

LANKHAMAR

Official Game Accessory

City of Adventure



Advanced Dungeons & Dragons[®]

2nd Edition

Official Game Accessory

LANKHMAR[™]

City of Adventure

Credits

Author: Anthony Pryor

Editor: Kevin Stein

Illustrators: Clyde Caldwell, Terry Dykstra, Fred Fields, Ken Frank, Paul Jaquays,
Keith Parkinson, Scott Rosema

Cartographers: Geoff Valley, Curtis Smith, Tracy Hickman

Typography: Angelika Lokotz

ADVANCED DUNGEONS & DRAGONS, AD&D, and MONSTROUS COMPENDIUM are registered trademarks owned by TSR, Inc. DUNGEON MASTER, DM, and the TSR logo are trademarks owned by TSR, Inc. LANKHMAR, NEHWON, FAFHRD and the GRAY MOUSER are trademarks owned by and used under license from Friz Leiber. This book is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc. Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.
© 1993 TSR Inc. All Rights Reserved. Printed in the U.S.A.
© 1993 Fritz Leiber. All Rights Reserved.



Introduction to the Second Edition

Table of Contents

Chapter 1: A HISTORY OF FAFHRD™ AND THE GRAY MOUSER™	3
Chapter 2: AD&D® CONVERSIONS	24
Chapter 3: THE CITY OF LANKHMAR	30
Chapter 4: NEHWON™ BEYOND LANKHMAR	62
Chapter 5: Nehwon's People	71
Chapter 6: LANKHMAR'S GODS	98
Chapter 7: ADVENTURING IN LANKHMAR	111
Chapter 8: ADVENTURES IN LANKHMAR	131
Appendix 1: FLOORPLANS	135
Appendix 2: NEIGHBORHOOD GEOMORPHS	138
Appendix 3: SILVER EEL TAVERN	141
Sidebar: LESSER MONSTROUS COMPENDIUM® (NEHWON'S MONSTERS)	145

Introduction to the Second Edition

While working on this product, intended to update the first edition of *Lankhmar, City of Adventure*, making it compatible with *ADVANCED DUNGEONS & DRAGONS®* 2nd Edition, and to add material from new stories written or published in recent years, I learned the sad news that, after a life filled with honor and accomplishment, Fritz Leiber had died. As a life-long devotee of Mr. Leiber and his many works, I considered it a singular honor to be able to bring his fiction into the AD&D® world. Without question, many of the concepts pioneered by Mr. Leiber (the geas as a plot device, the thief as a character class, and so on) have gone on to become staples of the fantasy gaming industry, and today millions of gamers' adventures are richer and more colorful as a result of his labors. Indeed, Fritz Leiber and his friend and collaborator Harry Otto Fischer (who are said to be the original models for FAFHRD™ and the GRAY MOUSER™) played what may well have been the first fantasy roleplaying game decades before the advent of the *DUNGEONS & DRAGONS®* game. Fafhrd and the Mouser, in addition to being two of the bravest and most daring swordsmen ever to swashbuckle through the pages of great literature, have provided

numerous Dungeon Masters (DMs) with inspiration and ideas, and have been a constant benchmark by which other successful fantasy literature and gaming campaigns can be measured. I even admit to shamelessly stealing many of Mr. Leiber's ideas during my early stints as a DM. Among other tales, the eerie *Thieves' House*, and the seminal genre tale *The Jewels in the Forest* brought considerable enjoyment to myself, and those with whom I gamed as well. In a small way, every game of *ADVANCED DUNGEONS & DRAGONS®* that has ever been, or will ever be played, is a tribute to the memory of this great man. There is considerable sadness in the passing of a master of modern fantasy and literature. But, given the pleasure which Mr. Leiber's works have provided us over the years, that sadness is tempered with affection and respect for the many accomplishments of this great writer's life. If FAFHRD, the GRAY MOUSER, and all the other characters who appeared in the pages of his fiction still live in our hearts and minds, can Fritz Leiber truly be said to have gone?

To me, and Fritz Leiber's legions of fans, the answer is obvious.

Anthony Pryor, Portland,
Oregon, November, 1992

A History of Fafhrd and the Gray Mouser

This chronology details the adventures of Fafhrd and the Gray Mouser—known collectively as “The Twain” in later stories—from their very different youths through their first meetings and subsequent adventures. These tales are chronicled in a series of seven books by Fritz Leiber (see below). Needless to say, reading the following synopses should in no way be considered a substitute for reading the originals, written as they are by one of the grand masters of modern fantasy.

There is no standard reckoning of the years in Nehwon. Each of its many and varied cultures had its own calendar and method of measuring the passage of time, making it difficult to ascribe a specific date to any of the pair’s adventures. An event may be said to have happened “in the year of the rat plague,” or “two years after the summer of the avian marauders,” and thus can be judged the order in which they happened.

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

To assist you in planning a Lankhmar campaign, the following story synopses detail the adventures of Fafhrd and the Gray Mouser in Lankhmar and beyond. Within these stories lies a wealth of detail which you can use in your adventures. Suggestions for rounding out an AD&D campaign in Lankhmar are found within the chronology. If you have not yet read the adventures of Fafhrd and the Gray Mouser, please don’t spoil your enjoyment by reading these synopses first. These shortened tales are handy as memory-joggers, but they cannot replace the wit, adventure, and imagination of Fritz Leiber’s original creations.

The tales of Fafhrd and the Gray Mouser are chronicled by Fritz Leiber in seven books, each of which has the word “Swords” in its title. The books, and the stories therein, follow the career of these two swordsmen-heroes in chronological order. Each story is also followed by a two- or three-letter abbreviation, used in Chapter Four to place major NPCs in the various tales.

Swords and Deviltry

- “The Snow Women” (SW)
- “The Unholy Grail” (UG)
- “Ill Met in Lankhmar” (IML)

Swords Against Death

- “The Circle Curse” (CC)
- “The Jewels in the Forest” (JF)
- “Thieves’ House” (TH)
- “The Bleak Shore” (BS)
- “The Howling Tower” (HT)
- “The Sunken Land” (SnL)
- “The Seven Black Priests” (SBP)
- “Claws from the Night” (CN)
- “The Price of Pain-Ease” (PP)
- “Bazaar of the Bizarre” (BBz)

Swords in the Mist

- “The Cloud of Hate” (CH)
- “Lean Times in Lankhmar” (LTL)
- “Their Mistress, the Sea” (TMS)
- “When the Sea-King’s Away” (WSA)
- “The Wrong Branch” (WB)
- “Adept’s Gambit” (AG)

Swords Against Wizardry

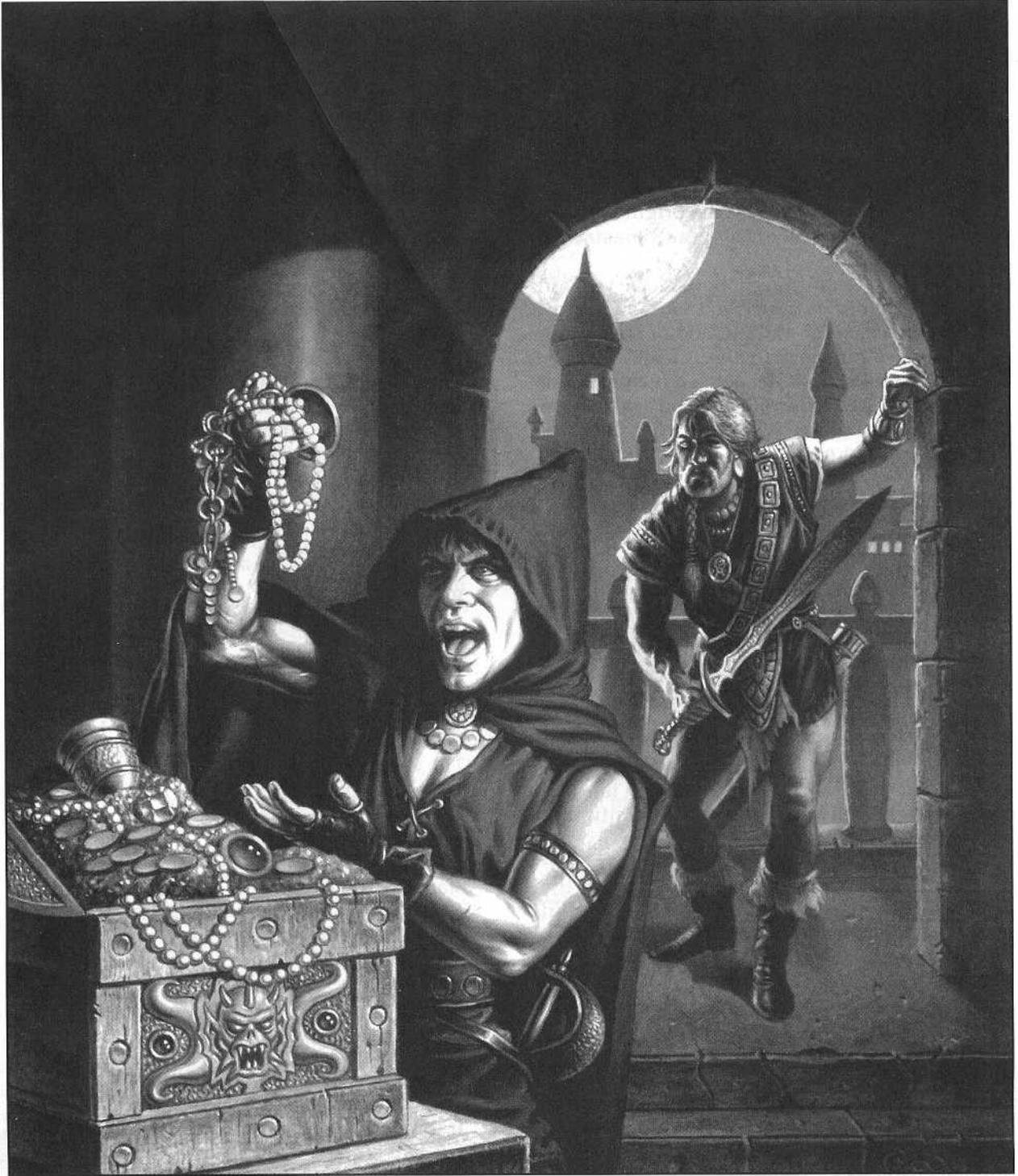
- “In the Witch’s Tent” (WT)
- “Stardock” (SD)
- “The Two Best Thieves in Lankhmar” (TBT)
- “The Lords of Quarmall” (LQ)

Swords of Lankhmar (SOL)

A novel in seventeen chapters

Swords and Ice Magic

- “The Sadness of the Executioner” (SE)
- “Beauty and the Beasts” (BTB)
- “Trapped in the Shadowland” (TSh)
- “The Bait” (TBa)
- “Under the Thumbs of the Gods” (UTG)



"Trapped in the Sea of Stars" (TSS)
"The Frost Monstreme" (FM)
"Rime Isle" (RI)

The Knight and Knave of Swords

"Sea Magic" (SM)
"The Mer She" (MS)
"The Curse of the Smalls and the Stars" (CSS)
"The Mouser Goes Below" (MGB)

A Barbarian of the Cold Wastes

(from "The Snow Women")

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

In Fafhrd's 18th year, the Snow Clan made its traditional mid-winter journey to Cold Corner to meet southern traders and enjoy the theatrical show that accompanies them. Here, Fafhrd meets Vlana, a showgirl and freelance thief with a sworn vengeance upon the Thieves' Guild of Lankhmar. Fafhrd is smitten with Vlana's charms and his restless imagination is captivated by the lure of the civilized south that promises adventure and knowledge. Fafhrd turns his back on his lover, Mara (pregnant with his child), and on his dominating mother and the narrow society of his clan. He accompanies Vlana as her lover and lieutenant in seeking revenge on the Thieves' Guild. Fafhrd narrowly escapes the sorcerous vengeance of his mother as they travel south to Lankhmar.

This story offers many details on the culture of the northern barbarians and describes the traveling entertainment troupe that brings Vlana and Fafhrd together. You may want to use either society as background for a Player Character. If your magic-user is female, she can investigate the mysterious and menacing ice magic of the Snow

Women and their dominating matriarchal society. See Chapter Seven for suggestions regarding ice and other forms of Nehwon elemental magic.

Characters of any class may join the rogues of the traveling troupe and share its adventures as they journey and perform among the varied and remarkable cultures of Nehwon. The Dungeon Master can design an adventure in which the PCs join a youthful Fafhrd on his first pirate trip with the hardened men of the north as they plunder the civilized south.

Although Fafhrd assumed that his clan and everyone he knew was wiped out by the ice gnomes, there may have been survivors. The child of Fafhrd and Mara may undertake a pilgrimage to find his or her father, with suitable adventures along the way. Mara or the child would also make an excellent hostage for any potentate or wizard who wished to extort cooperation from Fafhrd.

A Wizard's Apprentice of the Civilized South

(from "The Unholy Grail")

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

Unable to avenge himself upon Janarri through force of arms, Mouse resolves to employ the treacherous and corrupting powers of black sorcery. Ivrian unwittingly leads the Duke and his men to Mouse; he is taken prisoner and his black sorcery foiled. However, under torture, Mouse is able to focus his hate and rage. Chan-

neling through a cooperative Ivrian, Mouse blasts the Duke with black magic, then escapes with Ivrian and heads for the city of Lankhmar.

In this story, some of the features of wizardly sorcery in Nehwon are described—hints of positive magics in tune with nature and dark magics which harness the black forces of death, hate, pain, and decay that trickle in from the outer reaches beyond Nehwon. The DM may wish to plot an adventure for the Mouse's quest that precedes his discovery of the murder of Glavas Rho, or the unchronicled meeting of the young Fafhrd, pirate ship's boy, and Mouse, wizard's apprentice. Any campaign in Nehwon can include a search for the Mouser's past. Who are his parents? Why is the Mouser so mysterious about his past? Is he an orphan, ignorant of his origins, or is there some sinister truth which may account for his talent with dark magic? Could he be the offspring of some evil wizard, perhaps an ancient enemy overcome by Glavas Rho?

Tragic Destiny in Lankhmar (from "Ill Met in Lankhmar")

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

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

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

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

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

An interesting adventure can be constructed around the Mouser's adventures as a thief in Lankhmar before his meeting with Fafhrd. The description of the Mouser's hideout in this story suggests thieflly ambition and execution on an extraordinary scale. The raid of Fafhrd and the Gray Mouser on the Thieves' Guild cannot go unpunished. PCs in your game may be guild operatives who are sent in pursuit. Some will find their quarry and encounter the perilous companions. Others will never find the pair but may find adventure in many other ways in the course of their search.

In Search of Forgetfulness (from "The Circle Curse")

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

The Twain have many adventures during this period, but only a bare outline of their travels is provided. They visit the Cold Waste in a vain search for Fafhrd's Snow Clan who were rumored to have been massacred. Later they visit the beg-

gar city of Tovilyis, which Mouser believes to have been his birthplace. No conclusive evidence is discovered.

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

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

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

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

— Passage across the Great Steppes, narrowly avoiding capture and enslavement by the Mingols or the more horrible fates waiting at the hands of the ghouls.

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

— Service to Lithquill, the Mad Duke of Ool Hrusp, featuring diversions with the Twain (mock duels, simulated murders, and other such "entertainments").

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

The Treasure House of Urgan of Angarni

(from "The Jewels in the Forest")

In the library of the Lankhmar Lord Rannarsh, Fafhrd discovered the description of an ancient treasure trove. He sets out with his small com-

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

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

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

The Bones of the Master Thieves

(from "Thieves' House")

Fissif of the Thieves' Guild tricks Fafhrd and the Gray Mouser into stealing the skull of ancient master thief Ohmphal from the temple of Votishal. Fissif then steals the skull from the two and takes it to Krovas, the Grandmaster of the Thieves' Guild. Fafhrd and the Mouser pursue Fissif into Thieves House, where they find Krovas strangled to death and Ivlis, his mistress, escaping through a secret passage with the skull.

When discovered and pursued by the thieves, the Mouser escapes, but Fafhrd loses his way and stumbles through a secret passage into the tomb of the guild's ancestral master of thieves. The skeletal thieves threaten Fafhrd with horrible death if he doesn't recover Ohmphal's skull and return it to the tomb, its proper resting place.

Slevyas, the new Grandmaster of the Thieves' Guild, recaptures Fafhrd and threatens to kill him unless the Mouser returns the skull. The Gray One employs a disguise to get the skull from Ivlis and reenters the guild house through the secret passage. In a subsequent scuffle, Slevyas smashes the skull of Ohmphal. The dead master thieves appear to wreak their revenge on Slevyas and, in the confusion, Fafhrd, the Mouser, and Ivlis escape. Some time later, it is revealed that Ivlis gave birth to the Mouser's son, Pshwari.

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

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

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

To the Western Continent (from "The Bleak Shore")

The two adventures are driven by the powerful geas of a small, pale man with a bulging fore-

head to seek out their doom on the Western Continent. Ourph, their Mingol sailing slave, accompanies them and tells part of their story. After a passage over the weird and magical seas west of the charted oceans, they arrive at black stone cliffs. Fafhrd and the Gray Mouser abandon their ship, bidding Ourph to sail without them ("We are dead men. Return if you can.") and climb the cliffs.

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

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

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

The PCs may feel like puppets rather than heroes. Leiber is trying to create a sense of tragic doom for his heroes, which requires robbing them of their free will. This technique, while effective in stories when used in moderation, robs the role-playing gamer of choice and seriously limits the players' sense of enjoyment. Playing the game involves making choices. Being

a puppet is suitably tragic but not always enjoyable gaming.

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

Vengeful Spirits of the Astral Plane

(from "The Howling Tower")

Fafhrd and the Gray Mouser, drawn by sorcery to a remote stone tower, encounter a madman with sorcerous powers. Using a drugged potion, he sends Fafhrd to an immaterial plane. There, the old man intends to use Fafhrd's soul to satisfy the hunger of spectral hounds which seek vengeance against him after he imprisoned and starved them to death.

When he discovers the truth, the Mouser forces the old man to drink the drugged potion, then drinks it himself. They are transported to the astral plane where they find Fafhrd beset by the spectral hounds. When the old man arrives, the hounds gleefully forsake Fafhrd and savagely seek their revenge on the old man. When Fafhrd and the Mouser awake from their drugged state they find the old man dead, his spirit consumed by the astral hounds.

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

Ancient Simorgya Rises from the Sea

(from "The Sunken Land")

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

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

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

In later stories it is revealed that the ancient rulers of Simorgya still live, and burn for vengeance against the surface-dwellers. These evil wizards and shape-changers are excellent potential villains. They are served by the hideous sea cloaklers which wiped out Lavas Laerk's crew.

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

The Sleeping God and the Blood of Heroes

(from "Seven Black Priests")

While traversing the Bones of the Old Ones, Fafhrd and the Gray Mouser encounter a half-slumbering remnant of the ancient earth god of

Nehwon. Fafhrd plucks a gray diamond sphere from a great mound of earth (really the eye of the ancient god) and falls under its spell.

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

Two types of adventure are suggested by this story. In one, the heroes become the target of a group of Kleshite priests who seek to capture or kill them in order to deliver their heroic blood to Nehwon and enable it to rise and scourge the surface of its human population. The Kleshites may also practice elemental magic based on the power of the earth itself.

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

Tyaa and Her Feathered Minions

(from "Claws from the Night")

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

After stealing, then losing, Muulsh's fabulous ruby, Fafhrd and the Gray Mouser retreat to the supposedly forsaken temple of Tyaa along the River Hlal. Fafhrd falls victim to the effects of a poisoned claw and is captured by Tyaa/Atya.

The Mouser manages to rescue him by catching her off-guard and threatening her with his rapier. The two force Tyaa/Atya and her winged servants to abandon the temple in Lankhmar, but the birds and their priestess apparently manage to escape to their refuge in the Mountains of Darkness.

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

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

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

Shadowland and the Mask of Death

(from "The Price of Pain-Ease")

Troubled by the ghosts of their dead loved ones, Vlana and Ivrian, Fafhrd and the Gray Mouser agree to pay any price if their mentors, Sheelba and Ningauble, will either return their loves to them or—at the very least—banish them from memory. The price set is the theft of the Mask of Death, and they must journey to Shadowland, the land of Death, to steal it. Unfortunately, each hero is given the task separately, so they unknowingly compete with each other in the quest for the mask. To further complicate matters, Duke Danius, a Lankhmar aristocrat who is terrified of Death, is journeying at the same time to Shadowland to slay Death and be forever rid of his fear.

Once in Shadowland, each hero encounters his lost love who first praises him for faithfulness then chides him for foolishness and commands him to leave and never return. They go on to the

Blue Flame which marks the site of the home of Death.

They arrive to find Death is not at home—apparently away on business or vacation. Duke Danius appears and slices the Mask of Death in half, conveniently providing a piece for each hero to return to his mentor. Death then returns and casually strangles Danius. The heroes escape and deliver their pieces of the Mask of Death to an annoyed Sheelba and Ningauble. They find that, while they have not forgotten their dead loves, the pain has receded, leaving only bitter-sweet memories.

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

In addition, this story sets the stage for the future relationship between the Twain and their sorcerous patrons, Ningauble and Sheelba. The deal which the alien sorcerers strike with our heroes could be used as a model for dealings between PC adventurers and other sorcerers, or with Sheelba and Ningauble themselves.

The Devourers: the Ultimate Merchants

(from “Bazaar of the Bizarre”)

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

Unfortunately, the Mouser is early to the rendezvous and impulsively decides to scout the Bazaar before being briefed by his mentor. He is ensnared by the allure of the shop’s illusory wares, and Fafhrd must rescue him (with magical

aids from Sheelba and Ningauble). In the process, the two destroy the shopkeeper and the Bazaar of the Bizarre abruptly disappears from Nehwon.

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

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

The Temple of Hate

(from “The Cloud of Hate”)

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

The Cloud of Hate moves toward the Rainbow Palace, its puppets suspended and guided by its malevolent will. While serving as watchmen for the Overlord Glipkerio’s daughter’s betrothal party, Fafhrd and the Gray Mouser are directly in the cloud’s path. The cloud sends its slaves forth to slay the two adventurers but they kill their ensorcelled opponents.

The cloud itself takes arms against the heroes using the fallen weapons of its defeated minions in 10 ectoplasmic tentacles. The Mouser cleverly severs the silvery thread that connects the cloud with its source of energy and direction—the Temple of the Hates. The cloud instantly disperses and the palace and Lankhmar are safe again—for a time.

The Temple of the Hates is another example of the covert temples of evil and forbidden gods that lie hidden throughout Lankhmar. Various menaces and insane worshippers may issue forth from these temples into the streets of Lankhmar and PCs may be sent to root out these vicious hives of evil or to defend against their spawn.

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

Fafhrd gets Religion

(from "Lean Times in Lankhmar")

Boredom and insecurity overtake the two swordsmen-adventurers. They experience a falling-out over an issue of meaningless triviality. Fafhrd breaks his long sword and becomes a humble acolyte of Issek of the Jug, a god of peace and very little temporal power. The Mouser enters the service of Pulg, the church extortionist, as an enforcer.

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

Issekianity's popularity is short-lived for the Gods of Lankhmar soon take notice and carry off the faith's entire priesthood, including Pulg and Bwadres.

This story describes the normal process of evolution of a typical god in Lankhmar (as opposed to the Gods of Lankhmar). A prospective deity starts with a few square feet near Marsh Gate and, depending on its popularity, the religion may advance a certain distance up the Street of Gods. With increases in worshippers, wealth,

and status, a religion may become an established cult with a substantial temple. If a religion is not popular, or if an established religion's popularity wanes, it progresses back down the Street of the Gods toward the Marsh Gate until it disappears into obscurity.

A player character may decide to try to establish a religion, starting at the Marsh Gate and trying to work his way up the street to wealth and status. An NPC may attempt to establish a religion and the PCs may be attracted as followers, acolytes, priests, or hired minions. Such budding religions are always in need of heroic deeds (and martyrs) to spread the fame of their cult. Faiths that become too popular too quickly or threaten to supersede the Gods of Lankhmar will find the old deities all too eager to take vengeance.

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

At Sea on the Black Treasurer

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

After leaving Lankhmar in the sloop *Black Treasurer*, piloted by Ourph the Mingol, the two adventurers try their hand at pirating only to be surprised by a Lankhmart bait-vessel—they barely escape capture. Their second attempt is more successful. They plunder a boat crewed by five elderly Mingol witches. However, the curse of those witches may outweigh the value of any of their plunder.

After setting Ourph ashore, Fafhrd and the Mouser sail north for the land of the Eight Cities but are becalmed in the Inner Sea where they discover the enchanted land of the Sea-King. They find a magical tunnel that leads beneath the sea to the bottom, where they encounter the Sea-King's consorts and their guardians. Fafhrd must overcome an octopus and the Mouser must defeat three zombies before enjoying the sorcerous charms of the Sea-Queens. A tidal wave fortuitously interrupts the ritual and, although the

enchancements that protect the undersea kingdom dissolve, the heroes are able to escape.

Sea piracy is an option for intrepid PCs, but encounters with ambushing bait-ships and witch-crewed vessels make Nehwon piracy particularly hazardous. The Sea-King's sunken realm can provide a novel setting for fantasy adventures. Instead of rock-walled tunnels, PCs must explore water-walled tunnels. Damaging a wall might cause the sea to come pouring in. All sorts of interesting items may be accessible through these tunnels along the mucky bottom of the sea—ancient wrecks, lost civilizations, or undersea denizens like the Sea Witch and the Sea-Queens, whose command of magic makes them formidable opponents and whose wealth of enchanted objects would provide ample reward for the risk.

In addition, how does the Sea-King interact with the rulers of sunken Simorgya? Are they enemies (in which case PCs can be recruited as mercenaries for either side) or allies (in which case the combined forces create formidable opponents)?

The Master Adept of Earth and a Castle Called Mist

(from "The Wrong Branch" and "Adept's Gambit")

After a number of misfortunes at sea convince Fafhrd and the Mouser that the Sea-King has cursed them for their intrusion into his realm, they approach Ningauble to have the curse lifted. Unfortunately, they follow a wrong turn in Ningauble's cave and emerge on the coast of the eastern Mediterranean of ancient Earth in the century following the death of Alexander the Great. Here they become pawns in a struggle between Ningauble and an adept of Earth, Anra Devadoris. Anra places a curse on the two so that the women Fafhrd embraces are turned into swine, while the Mouser's paramours become giant snails. Greatly distressed by this inconvenience to their love lives, the heroes seek Ningauble's aid.

Ningauble cooperatively tells them what they must do: gather the Shroud of Ahriman, the powdered mummy of the Demon Pharaoh, the cup of Socrates, a sprig from the Tree of Life, and

"the woman who will come when she is ready." Then go to the Lost City of Ahriman, east of Armenia, and perform a ritual.

