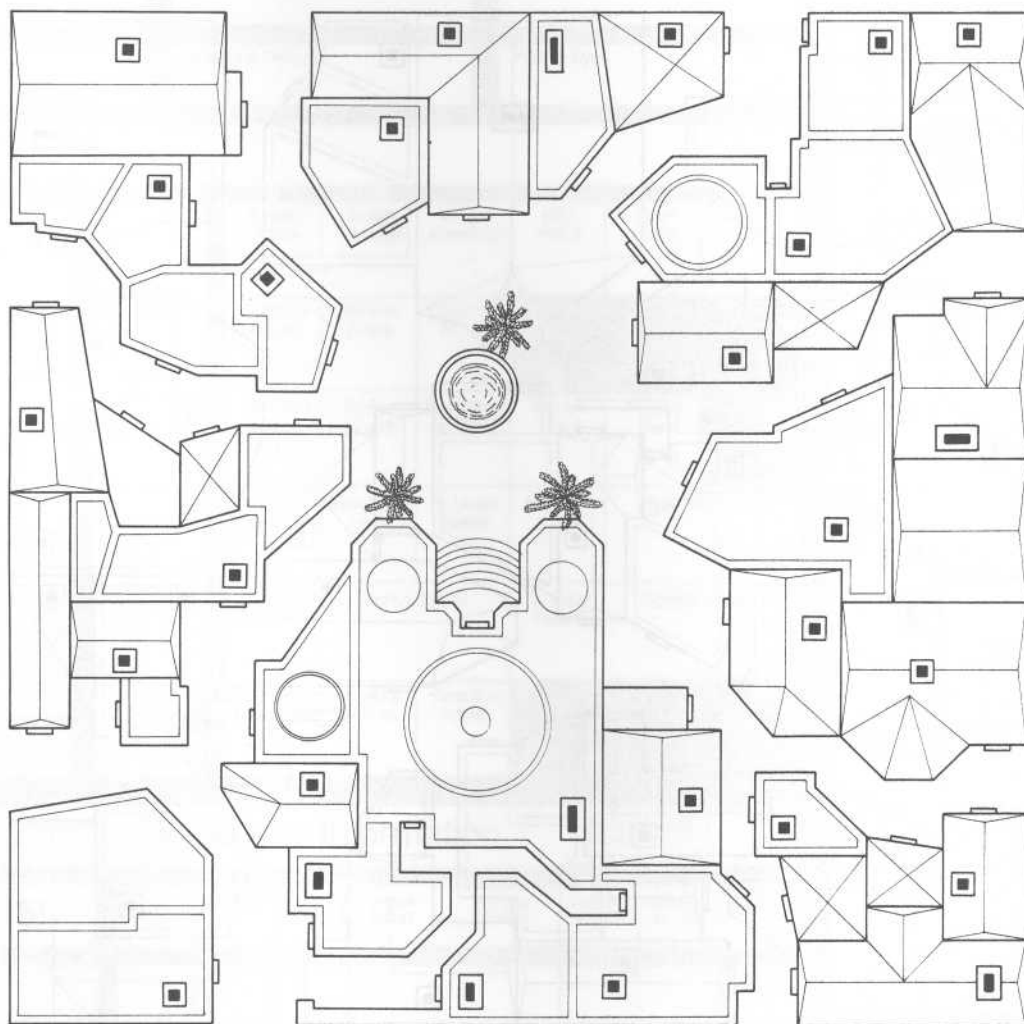
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Additional Notes (PC domiciles, secret hideouts, sewer entrances, rivalries, etc.)