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

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

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

By taking a wrong turn in Ningauble's cave, PCs can travel from Nehwon to any number of worlds. Fortunately, in the process of traveling, PCs seem to magically learn the appropriate languages and assume the appropriate childhood memories. Through Ningauble's cave, PCs may be dispatched to a wide variety of settings from fantasy literature and ancient history. This also permits (at the DM's discretion) visitors to Nehwon from other settings, either allies for the PCs' evil antagonists or villains from fantasy or history. Ningauble's cave permits the arrival in Nehwon of entire PC parties from other fantasy role-playing campaigns, a convenient transition device permitting established AD&D® campaigns to expand into the Nehwon setting.

Ningauble's rival, Anra Devadoris, may return someday and seek vengeance upon Fafhrd, the Mouser, or Ningauble himself. This raises the possibility of a dimension- and world-spanning wizardly conflict, featuring visits to Nehwon and numerous other AD&D® campaign settings.

The Transparent Treasures of Stardock (from "In the Witch's Tent" and "Stardock")

Fafhrd and the Gray Mouser have been comrades in adventure for about a decade at this point in their history. Drawn by legends of valuable gems and accompanied by the cheetah-like snow cat Hrissa, the two set out to climb Stardock, the loftiest peak in the Mountains of the Giants in the frosty and remote Cold Wastes.

Obstacles are numerous: the treacherous rock and ice of the mountain itself, the ambushes of Kranarch and Gnarfi who seek to beat them to the summit, the invisible Prince Faroomfar on his unseen flying mount, and the soldiers of Oomforafor, King of the invisible race that dwells on the frigid summit of Stardock. The two are threatened by collapsing ice cornices, stampedes of mountain goats, giant furred serpents, perilous overhangs, tumbling rocks, and the powerful trained bears of Kranarch and Gnarfi.

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

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

Though Hirriwi and Keyaira are smitten with Fafhrd and the Mouser, and appear as loyal pro-

tectors in later stories, the invisible race—especially the demented Prince Faroomfar—seems generally hostile to other humans. Player characters can experiment with the use of invisibility spells to permit a normal human to masquerade as one of the invisible folk of Stardock.

Later on, the invisibles appear as allies of the evil ice wizard Khakhht. It is even implied that Khakhht himself created the invisibles. Whether this is true is not known—Khakhht certainly has the power to grant Faroomfar a pair of wings so that he may fly without using an invisible rayfish.

In addition, did Fafhrd and the Gray Mouser father children by the two princesses, as prophecy foretold? If they did, what form do the children take? Are they invisible like their mothers, or visible like their fathers? Are they partially invisible like the ghouls of Nehwon? How do they feel about their missing fathers, and what adventures can they have? All these questions can be starting points for further campaigning in Nehwon.

The Fences of Lankhmar

(from "The Two Best Thieves in Lankhmar")

The gems of Stardock are invisible but give off a varicolored glow in the dark. Such special items must be carefully presented to their best market. The Mouser chooses Ogo, the blind fence, who can't see the gems, but is served by a seemingly-harmless slave-girl known only as the Eyes of Ogo. Fafhrd chooses Nemias of the Dusk, who conducts all her business in twilight and who will be attracted by their unique glow. Both adventurers take elaborate precautions to avoid being double-crossed, but their precautions are inadequate.

The two women are allied far more closely than the Twain originally guessed. Ogo is a fiction created by Eyes, a skilled ventriloquist, who then steals the Mouser's gems. Nemias of the Dusk likewise steals Fafhrd's gems after distracting him during a romantic interlude. Both heroes are so mortified at being outsmarted that they refrain from seeking revenge. Instead, they immediately sign on as mercenaries for the Lords of Quarmall. Unbeknownst to each other, they sign up on opposing sides in the conflict.

The fences of Lankhmar are treacherous and shrewd. PC thieves and treasure hunters will have a hard time getting their money's worth for the items they obtain. The puzzles of protecting goods from theft and of getting a fair price for the goods should become an element of each adventure. Lankhmar fences have a great deal of wealth and so it must be guarded. Whichever side the PCs find themselves on—guards hired by a fence or thieves attempting to burglarize that fence—they will find plenty of action and challenge. Nemias and Eyes can also be challenging and exotic opponents for overconfident player characters.

A Sorcerous Civil War

(from "The Lords of Quarmall")

The two heroes are hired as champions of the two warring heirs to the throne of Quarmall. This ancient and decadent realm occupies a complex of tunnels, rooms, and warrens beneath a large hill south of Lankhmar. Its rulers hold the surrounding populace in a state of constant fear, occasionally emerging to take slaves who vanish beneath the earth, never to return.

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

When the heroes arrive, there is an uneasy stalemate between the forces of Gwaay and Hasjarl. Gwaay controls the realm's lower levels while Hasjarl rules over the upper. Both are at war and have sworn to slay the other, but neither can gain the upper hand. This balance of power is upset by the interference of Quarmall (the man), their father and Lord of Quarmall (the kingdom). He stages his own death and funeral, throwing his two sons into a conflict for the throne. The Mouser inadvertently tips the balance of power by accidentally disintegrating all of Gwaay's twelve First Rank sorcerers (thus

confirming the Mouser as a powerful, if unreliable, magic-user).

With the demise of Gwaay's sorcerer-protectors he is incapacitated by a plethora of ghastly afflictions. He manages to retain his spirit by willpower and proposes a meeting with the opposition. Hasjarl cheerfully accepts, hoping to gloat over his triumph. The Mouser poses as Gwaay's master sorcerer and champion, while Fafhrd accompanies Hasjarl as his fighting champion. When the Mouser and Fafhrd find themselves opposing each other, they stage a mock combat for the benefit of their employers. While they fight, Hasjarl tries to stab Gwaay's corruption-ridden body but Gwaay uses his mind powers to dislodge a ceiling stone, which falls upon his brother, squashing him and ending the contention for the throne.

Quarmall then reveals himself, discloses the existence of an heir-to-be in the womb of a concubine, pays off the heroes, and sends them on their way back to Lankhmar. He apparently later regrets his actions, for he sends Fafhrd's own daughter, Fingers (by the slave-girl, Friska, whom he rescued from Quarmall), programmed by magical hypnosis, to slay him.

A full range of fantasy magic and sorcery is showcased in this story: sendings, countercharms, astrology, telekinesis, psionics, death spells, and more. The Lords of Quarmall and their servants are first-class magic-users who will provide challenging opposition for any PC magicians. Gwaay, of the lower levels, also appears to have awesome mental powers, enabling DMs to introduce the abilities discussed in *The Complete Psionics Handbook*.

A journey to Quarmall will be enlightening, possibly lucrative and always dangerous, for many character classes. Noble champions of freedom will be shocked to learn that Quarmall is a society where a small aristocracy has the power of life and death over their slaves, and where slavery, sadism, torture, and casual execution are commonplace. Collectors of fine art (that is, thieves) will hear that Quarmall is an incredibly ancient culture, sure to possess valuable treasures and heirlooms of considerable value. Students of history and society will come to study the knowledge preserved by this ancient culture.

Students of sorcery cannot fail to note the variety and power of the magical spells employed by the mages of Quarmall.

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

The Rat Empire of Lankhmar Below (from "Swords of Lankhmar")

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

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

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

Fortunate circumstances intervene. Karl Treuherz of Hagenbeck, time traveler and animal collector for Hagenbeck's Time Garden, appears riding his latest acquisition, a two-headed dragon that (most conveniently) dines on rats.

Fafhrd, wakened from his stupor by the tormenting claws of the ship's black kitten, summons the dragon to sweep the decks of rats and drive Hisvin, Hisvet, and the white rat aristocracy from the ship. Though the rat conspirators escape, Fafhrd and the Mouser succeed in delivering the grain to Morvarl. However, Mouser has received a seemingly trivial wound—a silver crossbow dart in the temple—shot by Hisvet, which has magically placed Mouser under the compulsion of her charms.

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

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

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

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

While the Mouser is uncovering the secret plans for the rat conquest of Lankhmar, Fafhrd is returning from Kvatch Nar on horseback. Nimgauble summons the barbarian to his caves then explains that Lankhmar and the Mouser are in grave danger. Fafhrd must make haste to Lankhmar and ring the bells atop the Temple of the Gods of Lankhmar. As Fafhrd climbs the temple bell tower, the Mouser emerges from Lankhmar Below into the Rainbow Palace and the rats

begin their full-scale assault on Lankhmar.

When Fafhrd rings the bells of the Temple, the Gods of Lankhmar appear, momentarily turning the tide against the rats, but fire arrows from the disciplined rat archers drive back the tinder-dry liches. Reinforcements appear, however—Fafhrd's ghoulish lover, Kreeshkra, and several ghoulish companions join the fight. Fafhrd's little friend, the black kitten from the grain ship, arrives to remind Fafhrd of the tin whistle he has found in his travels. Fafhrd blows the whistle and summons the War Cats, the military aristocracy of the feline races.

An all-out battle for the city ensues. Led by the kitten, the War Cats utterly rout the rat army, relieving the beleaguered garrison at the South Barracks and clearing the streets of Lankhmar of its rodent plague while Fafhrd and his companions defeat a horde of magically-enlarged rats that erupts from Hisvin's house.

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

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

Hisvin and Hisvet are now fugitives in Lankhmar Below but they may reorganize the rats and plan a second Rat War. Parties of PCs may be sent on punitive or exploratory expeditions into the underground mazes to apprehend Hisvin

and Hisvet for their crimes or to extend diplomatic terms to the surviving rat government. Supply the player characters with a number of Potions of Diminution but warn them that if they are not back within a certain number of hours, they will return to normal size and be smothered deep underground.

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

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

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

The Shadow of Death

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

For the vast majority of Nehwon's population, from beggars to princes, Death arrives with cool impersonality. For heroes like Fafhrd and the Gray Mouser, Death has a more flamboyant, dramatic approach. Only the improbable, the magical, and the spectacularly deadly will do. Further, it is in the nature of heroes that they may cheat Death from time to time. Death is philosophical about this, acknowledging that gods may exist of which even he knows nothing and that Chance may be as great a power as Necessity.

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

In another instance, Death extends the boundaries of the Shadowland, the mystical realm of Death, as far as the borders of Lankmar in an attempt to trap the heroes. With the help of the Twain's mentors, Death is once again cheated of his quarry.

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

The first and third of these stories offer the DM a blank check for visiting almost any kind of assassin or monster on a deserving hero in a fiendishly magical and implausible attack. When engaging in such antics with your players, keep the following guidelines in mind—reserve this attention for veritable heroes of considerable prowess and notoriety and don't pull this stunt often. Once in a lifetime is a reasonable fre-

quency, with rare instances of repeated attempts in the case of heroes of the legendary stature of Fafhrd and the Gray Mouser.

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

An in-person interview with Death might be entertaining for PCs. Perhaps they can become the first beings to have spoken with Death and lived to tell of it. What hospitality might one enjoy at Death's castle in the center of Shadowland? The Death described in Leiber's fiction is an erudite and sophisticated individual with little or no evil in him. What wonders and mysteries lie in the dungeons of such a castle? Is there any way out of the castle of Death? Are there gods that even Death doesn't know about? Is Chance even more powerful than Necessity? Only the greatest of heroes might escape from the Shadow of Death. Keep in mind that Death's perverse sister, Pain, may be lurking about during any visits, making things much less pleasant for Death's house guests.

Toys of the Gods

(from "Under the Thumbs of the Gods")

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

who once humiliated them—Nemia of the Dusk and the Eyes of Ogo.

The use of gods as malicious pests can be amusing if done with humor and wit. Avoid abusing player characters with heavy-handed deathtraps and high-powered, capricious assaults, or the players will quickly tire of you as a DM. A trivial but distracting curse can provide an interesting context for an adventure. If the curse is sufficiently annoying, the PCs can be encouraged to seek out their mentors for a *remove curse* spell which, of course, depends on their performing a little errand first...

The Magical Metaphysical Tour

(from "Trapped in the Sea of Stars")

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

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

Treachery of the Gods

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

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

They escape and arrive at Rime Isle, where their welcome is less than enthusiastic. No one

on the island believes in the threat posed by Khakhht and the Sea Mingol fleets. Only Cif, Afreyt, and a few others know of the impending doom, which they learned of from the prophecy of two fugitive gods whom they discovered and nursed back to health.

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

Soon, all the islanders are infected with god-frenzy. Loki and Odin want a glorious doom, with the mutual annihilation of the Mingols and the Rime Islanders. After infecting the normally level-headed Rime Islanders with slogans and chants, the gods send them off to certain death against the Mingols. Fafhrd leads a party to confront the advance scouts of one fleet while the Mouser plans to lure the other fleet into a great whirlpool. Neither the two heroes nor their followers realize the absurdity of their half-baked plans for the defense of the island because they are blinded by the influence of the gods.

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

Fafhrd loses his left hand when Odin is banished but he survives the maiming. Returning to Rime Isle, Fafhrd and the Mouser are content to remain there with Cif and Afreyt. Fafhrd plans to use *Flotsam* to sail to Ool Plerns for timber, a scarce commodity on Rime Isle, and the Gray Mouser plans a trading adventure in *Seahawk*.

Again in this type of story, the characters are largely puppets of the gods and powerful sorcerers. While this can be effective in a story to show the callousness and cruelty of the gods in their dealings with men, such things can only create

frustration in a fantasy role-playing adventure. Fafhrd and the Mouser's realization of the gods' cruel treachery is a high-point where human freedom overcomes the schemes of higher powers.

Rime Isle is a good jumping-off point for adventure. Travel between worlds is a prominent feature of the story. Odin and Loki were apparently banished from our own world when their worshippers abandoned them. Other individuals—possibly the last worshippers—could accompany their gods if they are banished to Lankhmar.

It is frequently remarked by Fafhrd and the Gray Mouser that many strange ships can be found docked at Cold Harbor, Rime Isle's main port. Many of these ships are unlike any ships of Nehwon. These merchants and voyagers may come from unknown regions of Nehwon or perhaps even from other worlds, as is commonly speculated by the islanders themselves.

Characters might book passage or stow away on one of these vessels, or they might sail their own ships in search of the routes by which these strange vessels arrive in Nehwon. The knowledge or sorcery they use to chart their uncanny courses may only be guessed, but a curious and determined character might bribe a foreign navigator for the secret or follow a strange vessel when it takes to sea.

The Vengeance of the Simorgyans

(from "Sea Magic" and "The Mer She")

Deep beneath the Outer Sea, the surviving rulers of sunken Simorgya, Mordroog and his sister Ississi, brood over their realm's golden treasures, now residing in the treasure vault of Rime Isle. Ississi returns to Rime Isle in human form to retrieve the treasures. Fafhrd foils the sea-woman's schemes but barely escapes when she transforms into her razor-toothed, shark-like true form.

Frustrated in her attempt to retrieve Simorgya's treasure, Ississi impersonates a comely slave-girl and stows away aboard *Seahawk*. Her appearance causes considerable tension between the Mouser and his crew, each believing the other smuggled her aboard for immoral purposes.

With the Mouser under her spell, Ississi summons Deep Rusher, the Leviathan, to destroy *Seahawk*. Swept beneath the waves and apparently doomed, *Seahawk* nevertheless rises back to the surface, buoyed by her cargo of lumber. The Mouser confronts Ississi and Mordroog in their true forms and defeats them in a desperate underwater sword-fight. The *Seahawk's* crew returns to Rime Isle with their precious lumber and the Simorgyans are left to contemplate their latest defeat.

The inhabitants of sunken Simorgya—a realm often mentioned in past stories—are a new and deadly foe for the heroes, their plots against Rime Isle can hardly be at an end. Mordroog is an evil, if relatively passive individual, while his sister Ississi is nothing short of perverse in her complex schemes of vengeance. In addition, more golden treasures may lie beneath the waves although the deadly creatures of the depths under the control of Ississi and her fellow Simorgyans can present serious obstacles.

Curses of Gods and Men

(from "The Curse of the Smalls and the Stars")

After a year on Rime Isle, Fafhrd and the Gray Mouser are mellowing, resting, and enjoying the simple pleasures of good food, fellowship, and feminine companionship. Ningauble and Sheelba miss the excitement of their disciples' adventures (and, for some strange reason, their magic seems less effective since the heroes' departure), so they bring the Twain's indecent comfort to the attention of the gods. Scandalized, the gods immediately set about making the heroes uncomfortable again. Their curses are relatively minor but unique. Fafhrd becomes obsessed with star gazing, while the Mouser becomes fascinated with the tiniest details of everything he sees, turning him into a master pack rat and junk collector.

While the two are adjusting to their obsessions, Pulgh Arthonax, Overlord of Lankhmar, and Hamomel, current master of the Thieves' Guild, conspire to send a pair of assassins from the Slayers' Brotherhood to seek out and kill the heroes. The two assassins re-christen themselves the Death of Fafhrd and the Death of the Gray Mouser. They study and imitate the thoughts

and habits of their intended victims so carefully that they become warped caricatures of the heroes.

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

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

These minor godly curses are good examples of the kinds of burdens a disgruntled god can place upon a less-than-dutiful worshipper—curses that are more of a nuisance than a life-threatening peril. The concept of assassins who study and grow into twisted copies of their victims can be used in two ways. The DM can send hired assassins on the trail of player characters, presenting them with the challenge of overcoming opponents who know their every move and specialize in the skills they favor.

On the other hand, the player characters themselves may be the assassins. Give them a target to study, then send them out after their victims. This can be a straightforward assassination adventure or it may be a disguised perilous journey adventure, the victims having left every town just a few days before their Deaths arrive. Perhaps Hamomel and Pulgh will try again and the PCs will be assigned to track down and kill Fafhrd and the Gray Mouser. This is a particu-

larly attractive idea because it gives players an excellent excuse to pretend to be the barbarian and the Gray One. What might happen if the PCs and the two heroes meet? It might be best never to let that happen, although the two heroes can't live forever. It certainly is the supreme challenge for a DM and players in any Nehwon campaign.

The Circle is Completed

(from "The Mouser Goes Below")

Inadvertently awakened from his banishment beneath the waves by the Mouser's crewman and—as we later discover—son, the evil god Loki demands vengeance. Although he is somewhat taken aback by Loki's brashness, Death obliges and causes the Gray Mouser to sink beneath the earth.

Miraculously (and with Death's tacit cooperation), the Mouser survives, although he is pursued by Death's sister, Pain. Cursed to spirit form, the Mouser observes the wicked Hisvet in her apartments deep below Lankhmar city, then spies upon Quarmal, who inadvertently reveals his plot to destroy Fafhrd.

Meanwhile, the Rime Islers dig furiously in a desperate race to find the Mouser. Assisting them is the escaped cabin-girl known as Fingers, whom Afreyt learns is actually Fafhrd's daughter by the Quarmalian slave Friska.

Fafhrd himself is temporarily interrupted from his labors by the appearance of Frixifrax, former servant of Hisvet (who simply called her Frix). Frix has restored her to her rightful place as princess of the Air-Matriarchy of Arilia and returns in a sky-galleon with an all-female crew to renew acquaintances with Fafhrd.

Distracted, Fafhrd is removed from the action for a time then returns to Salthaven to be confronted by his daughter, Fingers, who begins to recite a death-spell, hypnotically planted in her mind by Lord Quarmal. The Mouser projects his spirit form into the room with Fafhrd and Fingers and snaps his fingers, breaking the spell.

Moments later, Cif at last uncovers the buried Mouser and breaths life back into his body. Reunited with his lover, the Mouser drags himself back to the world of the living and is carried aboveground.

Reunited with their loves, their children, and each other, the Twain contemplate the future and their new lives as citizens of Rime Isle. Meanwhile, in Godsland, Loki is permanently destroyed or banished, to the considerable relief of the other gods, to whom he has grown quite tiresome.

Aside from being the final tale in the epic adventures of Fafhrd and the Gray Mouser, "The Mouser Goes Below" also provides several useful adventure ideas. The vengeance of the god Loki is much more serious than the minor annoyances inflicted by Kos, Issek, and Mog—any character inflicted with such a curse will be in serious trouble. Death's broad interpretation of Loki's demands enabled the Mouser to survive, and, as usual, the Mouser's dogged and loyal nature allowed him to save his friend's life.

The long-range plans of Quarmal are diabolical. With such pre-programmed spells (Fingers' death-spell might be comparable to *power word, kill* or similar enchantments), wizards and others can deal death or serious injury to enemies without immediate risk to themselves. The offspring of Fafhrd and the Gray Mouser provide further adventure possibilities. Pshawri and Fingers are both young and talented with abilities similar to their parents. What challenges lie ahead for the two youngsters and will they continue any stories begun by the Twain?

Fafhrd and the Gray Mouser themselves are far from finished. While they may be middle-aged, respectable family men, adventure will always call to them. Although the tales of their exploits have come to an end, they can live on in your campaigns. Those who have read and enjoyed their adventures for years can only hope that the Twain's future is bright and that there will always be a place for them in the worlds of fantasy roleplaying.

LANKHMAR™ Products from TSR

TSR has produced several products in its LANKHMAR™ line. All contain voluminous quantities of adventures, background, and ideas for your Lankhmar-based campaign. The following synopses describe these products.

CA1—Swords of the Undercity

This product contains three detailed adventures. In *The Secret of Urgan of Angarni*, a treasure map leads to an expedition to the Inking Land, where they encounter one of Urgan of Angarni's living fortresses and attempt to secure the treasure within. When the adventurers enter *The Web of Mog*, they find their treasures stolen and are forced to pursue the perpetrators to the House of Basharat. In the final adventure, *Claws of the Shree-Kah*, characters must foil the schemes of a strange race of creatures which live in the sewers beneath Lankhmar who desire to possess one of the treasures gained in the first adventure.

This product contains several useful accessories, including a map of the Basharat's house, new enchanted items, prerolled Lankhmar characters, and a strange race of reptilian creatures.

CA2—Swords of Deceit

This product also contains three separate adventures as well as a fold-out map of Lankhmar's sewer system, floorplans of two important buildings, details of two new Nehwon monsters (including the rare Lankhmar vampire), and advanced statistics for several of the prerolled characters from the previous adventure. In the first adventure, *The Curse of Valinor*, the lovely Tanya Valinor hires the PCs to help lift a curse from her stricken father. In reality, the adventure turns into a tale of treachery and family vengeance with the adventurers caught in the middle.

Next, *The Return of the Rats* involves the party in a plot to kidnap Fafhrd and the Gray Mouser, then sends them into the warrens of Lankhmar Below. There, the evil Hisvin is once more hatching schemes to conquer Lankhmar and has enlisted an avatar of the Rat God to his cause.

Finally, the dreaded *Night of Fear* is the setting for *One Night in Lankhmar*. A beautiful woman requires escort through the darkened streets where the Gods of Lankhmar may (or may not) roam. But is she who she seems?

LNR1—Wonders of Lankhmar

This product contains dozens of short adventures, suitable for single-session gaming—PCs must deal with Ningauble of the Seven Eyes, journey to the frozen north, battle evil gladiator lizards, and more. Many adventures contain ideas based on the original Lankhmar tales and major NPCs from the city. Wonders of Lankhmar also contains numerous new magical spells with a special Nehwon flavor, new monsters, magical items, and a roster of useful NPCs.

LNR2—Tales of Lankhmar

LNR2 features more short adventures, including the opportunity to defend the Silver Eel Tavern, visit the Cold Wastes, and recover a valuable treasure. In the major adventure, the rats of Lankhmar below are enmeshed in a vicious civil war, forcing the adventurers to once more battle the schemes of Hisvin and his daughter. Tales of Lankhmar also includes statistics on new monsters, more prerolled Lankhmar characters, and a detailed description and floorplan of the infamous Silver Eel.

LNA1—Thieves of Lankhmar

This invaluable accessory describes one of Lankhmar's most powerful factions—the Thieves' Guild. The guild's history, bylaws, governing structure and prominent members are detailed, along with the ancient and labyrinthine depths of the Thieves' House itself. LNA1 provides adventure ideas, information on running thief-based campaigns, and concludes with two detailed adventures—*Thieves' Run*, in which aspiring guild members must test their Mettle, and *The Costume Party*, where moderate-level thieves have the opportunity to make a real killing at a noble's ball.

LNA2—Nehwon

Designed for six or seven characters of seventh to twelfth level, LNA2 is a truly epic quest. Initially, the PCs believe that they are simply participating in the Zodak-no-Kara, or Wizard's Quest,

in which the champions of Nehwon's various sorcerers compete to gather powerful enchanted items. But this year, there is more—Nehwon's magic is being drained by some outside force and only the efforts of heroes can stop it.

A series of riddles sends the heroes to all corners of Nehwon—to the Sea King's realm where they must retrieve a priceless pearl, to the City of Ghouls to free an imprisoned beast and drink from an enchanted well, to Shadowland and the realm of Death, to Cold Corner for the cloak of cold, and finally to the trackless jungles of Klesh, to the heart of an active volcano, where the quest comes to an end.

LNA3—Prince of Lankhmar

This adventure includes a fold out map of the forbidding Castle Darkwolf, a new monster, NPCs, new magical items and spells, and numerous pregenerated player characters.

In the course of the adventure, PCs are hired by Overlord Radomix Kistomerces to escort his son, Orion, back from the city of Ilthmar. Unfortunately, young Orion is kidnapped by the Legion of Doom, a band of cutthroats in the employ of the evil Perdue Darkwolf, forcing the PCs to rescue him. In the second part of the adventure—several years later—a twisted and embittered Perdue returns to take vengeance on those whom he feels robbed him of his destiny. To this end, he has framed the PCs for crimes against the Rat God and recruited a terrifying new species of monster—the hydden—to his cause. If particularly successful, a party member may end up as Lankhmar's Overlord, a position that may soon be regretted.

LNQ1—Slayers of Lankhmar

When the guildmaster of the Merchants' Consortium is slain, PCs join the hunt for the killer, competing with operatives of the Slayers' Brotherhood, the city guard and the Lankhmart army. However, this is no ordinary killer and even the most persistent investigator will discover a deadly challenge. This supplement includes new weapons, new proficiencies, and a partial map of the Hlal Forest.

As the City of Adventure is based on settings created by Fritz Leiber for his legendary fantasy tales, there are some differences between it and traditional AD&D® campaign worlds such as the FORGOTTEN REALMS® and GREYHAWK® settings. This section provides rule modifications specific to AD&D® 2nd Edition, which enables your players to participate in adventures that are faithful to the spirit of Lankmar.

These modifications are optional and geared to the world of Nehwon. Should Lankmar exist in your own, non-Nehwon setting, give some thought as to which of the following rule changes are appropriate to your campaign, and what modifications to them you might desire.

Player Character Races

Unlike most AD&D® campaigns, the world of Nehwon is primarily inhabited by humans of several different nationalities and cultures. Elves, dwarves, halflings, and gnomes are (as far as

anyone knows) nonexistent. Other races, such as the Nehwon ghouls, exist and may be portrayed as player characters. The following guidelines may be used to play Nehwon-based characters.

Humans

There are a variety of human races and nations in Nehwon, each with certain advantages and disadvantages. Major nationalities and their characteristics are listed below.

Northerners

From the Cold Waste comes a race of fair, savage barbarians. Fafhrd himself hailed from the village of Cold Corner. Northerners receive a +1 to their strength score, but a -1 to their wisdom due to their widespread warrior mentality which often drives them to acts of suicidal bravery. If you are using the proficiency option, Northerners receive the arctic survival proficiency at no



cost. Many northern tribes also practice ice magic (see Magic Spellcasters, below).

Mingols

There are two major groups of Mingols. The Land Mingols are nomadic warriors and master bowmen. The Sea Mingols are excellent sailors but have not lost their connection with the land. Each of their ships carries a living war-stallion in a cage near the bow.

All Mingols receive a +1 to their dexterity score, but a -1 to their strength due to their small stature.

Land Mingols also receive either the riding, land-based or the short bow proficiency (not both) at no cost. Sea Mingols receive either the seamanship or the short bow proficiency (not both) at no cost.

Eevanmareenseers

These individuals come from a distant, decadent empire. All natives from Eevanmareensee are completely hairless, causing a -1 penalty to their charisma scores. Due to the ancient, wealthy nature of the empire, characters of this race receive 4x normal starting wealth. Eevanmareenseers may also be fire mages (see Magic Spellcasters, below).

Kleshites

This dark-complected race lives in the jungles in the south of the Lankhmar continent. They are a small, quick race, and receive a +1 to their dexterity scores. If you wish to experiment with the Earth Magic rules below, Kleshites may also be earth mages.

Nehwon Ghouls

What Nehwonese refer to as "ghouls" are distinctly different from traditional AD&D® campaign ghouls. They are intelligent, suicidally brave, fatalistic, and skilled fighters. They retain the cannibalistic tendencies of their undead namesakes but are willing to suspend their unpleasant eating habits for the right companions. They tend to actively seek combat, and shed few tears even when a close friend is slain.

Most ghouls encountered in Nehwon are of neutral evil alignment. Ghoul PCs may be of any neutral alignment (neutral good, chaotic neutral, etc.).

Ghoul PCs may only choose the fighter or thief character class. They earn experience as normal for their character class.

Ghouls may never wear armor but may use shields. Axes are their favored weapon. The transparent nature of ghoul flesh makes it harder to locate their vital spots. All attacks against ghouls are at -2 to hit. Ghouls are totally invisible (-4 to hit) in darkness 80% of the time. Their transparency is a natural condition; magical means such as truesight or detect invisible will not work against them.

Class Restrictions

While most AD&D® character classes are present in Nehwon in one form or another, the following modifications apply if you are playing a strictly Nehwon-based campaign.

Fighter: Not surprisingly, fighters function normally in Nehwon. However, metal mail is rare and expensive, while plate armor is nonexistent. Outside characters entering Nehwon should probably have their equipment modified or eliminated to conform to this.

Paladin: Paladins are very rare and are often considered slightly crazed. The city of Tisilinit is known as a breeding ground for this class. Paladins in Nehwon cannot use spells.

Rangers: Rangers are rare in Lankhmar, but are more common in the wilderness, especially the Cold Waste. Rangers in Nehwon-based campaigns cannot use spells. Many Cold Waste rangers also have bardic talents and may select the musical instrument proficiency at no penalty (thus occupying only one proficiency slot rather than two).

Thief: Lankhmar is not called the City of Thieves for nothing. The city crawls with thieves of every description. The powerful Thieves' Guild has often been a power behind the throne, pulling the Overlord's strings and secretly ruling Lankhmar.

Thieves in Lankhmar must take care. Freelance

thieves who do not pay guild dues are often hunted down and killed in very nasty ways. Female thieves are common, but the straight-laced patriarchy of the guild will not allow female guildmembers, so all must be freelancers.

Bard: Nehwon bards function normally in all respects with the single exception that they cannot cast spells. They are found all over Nehwon, and many work professionally in Lankhmar. Fafhrd's own Snow Tribe had a class of bards, or singing skalds, who were trained in wilderness skills, the healing arts, and the singing of heroic songs. Fafhrd himself was a singing skald. Bards from the Cold Waste are often rangers as well. Cold Waste bards receive the healing proficiency at no extra cost.

Clerics: Clerics as a character class do not exist. See the Spellcasters section below for information on clerical magic.

Usage Note—Clerics vs. Priests: In all Nehwon and Lankhmar adventures, the term "priest" does not apply to the clerical character class. A Nehwon-based "priest" is an official representative of his or her religion and as such has only limited special powers (see "Lankhmar's Gods" for granted powers). "Priest" is simply an occupation, and a priest may be of any character class. Note that a priest who is also a white wizard (see below) has the same abilities as a standard AD&D® cleric, even though he or she is not a member of that class.

Spellcasters

Magic in Lankhmar-based campaigns differs significantly from ordinary AD&D® games. Nehwon is a magic-poor world. Magic use is slower, more difficult, and less certain than in normal AD&D settings. Magicians—black, white, and elemental—are rare and unusual individuals.

Casting Time: The most significant difference between ordinary AD&D® magic and Nehwon sorcery is in the time required to cast a spell. As Nehwon's magic level is significantly lower than other fantasy worlds, spells take longer to cast and need more elaborate rituals.

To simulate this, increase the time needed to cast a spell by one category, as shown in the following chart. This time change applies to all

forms of spellcasting. If the casting time is less than one round, then the spell takes a number of rounds equal to its casting time. For example, the fourth level wizard spell Confusion, which has a casting time of four, takes four full rounds to cast in a Nehwon-based campaign.

AD&D® Game Casting Time Nehwon Equivalent

Initiative modifier	Rounds
Round	Turn (10 rounds)
Turn	Hour (6 turns)
Hour	8 Hours*

*After casting a spell of eight hour casting time, a wizard must rest for a full eight hours before he or she can cast again.

Spell Recovery: Nehwon based spellcasters also recover their abilities more slowly than in other campaign settings. Once a wizard has cast a spell, he or she must study spellbooks to recover it, as is normal in AD&D® campaigns. But Nehwon spells take a full day to recover.

Types of Spellcasters

Nehwon wizards include black, white and elemental spellcasters, and all have special rules governing their use.

Black Wizards

"None can use black magic without straining the soul to the uttermost—and staining it in the bargain. None can inflict suffering without enduring the same. None can send death by spells and sorcery without walking on the brink of death's own abyss, aye, and dripping his own blood into it. The forces black magic evokes are like two-edged poisoned swords with grips studded with scorpion stings. Only a strong man, leather-handed, in whom hate and evil are very powerful, can wield them, and he only for a space."

—From Glavas Rho's "The Unholy Grail"

Most Nehwon spellcasters are black wizards. As may be inferred from Glavas Rho's words, black sorcery is a dangerous, evil path that invariably corrupts and destroys its practitioners. Black wizards tend to be selfish, greedy,

sadistic individuals with little concern for the suffering of others or the welfare of those they injure.

Black wizards must have an Intelligence score of 15 or greater. They cannot rise in level without the assistance and tutelage of another black wizard of higher level, and cannot rise higher than fifth level unless Intelligence is their highest score.

Black wizards can be of neutral alignment for the first four levels. Before attaining fifth level, a black wizard must shift to evil alignment. This makes black wizards of fifth level or higher poor player characters. Most black wizards of high level will only be encountered as NPCs.

The entire range of wizard spells is available to black wizards. They gain experience and spells as listed for wizards in the Player's Handbook, but they may not become specialist wizards.

Each time a black wizard gains a level at level five and above, roll 1d12 on the following table. These effects reflect the disfiguring effects of evil magic and the malign influence of those forces which black magicians manipulate.

Die Roll	Effect
1	Wizard loses sight in one eye; remaining eye grows milky, white, and dead-appearing
2	Wizard loses all hair
3	Wizard loses all sense of taste and smell
4	Wizard loses 1d6 points of charisma
5	Wizard develops serious facial or body tic
6	Wizard's face becomes misshapen and hideous
7	Wizard's hands shrink to clublike appendages (-1d8 dexterity)
8	Wizard's legs atrophy, causing limp and 1/2 movement rate
9	Wizard develops irrational fear of common object or animal
10	Wizard develops severe paranoia
11	Wizard loses endurance, must rest for one turn after any activity
12	Wizard develops allergy to any food not treated with rare herb

White Wizards

Members of this small fraternity of spellcasters are even rarer than their black counterparts. White wizards tend to be recluses, avoiding all unnecessary contact with the outside world. All white wizards must be of good alignment.

White wizards must have a Wisdom score of 15 or higher. They gain experience as listed for Clerics in the Player's Handbook. Unlike clerics, white wizards roll 1d4 per level for hit points rather than 1d8.

All clerical and druidic spells are available to white wizards. Any spell may be chosen regardless of sphere without restrictions. White wizards have spell books and regain spells as wizards rather than as clerics.

A White wizard may not rise in level without a white wizard tutor of higher level, and may not rise above fifth level unless Wisdom is his or her highest attribute.

Elemental Magic

Several stories, such as The Snow Women and Sea Magic refer to forms of elemental magic which lie outside the normal range of white and black sorcery. This Nehwon elemental magic is based on that originally described in the *Tome of Magic* with a few modifications for the different setting. Elemental spellcasters must have both Wisdom and Intelligence scores of 15 or higher and may be of any alignment. Evil-aligned elemental wizards must roll for disfigurement as described for black wizards. Like other wizards, elemental spellcasters can only advance in level if they have another elemental wizard as a teacher, and they may not advance above 5th level unless their highest score is Intelligence.

Wizards of elemental fire, air, water and earth function as listed in the *Tome of Magic* (although water magic is better known as sea magic), with the following exceptions:

Sea (Water) Magic

This form of elemental magic is primarily practiced by the evil Simorgyans, who may use it without rolling on the disfigurement table. Evil

humans who practice sea magic must undergo disfigurement. Sea magic works only on, beneath, or within sight of the ocean. It does not work on rivers or lakes. As they advance in level, sea mages spend more and more time around the water, and their physiology becomes more and more fishlike. Exactly how far this process goes is up to the DM, but few humans are known to have ever mastered sea magic.

Fire Magic

The fire mages of the east are said to have mastered this wild and dangerous form of magic. Fire mages tend to be brash, arrogant individuals with quick tempers and little patience. They spend much of their time contemplating fire, and often end up burning off all their body hair.

Fire magic works anywhere that a fire can be kindled. It will not work in a downpour or underwater. Most of this magic's effects are spectacular and highly destructive.

Earth Magic

While it is never specifically mentioned in any of the stories, it is logical to assume that a form of elemental earth magic is practiced by such individuals as the priests of the Nehwon Earth God in Klesh. As they advance in level, earth mages become stocky, slow-moving, and contemplative. Earth magic works only if the spellcaster has both feet on the earth.

All effects of earth magic spells are of an earthy nature. An earth mage's magic missile takes the form of jagged fragments of rock, while an armor spell creates a covering of hard, rocky earth all over the wizard.

Air Magic

The Invisibles of Stardock and the aerial inhabitants of the matriarchy Arilia may practice a form of elemental magic dealing with air and the winds. No human is known to practice this sort of magic, but it might be possible with the right tutor. Air magic works only at considerable heights, such as the tops of mountains, or while suspended in midair. For this reason, it is not a

particularly practical form of magic. Its effects are all invisible.

Ice Magic

In addition to the above schools of elemental magic, there exists another form of elemental magic which involves snow, ice, weather, and similar forces. It was practiced by the Snow Women of Fafhrd's tribe and the evil Khahkht, the Ice Wizard. Ice magic only functions in conditions of extreme cold, such as the Cold Waste, at the tops of high mountains, or in the dead of winter. As ice wizards advance in level, they become distant, withdrawn, and cold, becoming much like the elemental forces they seek to master.

Ice wizards function in the same manner as other elemental wizards, but must select either Air or Water as their chosen element. In addition, the following invocation/evocation spells may be learned, memorized and cast as if they were part of the wizard's chosen element: Wall of Fog (1st), Web (2nd), Ice Storm (4th), Wall of Ice (4th), Cone of Cold (5th), Death Fog (6th), Otiluke's Freezing Sphere (6th).

All spells cast by ice wizards have an icy quality to them. For example, an ice wizard's *hold person* spell does not merely hold an individual in place—it freezes the target to the ground with a clinging sheet of ice. A *blindness* spell causes an icy white glare to spring up, rendering its victim snowblind.

Wild Magic

Certain mages, particularly the Gray Mouser, are neither disciplined nor evil enough to fully control the forces of black sorcery. The DM might consider allowing wild mages (as described in the Tome of Magic) as a character class. Wild mages in Nehwon can be of any alignment and may practice magic without rolling on the disfigurement table, but may never advance higher than fifth level.

Dual-Classed Characters

Multi-talented individuals are well-known in Lankhmar. Both Fafhrd and the Mouser are dual-classed, and the Mouser recruited a crew of Lankhmart fighter-thieves for his ship in the Rime Isle adventures.

Player characters may advance in several classes, as described under Dual-Class Characters in the Player's Handbook. There are restrictions on dual-classed spellcasting characters. White wizards are never dual-classed. Dual-classed black wizards may never advance higher than 5th level (high level in black sorcery demands exclusive attention).

Followers

When a fighter reaches 9th level, he or she attracts a band of hardy warriors eager for adventure and loot. Unlike most AD&D® campaigns, a Nehwon-based fighter need not build a stronghold to attract followers. Other character classes attract followers as normal. Roll once on each of the following tables to determine the nature of the fighter's retinue. The DM also has the option of choosing troops for the fighter.

Die Roll Leader

0-40	5th-level fighter, leather armor, broadsword, light warhorse
41-75	6th-level fighter, leather armor, broadsword or axe, longbow
76-95	6th-level fighter, chain mail, shield, scimitar, light warhorse
96-99	7th-level fighter, chain mail, shield, sword or scimitar +1
00	DM's option. This may include a Mingol warlord, ghoulish fighter, or Lankhmart fighter-thief. Under no circumstances will this character be over 7th level or have more than two magical items.

Die Roll Troops/Followers (all 0-level)

01-50	20 Lankhmart or mercenary cavalry with leather armor, shield, lance, axe; 100 Lankhmart, Eight Cities, or mercenary infantry with leather armor, shields and spears.
51-75	60 Lankhmart or mercenary infantry with leather armor, longbows and short swords; 40 Lankhmart or mercenary heavy infantry with chain mail, shields, polearms and short swords.
76-95	20 Mingol cavalry with leather armor, shortbows, and scimitars; 40 Lankhmart or mercenary infantry with leather armor, polearms, and short swords; 20 Cold Waste warriors with chain mail and two-handed axes.
96-99	20 Mingol heavy cavalry with scale armor, shield and lance; 40 Lankhmart or mercenary infantry with leather armor, crossbows and short swords; 20 Cold Waste warriors with chain mail and two-handed axes.
00	DM's option.

Die Roll Elite Unit (personal bodyguard)

01-30	20 elite Lankhmart mercenaries, 2nd level, with leather or scale armor, broadswords, and longbows.
31-60	20 Cold Waste berserkers, 2nd level, with hide or leather armor, and broadswords or axes.
61-70	20 Lankhmart fighter-thieves, 2nd level, with leather or no armor, shields, daggers and rapiers.
71-90	10 elite Mingol cavalry, 2nd level, with scale armor, lances, scimitars and short bows.
91-95	10 elite ghoulish warriors, 2nd level, no armor, axes, and longbows.
96-99	20 Ilthmart slayers, 2nd level thieves, leather or no armor, poisoned daggers, and crossbows.
00	DM's option.

This chapter deals with a district-by-district description of the City of the Black Toga. Each district has its own map and is numbered separately. The fold-out map included with this product allows you to personalize Lankhmar and make it unique to your own campaign.

Various blank spaces appear on the map. These correspond to the geomorphic maps located in Appendix 2. When your players are exploring the city, assign one of these geomorphs to a blank space appropriate to that neighborhood. (Everyone knows what's along the main streets of the city, but it's anybody's guess what lies down the alleys until the PCs actually explore those areas.) This also allows you to insert your own shops, residences, temples, and other locations into the Lankhmar cityscape.

Park District

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

Establishments along Grain Street sell goods and services for the grain merchants who cart their wares to the silos. There are numerous guild houses here, including those for the cartographers, wainwrights, and tailors of Lankhmar.

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

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

2. The Jewelers' Guild House: This structure is home to both the Jewelers' Guild and the Whitesmiths' Guild. It is a massive, five-story building that looks like a bank vault. The doors and windows are all reinforced, and the area is constantly

patrolled by heavily armed guards from the Slayers' Brotherhood.

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

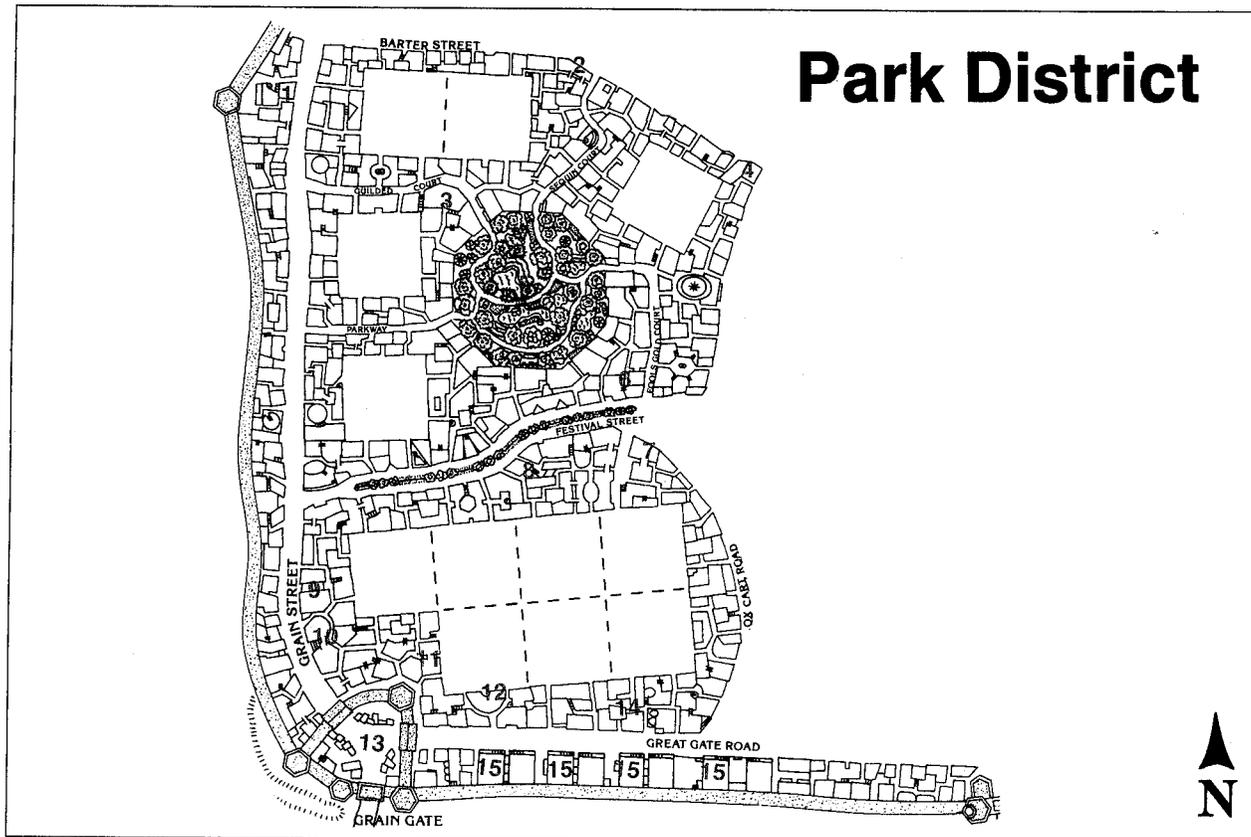
3. Snarve's House: The nephew of Glipkerio Kistomerces (see NPCs) is a nobleman by title but maintains this large four-story home in a commoner's section of town. The house is in excellent condition and contains numerous works of art, as well as intricate devices for honing his skills as a thief. Snarve is a member of the Thieves' Guild, and as such his house is considered off limits to guild thief activities. Freelancers who rob Snarve attract immediate and merciless retribution from the guild.

4. Tailors' Guild House: This five-story building is somewhat run-down. The Tailors' guild, being rather poor, does not want to spend the money to have it fixed. The building is narrow and shallow, getting most of its interior space from its height. The first floor is the shop of the guildmaster, a time-honored tradition in the guild. The noblemen and wealthy citizens of Lankhmar shop here because the guildmaster is usually the best tailor in the city. The interior of the first floor is a sharp contrast to the outside. The shop is exquisitely decorated with fine art objects. The tailors pay tribute to the Thieves' Guild to keep the guildmaster's shop safe from theft.

5. Park of Pleasure: This overgrown, unkempt locale is a place of assignation and illegal activities. Thieves frequently sell stolen goods here, and it is often used as "neutral ground" for underworld meetings. The park is best known as a meeting place for lovers and a haunt of courtesans. Enclosed closet trees are available here for those desiring privacy. City patrols are bribed by the Thieves' and Slayers' Guilds to leave the park well enough alone.

6. The Blue Moon: This tavern, popular with poorer Lankhmarts, is run-down and ramshackle,

Park District



covered with faded blue paint. It is owned and run by Krownis the Hag, who tells fortunes and predicts the future for a few bronze agols. While she is popular, her success is spotty, calling to mind the Lankmart proverb, "even a blind leopard gets a bird now and then."

Unknown to most of her patrons, Krownis possesses actual ability. She is able to cast the equivalent of an *augury* spell once a month. However, she ages six months with every use, making her somewhat reluctant to use it. Her charge for this true augury is 100-600 gold rilks.

Krownis' building is only two stories tall and has a gently slanting roof. Her shop is on the ground floor, separate from the tavern, and her apartment is on the second.

7. Astrologers' Consortium Hall: Housed in a wide, low, three-story building, this guild hall has a fantastic look to it. The walls are carved with zodiacal signs and mystic symbols. The main entrance is shaped like a great monster's maw with a single eye above.

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

8. The Wheel of Fortune: A gambling house occupies the ground floor of this somewhat seedy, four-story building. The remainder of the structure is occupied by apartments and rented rooms. Residents of the Wheel are (not surprisingly) down on their luck, and rarely stay more than a few days. Proprietor "Lucky" Aliandra, a tough and street-smart woman, pays protection to the Thieves' Guild, which keeps the place reasonably safe.

9. Tenements: This sizable structure was once a grand private residence. It has since been subdivided and transformed into low-rent housing. Many thieves, luckless adventurers, and criminals live in tenements, known to their residents

as "The Tombs." The building is owned by an unknown nobleman, who sends hired guards to collect the rent each month.

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

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

11. Guard Barracks: A small garrison of twelve guardsmen inhabits this ramshackle, two-story structure. Most are incompetents who are more interested in playing cards than in actually pursuing crime in the district. Svevas, their new commander, is a fresh-faced and somewhat naive guardsman. He is determined to change his subordinates' attitudes and has demanded more frequent patrols and aggressive pursuit of lawbreakers.

12. The Gold Rilk: The Rilk is a clean, reasonably pleasant, and crime-free tavern for one very good reason—it is a front for the Slayers' Guild, where assassinations and other crimes are planned, paid for, and recorded. Tavernkeeper "No-Nose" Grosse (the reason for his nickname is obvious) is a retired assassin who now enjoys pretending to be a simple businessman. Several secret rooms in the tavern's basement contain income from guild operations and lists of operatives. They are well guarded by traps and human sentries.

13. The Grain Gate: This gate is actually a small fortress. All grain merchants use this gate to bring their wares to the silos of the River District. The fortress' walls that face into the city are 40 feet high, with towers about 55 feet high. The fortress is always manned by two dozen soldiers.

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

A large anvil sits outside his shop. Blue-toes claims no man other than himself can lift it. Since he is a powerful-looking individual, no one has seen fit to challenge his assertion (he keeps the anvil secretly secured from underneath, however, just in case).

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

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

At maximum capacity, the South Barracks hold a thousand men. The four large buildings are quarters for the troops. The other buildings contain supply storage, mess halls, practice arenas, and the commander's quarters. The barracks closest to the Grand Gate house the cavalry. The ground floor of this building contains the stables.

Festival District

There is always a celebration of some type going on in this district, especially along Festival Street, which extends into the Park District. This street is divided by a median strip decorated with trees, flowering shrubs, and statuary. On festival nights, the street is brightly lit by lamps and lanterns. On major holidays, the street is choked with people, while vendors crowd its sides, hawking their wares. Street performers in multicolored garb sing, dance, and act in the hope of receiving coins from passersby. Of course, no festival would be complete without the usual assortment of pickpockets and cutpurses. The district provides a small but steady income for the Thieves' Guild and its members.

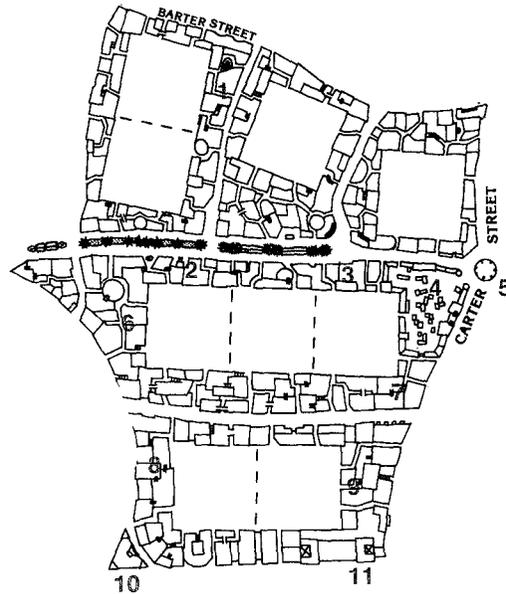
1. Order of Apothecaries' Guild House: This six-story building is used for administration, meetings, and as a medieval-age research laboratory. Most new potions developed in Lankhmar are invented by master apothecaries in their own shops, but apprentices in the guild shop occasionally stumble upon something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

The building is in good condition but is covered and surrounded by the stains of decades of mixing, spilling, and discarding chemicals. The order jealously guards its secrets, pays protection to the Thieves' Guild, and also hires members of the Slayers' Brotherhood to watch the house.

2. Carnival Costumes: This merry shop of festival garb and other accessories occupies the first floor of this three-story building. It is brightly decorated, and cheerful music always floats out the doorway. The proprietors dress in their shop's brilliant costumes to boost sales. The third floor is divided into a handful of apartments, one of which is rented by Tork the Cutpurse (see NPCs). He lives here to be near Festival Street, where he does most of his work.