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NPC Domiciles

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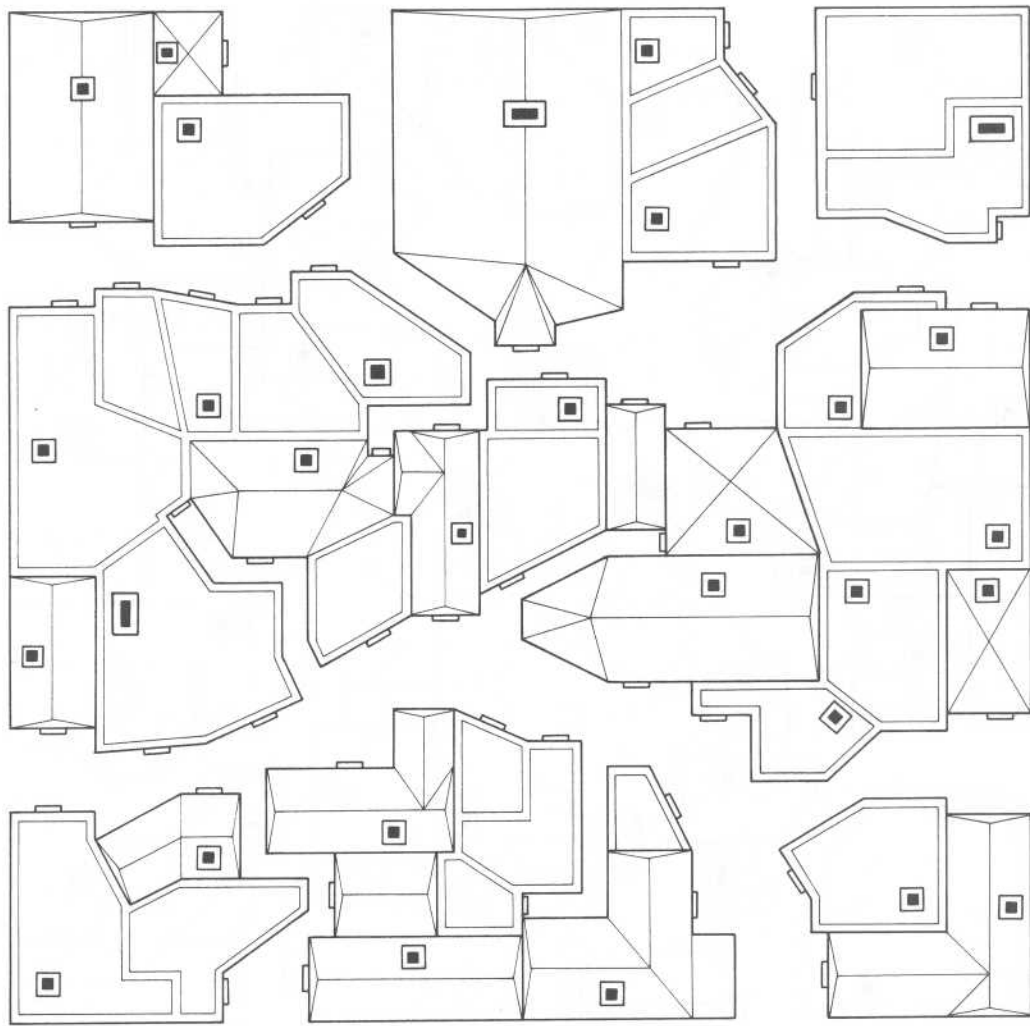
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Additional Notes (PC domiciles, secret hideouts, sewer entrances, rivalries, etc.)

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Neighborhood Geomorph 6

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NPC Domiciles

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Character Name

Class (Kit)

Alignment

Race

Experience Level

Age & Sex

Height & Weight

Hair & Eyes

Distinguishing Features

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

Melee Attack	Melee Damage	Weight Allowance	Max. Press	Open Doors	Bend /Lift
Surprise Adjust.	Missile Attack	Defensive Adjust.			
Hit Point Adjust.	System Shock	Resurrect. Survival	Poison Save	Regen. Rate	
Add'l. Languages	Max. Spell Level	% Learn Spells	Max. No. /Level	Spell Immunity	
Magical Defense	Bonus Spells		% Spell Failure	Spell Immunity	
Max. No. Henchmen	Loyalty Adjust.	Reaction Adjust.			