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

Festival District



potions (though these may be of questionable effectiveness).

The building is four stories tall. Tonym uses three, and rents the top story to boarders. The flat-roofed structure is in excellent condition.

4. The City Market: This market is the second largest in Lankhmar. The only one larger is in the Plaza of Dark Delights, which caters to an entirely different clientele. The City Market specializes in filling the needs of the celebrating citizen or those newly arrived in Lankhmar. Prices are 10 to 60% higher than normal.

Because of its location, the City Market can serve both newcomers and revelers. It is located at the intersection of Festival and Carter Streets, across from the Spire of Rhan. The market's layout changes seasonally and can be quite confusing to outsiders.

5. Spire of Rhan: Standing 10 stories high, this monument is the tallest structure in Lankhmar. It is a memorial to Rhan, one of the founding fathers

of Lankhmar, who led its armies against the savage tribesmen who once lived in the area occupied by the city. His body is entombed in the temple of the Gods of Lankhmar.

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

6. Yun's Bakery: This establishment is run by a middle-aged Ilthmart and his wife, Shia. They are well known for their excellent baked goods and their generosity (stale rolls and loaves are given to beggars and other of Lankhmar's poor). What is not known is that Yun and Shia are secret followers of the Rat God and that they are in constant contact with the rats of Lankhmar Below. Should another plot to overthrow the humans of Lankhmar emerge, Yun and Shia will be in the forefront.

7. Animal Handlers' Guild House: This four-story house is actually three connected buildings. The noise and odor associated with the guild house make it immediately obvious. Most of the small and medium-sized animals are kept and trained in this building. The larger animals are generally trained outside the city walls.

8. The Jolly Otter: This inn is usually full of revelers. Due to the changeable nature of the district's festivals, the crowd is quite different from day to day. One day may bring a room full of sober, elite worshippers of the Great God, while another may see the Otter packed with brawling, singing barbarians celebrating one of their more raucous holidays. Innkeeper Sarra Klistoz (a former mercenary of the Guild of Free Women) keeps in the background, using her hired bouncers only if things get out of hand. She changes accommodations and services depending on the day's festival.

9. Lamps and Torches: Virrx the Chandler not only sells lamps, lanterns, and similar items, he is also responsible for lighting the lamps along Festival Street for night celebrations. He makes a

good living, as lamps and torches are always in demand in this district.

10. Tossig's Den: This establishment might best be described as a burlesque house, featuring cheap drinks, gambling, and tawdry entertainment in the form of mediocre minstrels and lushly proportioned (if minimally talented) dancing girls. The original Tossig died several years ago; his partner Kessik took over and retained the name. Prices are low, but the odds on the games heavily favor the house. Showmasters such as Essedinex often come here to recruit performers.

11. Black Nag Stables: Ictio, a small, feral-looking man, owns these stables. He stables horses here for visitors to Lankhmar and also cares for the horses of the South Barracks. His prime location near Grand Gate insures that his establishment is quickly noticed by visitors. Ictio also keeps a small selection of horses to sell, and he sometimes purchases mounts.

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

Marsh District

This smallest district in Lankhmar is also the poorest. All the buildings are in disrepair and a glazed window is considered an unimaginable luxury. In many places, great holes yawn in the walls of the buildings, and many walls are missing altogether. Night-smogs are especially thick here, and the stench of rotting vegetation blowing in from the marsh is a constant feature.

Centuries ago, this district was attractive and prosperous, with large and well-kept buildings. Now, each building (anywhere from one to five stories in height) is home to dozens of families. Shacks, shanties, and lean-tos have been built along their sides and roofs. Many of the people in this district live in the streets.

City guards are rarely seen in the Marsh District. They let its inhabitants settle their own disputes. Gangs of ruffians make the law, and only a fool would walk through the district without an armed guard.

1. Tenement: One of the largest and filthiest tenements in the district, this building is packed with impoverished Lankhmarts. No one owns the building, so the tenants must pay "rent" to the Bloody Blades (see below) for the privilege of living here. The structure is alive with rats and verminous insects.

2. The Black Kettle: A poor, run-down tavern, with watered-down beer, poor food, and cheap prices. Innkeeper Thazzi is a former Lankhmarine who lost his left hand and right eye to the Sea Mingols. He, his wife, and daughter live in the apartments above the tavern. They manage to scrape a tenuous living out of the Kettle, although much of their profit is taken by the Bloody Blades.

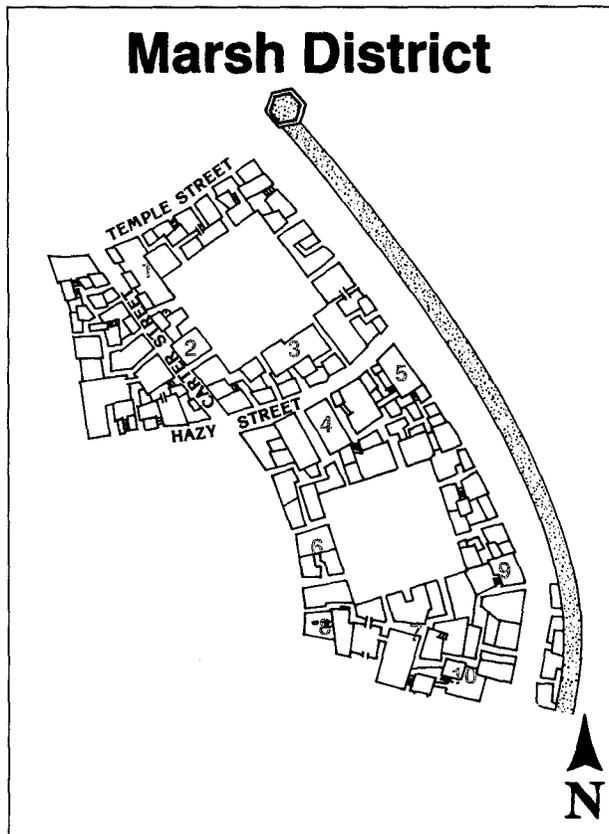
3. The Bloody Blades: This vicious street gang controls much of this portion of the Marsh District. They are headquartered in this ramshackle building, which is filled with tawdry luxuries and stolen goods. The Blades extort protection money from anyone who lives in their territory, then pay a cut of their profits to the Thieves' Guild in order to avoid the appearance of competition.

The Blades are led by a young, scar-faced tough named Kevvas, who stays in power through murder, assault, and intimidation.

4. Rescue Mission: The Temple of Ilala maintains a small soup kitchen and shelter for the poor of the district here. The priestess Sharas, who runs the mission, knows that there are far more poor people than she can handle, but she does her best. The Bloody Blades have attempted to put pressure on Sharas, but she uses her persuasive and charismatic personality to talk them out of attacking her and trashing the mission. There are up to 20 poor people here at any one time, eating, sleeping, or receiving medical attention from Sharas and her assistants.

5. Hastirelo the Sick: This destitute hedge wizard lives in a tumbledown shack, from which he ministers to ill Lankhmarts and performs small acts of useful magic in exchange for iron tiki, food, and future favors. He is a good man, but his taste for strong drink keeps him from saving

Marsh District



any money, or performing magical feats of any real usefulness.

6. Dangerous Building: Rumor has it that this four-story building is haunted. The rumors are correct, but the structure is not haunted by any supernatural agency. The rats of Lankhmar Below maintain a watchpost and barracks here, using it to observe life above ground and make contacts with their human agents. Outsiders who enter the building rarely live to tell—as soon as they are deep enough inside the house they are pelted with poisoned crossbow quarrels and assaulted by hordes of savage rats. The disappearances have fueled further rumors that the building contains a large, well-guarded treasure, which only serves to draw new visitors.

7. The Razors: The Bloody Blades' rival gang lives in this worm-eaten, three-story structure. Like the Blades' HQ, it is crammed with stolen luxuries, and the Razors live in a grotesque parody of Lankhmart nobility. There is nothing

noble about their conduct. The Razors extort money, prey upon the weak, and constantly terrorize the innocent poor of the Marsh District. The gang is led by a brutal thug named Ossim. He is constantly surrounded by strong but dim-witted bodyguards.

8. Hovel of Kreshmar and Skel: This single-story building is little more than a shack. Its roof has a gaping hole, and the place is infested with vermin. The twin brothers Kreshmar and Skel sleep here when they can't scrounge better quarters. While they steal enough money to live in the Tenderloin, they blow it all on women, strong drink, and gambling.

9. Beggar's Alley: The nonguild beggars of Lankhmar sleep here. Unlike many of the phonies of the Beggars' Guild, these are truly downtrodden, poor, and virtually hopeless. Stronger beggars watch over their brethren while they sleep, for there are thugs in Lankhmar who will even rob beggars.

10. Pulg's Tavern: This building is home, business, and secret office for Pulg the extortionist (see NPCs). The building is in slightly better than normal condition for the Marsh District. The tavern occupies the ground floor, racketeering headquarters behind the tavern. When Pulg disappeared during the vengeance of the Gods of Lankhmar, his subordinates took over his business.

Plaza District

Named for the infamous Plaza of Dark Delights, this district is fairly cosmopolitan and contains many low-rent residences, inns, and minor guildhalls.

1. The Tall Mug: This tavern is run by Lilyblack's (see NPCs) father, Mannacor. She stays here when money is short, enduring her father's criticism of her street life. She leaves when she has attained enough wealth for a few months.

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

2. Bazaar of the Bizarre: The Bazaar was open for only one day. Before the arrival of the Devourers, it had been unoccupied for many months. After the Devourers' defeat at Fafhrd's hand, they fled Nehwon, leaving piles of trash and stinking offal behind. Since then, it has been occupied by several businesses, but all have gone broke. Perhaps a portion of the Devourers' essence remains in the shop, for all the merchants setting up here have gone mad, collecting trash and trying to sell it for outrageous prices.

3. Fountain of Dark Abundance: This small fountain is ten feet across, carved with the images of humans and monsters in the throes of intense emotion. Water cascades from ten spouts, and is always dark purple or black in color.

It is said that the fountain was cursed by a wizard who was pushed into it by an angry crowd. To this day, people claim to see strange visions and bizarre images in its water, and many who drink from it die, their skin turning an unhealthy purple.

4. Plaza of Dark Delights: By day, the plaza is an ordinary marketplace, the largest in Lankhmar. Some claim that the Thieves' Guild sells stolen property here, giving its owners the chance to buy it back.

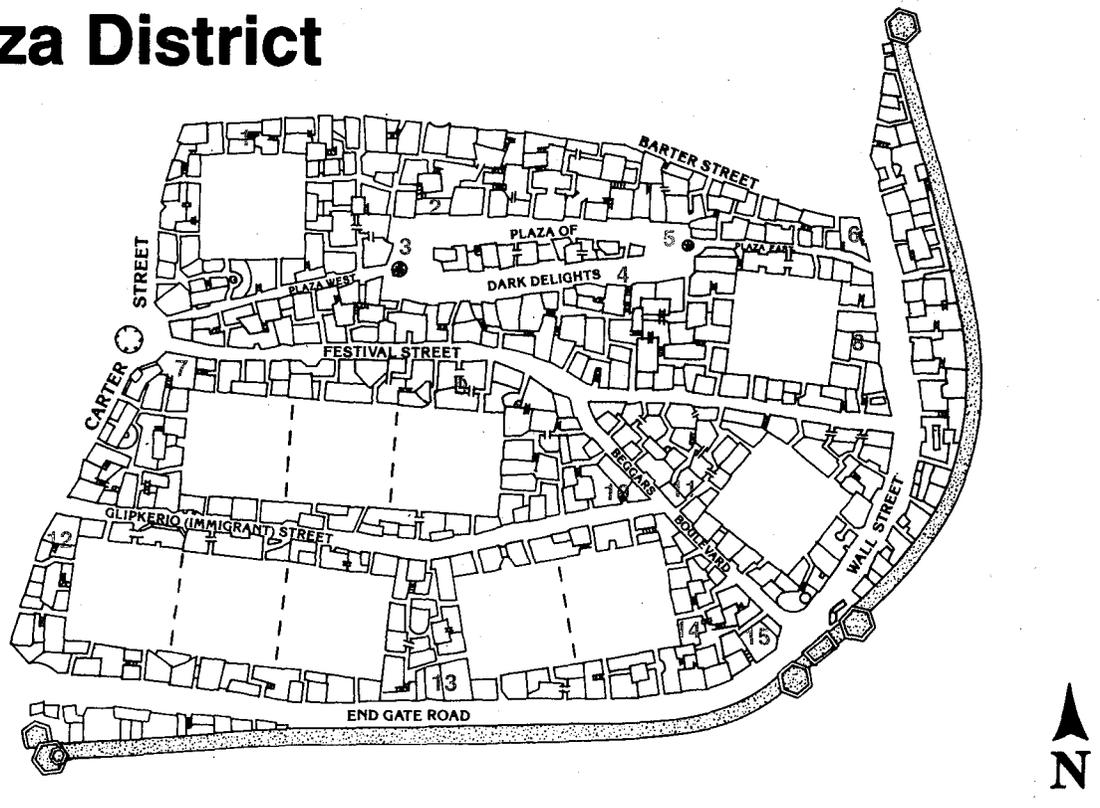
At night, new vendors take over the stalls. The plaza grows quiet and whispery, while a muted red light illuminates the faces of patrons who frequently travel masked or veiled. The clientele shuffles or saunters slowly from place to place. Stands of closet trees provide privacy.

The wares sold at night are much more exotic and dangerous than those available during the day. Any form of drink or other intoxicant can be purchased, along with the artifacts of strange gods, enchanted items, potions, and powders. There is always someone in the plaza to accommodate a client's tastes for a fee.

Anyone venturing here at night has a high chance of being robbed, mugged, or pickpocketed, for the city guards are bribed to avoid or ignore crimes in the plaza. As so many varied intoxicants are available here, a wide range of strange behavior is tolerated.

The plaza is a common meeting round for the

Plaza District



Wizards of Lankhmar. Small, huddled groups of black or fire wizards can be encountered throughout the plaza and are best avoided as they are invariably up to no good.

5. Shrine of the Black Virgin: Located at the east end of the plaza, the shrine is a life-sized statue of a woman with her arms outstretched. The weathered statue is carved of black stone and is believed to portray a once-popular but now-forgotten god in Lankhmar.

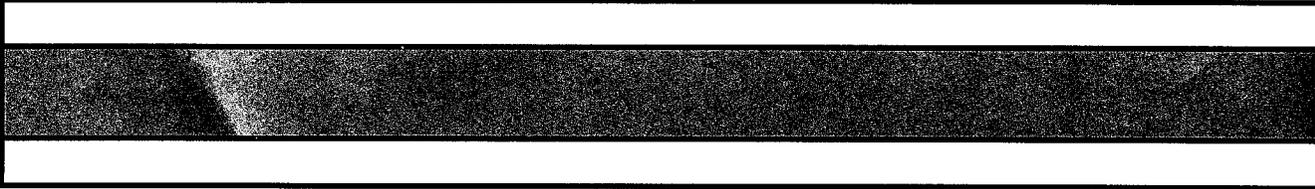
During the day, the statue seems to beckon peacefully. As shadows fall upon the statue at night, it appears as a naked, somewhat wanton woman, inviting visitors to share exotic and unknown pleasures.

6. Magistrate Bellis: This portly, overbearing judge lives in a comfortable building, attended by legions of servants whom he mistreats abominably. He leaves the house each day in a sedan chair, accompanied by numerous guards and servants to dispense justice. He has grown rich from

bribes, graft, and other criminal activities, and his house bulges with his ill-gotten gains. Bellis is careful to pay off the Thieves' Guild so that he is not robbed, but he is still vulnerable to freelancers. His house is normally guarded by five Mingol mercenaries and several trained attack leopards which ignore Bellis and members of his household. Local rumor has it that he does, on occasion, employ a black wizard to cast arcane magical protections upon his house, but this has not been confirmed.

7. Armorer: Shazzik the Kleshite lives and works here, crafting exquisite and expensive armor for Lankhmar nobles and warriors. Like Ravis Rightby (see below), his wares are expensive, but there is a chance that they may have a natural (non-magical) bonus due to the quality of their construction.

Shazzik's armor and shields cost three times normal price. When purchased, roll 1d6. If a 5 or 6 is rolled, roll again. On a roll of 1-4, the item is +1; on a 5 or 6 it is +2.



8. Stonemason's Guild House: This four-story building is one of the most impressive on Lankmar, built of the finest materials with unparalleled workmanship. It houses two guilds, the Stonemasons and the Architects, both of which contribute to its upkeep. Its design is intricate, with split level floors and several porches and balconies.

9. The Rusty Dagger: This tavern is frequented by mercenaries, city guardsmen, fighters, and other warrior-types. The innkeeper, Teskia, once guarded caravans against raids by Mingols and ghouls and today regales patrons with tales of her adventures. Prices are low, but the crowd is loyal and insular, with little tolerance of outsiders. New customers must run the gauntlet, challenged to wrestling matches, dagger-throwing contests, or out-and-out brawls before they are accepted as part of the crowd

10. Guard Barracks: A garrison of 20 to 30 city guards lives, eats, and sleeps here. They occasionally go out on patrol, but like many city guardsmen, the occupants of this barracks are kept lax and unwatchful with bribes from Lankmar's various criminal elements. Commander Harbix has a drinking problem and concentrates only on persecuting those local lawbreakers who cannot afford to bribe him or his men.

11. Fellowship of Physicians Hall: This hall is home to both the Physicians and the Embalmers, two professions which are, unfortunately, often linked in the minds of most Lankmarts.

The hall is the closest thing to a hospital in Lankmar. Fees are exceptionally cheap, reflecting the quality of care. Attending physicians are all apprentices overseen by an aging master. Prices vary from a few iron tiks for the removal of warts to several gold riks for amputation or serious illness. The close proximity of the Embalmers' Guild makes the disposition of deceased patients quite efficient.

12. Sword's Gleam: The master swordsmith Ravis Rightby (see NPCs) runs a shop on the first and second floor of this four-story building. Persons seeking weapons of exceptional quality go

to the Sword's Gleam. Ravis' shop is usually immaculately clean from the tireless efforts of his three apprentices.

The third floor is rented to a tinker, the fourth to a weaver. At Ravis' request, they also keep their shops extraordinarily clean. He also demands regular rental payments upon pain of instant eviction. Ravis is a stickler for payment—he has no qualms about hiring bullies from the Slayers' Brotherhood to rough up or dispose of anyone who owes him money.

Weapons forged by Ravis cost three times the normal weapon cost. Although all of his weapons are non-magical (and will not hit enchanted creatures), some may function as such due to their outstanding workmanship. Roll 1d6; on 1-3, the weapon hits and does damage normally. On a 4-5, treat the weapon as +1; on a 6, treat it as +2.

13. Caravanserai: Run by Rasbuli the Honorable, this shop outfits adventurers and travelers for long journeys. Rasbuli has everything that a traveler could conceivably need and has a reputation for scrupulous honesty (a rarity in Lankmar). He is neither stupid nor gullible.

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

14. Dryv's Cloth Emporium: Dryv, a shrewd Lankmart merchant, specializes in fine imported cloth, but also buys and sells domestic products. He always has his ear to the ground through his extensive network of caravan masters and sea captains. He will not hesitate to organize a trade mission anywhere on Nehwon where he thinks he can get a bargain.

Cash District

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

1. Moneylenders' Guild House: This opulent four-story building houses the moneylenders, moneychangers, and fences of Lankhmar. They meet regularly to decide the future of economics in Lankhmar. Fortunately, they are not as good at controlling the economy as they think.

Security here is extremely strong. The Thieves' Guild refuses to be bribed to stay away, so the guildhouse is protected by elaborate locks, deadly traps, vicious beasts, and armed guards. All this security might actually be useful if more than just guild dues were kept in the building's vaults.

2. Guard Barracks: The Cash District is one of the most sought-after assignments in the city guards. As much of the district's law enforcement activities are carried out by private guards and hired mercenaries, official Lankhmart gendarmes have little to do save enjoy the rich surroundings and clean up crime scenes. Occasionally, a crime requires the guards' attention, in which case they go about investigating it with their usual gross ineptitude. Captain Homis commands this barracks. He is a stickler for procedure and is a spit-and-polish disciplinarian. He does not mind that his guards rarely do any real police or guard work just as long as they look good while they don't do it.

3. Rokkermas and Slaarg: These sculptors are considered the best in Lankhmar. Their shop is of an unusual design—Rokkermas lives in the three-story building to the south, while Slaarg lives in the three-story building to the north. A second-story walkway, lined with many statues and sculptures, connects the two buildings.

Rokkermas is a tall, thin, temperamental artist. He is brilliant and knows it. Slaarg is shorter and much more mild-mannered. He is a good sculp-

tor, but his true talent lies in arranging and planning the works of others. Together the two artists have created some of the best-known statuary and tableaus in Nehwon. Most customers deal with Slaarg due to his better temperament.

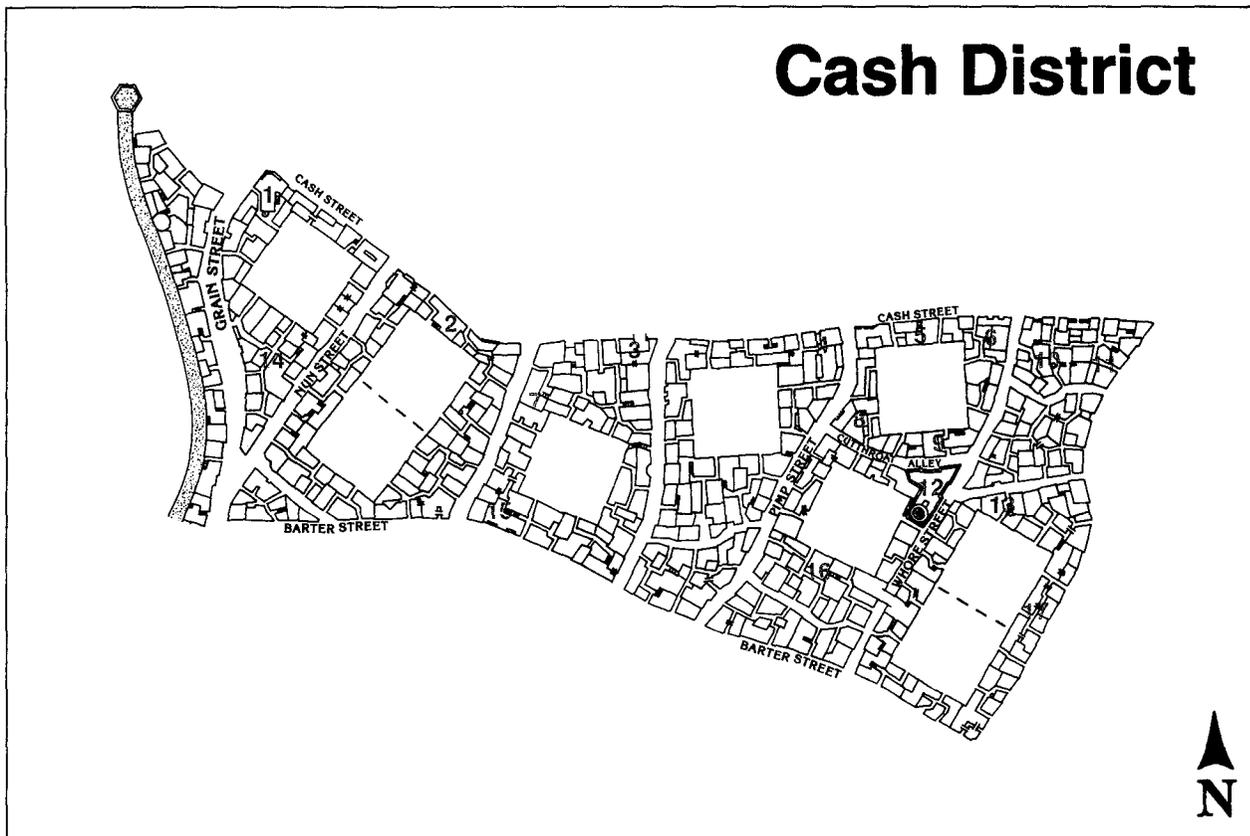
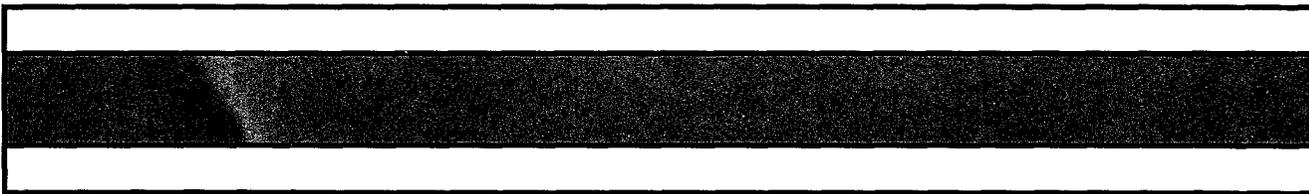
4. The First Steppes: This trading and outfitting shop can provide complete service for wealthy patrons who wish to journey to far-away places. Run by Ooslip the Mingol, it is not considered the most tasteful place to be outfitted. However, Ooslip frequently has items of interest to those with unusual needs. Several rich men have made hasty and secret departures from Lankhmar with Ooslip's aid. Ooslip's shop is on the first two floors of the five-story building. The next two floors are his home. The top floor is a stash for his secret goods and a hideaway for needy customers. The building looks ready to fall apart but is actually in excellent condition.

5. Silversmith: Iriam is an artist from Sarheenmar who settled in Lankhmar, hoping to make her fortune. She is skilled in silverworking and has made many items for wealthy Lankhmarters. Unfortunately for her, she has a good-for-nothing husband and two layabout sons who squander her money on useless trinkets, wine and pointless luxuries. Her shop is invariably short of supplies and tools while her husband and sons live lushly on the second and third floors of this well-maintained building.

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

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

The tavern is on the first floor. Balfus and his family live on the next two floors, while the top three floors are rented to tenants. The fourth



floor is rented by the hour, the others by the month. The building is in fair condition.

7. Jengao's House: A wealthy but not too clever gem merchant, Jengao makes his home in the Cash District. He considers men to be untrustworthy and relies on marsh leopards and such for guard duty.

Jengao (see NPCs) is a common-looking man who has been known to frequent his competitors' shops without their knowledge so that he can scout their prices and stock. His house is three stories tall and is in good condition despite its age. It has a slightly tilted roof.

8. The Clean Chin: Nalegrim the Lankmart runs a combination barber shop and undertaker's business from this three-story building (the top two floors are apartments). He is a tall, cadaverous man who is now quite old and walks with a continual stoop. He is bald and clean-shaven. Extremely clever with a substantial nasty

streak, he has many dealings with the Slayers' Brotherhood. The undertaking business is sometimes used to dispose of the bodies of the Brotherhood's victims.