Hit Points
Wounds Suffered

Attack Table

Melee Attack	THACO	Missile Attack
-1		1
-2		2
-3		3
-4		4
-5		5
-6		6
-7		7
-8		8
-9		9
-10		10

Roll number or higher on 1d20

Weaponry Information Nonproficiency Penalty

Weapon Type	Type	Speed	# Attacks	Attack Adjust.	Ranges (S/M/L)	Damage Adjust.	Damage vs. S/M	Damage vs. L

Armor Class

Armor Worn

Base AC Surprised AC

Shieldless AC Rear AC

Other Defenses

Character Sketch

Experience Points

+10% XP Bonus? Yes No

Next Level XP Goal

Saving Throws

Paralysis, Poison, or Death	Rod, Staff, or Wand	Petrification or Polymorph	Breath Weapon	Magical Spell
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Thief Abilities

Pick Pockets	<input type="text"/>	Backstab Damage	<input type="text"/>	
Open Locks	<input type="text"/>	Spells per Level		
		1	2	3
Find/Remove Traps	<input type="text"/>	4	5	6
		Spells Memorized		
Move Silently	<input type="text"/>	<input type="text"/>		
Hide In Shadows	<input type="text"/>	<input type="text"/>		
Detect Noise	<input type="text"/>	<input type="text"/>		
Climb Walls	<input type="text"/>	<input type="text"/>		
Read Languages	<input type="text"/>	<input type="text"/>		
Use Scrolls	<input type="text"/>	<input type="text"/>		
Lore & Knowledge	<input type="text"/>	<input type="text"/>		
Morale Modifier	<input type="text"/>	<input type="text"/>		
Influence Reactions	<input type="text"/>	<input type="text"/>		

Weapon Proficiencies

Initial Slots	Add'l Slot/lvs	Nonprof. Penalty
---------------	----------------	------------------

Weapon Name

Nonweapon Proficiencies

Initial Slots	INT Bonus	Add'l Slot/lvs
---------------	-----------	----------------

Proficiency Name	# Slots	Rel. Abity	Check Mod.

Roll number or less on 1d20 to succeed

Equipment

Item Carried	Cost	Wt.
Totals	<input type="text"/>	<input type="text"/>

Racial Abilities

Wealth

Type (GP Value)	Carried	Cached

Treasures (Gems, Jewelry, etc.)

Encumbrance

Category	Weight	Combat Effects
None	<input type="text"/>	None
Light	<input type="text"/>	None
Moderate	<input type="text"/>	-1 Attack
Heavy	<input type="text"/>	-2 Attack, +1 AC
Severe	<input type="text"/>	-4 Attack, +3 AC
Maximum	<input type="text"/>	-4 Attack, +3 AC

Move Rates

	Walk (x1)	Jog (x2)	Run (x3)	Run (x4)	Run (x5)
None (Base Move)	<input type="text"/>				
Light (2/3 Move)					
Moderate (1/2 Move)					
Heavy (1/3 Move)					
Severe or Max. (Move=1)					



Collected Tables

Experience Level Progression

Level	Rogue	Warrior	Black Wizard	White Wizard
1	0	0	0	0
2	1,250	2,000	2,500	1,500
3	2,500	4,000	5,000	3,000
4	5,000	8,000	10,000	6,000
5	10,000	16,000	20,000	13,000
6	20,000	32,000	40,000	27,500
7	40,000	64,000	60,000	55,000
8	70,000	125,000	90,000	110,000
9	110,000	250,000	135,000	225,000
10	160,000	500,000	250,000	450,000

To Hit Armor Class Zero (THAC0) Advancement Chart

Class	THAC0 Table									
	1	2	3	4	5	6	7	8	9	10
Rogue	20	20	19	19	18	18	17	17	16	16
Warrior	20	19	18	17	16	15	14	13	12	11
Blk Wzrd	20	20	20	19	19	19	18	18	18	17
Wt Wzrd	20	20	20	18	18	18	16	16	16	14

Saving Throw Advancement Chart

Class & Level	Saving Throws				
	Paral/Pois/ Death Magic	R/S/Wand	Petrif/ Polymorph	Breath Wpn	Spell*
<i>Rogue</i>					
1-4	13	14	12	16	15
5-8	12	12	11	15	13
9-10	11	10	10	14	11
<i>Warrior</i>					
0	16	18	17	20	19
1-2	14	16	15	17	17
3-4	13	15	14	16	16
5-6	11	13	12	13	14
7-8	10	12	11	12	13
9-10	8	10	9	9	11
<i>Black Wizard</i>					
1-5	14	11	13	15	12
6-10	13	9	11	13	10
<i>White Wizard</i>					
1-3	10	14	13	16	15
4-6	9	13	12	15	14
7-9	7	11	10	13	12
10	6	10	9	12	11

* Excluding those for which another saving throw is specified, such as death or petrification.