9. The Horse and Cart: Although its name is somewhat plebian, this four-story half-timbered structure is one of the most expensive public houses in the district. Proprietor Sleg Nivves is a whippet-thin, snooty individual who will not even consider anyone as a customer who can't come up with at least 25 gold rilks as an "advance gratuity." His servants aren't much better, demanding tips ranging from a smerduk to a rilk for the simplest tasks and treating all but the most generous customers (over whom they fawn pathetically) with cool indifference.

Meals at the Horse are excellent, but portions are very small and their cost can go as high as 200 rilks per person. Needless to say, the Horse and Cart is popular with nobles and wealthy merchants.

10. Fleeria's House of Pleasure: This low-class brothel is run by the pretty but aging Fleeria. Her establishment caters to those with unconventional tastes. Tres the Courtesan (see NPCs) worked here until her death at the hands of Gis. Fleeria uses the first four floors of the six-story building, while the top two floors are low-rent apartments. Gis the assassin once lived here, staying without rent in exchange for protecting Fleeria's interests.

11. Writer: Himakkos the Playwright has had a long and varied career. His early works, which featured generous doses of infidelity, treachery, and bloodshed, played well to the common folk of Lankmar. They were performed in taverns, run-down theaters, and the streets, eventually attracting the attention of wealthy Lankmart nobles. Himakkos then went on to write a series of successful historical tragedies. He came to grief when he inadvertently offended the Overlord in a play titled *The Tragical History of Mollek the Foolish King* (the Overlord thought the title character resembled himself a bit too much). As a result, Himakkos spent the next decade in the gutter, scraping out a living as a scribe and ghost-writer.

Himakkos is on the way up once more, owing to the success of his pseudonymously-written *The Glories of Lankmar*, which paints an unwaveringly heroic and positive picture of the Overlord. He has moved into this luxurious three-story villa and now labors ceaselessly on a new play, pausing now and then to engage in a passionate, stormy, and ultimately doomed relationship with some Lankmart noblewoman or other. Himakkos has many rivals, most of whom are jealous of his success and would love to see a copy of his latest work in progress.

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

Standing four stories tall, it has a round tower that rises an additional two stories. West of the building, on Cutthroat Alley, is the Assassin's Circle guild house. To the south is the House of Pain. These three buildings are attached and

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

13. House of the Bear: This sturdy stone building houses a combination tavern and gambling house. Prices at the tavern are cheap, owing to the high profit made from the games played on the second floor. Entertainments include dice, cards, knife-throwing, and betting on contests such as small animal races, wrestling matches, and other feats of skill.

The third floor is occupied by proprietor Dromik and a succession of female companions. He rarely takes an active role in running the house, leaving day-to-day operations to his trusted aid Marta, a no-nonsense woman from Ilthmart.

14. Narron's Fine Foods: An expensive market and dry-goods shop, Narron's caters to many wealthy Lankmarts who send their slaves or servants to shop here. A short, portly man, Narron keeps in stock many rare or imported items, including spices and dried fruit from Klesh, snowberries from the Cold Waste, and preserved meats from the Eight Cities. Prices are high, but the items are all worth it.

15. Tanitha's Pets: This two-story building is owned by Tanitha, an immigrant from Horborixen. She sells animals of all sorts, including dogs, cats, leopards, birds, and other, more exotic animals such as marmosets and spider monkeys. Tanitha used to sell trained rats until the rat plague made such pets (to say the least) unpopular. For a price, and with the proper introduction from someone she trusts, Tanitha has been known to sell specially trained animals to assist in thefts and other crimes. She supplements her income by selling such pets to the Thieves' Guild.

16. Dyers: Troggis and Ham, twin brothers, run this dye shop, where local weavers and spinners bring their goods to be colored. The ground floor

of the three-story building is occupied by vast dye vats, mixing crucibles, and great jars of pigments and mordants, while the two brothers live on the top floors. Troggis and Ham also have a valuable side business doing laundry.

17. The Broken Wheel: Owned and operated by Zsizi, this run-down pawnshop also doubles as a small-time fence. Zsizi is a grossly fat woman who sweats constantly. The top three floors of this four-story building are rented out usually with no questions asked. The black wizard Hris-tomilo (see NPCs) lived here at once time.

Mercantile District

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

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

1. The Goose Downs: These apartments are rather run-down. Sybil, a middle aged woman with a violent temper, runs the establishment. She has lost three husbands, each of whom left her during one of her fits of anger.

2. Gems and Jewelry: Rennago the gemsmith crafts fine jewelry. He also buys and sells rough gems and from time to time helps sponsor mercantile expeditions to the north and east. He is a small, ferret-like man with small, steady black eyes. His building is in excellent condition, and he lives quite comfortably with his wife and children on the second and third floor.

3. Carroway the Cartographer: As the name suggests, this is the establishment of the scribe and mapmaker Carroway. He is an extremely near-sighted young man; anything further away than 20 feet to him is just a blur. Carroway has unkempt, bright red hair.

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

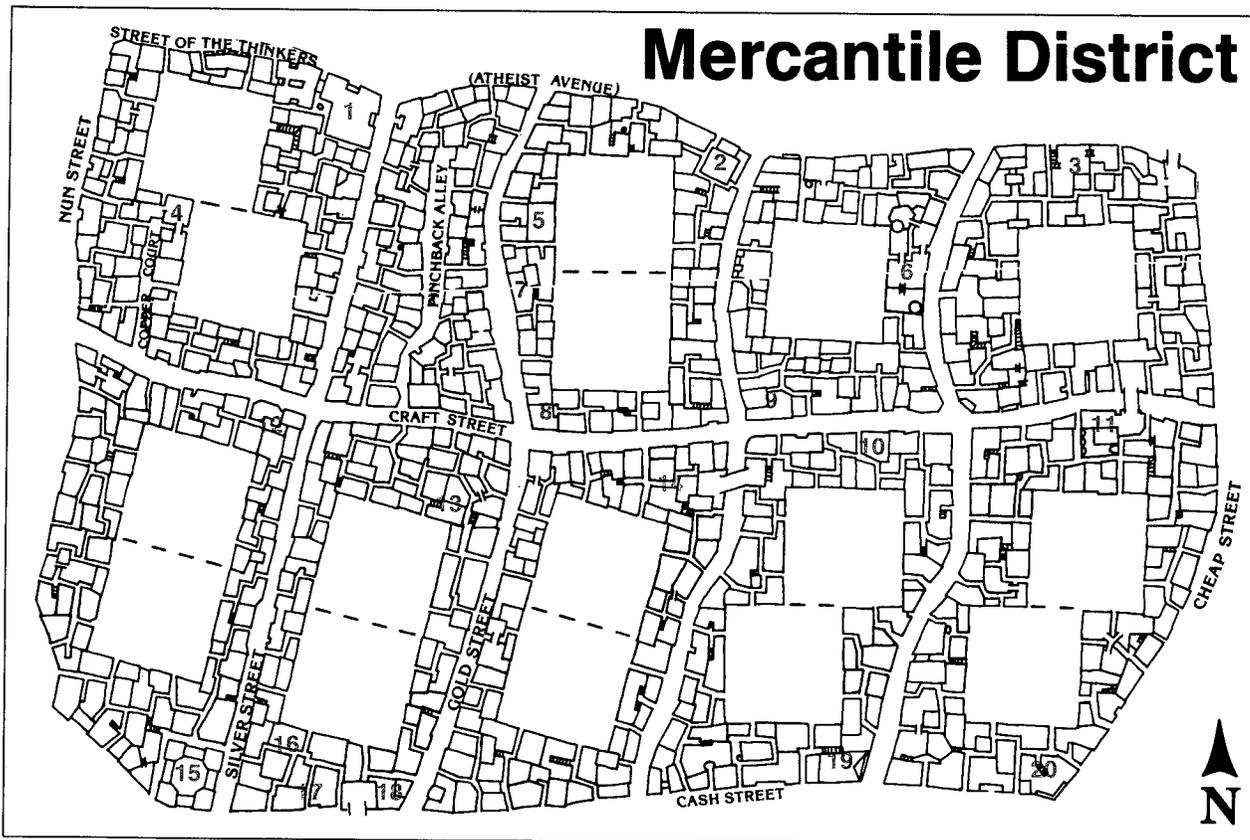
4. The Needle's Point: Eesafem, an exotic, elaborately tattooed woman (see NPC section) makes expensive jewelry, popular with the upper class. She also sells poison fang rings under the table.

Her shop occupies the basement, first, and second floor of the building. She lives on the third floor, and rents the fourth to a female tattoo artist (who occasionally adds a few tattoos to Eesafem in exchange for rent).

5. Toy Shop: Verria seems to be a pleasant, good-hearted woman who makes wondrous, intricate toys for the children of Lankhmar. Although most of her toys are quite expensive, she gives toys out to the poor children of the city each year on High Astorian. She is widely loved, admired, and respected.

What most Lankhmarts don't know is that Verria is a secret member of both the Thieves' Guild and the Slayers' Brotherhood. Beneath her three-story building is a secret workshop where she creates toys of a far more diabolical nature. These are clockwork devices in various nightmarish forms designed to perform thefts and—even worse—murder. Many thefts in the city, in which valuables were stolen from doubly-locked, triply-guarded vaults, and murders which still baffle the authorities, were committed by Verria's terrifying little creations. Only the guildmasters of her two organizations know about her secret life, and they are the ones who contact her when a job needs doing.

Mercantile District



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

The "house" is really several buildings, all connected by second-story enclosed walkways. The buildings vary in height from three to six stories. Their condition is difficult to determine as they are always freshly painted with wild colors. Hired guards from the Slayers' Brotherhood watch over the premises, discouraging any disputes or raucous behavior.

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

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

learned his fighting skills in a gladiator pit in some far-off land.

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

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

9. Sweetshop: Harrag the Candymaker is a popular figure in the Mercantile District where he often roams the streets, handing out free samples to passersby in the hope that they will visit his shop. He makes exquisite confections, often from exotic, imported ingredients. His shop is a won-



derland of spun sugar, tempting cakes, and colorful candies.

10. Wig Shop: Laaryana sells wigs, makeup, and a few costumes in this shop. She sometimes sells disguises and similar materials to the Thieves' Guild. The second floor is occupied by a tailor, while the remaining three floors are rented out as apartments.

11. The Golden Globe: This is where Rathmar the glassblower works his craft. He makes glass objects of any size and shape, especially bottles. He occasionally dabbles in alchemy and is a member of the Alchemists' Guild.

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

The six-story building is in fair condition but is getting worse every year. Rathmar's shop is on the first floor, his home on the sixth. The intervening floors are a mix of commercial shops and living quarters.

12. Financier: Rugo the Rich lives in the noble district, but he does business from this neat, tidy three-story structure. Rugo specializes in spending other people's gold. In other words, he is an investor and financier who invests in trading expeditions and local businesses. He has been known to loan money for a promising business venture so long as he keeps a substantial amount of the operation and has a say in its administration.

Rugo is a thrifty man who dresses nattily and abhors waste. He is pudgy, bearded, and balding, and always wears black.

13. House of Knowledge: Dymyrra is an elderly professional sage and researcher. Her library, consisting of shelf after shelf of ancient scrolls, books and tablets, is one of the finest private collections in all of Lankhmar. Local merchants, scholars, and government officials come to her shop and pay a one rilk per hour fee to browse

through Dymyrra's collection. Books cannot be removed, but Dymyrra has scribes available to copy anything needed by a client. She keeps a pair of Slayers' Brotherhood guards on duty to prevent the theft of any of her valuable items.

14. Merchants' Consortium Hall: This three-story building contains a huge, two-story meeting hall with a third floor above. The meeting hall is decorated with wares from various merchants. Silk hangings on one wall clash jarringly with nearby pottery, while wood carvings and various sculptures are placed next to each other without regard to style or consistency. Many meetings take place in this hall but little is accomplished because of the rivalry of the merchants.

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

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

16. The Whistling Fish: A popular, moderately priced tavern, the Fish is patronized by mild-mannered merchants, businessmen, and government officials. Owner Zarri is every bit as inoffensive as his clients and is likely to flee in terror should as much as a barfight break out. Fighters, thieves, and similar rough characters are served but often find themselves the object of nervous glances and whispered comments.

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

Messages are transmitted quickly across the city by using mirrors, flags, birds, and other methods. Such rapid service is very expensive. The seventh floor is mostly used by scribes for encryption and decoding. The first floor is used by runners and heralds. Guildmistress Ina keeps her guild strictly honest, and will not divulge the content of any messages, regardless of price. Some of her underlings may not be so scrupulous, but she is quick to dismiss any messengers who betray a customer confidence.

18. House of Knives: Fine cutlery, knife grinding, and small weapons are Hilse the Northerner's specialty. Hilse is a strapping blonde woman who migrated here from the Cold Wastes after her tribe was wiped out by ice gnomes. She now crafts expensive knives, daggers, poignards, and short swords, but her specialty is dinnerware and other items intended for non-violent use. She is an independent woman, and rumor has it that she once swore a mighty northern oath never to take a husband though her fondness for male companionship seems undiminished.

19. Bistro the Potter: Bistro is an unremarkable man who makes unremarkable pottery. His shop is three stories tall, with a tailor occupying the second floor.

In reality, Bistro is far more remarkable than initial appearances might suggest. He is secretly an agent of the Overlord who keeps an eye on "subversive" activities in the Mercantile District and occasionally carries important documents concealed in his uninteresting, unremarkable pots.

20. Barrister: Gilli the Pleader is a barrister specializing in the legal conflicts of the Mercantile District. He is a quiet, officious man who actually represents his clients with honesty and integrity. His single-story office/residence is crammed with books of legal code, trial transcripts, and other reading matter.

Tenderloin District

One of the most infamous areas of Lankhmar, the Tenderloin contains the dregs of the city. Its residents are not all poor, but most live on the wrong side of the law. Only a fool or a native of the district walks at night. Even the natives do so only in dire need. This is where Fafhrd and the Gray Mouser spent most of their time and drank away most of their coin. They are well suited to its environment. In fact, they thrived on its underworld atmosphere. Though mostly a residential district, there are quite a few shops. They are usually poorer places than those of the Mercantile District. The Tenderloin is the heart of the black market. It operates openly, selling its wares in the shops.

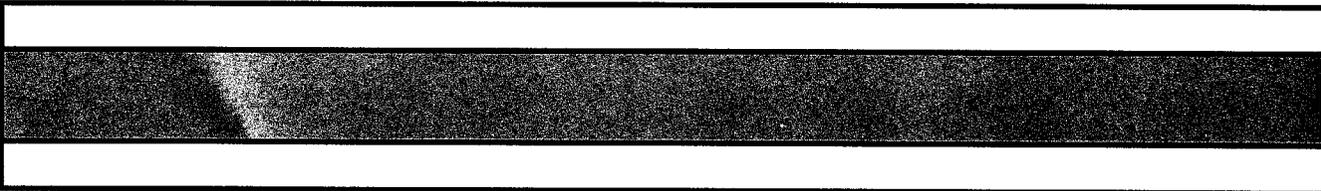
1. Grand Playhouse: This large structure is on the largest street in Lankhmar, Carter Street. Many of the plays and other theatre productions are performed in the Playhouse. It is also guild house to the Society of Joyous and Sorrowful Comedians, Rapturous Playactors, Graceful Dancers, and Melodious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

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

The two adjoining structures house offices, apartments for guildmember actors, storage, and so on. A network of passages, storerooms, and miscellaneous chambers below the street.

Admission for the courtyard floor is one bronze agol for most productions. The second floor balcony costs a silver smerduk, and the third a gold rilk. When a nobleman's play is presented, the fees are set much higher and the courtyard filled with seats.

The guildmaster is Samous, nicknamed Sinuous. He is a multitalented man, able to sing, dance, and act. He is also adept at sleight of hand. Clever and boastful, Samous is always the center of attention and the life of the party. He has a weakness for aspiring young actresses.



Rumors abound regarding mysterious goings-on at the theatre. Many claim that ghosts of frustrated actors, tragic actresses, and failed playwrights haunt the structure, while others tell stories of undead or creatures of similar unsavoury nature shuffling below ground on unnamed errands. The fact is that there are passages to the sewers and to Lankhmar Below in the lowest subterranean levels of the theatre—and no one knows exactly where they led.

2. Sorcerers' Guild House: On the very fringe of the Tenderloin waits the tall, ominous building of the Sorcerers' Guild house. It stands seven stories tall, crafted from a single piece of featureless black rock. It has a single door in the shape of a monstrous mouth and a handful of strangely-shaped windows.

Each of the buildings adjacent to the house is abandoned. In them live street beggars and the truly desperate. At odd hours, strange lights and noises emanate from the building. Smoke and fires are occasionally seen on the roof.

Inside, the single entry hall is an unlit room with no visible doors. Visitors may, if they wish, speak to the empty room. Sometimes they are answered, sometimes not.

No one outside the guild knows how many members there are in the Sorcerer's guild, and only a handful know the identity of the guild-master. Apprentices are only accepted when a guild member dies or leaves the city.

3. The Caverns: An ordinary apartment house, the Caverns is, at least for the Tenderloin, a well-to-do place. The landlord, Gyrif, is a burly, hairy man with deep-set black eyes. He is usually very jovial.

4. The Silver Eel: Perhaps the most famous building from the tales of Fafhrd and the Gray Mouser, the Eel is the Mouser's favorite tavern. For a time, he lived in a run-down building next door until it burned down.

The tavern keeper is Braggi (see NPCs). He lives on the second floor of the building and rents out the other two floors with no questions asked as to their use.

The adjoining lot now contains the charred

remains of the building that the Mouser occupied with his first love, Ivrian. It also holds the ruins of Duke Danius' garden house, which Fafhrd and the Mouser stole and was subsequently destroyed by Sheelba and Ningauble.

5. The Water Clock: This artificer's shop is the workplace and home of Glinthi the Artificer (see NPCs). In the front of the shop is a huge, elaborate water clock, protected from harm by a number of magical wards. The shop is on the first two floors of a four-story building. Glinthi lives with his family in the building behind the shop.

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

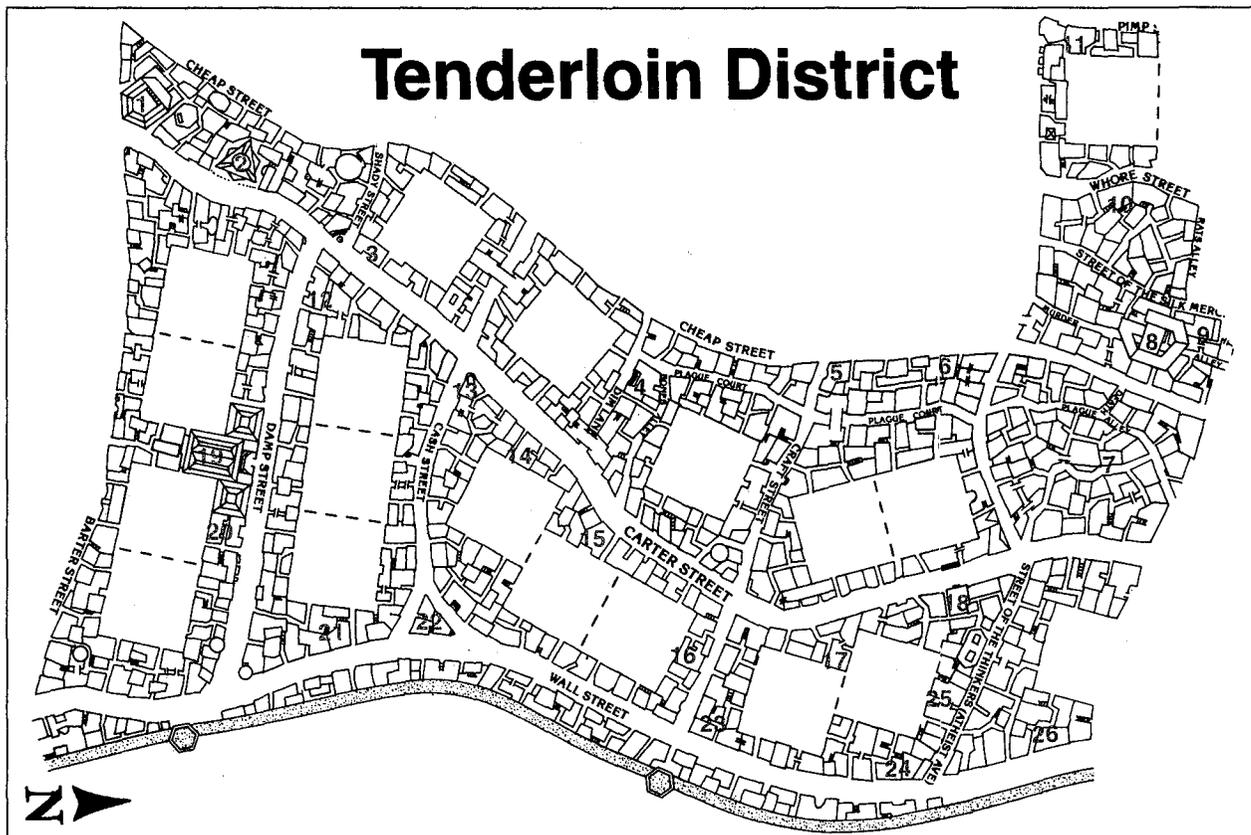
6. Nattick Nimblefingers: This is a tailor's shop run by the Mouser's sometime-friend, Nattick Nimblefingers (see NPCs). Nattick is a small, wide man who sweats constantly. However, he never seems to stain anything he works on with his perspiration.

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

7. Dickon's House: This simple four-story home is home to the armchair thief Dickon (see NPCs). The house is tall, but narrow and not very deep. It has no defense against break-ins since only the most foolhardy freelance thief would dare rob such an influential guildsman.

8. Thieves' Guild House: Headquarters of the most powerful guild in Lankhmar, this house stands four stories high. Made of stone, it has a single low doorway with two shallow steps. Since the disastrous assault by Fafhrd and the Gray Mouser, which resulted in the deaths of the wizard Hrisomilo and numerous guild thieves, the entryway has been rigged with many traps.

The building has a few small, barred windows. Unknown to the general populace, the guild owns most of the surrounding buildings,



using all but their first floors for nefarious guild purposes. Ground floors of all these buildings are occupied by normal businesses.

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

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

The crypt of the dead master thieves lies far below the house (see Gods of Nehwon). The thieves had forgotten their undead forebears until recently, when they emerged from their crypt to take terrible vengeance. Now the thieves fear and worship these powerful beings. Other supernatural horrors also probably prowl the crypts and their associated passageways.

The roofs of the block are guarded by sling-armed thieves. This duty is usually given to

apprentice or low-ranking thieves. Few Lankhmarters are foolish enough to try to break into the Thieves' House.

9. Squill's Tenements: This large rooming house is run by Squill, an ancient woman of uncertain lineage. She is extremely clever and has a great deal of influence in the Tenderloin. To all appearances, her building is just another low-rent tenement of the kind so very common in this district.

In reality, Squill's tenements has direct secret passages to the Thieves' House. The building is often used as a quick route to guild headquarters or as a convenient escape route if guild thieves are pursued by overzealous city guards.

10. Turkey's Tenements: This undistinguished six-story building houses several freelance thieves who occasionally cooperate to avoid close attention from the Thieves' Guild. Alyx the Pickpocket (see NPCs) lives here.

11. The Merry Players: This troupe of street performers and occasional actors lives communally in a ramshackle three story building. Troupe leader Kamina grew up on the streets of Lankhmar, falling in with a pair of impoverished conjurers. She uses her instinctive business acumen to attract new performers and make the group reasonably successful. She is a tall, thin woman with long, black hair and a rather sarcastic sense of humor.

The Players perform on the streets, in small theatres, and for nobles and the wealthy during festival times. There are currently 20 members, with talents ranging from bards and dancers to jugglers and jesters. All live frugally, bound together by a common love of performing. They are not members of the "Society," nor would they want to be if they could afford it.

12. Extortionists' Guild House: This five-story building is supposedly a moneylender's shop. Actually, the building is a clearinghouse for all extortion that goes on in Lankhmar. The top floor is the residence of the guildmaster. Because of severe animosity toward the Thieves' Guild, the house is very well guarded.

13. Mercenaries' Brotherhood: This four-story, well-maintained building is the official guildhouse for all warriors-for-hire in Lankhmar. It resembles a fortress and is constantly guarded by heavily armed guildsmen.

Guildmaster Muurosh is a veteran of numerous military campaigns and other similar expeditions. He is tough-looking, with long white hair and a bushy white mustache. Muurosh and his fellow guildsmen set the prices and conditions for standard mercenary contracts, and he has on several occasions led heavily armed parties of warriors to take vengeance upon clients who reneged on contracts or otherwise mistreated guild members.

14. The Keyhole: This shop is run by Jann Pickett the locksmith, a retired guild thief. Not surprisingly, he works both sides of the law. Pickett was allowed to retire on condition that he occasionally do work for the Thieves' Guild.

When a lockbox or safe is stolen, a thief will

often take it to Pickett, who opens locks, detects, and removes traps (only) as a 15th level thief. He is cautious and can take hours or days to open a particularly suspicious lock.

The building is ramshackle and ready to fall apart. Unpainted and ugly, it is one of very few two-story buildings in the area. Jann himself lives on the second floor. He is a small, quick man with long fingers and nervous hands. He stutters and stammers when afraid but can be a vicious opponent.

15. The Begging Bowl: This lower class eatery is run by Mhiril, wife of Bannat, the day beggar-master (see NPCs). They live on the second floor of this four-story building. Their rooms are comfortable and well-decorated due to Bannat's high ranking in the Beggar's guild.

Bannat does not spend much time here. To his wife's displeasure, he seems to prefer the company at the House of Red Lanterns.

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

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

17. Fasha's Market: Fasha, a matronly widow with six children, runs this establishment which occupies the entire ground floor of this three-story building. She sells simple foodstuffs, wine, cloth, shoes, and numerous other eclectic items. Residents of this area have come to depend on Fasha, because she extends credit, does not charge too much, and takes a genuine interest in her customers' lives. Even the Thieves' Guild is reluctant to lean on her too hard and only takes a bronze agol per month as a token payment simply to prove that everyone in the Tenderloin must pay the guild something.

Fasha often involves herself in customers' lives and has been known to recruit outside assistance when a friend is in trouble.

18. Last Chance: This is one of the most popular gambling houses in the Tenderloin. Its manager, "Fatty" Naarg, is quite well off from its profits. He makes sure to never make too much money to avoid attracting the attention of the other local guilds, so his games are actually fair.