Key: *Paral/Pois/Death Magic* = Paralyzation, Poison, or Death Magic; *R/S/Wand* = Rod, Staff, or Wand; *Petrif/Polymorph* = Petrification or Polymorph; *Breath Wpn* = Breath Weapon; *Spell* = most Spells or Magical Effects



Collected Tables

Strength Adjustments

STR	Hit	Dmg	Open	BB/LG
2	-3	-2	1	0%
3	-3	-1	2	0%
4-5	-2	-1	3	0%
6-7	-1	None	4	0%
8-9	Normal	None	5	1%
10-11	Normal	None	6	2%
12-13	Normal	None	7	4%
14-15	Normal	None	8	7%
16	Normal	+1	9	10%
17	+1	+1	10	13%
18	+1	+2	11	16%
18/01-50	+1	+3	12	20%
18/51-75	+2	+3	13	25%
18/76-90	+2	+4	14	30%
18/91-99	+2	+5	15 (3)*	35%
18/00	+3	+6	15 (6)*	40%

*Parenthetical numbers are the character's chance to open a locked, barred, or magically held door. Only one roll per door is allowed; if it fails, that character cannot try again.

Dexterity Adjustments

DEX	Reaction Adj./ Missile Adj.	Defensive Adj.
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

Constitution Adjustments

CON	HP Adj.	CON	HP Adj.
3	-2	16	+2
4-6	-1	17	+2(+3*)
7-14	0	18	+2(+4*)
15	+1		

*Parenthetical bonus applies to warriors only. All other classes receive maximum bonus of +2 per die.

Intelligence Adjustments

INT	# of Languages	INT	# of Languages
3-8	1	16	5
9-11	2	17	6
12-13	3	18	7
14-15	4		

Wisdom Adjustments

WIS	Magical Defense Adj.	WIS	Magical Defense Adj.
3	-3	15	+1
4	-2	16	+2
5-7	-1	17	+3
8-14	0	18	+4

Charisma Adjustments

CHA	Reaction Adj.	CHA	Reaction Adj.
2	-6	13	+1
3	-5	14	+2
4	-4	15	+3
5	-3	16	+5
6	-2	17	+6
7	-1	18	+7



Charts for Player's Reference

Level Advancement Chart

Level	Rogue	Warrior	Black Wizard	White Wizard
1	0	0	0	0
2	1,250	2,000	2,500	1,500
3	2,500	4,000	5,000	3,000
4	5,000	8,000	10,000	6,000
5	10,000	16,000	20,000	13,000
6	20,000	32,000	40,000	27,500
7	40,000	64,000	60,000	55,000
8	70,000	125,000	90,000	110,000
9	110,000	250,000	135,000	225,000
10	160,000	500,000	250,000	450,000

To Hit Armor Class Zero (THAC0) Advancement Chart

Class	1	2	3	4	5	6	7	8	9	10
Rogue	20	20	19	19	18	18	17	17	16	16
Warrior	20	19	18	17	16	15	14	13	12	11
Blk Wzrd	20	20	20	19	19	19	18	18	18	17
Wt Wzrd	20	20	20	18	18	18	16	16	16	14

Saving Throw Advancement Chart

Class & Level	Saving Throws				
	Paral/Pois/ Death Magic	R/S/Wand	Petrif/ Polymorph	Breath Wpn	Spell*
<i>Rogue</i>					
1-4	13	14	12	16	15
5-8	12	12	11	15	13
9-10	11	10	10	14	11
<i>Warrior</i>					
0	16	18	17	20	19
1-2	14	16	15	17	17
3-4	13	15	14	16	16
5-6	11	13	12	13	14
7-8	10	12	11	12	13
9-10	8	10	9	9	11
<i>Black Wizard</i>					
1-5	14	11	13	15	12
6-10	13	9	11	13	10
<i>White Wizard</i>					
1-3	10	14	13	16	15
4-6	9	13	12	15	14
7-9	7	11	10	13	12
10	6	10	9	12	11

* Excluding those for which another saving throw is specified, such as death or petrification.