The building is five stories tall. Fatty lives on the top floor, and his servants on the fourth. Street level is the main gambling hall, while other floors are for high stakes gambling and other illegal diversions. The basement houses a special room for unusual, and sometimes gruesome or dangerous, gambling contests. Particularly popular are such sports as dagger-catching and cobra-kissing.

19. Bath House: Owned and operated by a finicky man named Tremelo, these are the only public baths in Lankhmar. Tremelo spends most of his time ensuring that the baths are spotless and perfectly organized. He is always in good humor, especially when he is cleaning.

20. Bricklayer: One of the mere handful of slaves to actually escape from the underground empire of Quarmall, Roolesh the bricklayer now works happily in Lankhmar, building and repairing walls throughout the city. He is a goldmine of information regarding Quarmall, but he is reluctant to talk about it for fear of attracting attention and vengeance from the Quarmallians.

This building was originally weathered plaster and wormy wood, but has been extensively renovated (not surprisingly) with brickwork.

21. Eagle's Nest: This modest six-story apartment does not deserve its glorified name. It is in poor repair and in need of a new roof. The thief Stravas (see NPCs) lives on the second floor. His is one of few roofs that does not leak.

22. Palace of Oddities: Katria, a long-haired, pale-skinned woman of uncertain ancestry, operates this bizarre private museum. For a bronze agol, visitors can view an eclectic collection of

foreign animals preserved in jars, strange works of art, supposed holy relics (including "the actual Jug of Issek"), and miscellaneous pieces of interesting junk.

Exactly how much of this is real and how much is fraudulent doesn't seem to matter—Katria's museum is very popular, especially with young Lankhmarts (who pay only an iron tik for admission). In fact, there are several genuine enchanted items or valuable artifacts in Katria's collection, items which wealthy Lankhmarts or the Thieves' Guild would love to own.

Katria is always willing to buy an odd item, basing the price on how "interesting" it will be rather than its actual worth. The stories she tells about her items often bear little resemblance to the truth, but no one seems to care.

23. House of Grom: This is the home of Thieves' Guild sub-treasurer Grom. It is an unassuming building since Grom does not wish to call attention to himself. Being a cautious man, he has made sure that his home is very secure, employing elaborate locks and traps on all doors and windows. Grom has recently had a falling out with his fellow thieves and does not think that his high status in the guild will protect him from break-in or assassination.

24. House of Basharat: This is the six-story home and "office" of Basharat (see NPCs), the city's second most powerful church extortionist. He owns the entire building, but uses only the top three stories. A shoemaker and broom merchant occupy the two lowest floors. The third is currently unoccupied.

25. Plead-ers' Guild Library: Most of the Plead-ers' Guild documents are stored in this towering five-story building. Due to the guild's great affluence, the structure is well-maintained and well-guarded, although few people have any interest in stealing or damaging the ancient documents stored inside. Guild scribes spend their days looking up documents for pleaders, copying, archiving, organizing, and storing the many scrolls, books, and tablets that the Plead-ers own. Only guild members are allowed inside.

26. The Ferret Hole: The first floor of this building is a Scribe's shop run by a woman named Kivi, who is also a forger of some modest skill. The remaining four floors of this building are apartments, one of which was occupied by Grilli (see NPCs) before his death at the hands of the Gray Mouser. The residents of the Hole are among the worst in Lankhmar—petty criminals, thugs, social outcasts, and assassins. Many people would sooner walk into the Slayers' guildhouse and denounce the guildmaster than walk through the Ferret Hole armed to the teeth.

River District

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

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

Few merchant ships dock at the city's port because of its small size. Most ships simply anchor in the river and shuttle crew and cargo to the city. There is a nominal fee for such portage. The ferrying must be performed by guilded Lankhmarts. Grain merchants cart their grain in the summer and fall through the Grain Gate, down Grain Street to the grain silos of the river district. For a small fee the grain is stored and sold by the silo keepers.

1. Warehouses: These structures are found all along the riverfront. Anything may be stored in them, but it costs more to hire guards and take other measures against theft.

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

The building is made entirely of wood, painted and decorated in the style of a sailing ship. The first floor is a tavern called the Mermaid, which caters to shipwrights, dockworkers, and sailors. As a rule, only members of the Shipwrights', Mariners', or Steersman and Navigators' guilds are allowed.

There is a broad entrance on the side of the building for people with guild business. It leads directly to the second floor. There is another flight of stairs inside the Mermaid that also leads to the business area of the building.

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

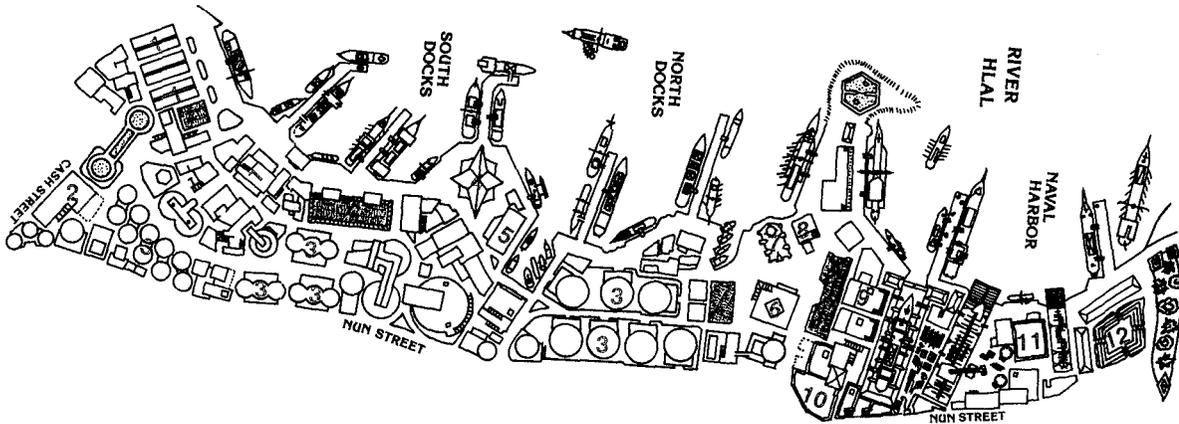
4. Steersman and Navigators' Guild House: This showplace building is a place of great beauty in an otherwise ordinary wharf community. Made from dozens of exotic woods from across Nehwon, it is shaped like a multi-pointed compass. It is the legacy of a vain and foolish guildmaster, who squandered the entire guild treasury to build the house.

The house stands three stories high. The first floor is for common guild members, with the other two reserved for high ranking guildsmen. A look-out tower stands five stories off the ground on top of the central spire. It can be reached by a narrow staircase that winds up the inside of the tower.

5. Mariners' Guild House: Beside the docks of Lankhmar, and near to the closely allied Steersman and Navigators' guild house, the Mariners' Guild headquarters is a sturdy, four-story building with broad glazed windows facing the Hlal. The building contains meeting rooms, archives full of sailors' journals, nautical charts and maps, and bunkrooms for visiting guildsmen.

6. Hester's House: A wealthy grain merchant, Hester made his home near the major source of

River District



his wealth. His exquisitely built house is three stories tall. Hester is a patron of the arts, particularly sculpture, but his taste is questionable.

Hester is a small man who tries to dominate anyone to whom he speaks, with sarcasm and aggressive expressions and mannerisms. Few people in Lankhmar can stare him down, but this does not make him especially popular.

7. Temple of Tyaa: The people of Lankhmar once worshipped the goddess Tyaa (see Gods of Lankhmar) in this ancient cathedral. Her cult was banished from the city centuries ago, and the temple was abandoned.

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

Most of the citizens of Lankhmar avoid the temple. It is a haven for evil birds such as crows,

ravens, vultures, and birds of Tyaa (see Monsters of Nehwon). They have been known to defile or attack passersby.

8. Muulsh's House: Muulsh is a wealthy moneylender. His former wife Atya coerced him into living here, secretly wishing to be close to the temple of Tyaa. This stone building is three stories tall and flat-roofed. It is a square, small-windowed structure with harsh, angular lines.

Muulsh filled his home with jewels and valuable art objects to keep his sharp-tongued wife happy. Since Atya's disappearance, most of these valuables have been given away to other women who Muulsh fancies or stolen by guild thieves.

9. Shipbuilders: Serro and Hralth are wealthy shipwrights who maintain business offices in this place. They are both hale and hearty fellows who enjoy their work. Hralth, a slender but powerful man, greatly enjoys sailing on the ships which he has helped build and is constantly experimenting with new designs.

Serro is a strongly-built man of surprisingly gentle disposition. He dabbles in mercantilism, sponsoring trade missions to the Eight Cities and working closely with other merchants. He is always on the lookout for capable mariners to man or command his ships.

10. Hisvin's House: The infamous grain merchant Hisvin (see NPCs) lived here with his daughter Hisvet and her maid, Frix. When revealed as wererat agents and leaders of Lankhmar Below, father and daughter fled. They are considered saints by the Ilthmarts, who believe the house to be a holy shrine.

While he lived here, Hisvin was careful not to draw too much attention to himself. His obviously expensive house was simple in design, presenting an unadorned front. Great tunnels beneath the house led to Lankhmar Below, allowing Hisvin to stay in constant contact with the rats. The passages have been blocked since Hisvin's departure.

11. City Jail: Near Punishment Square, this squat, grim building houses Lankhmar's criminals, and also contains several chambers of justice for trials. The jail has a capacity of several hundred. It is often full to bursting, forcing judges to order release, corporal punishment, or execution for even the most minor of offenses.

The building is packed with cells above and extensive dungeons below. Prisoners in the upper cells must deal with filthy conditions, vermin, and poor food, but their state is infinitely better than those in the dungeon (who are often forgotten by the slovenly city guards starving to death in the darkness and misery). Overlord Radomix ordered the dungeons emptied and sealed and instituted many reforms to the prison. Most of these reforms were forgotten by Pulgh Arthonax and the dungeons were reopened.

12. Punishment Square: Affectionately called The Pit by the people of Lankhmar, all public executions and punishments take place here, located conveniently close to the city prison. It is a squarish pit with sloping sides. The sides have many narrow ledges carved for the audience to sit or stand. In the center square, criminals are

punished before all Lankhmar so that the citizens are reminded of the consequences of their crimes.

There usually is no admittance fee. However, if a notorious criminal or an unusual punishment might draw large crowds, the Overlord increases his coffers by charging a small fee.

The Pit has always been well maintained, though it was rarely used under the rule of the gentle Radomix Kistomerces. It has returned to its traditional popularity under the cruel Pulgh Arthonax.

Temple District

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

If attendance begins to slack off, a temple may start sliding back toward the Marsh Gate, eventually disappearing. The position of a temple along the street therefore indicates its relative size, influence, and importance. The grand temples at the far end of the street are patronized by wealthy Lankhmarts; their priests wield considerable power and are very difficult to dislodge. At the Marsh Gate end of the street, crowds of individual priests, many with no congregation at all, preach and harangue in the hopes of attracting a following. These small faiths are often preyed upon by church extortionists, criminals who squeeze protection payments out of temples which cannot afford to protect themselves. The short story "Lean Times in Lankhmar" describes both the church extortion racket and the fortunes of Issek of the Jug, a new god who grew too popular too fast.

1. Temple of Aarth: By far the largest and most successful temple in Lankhmar, the Temple of Aarth sits, more or less permanently, at the head of the Street of the Gods. The worshippers of the Great God Aarth (see Lankhmar's Gods) are among the wealthiest in the city and include many prominent nobles.

The entrance to the temple is a semicircle of pillars, beyond which lies the vestibule. The five-story cathedral rises majestically, its vast central chamber open all the way to the ceiling. To the sides of the main chamber are many smaller rooms, all impressively sculpted and decorated.

The remaining buildings house priests and official temple materials and relics. All buildings are connected by a tunnel network and large basements. Lankhmarts tell stories of vast treasures and famous artifacts stored within the temple complex, but even the Thieves' Guild leaves

the temple alone for fear of reprisals, both natural and supernatural.

2. Temple of the Gods of Lankhmar: This temple is the oldest and most feared building in Lankhmar. The crypt of the Gods of Lankhmar (see Lankhmar's Gods) is a squat, black, three-storied building which seems to dominate everything around it by the sheer power of its presence. A belfry rises another two stories atop the crypt. The ancient, verdigrised, copper bells in the belfrey are only rung in the most desperate of emergencies, for it awakes the Gods, who always demand restitution.

The temple has a small, uncovered stone porch a few feet high which leads to the front doors. No one living in Lankhmar has seen what lies beyond worm-eaten, copper-bound doors of the temple.

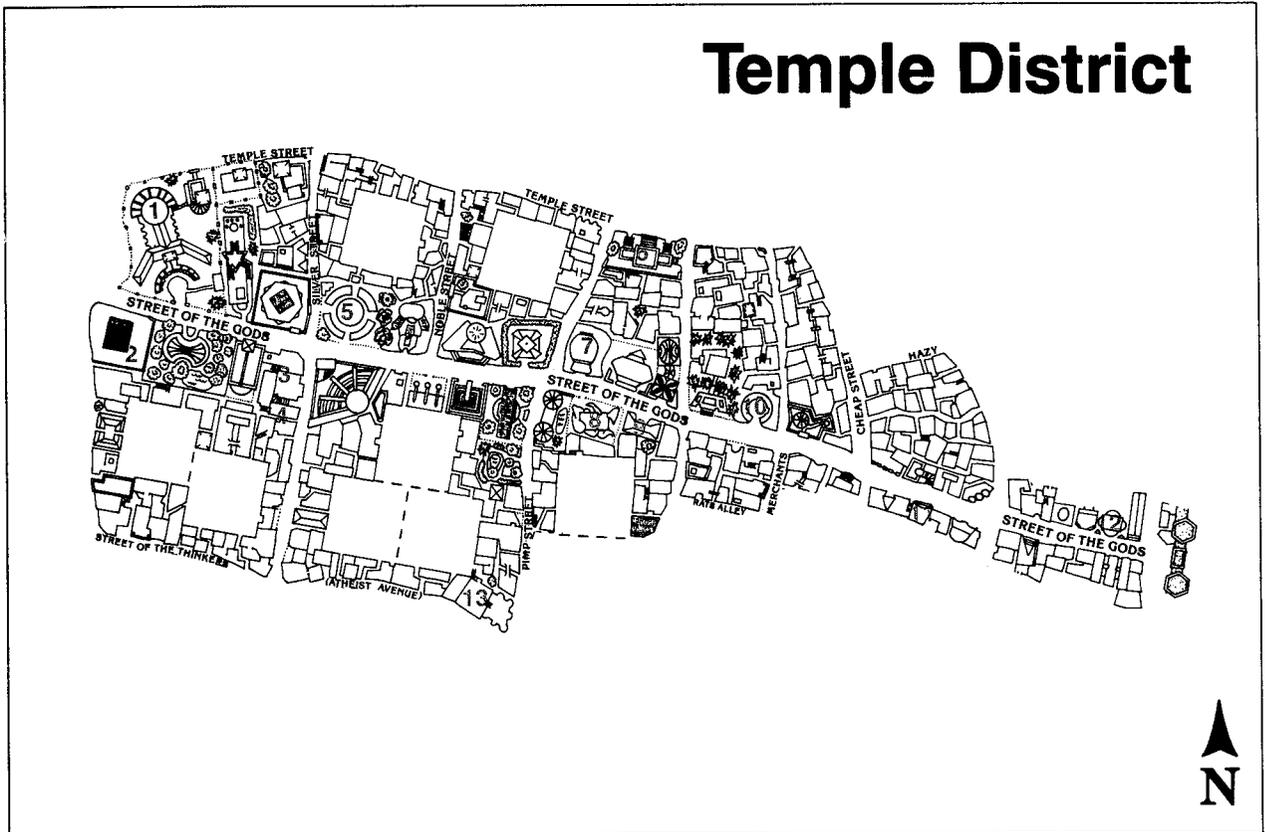
3. Shop of Ogo the Blind: This stretch of Silver Street is nicknamed "Fences Avenue" for obvious reasons. Ogo the Blind (see NPCs) is known as one of the best (and most mysterious) fences in Lankhmar. Ogo's shop's outward appearance is that of a religious relic and curio shop with the symbol of a pupilless eye on the door.

4. Shop of Nemia of the Dusk: Immediately adjacent to Ogo's shop is that of Nemia (see NPCs), another prominent Lankhmart fence, with many lascivious rumors surrounding her business practices. Nemia's shop is publicly known to sell potions and religious incense. Her shop is connected to Ogo's by a secret passage.

5. Temple of the Rat God: Although it is far more popular in nearby Ilthmar, the Rat God retains a number of followers in Lankhmar. Attendance skyrocketed briefly during the rat plague, then plummeted. The temple is a circular cathedral surrounded by four low curved buildings. As might be expected, the entrance resembles a rathole.

Inside, the temple is a maze of dimly-lit tunnels and chambers. Rats may be found everywhere underfoot, and strangely large or intelligent individual rats guard treasure and relic chambers. Even the main worship chamber

Temple District



feels constricted and claustrophobic. Here, worshippers pay homage to their verminous deity, leave contributions, and watch passion plays featuring such characters as Hisvin and Hisvet.

6. House of Pleadors: This building is a guild center for the lawyers of Lankhmar. Conveniently located between the noble and religious districts (which also seems to symbolize the pleaders' political neutrality), this opulent structure rises five stories. No one lives here permanently, but the guildmaster maintains a home next door. The guild house's interior is opulently decorated, with several rooms specifically dedicated to making wealthy clients feel at home. Current documents and standard texts are kept here, while the rest are stored in the Great Library or the Pleadors' Guild library on the Street of Thinkers.

7. Temple of Issek: This temple was selected due to its roughly jug-like shape, and served as headquarters for the Issekian faith (see Lankhmar's

Gods). Unfortunately, the overwhelming popularity of the new religion drew the attention of the Gods of Lankhmar, who descended on the temple and carried off most of its wealth, worshippers, and priests.

In a campaign set before the faith's destruction, the temple is brightly decorated to resemble a brass jug and visited by throngs of wealthy worshippers. After the sudden decline of the faith, the temple is left abandoned, as no other faith dares occupy it. Lankhmarts will claim that the temple still contains much of the gathered wealth, but that anyone entering it risks the wrath of the Gods of Lankhmar.

8. Temple of Kos: This temple has been covered with artificial snowdrifts and painted icicles by overly enthusiastic priests of Kos. In most other respects, it is an ordinary temple.

Kos is not a popular god in Lankhmar. Most worshippers are northerners, warriors, or mercenaries, as reflected by the interior of the temple. A large sword that hangs over the main altar is

said to have been wielded by Kos himself, while shields, spears, and pieces of armor decorate the walls. Rumors claim that the sword is enchanted, but anyone stealing it risks being cursed by Kos, who does not appreciate the theft of his worshippers' artifacts.

9. Temple of the Red God: This eastern deity has had its ups and downs in Lankhmar. It is currently on the way down, and its priests are therefore somewhat surly. The temple contains living quarters, a gymnasium where the Red God's warrior priests train, and facilities for worship. All worshippers are expected to contribute some amount of coinage upon entrance. The temple is guarded by warrior-priests and several fire mages from the east.

Many Lankhmarts believe that the Red God's temple contains a secret cache of wealth. The fact of the matter is that a second, secret inner sanctum reserved for the god's elite worshippers, contains a second, gem-encrusted altar. The theft of any of these gems invites a curse from the Red God.

10. Temple of Mog: The spider god Mog (see Lankhmar's Gods) has a surprisingly large temple. This is because the priests scraped the bottoms of their coffers, virtually bankrupting the faith in order to afford Mog's new home. The priests are desperate for new worshippers and funds. An attempt to convert the Overlord's niece Elakeria ended in disaster when her deathly fear of spiders was revealed in the middle of worship services, and she ran screaming.

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

Beneath the cone are living quarters, offices, and storage rooms. There is a basement, but it is not very expensive. The building is currently in need of repair, which the desperate priests cannot afford.

11. Temple of Adjlar: An import from the east, Adjlar was a bizarre amalgam of warrior and philosopher, famous for delivering elaborate theological arguments to his enemies as he hacked them to pieces with his double-bladed axe. This combination has yet to catch on with the jaded Lankhmarts, and Adjlar maintains a position near the end of the street.

High priestess Kaniia is a stern warrior woman who sleeps in her armor but is always willing to discuss fine points of philosophy. She has a small handful of faithful worshippers, and whether Adjlar's faith will grow remains to be seen.

12. Temple of Many Gods: No one knows to which god this ruined, domed temple was originally dedicated. Today, it houses dozens of individual street preachers, each calling dozens of worshippers inside to hear about a bewildering variety of gods. These would-be high priests are highly competitive, willing to fight viciously for mere floor space beneath the collapsed dome.

Located close to the Marsh Gate, this structure is either the first stop for new faiths or the last stop for old ones. Only those desperate for enlightenment or totally disillusioned with traditional gods enter this building to hear the hysterical rants of those inside.

13. Great Library: Located on the Street of the Thinkers at the edge of the Temple District, the library is a huge, sprawling structure. It is three stories high in most places, two in others. It has two known basements and one hidden basement. At first glance, this run-down building appears as an eyesore, but upon closer examination it becomes apparent that it was once quite a grand structure.

The Great Library is an archive of histories and other written works. Only the nobles of Lankhmar are allowed to take anything from the premises. Other citizens must pay a gold rilk to enter.

There is no catalog available to help researchers. Scribes and scholars, who have each memorized different sections of the library, assist in finding required volumes, but they must be paid. Most searches take days, unless the subject is very common. The longer it takes to find a text, the higher the fee.

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

Noble District

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

A nobleman must have money and a title to live in the Noble district. The title is a position granted by the Overlord. Most current titles were granted centuries ago. The head of a family usually inherits the title, with lesser titles doled out to other family members.

Although all the large estates are owned by nobles, not all nobles live in this region. Owners of lesser titles and bankrupt nobles are occasionally forced from their lofty positions to seek accommodation in far more ignoble locations such as the Merchant District, or even the Tenderloin. Such individuals are not rare—many are the miserable refuse who still dress in rags of noble finery, put on ludicrous airs, and expect instant obedience from commoners even though they themselves are living only a step or two above the gutter.

Simply walking through the Noble District without permission is a crime in Lankhmar, although the city guards in the region are usually lax in their duties. If a trespasser makes himself obvious, they chase him off. If a visitor has a plausible excuse he is usually left alone.

However, the guards grow wary at night, maintaining a strong vigil against thieves and other trespassers. Guards who are found negligent risk severe punishment up to and including execution. Nobles dislike being victimized by the Thieves' Guild, and the Overlord is usually merciless in his enforcement of the laws. Radomix Kistomerces tended to be fairly lenient in this regard, but he was an exception.

Player characters venturing into the noble district must exercise caution. During the day, there is only a 25% chance of a city guard encounter

each turn, and they will generally not trouble PCs unless the party is blatantly breaking the law.

At night, the chance of an encounter with city guards rises to 50% per turn. Guards generally stick to the streets of the district and will not necessarily spot characters if they try to hide. Patrols include 3-12 guards. If seven or more guards are encountered, they are accompanied by a sergeant or captain.

1. Servants' Quarters: These small cottages house the professional servants who work for Lankhmar's nobles. Despite their size, the cottages are luxurious compared to the average Lankhmar's accommodations. The cottages are paid for by the Overlord, and servants are charged a nominal fee to live in them, though there is always a waiting list for occupancy. Servants who cannot live here must live in a neighboring district.

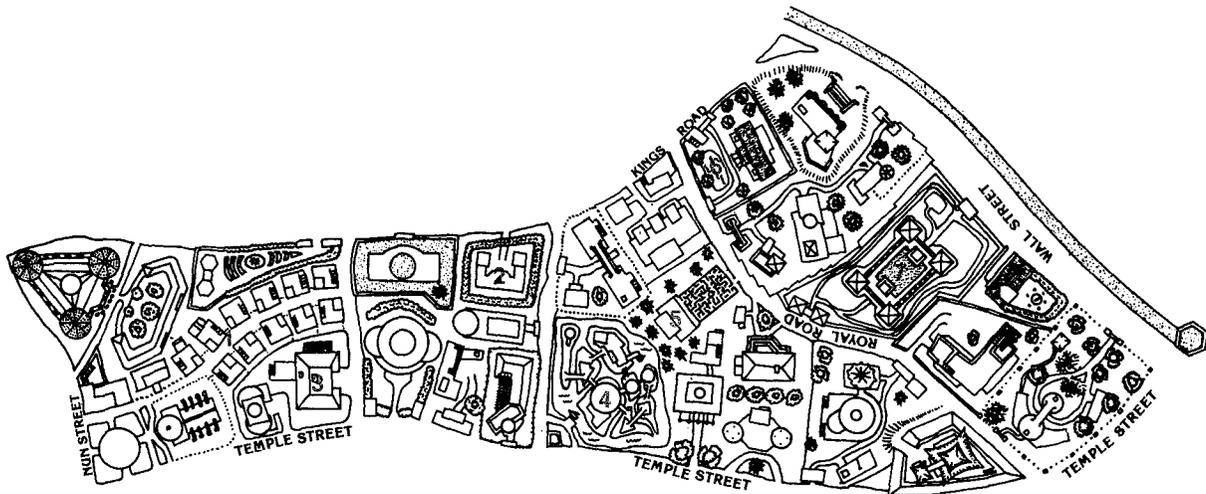
2. Estate of Lord Rannarsh: This is the house of the nobleman Lord Rannarsh (see NPCs) and his family. The old lord kept a huge vault in the basement with a lock to rival that on the great vault of the Temple of Votishal. This contains Lord Rannarsh's library, an extensive collection of historical documents, some of considerable value.

Now that he is dead, his family has let the four-story mansion fall into disrepair. All have their own pleasures and distractions that keep them from participating as active nobles of Lankhmar. Much of Rannarsh's library has been sold off to maintain the estate. Many nobles have predicted that in another decade the House of Rannarsh will cease to be a ruling family.

Rannarsh's daughter Renna is every bit as wicked as her father, and is determined to restore her family's fortunes. To this end, she has sworn vengeance upon Fafhrd and the Gray Mouser, whom she blames for his death. She has begun to plan an expedition to retrieve some jewels that are hidden in a forest far south of the city, in a manor house that is said to be alive.

3. Estate of Duchess Samara: A conservative, no-nonsense noblewoman, the duchess manages her

Noble District



family fortune with an iron hand, reluctantly doling out small amounts to keep her good-for-nothing sons, daughters, nieces, and nephews happy. She refuses to share any responsibility for the family welfare with anyone, and as a consequence the rest of her clan is a gang of layabout spendthrifts with little good sense.

Samara often sponsors business ventures in town, and her hard-headed practices usually lead to considerable profit. She keeps the family gold in a well-guarded vault located in a labyrinth in her sub-basement with a complex lock that can only be opened by her. Should Samara die unexpectedly (and she is now over eighty years old), the surviving family will be hard-pressed to extract her hoarded wealth. The Thieves' Guild would be happy to help in exchange for a considerable cut of the contents.