Key: *Paral/Pois/Death Magic* = Paralyzation, Poison, or Death Magic; *R/S/Wand* = Rod, Staff, or Wand; *Petrif/Polymorph* = Petrification or Polymorph; *Breath Wpn* = Breath Weapon; *Spell* = most Spells or Magical Effects.

Tables for Player's Reference

Strength Adjustment

STR	Hit	Dmg	Open	BB/LG
2	-3	-2	1	0%
3	-3	-1	2	0%
4-5	-2	-1	3	0%
6-7	-1	None	4	0%
8-9	Normal	None	5	1%
10-11	Normal	None	6	2%
12-13	Normal	None	7	4%
14-15	Normal	None	8	7%
16	Normal	+1	9	10%
17	+1	+1	10	13%
18	+1	+2	11	16%
18/01-50	+1	+3	12	20%
18/51-75	+2	+3	13	25%
18/76-90	+2	+4	14	30%
18/91-99	+2	+5	15 (3)*	35%
18/00	+3	+6	15 (6)*	40%

*Parenthetical numbers are the character's chance to open a locked, barred, or magically held door. Only one roll per door is allowed; if it fails, that character cannot try again.

Dexterity Adjustments

DEX	Reaction Adj./ Missile Adj.	Defensive Adj.
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

Constitution Adjustments

CON	HP Adj.	CON	HP Adj.
3	-2	16	+2
4-6	-1	17	+2(+3*)
7-14	0	18	+2(+4*)
15	+1		

*Parenthetical bonus applies to warriors only. All other classes receive maximum bonus of +2 per die.

Intelligence Adjustments

INT	# of Languages	INT	# of Languages
3-8	1	16	5
9-11	2	17	6
12-13	3	18	7
14-15	4		

Wisdom Adjustments

WIS	Magical Defense Adj.	WIS	Magical Defense Adj.
3	-3	15	+1
4	-2	16	+2
5-7	-1	17	+3
8-14	0	18	+4

Charisma Adjustments

CHA	Reaction Adj.	CHA	Reaction Adj.
2	-6	13	+1
3	-5	14	+2
4	-4	15	+3
5	-3	16	+5
6	-2	17	+6
7	-1	18	+7



Fafhrd Warrior

	Youth	Peak	Mature
Level	5	15	18
Strength:	18/75		
Dexterity:	17		
Constitution:	19		
Intelligence:	15		
Wisdom:	9		
Charisma:	17		
Alignment:	Neutral good		
Hit Points:	60/130/126		
THAC0:	14/4/1		
Armor Class:	6 (leather armor plus Dexterity bonus)		
Damage:	1d8+3 (bastard sword plus Strength bonus)		

Equipment typically carried: Leather armor, bastard sword, dagger, battle-axe, longbow.

Born in the frozen northlands of Nehwon, Fafhrd was raised by his mother, Mor, in the matriarchal society of Cold Corner. There he learned fighting, hunting, archery, sailing, and mountain climbing. Like most northern barbarians, he has a talent for thievery.

Fafhrd has red hair, stands 6'11" tall, and favors a beard. He tends to wear his long hair in a single braid down his back. He dresses in barbarian furs and manly jewelry but takes great pleasure in correcting the opinions of those who consider him civilized.

Fafhrd fights with sword and dagger. His bastard sword is called Greywand and the dagger Heartseeker. On several occasions he has been known to use a battle axe balanced for throwing. He also uses a longbow when hunting.

Like his father, Nalgron, Fafhrd is an expert climber. He may add a +3 bonus when attempting a climbing proficiency check. He is also adept at surviving in incredibly cold climates, having grown up in the devastating winters of the Cold Wastes, granting him a +3 bonus to survival (arctic) proficiency checks.

The barbarian hates and fears wizardry. He has none of the spellcasting abilities of his mother. Fafhrd is also something of a sucker for beautiful women. Any woman with a Charisma of 16 or higher can often wrap Fafhrd around her finger, effectively *charming* him whenever she is present.