4. Estate of Countess Kronia: Also known as Countess Kronia of the Seventy-Seven Secret Pockets, this infamous woman is an amateur thief and quite mad. Her mental illness is appar-

ently hereditary, as half her children are mad as well.

Most of the countess' property is water, in the form of a small lake. The eight islands in this lake are connected by eight bridges. Each island has a building on it devoted to a single purpose—kitchen and dining area, sleeping and living quarters, museum and gallery, entertainment, affairs of state, artisans, and servants' quarters.

The observant will note that this adds up to only seven. Being mad, Kronia has chosen seven as her personal number. Unfortunately, as there are eight buildings, one must always be vacant and not in use. Any servant caught mentioning the existence of an eighth building is severely punished.

To make the situation worse, the Countess is constantly moving. One day she will race screaming through the estate, proclaiming that the stars, or some other arcane source, have declared that they must switch islands. A new building is now taboo, and the functions of the others have been shuffled. Because of this the Countess' parties are

very popular with Lankhmar nobles.

Recently, the Countess' estate has been plagued by a series of mysterious thefts. The city guard is helpless to investigate since Kronia will not allow anyone onto her "non-existent" eighth island. What has actually happened is that a small cadre of guild thieves has set up shop on the eighth island, living high during the day and sneaking out at night to rob the Countess. They plan to make their escape the next time Kronia calls for a move, slipping away in the shuffle to live off their ill-gotten loot.

5. House of Mazes: The arrogant and eccentric Count Maluf owns this unique estate. Built decades ago by a now-forgotten noble family, the house featured a complex maze leading to the front door intended to foil thieves. Unfortunately, the house itself was vulnerable since the maze protected only the front. Guild thieves entered the mansion through a chimney and stole the owners blind.

The house fell into disrepair until Maluf bought it, renovating and expanding the maze. A gentleman thief who operates without guild approval, Maluf now secretes his loot in the maze and often dares the Thieves' Guild to steal it. So far, he has been remarkably successful in frustrating the guild. He is protected from reprisals by his noble status.

6. Eagle's House: Earl Jukkas lives on this lush, walled estate with a horde of servants and a succession of noble women. Considered something of a lothario, Jukkas takes little interest in helping to run Lankhmar, preferring to woo women and entertain other nobles.

Jukkas is most interesting for his hobbies. He collects rare artworks, weapons, and armor. Some of his treasures are said to be magical, but the Thieves' Guild has yet to test his estate's security.

7. Estate of Duke Danius: The old duke (see NPCs) was obsessed with a fear of death and met his end when he rode into Shadowland in an attempt to kill death himself. The doors, windows, and walls of the estate are covered with arcane symbols and magical inscriptions in-

tended to keep death at bay.

Danius' estate is otherwise quite pleasant, with several attractive outbuildings. One of these, a luxurious three-roomed garden house, was stolen by Fafhrd and the Gray Mouser and used as their home for a time before its destruction at the hands of Sheelba and Ningauble.

Since Danius' death, the estate has been managed by his twin daughters, Fro and Fralek, who share his taste for romantic entertainment but not his irrational fear of death. Their parties are unparalleled in their extravagance and decadence, and the old duke left enough cash on hand for the pair to continue in this way for at least a century before going broke.

8. Ximmik Manor: The Ximmik family is one of the oldest in Lankhmar. Their palatial home features graceful architecture, pleasant landscaping, artificial lakes and streams, rare flowering plants, and some of the deadliest defenses in the city. Poisoned caltrops cover the grounds (only the guards know their actual layout, and this is changed regularly), watch leopards patrol, heavily armed, high-level mercenaries lurk in trees and secret hiding places, the house itself is triple locked and barred from the inside, and rumor has it that patriarch Yaro Ximmik keeps one or more black magicians constantly on retainer to deal with anyone lucky enough to actually penetrate the house.

Family valuables are kept in an underground vault, guarded by a pair of gladiator lizards on chains. The chains are attached to hidden windlasses which may be turned to pull the lizards back should Yaro or his family wish to retrieve something from the vault.

Citadel of the Overlord

The citadel consists of the entire walled area north of the Noble District. It contains the North Barracks, the Rainbow Palace, the palace grounds, and the royal docks.

The citadel sits on a low hill overlooking the city, bordered on two sides by water and cliffs. The sheer cliffs are 75 feet at their highest.

The walls that surround the citadel are the same height and size as the city walls. The curtain walls that surround the docks are only 25 feet high and five feet thick. The gates are stout and well-maintained.

The palace grounds are one of the most beautiful places in Lankhmar. The trees that line the main avenue from the docks to the palace each blossom in a different color, giving the region the true appearance of a rainbow each spring.

The Overlord's personal bodyguards maintain frequent patrols throughout the citadel. If PCs enter the area without permission, check every five rounds (1/2 turn) for an encounter with a guard patrol. There is a 50% chance of an encounter. Patrols contain 2 to 20 guards. If four or more guards are present, one is a sergeant. If 12 or more guards are present, two are sergeants and one is a captain.

Citadel guards are nearly incorruptible. There is a maximum 25% chance that a group of guards can be bribed, and the DM should adjust this percentage downward depending on circumstances.

1. North Barracks: This fortress is Lankhmar's last line of defense against invasion. Its outer walls are 15 feet thick and 30 feet high, and are constantly patrolled by parties of 2 to 8 guardsmen. Behind the walls lies the central keep, whose own walls are 25 feet thick and 40 feet high.

The citadel has never been taken, though Lankhmar has from time to time been occupied by hostile forces. The Overlord and his advisors take refuge in the central keep if the city is truly threatened. Most of the soldiers who serve in the garrison owe allegiance not to Lankhmar, but to the person of the Overlord. These soldiers maintain patrols throughout the citadel.

2. Rainbow Palace: This sprawling structure is an apparently random assembly of towers, minarets, buttresses, domes, pavilions, and cupolas of every imaginable architectural style. The towers reach as high as ten stories, and each is painted a different color. The total effect is that of a vast, earthly rainbow.

This is the Overlord's home, in which his every need is attended to. Each of the hundreds of rooms in the palace is painted a different color or shade. Baths are painted in shades of blue, libraries in brown or gray. The Overlord's royal audience chamber is a deep blue, almost purple.

The palace is a maze of rooms and corridors. The Overlord Radomix Kistomerces frequently got lost in the palace, and never, until the day of his death, mastered the floorplan. Secret tunnels and passages—many of which the palace staff are unaware of—riddle the structure.

There are vast dungeons beneath the palace. Few have ever explored their full extent. Some of the chambers are for prisoners considered too important for the city jail, others are for storage, while the others cater to the jaded tastes of various overlords.

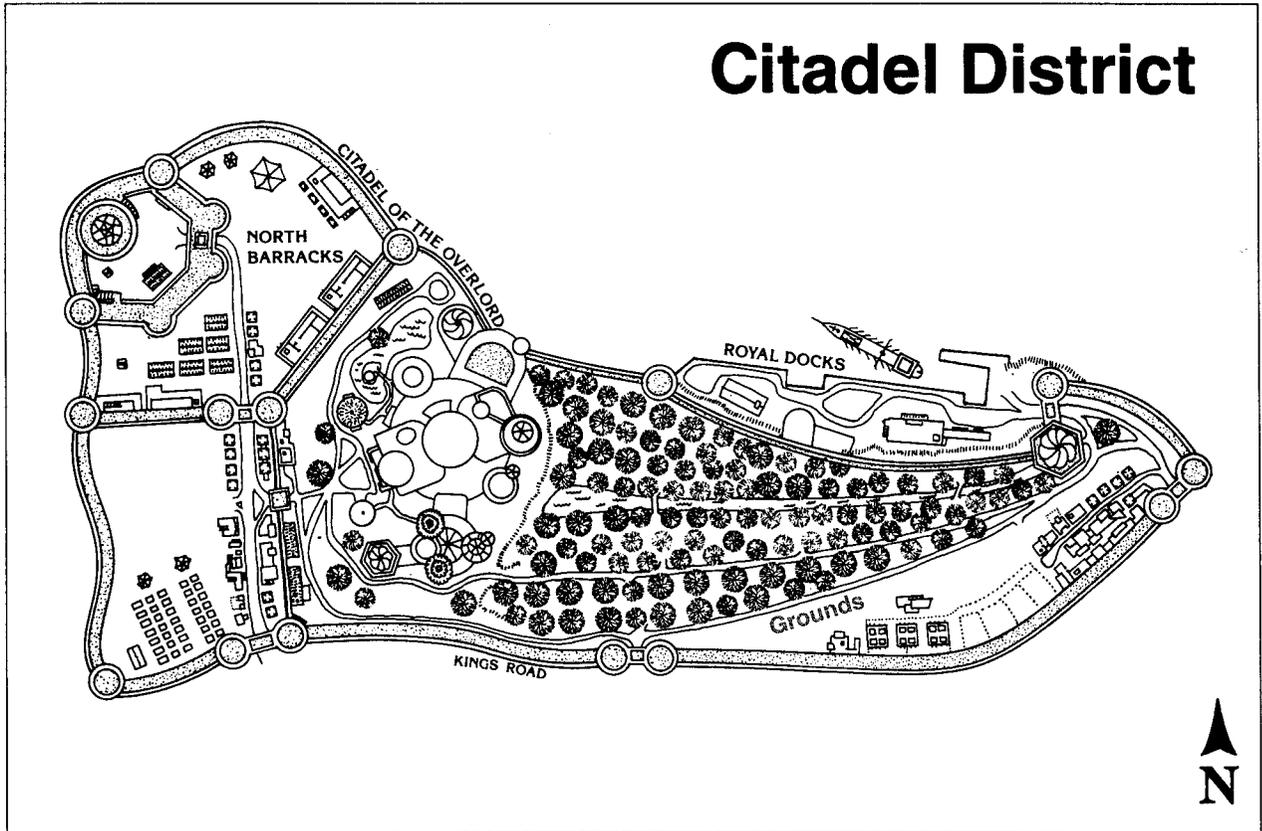
A small army of slaves lives in special quarters within the palace. Other servants live in the servants' village and trudge up to the palace at dawn. Few slaves or servants ever leave the Overlord's service.

3. Royal Docks: This small facility is reserved for the personal use of the Overlord though the Lankhmarines sometimes use it at his indulgence. Visiting dignitaries dock here to meet with the Overlord.

At least one royal galley is constantly docked here. The single building on the docks is used for storage.

4. Summer House: This pleasant, blue-tiled house is used by the Overlord and his entourage when the weather grows too hot or the stench of the city too great. A cool sea breeze keeps the summer house comfortable. The house is also used for parties and lush entertainments, particularly in the evening, when Overlords enjoy setting off fireworks. Most of the time, the house remains empty and unoccupied.

Citadel District



5. Servants' Village: The servants' village is in the southeast corner of the citadel just below the docks. Many of the servants and slaves who work the grounds and docks are born, live, and die without ever setting foot outside the citadel.

As the Overlord generally abhors filth and the mass of unwashed humanity, the area is kept

scrupulously clean. Citadel servants live better than the average Lankmart. Each apartment or cottage is given at the Overlord's pleasure and may be revoked at any time, often on a whim. In this case, the servants and their families are instantly evicted and dumped outside the citadel, expected to survive on their own.



The City of Adventure offers many unique experiences for the adventurer, but wanderlust will eventually draw many of them into the vast world of Nehwon lying beyond Lankhmar's walls. The travels of Fafhrd and the Gray Mouser have opened up many of this world's uncharted and mysterious seas and lands. This section includes details on Nehwon's climates and terrains in addition to random encounter charts used to generate the creatures that adventurers might encounter in their travels.

Seas

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

1. Outer Sea: Nehwon's mightiest sea is larger than any other body of water and could probably be termed an ocean. Huge storms are common on the Outer Sea, and large sea monsters occasionally attack the vessels of those courageous enough to brave these waters. The Great Equatorial Current sweeps along the southern edge of the Outer Sea, pulling all that drift into it to the east.

2. Simorgya: This legendary region was once a continent but sank beneath the ocean for unknown reasons. The legends shared by nearly all seafaring cultures suggest that the Simorgyans were magicians with the power to rule over wind and sea and the creatures of those regions. Remnants of the continent rise above the waves for brief periods of time. Simorgya is one of Nehwon's most pervasive legends.

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

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

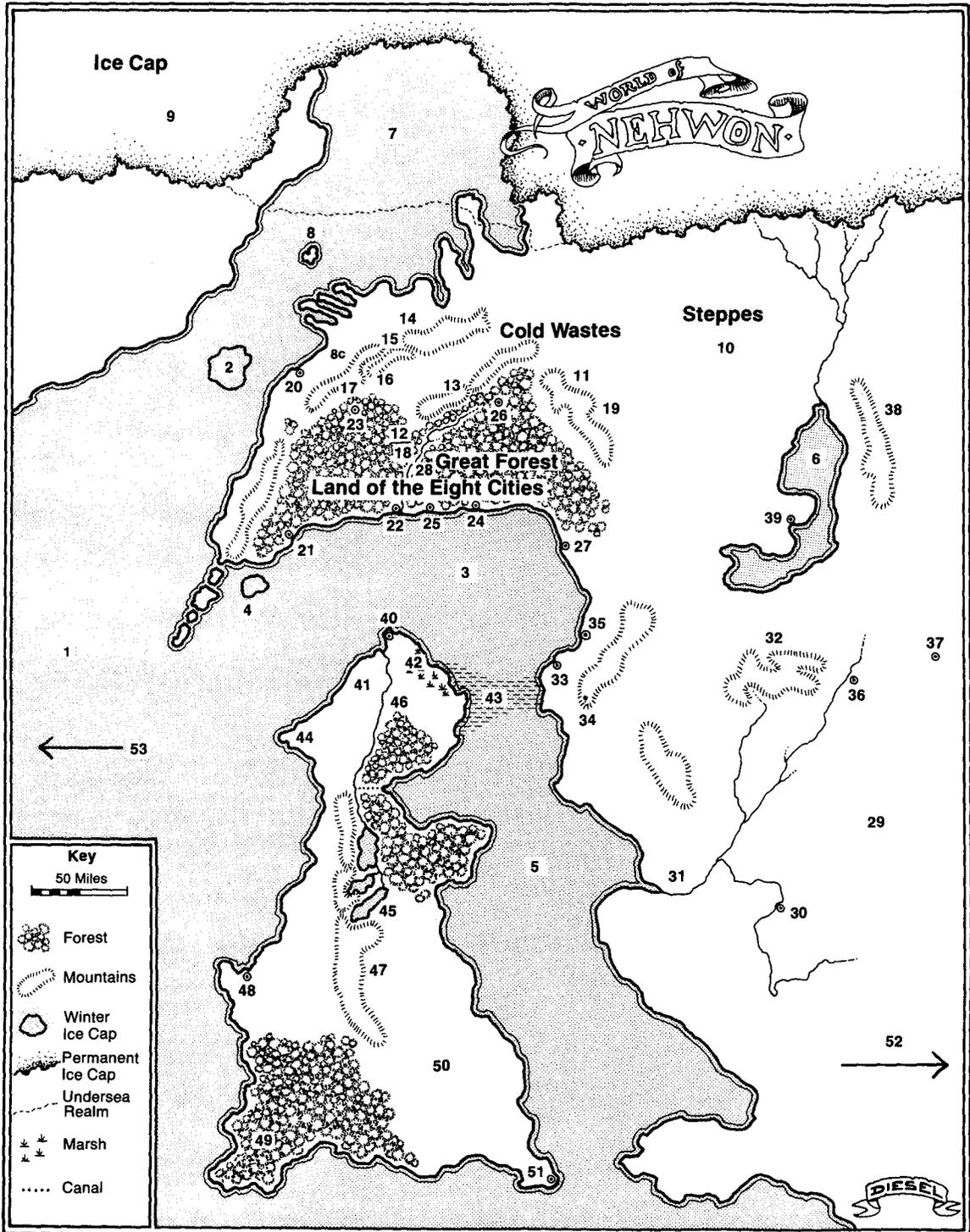
4. Sea King's Domain: This is a mysterious underwater kingdom west of Ool Hrusp. Chambers and passages are magically held apart from the sea so that air-breathing creatures can freely pass through and live in safety. However, the Sea King is capricious, and his domain is ever-changing. It is not the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

5. Sea of the East: This sea is larger than the Inner Sea but much smaller than the vast Outer Sea. Relatively protected from terrible storms and sea monsters, the Sea of the East does not serve as a very important trade route. The southern entrance to the sea is screened by the Great Equatorial Current and the north by the Sinking Lands, so access to the sea from other areas of Nehwon is difficult.

6. Sea of Monsters: This aptly named body of water carries no shipping traffic and is inhabited by serpentine monsters. Watchers on the shore often see the creatures cavorting about, but the monsters do not leave the water.

7. Frozen Sea: This stormy arctic body of water extends northward from the Outer Sea into Nehwon's northern polar region. The ice cover on the Frozen Sea fluctuates seasonally, as shown on the World of Nehwon Map. Great schools of fish are common as are the occasional monsters that come to feed.

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



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

Rime Isle culture is sober and logical, and the islers are serious and reserved. Islers are all skilled business people, and monetary profit though honest dealing is considered one of the highest goals.

Most islers are officially atheists, although they will sometimes acknowledge the moon-goddess Skama, who is seen as the protector of the island and of mariners. A small group of priestesses serves the goddess, but they are only marginally more faithful than the other islers.

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

9. The Ice Cap: A vast ice cap covers the far north of Nehwon. Although its expansion and contraction cannot be measured in the scale of a normal human life, the ice cover seems to be expanding

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

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

Mingols are nomads, and their villages are generally established for one year. If timber is

available, a stout log barricade is usually erected around the village; otherwise, the Mingols dig earthen breastworks. Although wars between tribes of Mingols are not uncommon, the truly fearsome power of this race is revealed only when the tribes combine to perform a mass invasion of adjoining civilized lands.

Travelers across the Steppes are very likely to meet bands of marauding Mingols. Encounters with these savage folk in their own territory always lead to bloodshed. However, the Mingols have great respect for fighting prowess, and there is a chance that a captive who proves himself superior in combat to one or more Mingol champions might be allowed to go free.

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

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

The Snow Clan is a matriarchy, where the female snow sorceresses ruled through their mastery of ice magic. The men were much like Nordic Vikings—raiding and plundering civilized lands in the spring and summer and spending the winter hunting, drinking, complaining about the women, and engaging in similar manly activities.

The Snow Clan was apparently wiped out by the ice gnomes. A few survivors may have escaped to refound the group.

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

14. Bones of the Old Ones: This range is the highest and most forbidding in Nehwon. Screening the northwest border of the Cold Wastes, the Bones of the Old Ones are not cut by passes of any kind. Life is scarce in this range except for the magical presence of the Ice Gnomes and the invisible beings dwelling atop Stardock. Other mountains in the range include Gran Hanack, White Fang, and the Ice Queen.

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

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

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

Land of the Eight Cities

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

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

19. Barrier Mountains: This range of low mountains blocks the eastern edge of the Great Forest from the open reaches of the Steppes. Although not as forbidding as the Trollstep Mountains or the Bones of the Old Ones, the Barrier Mountains present a formidable obstacle to caravan and wagon traffic. The mountains are heavily wooded except at their highest altitudes.

20. No-Ombrulsk: This far-northern city is an all-weather port on the Outer Sea. The northernmost of the Eight Cities, No-Ombrulsk is home to a hardy breed of seafaring and warlike folk, not far removed from the barbaric tribes of the Cold Waste. Some claim that the Ombrulskers never gave up raiding and surreptitiously sail their longships each spring, seeking plunder and slaves.

21. Ool Hrusp: One of the smaller of the Eight Cities, Ool Hrusp is primarily known for the reign of its Mad Duke, a bizarre and twisted ruler who delighted in the torture and torment of captives in the gladiatorial arena. The city is similarly decadent, with wealthy nobles engaging in exotic entertainments, usually at the expense of the teeming lower classes. (Note: This city is referred to as Ool Plerns in *Swords in the Mist*.)

22. Kvarch Nar: This is the largest of the Eight Cities and lies directly across the Inner Sea from Lankhmar. Much trade passes between the two cities. The Kvarchers are an austere and serious people, dedicated to trade and profit. Most of their military defense is in the hands of mercenaries.

23. Illik-Ving: Illik-Ving is the smallest of the Eight Cities and the closest to the Cold Wastes. Most structures in Illik-Ving are wood and very few are taller than one story high. The city has a frontier-like atmosphere with many rugged traders, wilderness scouts, barbarians, and adventurers.

24. Klelg Nar: Klelg Nar is another of the port cities on the Inner Sea. During the time of the rat plague, the city was besieged by the Mingols but survived unburned. Its people are fairly militaristic and maintain a substantial army.

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

26. Mlurg Nar: Mlurg Nar is the only other inland community (along with Illik-Ving) among

the Eight Cities. It lies in the northern reaches of the Great Forest and is a lawless and mercenary wilderness town.

Mlurg Nar survives because of the presence of valuable mineral ores in the Trollstep Mountains and the wealth of furs that trappers harvest from the depths of the Great Forest. Silver, gold, and copper are all mined near Mlurg Nar in considerable quantities, contributing to a high standard of wealth within the city.

Unfortunately, the wealthier a man is in Mlurg Nar, the less likely his chances of living through the night. Thievery is as much a way of life as it is in Lankhmar. However, the thieves of the City of Adventure are courteous and generous compared to their brethren in Mlurg Nar. A Lankhmar thief is usually content to steal purses. The robbers of Mlurg Nar often murder their victims.

Another distinguishing feature of Mlurg Nar is the wide variety of people. Mlurg Nar offers the traveler a small sampling of the delights of

civilization without overburdening him with restrictive customs and laws. A pass leads from the city to the Steppes, so many Mingols come to Mlurg Nar to trade or otherwise acquire objects. Although the road from the Cold Wastes is treacherous, barbarians of Fafhrd's clan are also fairly common sights.

27. Sarheenmar: Sarheenmar is the most remote of the Eight Cities from the central hub of the Land, so it sees more influence from other regions of the world. It lies in a more temperate climate than the other cities and is not too distant from the City of the Ghouls. Sarheenmar was sacked by the Mingols and Ghouls during the rat plague. The city has been rebuilt, but large sections still lie in ruins.

28. River Mangrishik: This broad stream drains most of the Great Forest and the southern regions of the Trollstep Mountains into the Inner Sea. Although the northern reaches of the river freeze



in winter, it provides the only regular trade route between Mlurg Nar and Kvarch Nar.

The East

These general groups are all of the known regions to the east of the Sea of the East and south of the Steppes.

29. The Eastern Lands: The exotic and mystical kingdom of the Eastern Lands is one of the oldest countries in Nehwon. Much of the Eastern Lands are covered by desert, and there is little trade with Lankhmar. The people of the east are distant and sophisticated, and are said to worship a pantheon of gods unrelated to any others in Nehwon.

30. Horborixen: The fabled Citadel of the King of Kings, Horborixen is probably the second largest city in Nehwon after Lankhmar. It is a splendid and crowded capital, sheltering the ruler of the Eastern Lands. The gulf between nobility and the poor is quite obvious; the city is surrounded by teeming slums while the rich live in golden palaces.

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

32. Mountains of the Elder Ones: This range of tall mountains lies between the Eastern Lands and the Sea of Monsters. Mostly arid and treeless, the highest reaches receive enough rainfall to form the headwaters of the River Tilth.

33. Ilthmar: This city of thieves and assassins is nearly as notorious as Lankhmar, although somewhat smaller. Unlike Lankhmar, Ilthmar's predominant religion is the worship of the Rat God. Many Ilthmars are also members of the beast cults, worshipping at the temples of the Snake and the Shark. The city government has set up tolls for virtually all movement and transactions; it is said that even breathing is taxed in Ilthmar. Mercenaries can be found and hired quite easily in Ilthmar.

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

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

35. Ool Krut: This small trading city pays tribute to nearby Ilthmar but is independent. Ool Krut is primarily a seaport with a major shipping port for lumber. Its ruler, Lady Heressi, is developing a shipbuilding industry.

36. Tisilinilit: This is one of Nehwon's most exotic cities. A distant outpost of the kingdom of the Eastern Lands, Tisilinilit is fabled for its slim spires and colorful banners. Its appearance is like no other in all Nehwon. The people are bright and outgoing. They favor unusual shades in their dress and enjoy festivals and parades.

37. Empire of Eevanmarenee: Once a great empire, this culture has decayed, and its capital city is all that remains of its former grandeur. All men and women, and even creatures living within the city, are completely hairless. Many exotic foods, animals, and liquors are available here and nowhere else. The people are said to be utterly incomprehensible to outsiders and often seem lost in dreams and musings.

38. The Parched Mountains: This is one of the most inhospitable regions of Nehwon. Barren, craggy peaks loom high over the surrounding countryside, and there is no water. The only forms of life found here are dried-up lichens and a few hardy insects. Immediately to the east of the Parched Mountains lies Shadowland, the domain of Death.

39. City of Ghouls: Primarily known for the bizarre appearance of its inhabitants, the City of Ghouls lies on the western shore of the Sea of Monsters. Its ghoulish inhabitants are distinguished by their completely invisible flesh, appearing as animated skeletons. They ride horses of the same nature. Despite their frightening appearance, violent nature, and cannibalistic eating habits, Nehwon ghouls are intelligent creatures with sophisticated philosophies and surprisingly subtle architecture.

Continent of Lankhmar

Named for its largest and most celebrated city, Lankhmar Continent harbors several other lands, including the steaming jungles of Klesh in the south and the Lakes of Pleea, where numerous human villages and cities are located. Lankhmar is normally isolated from the remainder of Nehwon, connected by the transient Sinking Land.

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

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

42. Great Marsh: A vast region uninhabited by humans, the Great Marsh (or Great Salt Marsh) provides an effective barrier to the eastern approaches to Lankhmar. Unfriendly creatures such as the white salt spider and the marsh leopard make travel hazardous. Of course, the presence of Sheelba of the Eyeless Face can always surprise a traveler. Movement through the marsh

is slow and treacherous except along Causey Road, which links Lankhmar's Marsh Gate with the road across the Sinking Land.

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

The isthmus is 30 miles long, forcing travelers to move quickly. The length of time the land remains above water varies unpredictably. When the land submerges, the center of the area sinks first, and a rolling wave of water advances from the center in both directions at about 20 miles per hour until the entire land falls under water.

For game purposes, the DM rolls any die when the player characters first arrive at the border of the Sinking Land. If the result is an even number, the land is above water. If it is an odd result, the land is submerged, and the DM rolls 1d12. The result is the number of feet of water covering the land and the number of hours until the land rises above water level.