Fafhrd is not thrifty. He loves to squander his money on drink, women, and worthless baubles. When placed in a situation where he has an opportunity to spend money on such things, he must roll vs. his Intelligence (-3 penalty) or spend as much as he can.

The first set of statistics listed above reflects Fafhrd in his early years (20 or younger). The second set is Fafhrd's scores when he was at his physical peak (21-39), and the last reflects his power after he turned 40 and settled on Rime Isle.

The Gray Mouser Warrior/Thief/Black wizard

	Youth	Peak	Mature
Levels:			
Warrior	4	12	14
Thief	7	7	7
Black wizard	3	3	3
Strength:	15		
Dexterity:	19		
Constitution:	17		
Intelligence:	16		
Wisdom:	9		
Charisma:	17		
Alignment:	Neutral		
Hit Points:	35/90/110		
THAC0:	17/9/7		
Armor Class:	4 (leather armor plus Dexterity bonus)		
Damage:	1d6 (rapier)		

Equipment typically carried: Leather armor, rapier, dagger.

The Gray Mouser's origins are shrouded in mystery. Even he does not know where he was born or the identity of his family. He was raised by a hedge wizard named Glavas Rho, who eventually taught him the ways of sorcery. But "the Mouse," as he was originally called, chose to study his mentor's black magic rather than his white. He firmly allied himself with black sorcery when he used it to avenge his adopted father's death at the hands of Duke Danius.

The dark-skinned Mouser is likely of southern origin. He stands 5'4" tall, all wiry muscle. He enjoys cloaking himself in mystery and wears concealing garments of gray. He wears a cloak and hood, tunic, trousers, and soft boots. He is fond of gray gloves that do not hinder his agile fingers.

The Mouser's favorite weapons are the rapier and throwing dagger. If he has these particular weapons for more than two weeks, he names the rapier Cat's Claw and the dagger Scalpel, and wields both with a +3 bonus to attack and damage. He can also attack with both sword and dagger in the same round without penalty.

The Mouser's natural environment is the urban sprawl. He is extremely streetwise and receives a +1 bonus to all rolls for finding information, bargaining, and area knowledge. In Lankhmar, this bonus rises to +2.

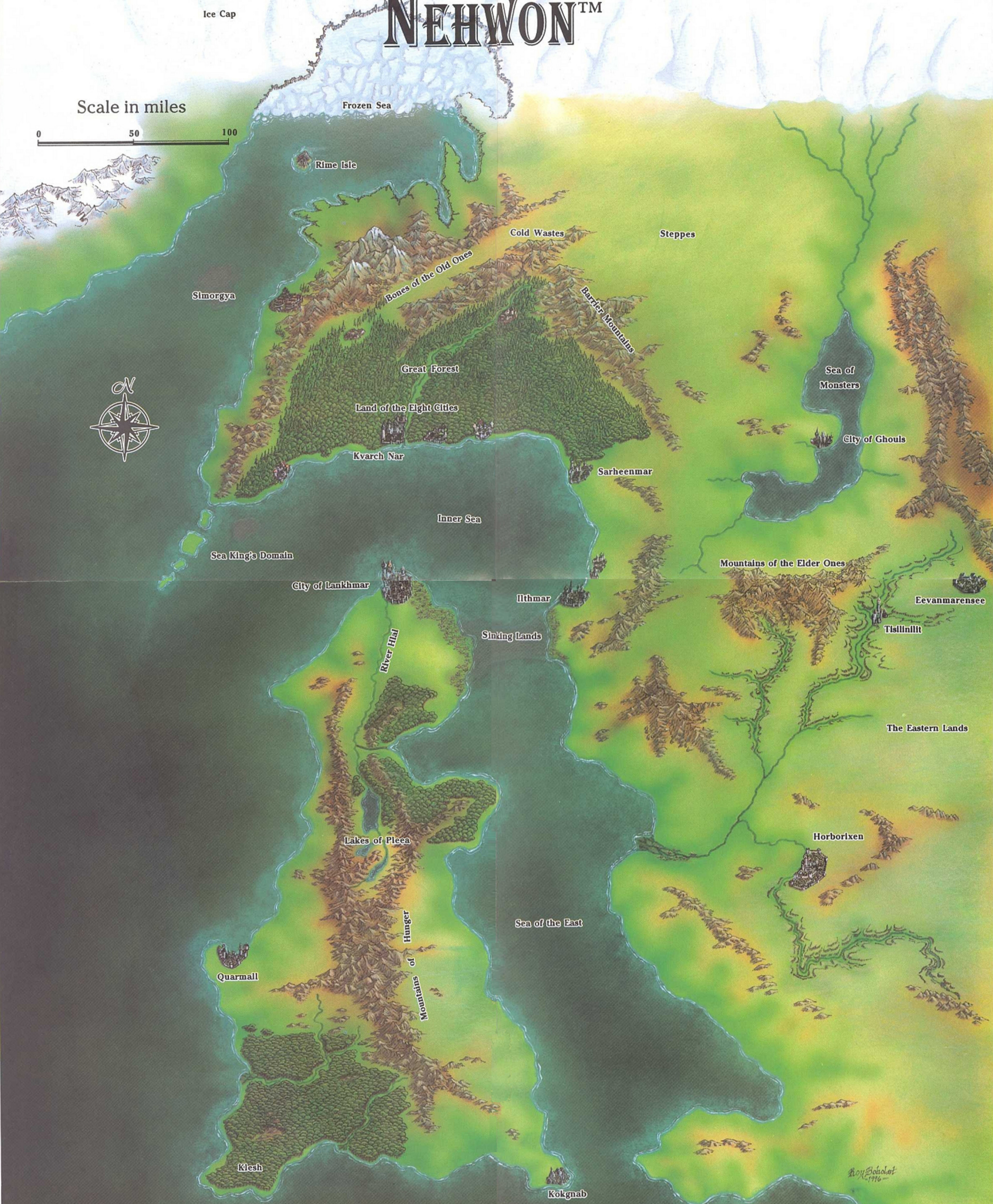
The Mouser is fascinated by magic, but he has the unfortunate habit of losing or gambling away any magic items he happens to gain. Although he is a 3rd-level black wizard, he does not carry a spell book. If he happens upon a spell book in the course of an adventure, he can use any 1st- or 2nd-level spells it contains (after first rolling to see if he can comprehend them). However, the Mouser never hangs on to such a find.

Like Fafhrd, the Mouser is extremely susceptible to feminine charms. Any woman with a Charisma of 16 or greater has a 50% chance of *charming* him while he is in her presence.

Also like Fafhrd, the Mouser spends money like water. Given the chance, he'll spend everything he's carrying on wine, women, and song.

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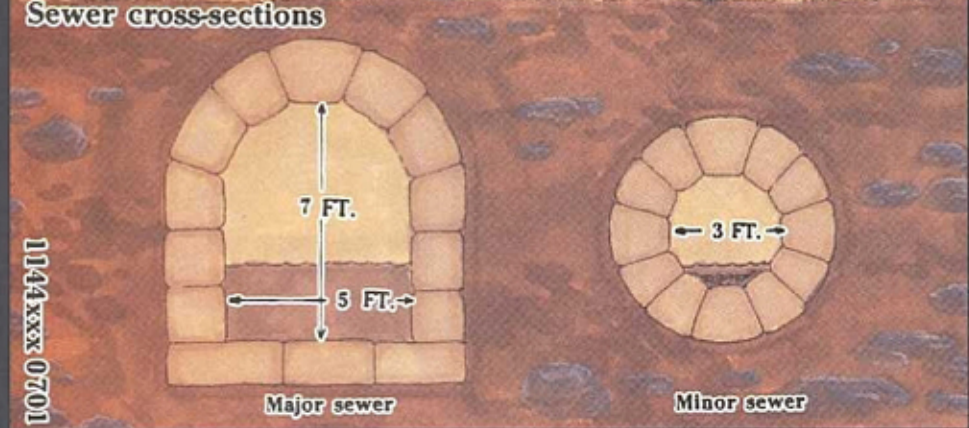
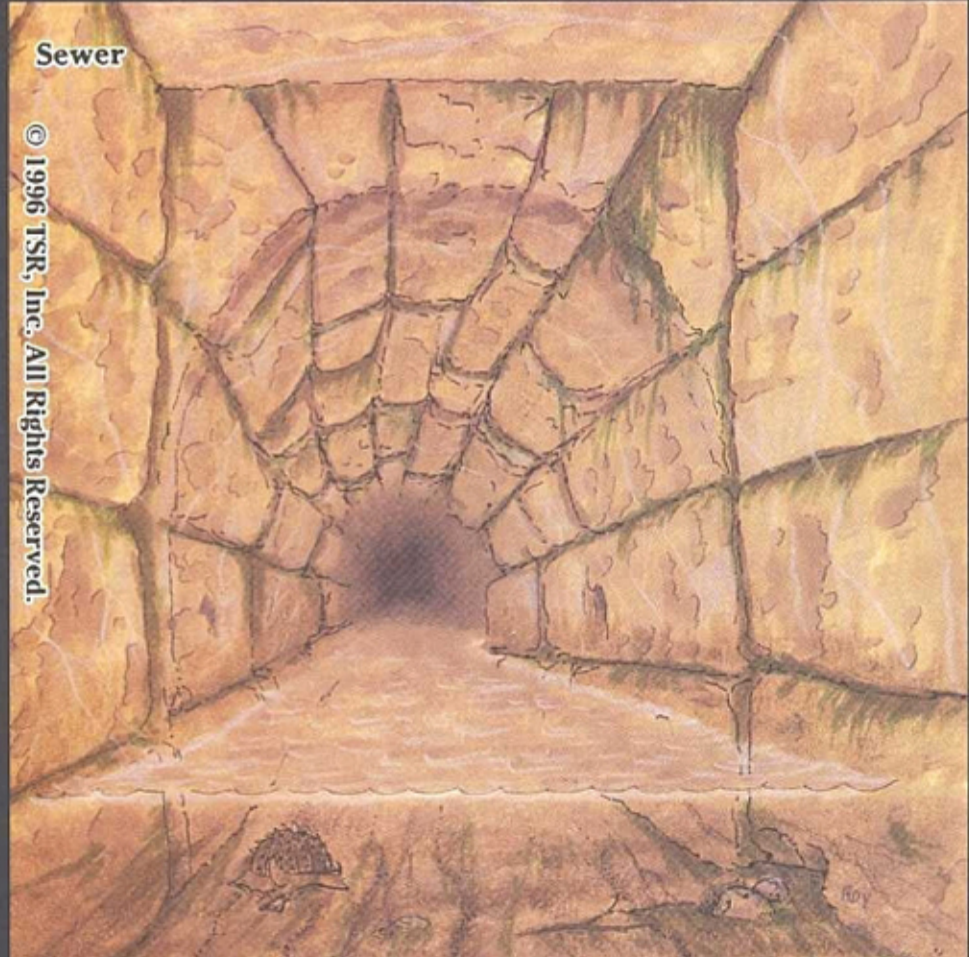
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LANKIMAR™



Key

	City wall and tower		Trees
	Road between buildings		Shrubs
	Roof bridge over road		Embankment
	Stairways		Water
	Fences		Marsh



Scale In Feet
0 100 300 500

The Inner Sea

The Great Marsh

North (Compass rose)

Map Labels: Citadel, North Barracks, Royal Docks, Rainbow Palace, Servants' Village, King's Road, Naval Harbor, Temple Street, Lighthouse, North Docks, South Docks, Street of the Gods, Street of the Thinkers (Athelst Avenue), Copper Court, Pinchbark Alley, Craft Street, Whore Street, Rats Alley, Death Alley, Carter Street, Marsh Gate, The Great Marsh, River Illal, Park of Pleasure, Festival Street, Plaza West, Dark Delights, Plaza East, End Gate, The Grand Gate.

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THE NEW ADVENTURES OF
FAFHRD™ AND GRAY MOUSER™

Fafhrd and the Gray Mouser faced each other across the two senseless thieves... poised for attack... yet neither moved. Each discerned something inexplicably familiar in the other.

*—Fritz Leiber, III
Met in Lankhmar*



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