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

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

45. Lakes of Pleea: Nestled among the foothills of the Mountains of Hunger, these deep, cold lakes provide the headwaters for the broad River

Hlal. Small fishing villages border most of the lakes, bringing in generous catches of trout and salmon.

46. River Hlal: This broad and muddy stream flows from the Lakes of Pleea to the Inner Sea. A canal leading to the Sea of the East has been cut across a narrow strip of the continent from a spot near the river's headwaters. The sporadic nature of the Sinking Land makes this canal and the river itself the only reliable shipping route between the Inner Sea and the Sea of the East.

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

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

48. Quarmall: Quarmall is the bizarre capital of a decadent and formerly great culture. At one time, ships from the Empire of Quarmall sailed to all corners of Nehwon. Quarmall is now a slave-holding society that has retreated within its huge, domed city. Every member of Quarmallan society lives underground in a series of vast interconnecting tunnels and chambers.

Quarmall is ruled by a handful of powerful and corrupt aristocrats who have some of the most potent sorcerers and astrologers in Nehwon under their command. During the time of Fafhrd and the Gray Mouser, Quarmall was split into upper and lower levels, which warred against each other in a civil war using magic.

49. Klesh: This country lies south of Quarmall on the coast of the Outer Sea. A land of tropical jungles between the coast and the vast inland deserts, Klesh is inhabited by a race of dark-skinned humans who worship Nehwon's Earth God.

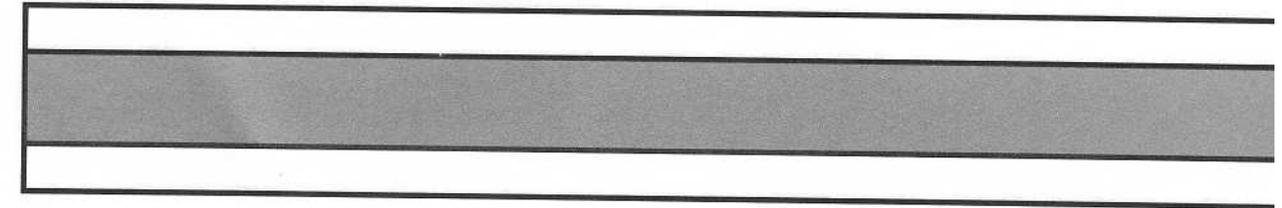
Very little about Klesh or its secretive and mysterious people is known to the outside world. Ivory, rare spices, and tobacco are exported from Klesh to the rest of Nehwon. Although the only Kleshite communities seen by outsiders are isolated fishing and trading villages along the coast, rumor tells of several fabulous cities of rare beauty and ancient architecture within the impenetrable Kleshite jungles. No expedition into the interior of the country has ever returned.

50. Quarmall Barrens: The Quarmall Barrens is a vast desert occupying most of the eastern portion of the continent of Lankhmar. It is an uninhabited region of towering sand dunes, splintered red rock, and little water.

51. Kokgnab: Located at the opposite end of the Lankhmar continent from the City of Adventure, Kokgnab is a small country of both farmers and seafaring folk. The country is known for its exotic spices and customs, including polygamy, drawn-out religious festivals lasting a week or more, and a yearly gladiatorial combat to choose the city's ruler.

52. Godsland (not on map): Located near Nehwon's so-called "life pole," Godsland is home to all the gods. Godsland is apparently not subject to the vagaries of climate that plague the rest of the world and is warm and balmy all year. Despite this, Godsland is thought to be part of the world of Nehwon rather than removed from it as legend suggests. Godsland itself is divided into circles, with the common gods (such as Fafhrd and the Mouser's deities Issek and Mog) crowded into the lower circles and the more powerful deities luxuriating at the pinnacle.

53. Shadowland (not on map): Opposite Godsland, Nehwon's "death pole" is home to one of the world's most powerful entities. Initially it was believed that death dwelled here alone, dealing endings to beings throughout Nehwon. It was discovered later that the pale god shared his palace with his sister, Pain. Other relatives may exist as well, each representing a different aspect of human experience (whether they are all as unpleasant as death and pain is not certain).



Nehwon's People

The following characters may be encountered throughout Nehwon. Each description includes a notation of the stories in which he or she appeared. (See pages 3–5 for a guide to abbreviations by title.) Characters marked with asterisks (*) are most suitable as Nehwon player-characters. In addition, the following abbreviations are used in the statistics provided.

SL (social level);	Dmg (damage);
AL (alignment);	Str (Strength);
AC (Armor Class);	Dex (Dexterity);
MV (movement);	Con (Constitution);
hp (hit points);	Int (Intelligence);
THAC0 (to hit AC0);	Wis (Wisdom);
#AT (number of attacks);	Cha (Charisma).

Class Abbreviations: Nehwon player characters are abbreviated as follows:

F: Fighter;	P: Paladin;
R: Ranger;	T: Thief;
B: Bard;	WW: White Wizard;
BW: Black Wizard;	IW: Ice Wizard;
FW: Fire Wizard;	AW: Air Wizard;
EW: Earth Wizard;	—: 0 level (no class)

Rat NPCs

Those NPCs with an (R) after their class and level are members of the miniature rat society of Lankmar Below. The game statistics given are those used when PCs are rat-sized as well. When encountered by human-sized PCs they have normal rat statistics, although they can use rat-rapiers and crossbows. Note also that rat NPCs' SL refers to their level in rat society. They have no SL in human Lankmar.

Priests

As noted in Chapter Two, the term "priest" does not refer to the AD&D® game cleric character class, which does not exist on Nehwon (although white wizards have access to clerical magic). Priests in Nehwon can be of any class and have no inherent spellcasting abilities.

The Twain

The two heroes of the Lankmar tales are dealt with separately and in more detail than other Nehwon characters. Fafhrd and the Gray Mouser have three sets of statistics, the first used when they are encountered in their early adventuring days (20 or younger), the second when at their maximum level (age 21-39), and the last in their mature years (40 or older).

Fafhrd*

	Youth	Peak	Mature
Ranger	5	15	10
Thief	1	5	3
Bard	3	6	4

Strength: 18/75

Dexterity: 17

Constitution: 19

Intelligence: 15

Wisdom: 1

Charisma: 17

Hit Points: 60/130/110

Armor Class: 6

THAC0: 16/6/11

Damage: 1d8 (+3 due to Strength)

Alignment: Neutral good

Equipment: 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. He learned fighting, hunting, archery, sailing, mountain climbing, and the skills of a singing skald. Like most northern barbarians, he has a small talent for thievery.

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

Fafhrd fights with sword and dagger. His bastard sword is called Greywand and the dagger

Heartseeker. On several occasions he has used a battle axe balanced for throwing. He also uses a longbow for hunting.

Like his father, Nalgron, Fafhrd is an expert climber. He climbs as a 15th level thief and is not subject to any modifiers for snow or ice.

The northern barbarian hates and fears wizardry. He has none of the spellcasting abilities normally associated with rangers and bards. However, he can charm with his songs and perform other natural abilities which have spell-like effects.

Having lived most of his life in the frigid northlands, Fafhrd is adept at survival in that environment. He receives a +3 on any saving throw against cold and knows all the tricks for finding food, shelter and safety in frigid conditions.

Like the Mouser, Fafhrd is susceptible to the charms of beautiful women. Any woman with a Charisma of 16 or 17 has a 50% chance of charming him, while a woman of Charisma 18 charms him automatically.

Fafhrd loves to squander money on silly things such as 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 all the money he is currently carrying.

The Gray Mouser*

	Youth	Peak	Mature
Fighter	4	12	8
Thief	5	15	10
Black Wizard	3	3	3

Strength: 15

Dexterity: 19

Constitution: 17

Intelligence: 16

Wisdom: 9

Charisma: 17

Hit Points: 35/90/70

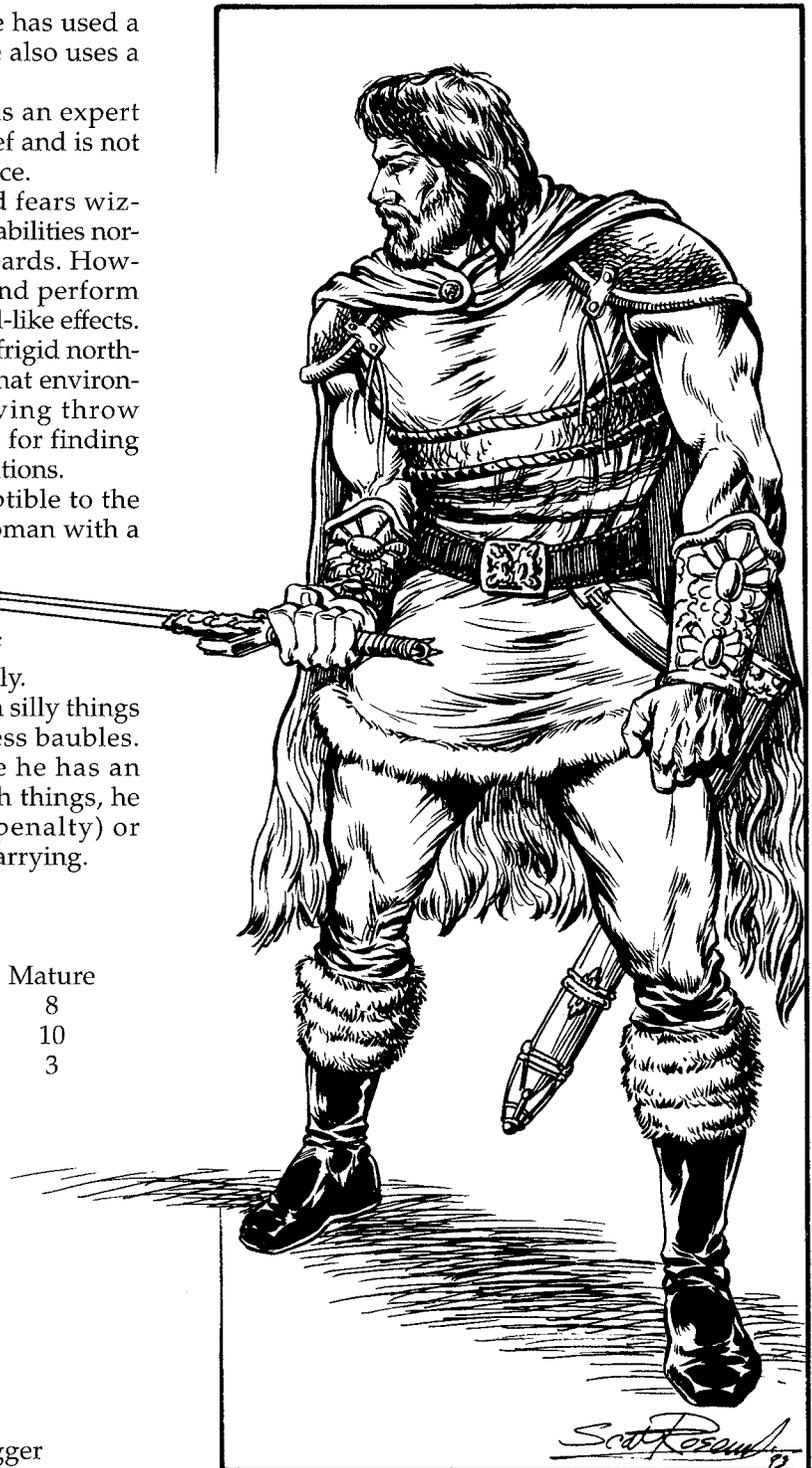
Armor Class: 4

THAC0: 17/9/13

Damage: 1d6+1

Alignment: Neutral

Equipment: 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 but chose to peer into his mentor's books on black magic rather than study the white. He firmly allied himself to black magic upon Glavas Rho's death and ended up in Lankhmar.

The dark-skinned Mouser is probably of southern extraction. 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 which do not hinder his agile fingers.

The Mouser's favorite weapons are the rapier and throwing dagger. If he has a particular rapier for more than two weeks, he wields it with a +3 bonus to hit and damage. He can attack with both sword and dagger in the same round without penalty. He follows the weapon and armor restrictions of a thief, but rarely uses poison.

Cities, especially their nastier parts, are Mouser's natural environment. He is extremely streetwise and receives a +1 bonus to all rolls for finding information, bargaining, and dealing with urban situations. In Lankhmar, where he is well-known, this bonus rises to +2.

The Mouser is fascinated by magic. Unfortunately, he is somewhat unstable and has a tendency to lose or gamble away any magical items he gains. Although he is a 3rd level black wizard, he has no spell book, which means that he cannot cast spells in the normal course of an adventure. If he happens upon a spell book, he can use any spells it contains. Any spell book which the Mouser possesses invariably becomes lost or stolen.

Like Fafhrd, the Gray Mouser is extremely susceptible to feminine charms. Any woman with a Charisma of 16 or 17 has a 50% chance of charming him. Women with Charismas of 18 or higher automatically charm the Mouser.

Also like his companion, the Mouser spends money like water. When confronted with a situation where he has the opportunity to spend on women, drinking, gambling, or magic-seeming baubles, the Mouser must roll vs. his Intelligence, at a -3 penalty. If he fails, he must spend all his money.





Afreyt (FM, RI, SM, MS, CSS, MGB)*
F5; SL 10; AL CG; AC 10; MV 12; hp 21; THAC0 16; #AT 1; Dmg 1d4 (dagger); Str 12; Dex 14; Con 17; Int 16; Wis 18; Cha 17

Afreyt, elder of Rime Isle and priestess of Skama, is a loyal companion and lover to Fafhrd, who

finally seems to have forsaken his wandering and wayward lifestyle. She is tall and rangy, blue-eyed, thin-cheeked and wide-mouthed, with pale, golden hair. Her three nieces, May, Mara, and Gale, are novices of Skama. Afreyt is competent, intelligent, almost fearless, and harbors genuine love and respect for the barbarian.

Alyx the Pickpocket (TBT, UTG)*

T4; SL 2; AL N; AC 7 (due to Dexterity); MV 12; hp 17; THAC0 19 (17 when throwing dagger due to Dexterity); #AT 1; Dmg 1d6 (short sword) or 1d4 (dagger); Str 13; Dex 17; Con 14; Int 12; Wis 14; Cha 14

A female freelance thief who acts in defiance of the Thieves' Guild, Alyx sometimes associates with Fafhrd and the Gray Mouser. She occasionally wonders at their foolishness but rarely speaks of it.

Atya (CN)

T4; SL 8; AL LE; AC 10; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d4 + poison (dagger); Str 10; Dex 11; Con 9; Int 13; Wis 15; Cha 16

Clad in yellow silk tunic and pantaloons, Atya was very pretty. Her small-chinned, bright-eyed face was oddly attractive under its canopy of gleamingly smooth black hair. Her swift movements had the quality of restless fluttering.

To the people of Lankhmar, Atya was once the quarrelsome and domineering wife of Muulsh the moneylender. Unknown to most, Atya also led the

evil cult of Tyaa the bird-goddess. Frustrated in her plan to destroy Lankhmar, Atya fell from the heights of Tyaa's temple—whether to her death or to refound her evil religion elsewhere, no one knows.

Atya can communicate with any evil birds such as ravens, crows, and vultures.

She has complete control over ravens and Birds of Tyaa (see the listing at the back of this book), which follow any of her orders. Atya can polymorph into a giant raven once a week.

A few descendants of Tyaa's ancient worshippers may linger on in Lankhmar and elsewhere. Atya has 2-12 fanatical followers (fighters, level 1-6) with her at all times.



Bashabeck (SOL)

T9; SL 4; AL LE; AC 7 (due to Dexterity); MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d8 (broadsword); Str 15; Dex 17; Con 15; Int 15; Wis 14; Cha 12

Recognizable by his distinctive orange turban, Bashabeck is an enforcer for the Thieves' Guild specializing in thieves who are behind in their dues or fail to give the guild its required cut. He once suffered a crushed collarbone in a failed attempt to kill Fafhrd.

Basharat (LTL)

T8; SL 4; AL LE; AC 8 (due to Dexterity); MV 12; hp 32; THAC0 17; #AT 1; Dmg 2d4 (khopesh, +1 due to Strength); Str 16; Dex 16; Con 13; Int 14; Wis 13; Cha 11

This infamous extortionist and gangster was one of Pulg's chief rivals on the lucrative Street of the Gods racket.

Bomar (RI)

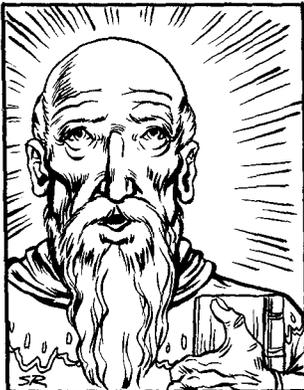
T3; SL 5; AL N; AC 10; MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d6 (short sword); Str 11; Dex 12; Con 10; Int 14; Wis 16; Cha 14

Bomar is the unofficial mayor of the Salthaven traders' quarter. He is reasonably easy-going when dealing with events within the quarter, but will not tolerate troublemaking in Salthaven proper.

Braggi (PP)

—0; SL 4; AL N; AC 10; MV 12; hp 7; THAC0 20 (+1 due to Strength); #AT 1; Dmg 1d8 (cudgel, +1 due to Strength); Str 17; Dex 11; Con 15; Int 15; Wis 12; Cha 16

The jovial owner of the Silver Eel only appears in a handful of stories but is always in the background when the Twain visit their favorite tavern. His attitude toward the heroes is flexible—before the rat plague he attempted to have them killed or beaten because they owe him money.



Bwadres (LTL)

—0; SL 2/8*; AL LG; AC 10; MV 12; hp 3; THAC0 20; #AT 0*; Dmg 0**; Str 5; Dex 8; Con 4; Int 4/15**; Wis 12; Cha 5

Indeed, had you sought for a good example of a has-been god who had never really been anything, you could hardly have hit

on a better choice than Issek of the Jug, while Bwadres was the very type of the failed priest—sere, senile, apologetic and mumbling...

...(After Fafhrd became his acolyte) Bwadres himself brightened amazingly... He began to eat more often than twice a week and to comb his long skimpy beard. Soon his senility dropped away from him like an old cloak, leaving of itself only a mad stubborn gleam deep in his yellowly crust-edged eyes, and he began to preach the gospel of Issek of the Jug with a fervor and confidence that he had never known before.

Bwadres was almost two people during his tenure on the Street of the Gods. Before the arrival of Fafhrd, he was a feeble-minded old

fanatic, preaching mindlessly to nonexistent congregations. After the burly barbarian joined him as an acolyte, Bwadres led a stunning revival of his faith, moving Issek of the Jug's temple steadily up the street and winning converts by the score. After Fafhrd's departure, Bwadres turned the running of his church over to Pulg, doddered back down the road to senility, and finally vanished mysteriously when the Gods of Lankmar took offense.

*Bwadres is a total pacifist and will not fight under any circumstances.

**These statistics represent Bwadres' Intelligence before and after Fafhrd's arrival.



Cif (FM, RI, SM, MS, CSS, MGB)*

F3; SL 10; AL CG; AC 10; MV 12; hp 14; THAC0 17; #AT 1; Dmg 1d4 (dagger); Str 12; Dex 11; Con 16; Int 17; Wis 17; Cha 16

After a lifetime of adventure, the Gray Mouser finally settled down with this wiry, supple, green-eyed woman, an elder of Rime Isle and priestess of the moon goddess Skama. Cif is compact of feature, with small, thick lips and brown hair shot with gold. She is brave, intelligent, and tremendously loyal. She guards her relationship with the Mouser jealously and has little tolerance for his philandering ways. Her niece, a black-haired girl named Klute, assists her as a novice of Skama.

Duke Danias (PP)

F3; SL 12; AL CN; AC 5; MV 12; hp 24; THAC0 18; #AT 1; Dmg 1d8 (broadsword); Str 15; Dex 14; Con 13; Int 13; Wis 4; Cha 11

Sheelba said... "This Danias person fears death more than any creature has ever in history, as recorded or recollected by man, demon, or god, and he is planning a foray into the Shadowland with no less purpose than to slay Death himself..."

At once fascinated by the art of physical love and terrified of death, Duke Danias was one of the most luckless characters in Lankhmar. After first having his luxurious garden-house—well stocked with books both magical and mundane, and expensive foods—robbed by Fafhrd and the Gray Mouser, Danias ventured to Shadowland only to be caught and slain by Death. Danias left his rich estate to his twin daughters Fro and Fralek who enjoyed a brief dalliance with Fafhrd.

Dickon (TBT)

T4; SL 6; AL LE; AC 10; MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d4 (dagger); Str 8 Dex 9; Con 9; Int 17; Wis 10; Cha 11

This elderly guild thief engages mostly in planning thefts for others. At one time he was a great thief (level 11), but his skills have since deteriorated.

Edumir (RI)

F11; SL 13; AL LE; AC 8; MV 12; hp 78; THAC0 10 (+1 due to Strength); #AT 3/2; Dmg 1d8 (scimitar) or 1d6 (longbow); Str 16; Dex 14; Con 16; Int 14; Wis 8; Cha 18

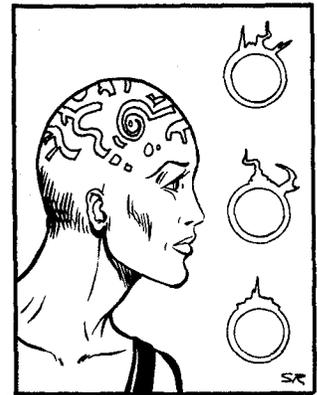
Edumir is the chief paramount of the Wider-shin Sea Mingols. He is a ruthless conqueror who shows neither mercy nor pity. He is dedicated to the Mingol principles of constant warfare and glorious death, and uses Quarmallian mushroom wine to overcome his inhibitions.

Eesafem (SE)

—0; SL 6; AL CN(E); AC 7 (due to Dexterity); MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 + poison (dagger) or 1d3 + poison (spiked breastplate); Str 10; Dex 17; Con 12; Int 15; Wis 13; Cha 16

This woman was the daughter of Gorex, one of the most talented military engineers in Horborixen. She was taken at puberty for the harem of the King of Kings, her hair shaved and replaced with elaborate blue and green tattoos. This treatment soon drove her mad. During one of Death's many attempts to take the Mouser, she was transported to Lankhmar where she attempted to kill the gray adventurer with a poison-spiked breast-

plate. A quick seduction by the Mouser soon turned things around. Eesafem recovered from her madness and set up a smithy on Copper Court where she made jewelry and sold (under the counter) the finest poison-fanged rings in Nehwon.



Elakeria (SOL)

—0; SL 14; AL N; AC 8 (due to Dexterity); MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 9; Dex 16; Con 16; Int 10; Wis 8; Cha 17

Glipkerio Kistomerces' niece was once a somewhat obese wanton with an insatiable appetite for male companionship. During the rat plague, when the Mouser unexpectedly enlarged near her, most of her body mass was transferred to him, leaving her considerably slimmer and—in the eyes of many—more attractive. She continued her amorous antics after her uncle's departure and still resides in the Rainbow Palace.

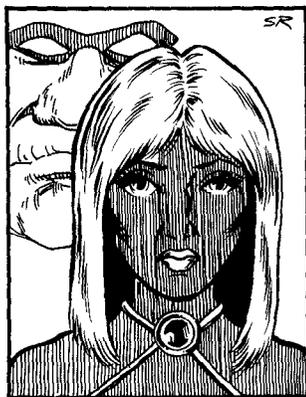
Essedinex (SW)

T6; SL 4; AL CN; AC 9; MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d6 (short sword); Str 11; Dex 9; Con 15; Int 14; Wis 10; Cha 15

"A swag-bellied old man... with something of the bounce of youth... wore ragged finery touched up with gilt. Even his long gray moustache and goatee glittered with specks of gold above and below his dirty-toothed mouth. His heavily pouched eyes were rheumy and red all-around, but dark and darting at center. Above them was a purple turban supporting in turn a gilt crown set with battered gems of rock crystal, poorly aping diamonds."

Essedinex was the master of the traveling show which ventured to Cold Corner each year to entertain the snow tribe. He is a vain man who tried to cover up his obvious poverty with glitz and fakery. He conspired to sell Vlana to the

Snow Clansman Hringorl, causing Fafhrd to flee Cold Corner for Lankhmar, along with Vlana.



Eyes of Ogo (TBT, UTG)*

T5; SL 0 (to the public)/5 (in reality); AL CN; AC 8 (due to Dexterity); MV 12; hp 14; THAC0 18; #AT 1; Dmg 1d4 (dagger); Str 9; Dex 16; Con 12; Int 17; Wis 13; Cha 15

To the world, Eyes is simply a slave of Ogo the Blind. She is a young woman with pale straight hair, dark skin, overlarge eyes and a tiny-chinned, pout-lipped face. In reality, Eyes is Ogo, as the infamous fence doesn't truly exist.

When a client visits Ogo, he is conducted to a pitch-black room, where the dimly-visible Ogo evaluates the stolen goods by touch alone. Eyes actually inspects the item herself and produces the "voice" of Ogo.

Faroomfar (SD, FM, RI)

F12; SL 14; AL CE; AC 7 (due to Dexterity); MV 12/24 Fl; hp 80; THAC0 9; #AT 2; Dmg 1d8 (broadsword); Str 15; Dex 17; Con 10; Int 14; Wis 9; Cha 14

This prince of Stardock is somewhat mad and nurses a deep hatred of humans—more intense now because of his wounding by Fafhrd. He thoroughly dislikes the notion of humans associating with his sisters Keyaira and Hirriwi, and will attempt to kill anyone who does so.

Faroomfar allied himself with the ice wizard Khahkht to conquer the Rime Isle. The ice wizard gave Faroomfar wings, enabling him to fly without the aid of a ray fish. Fafhrd cut off the prince's left hand during this adventure and lost his own hand in payment. Faroomfar survived, but still nurses a grudge against Fafhrd. Like other inhabitants of Stardock, Faroomfar is normally invisible.



Fingers (MGB)*

T4; SL 2; AL CN; AC 7 (due to Dexterity); MV 12; hp 18; THAC0 19; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 17; Con 14; Int 14; Wis 12; Cha 14

This canny, resourceful girl is Fafhrd's daughter by the Quarmallian slave woman Friska. In Ilthmar, she became a novice of the moon goddess Skama, and a skilled weaver, from which she got her nickname (her real name is never revealed). Kidnapped by Ilthmar mariners, she served for a time on board the ship *Weasel* before escaping to Rime Isle. Unknown even to herself, she had been "programmed" by Quarmal of Quarmall with a death spell intended to be used against Fafhrd, but the plot was foiled by the Gray Mouser. After which, father and daughter were finally introduced.



Fissif (IML, TH)*

T8; SL 3; AL NE; AC 9 (due to Dexterity); MV 12; hp 22; THAC0 17; #AT 1; Dmg 1d8 (broadsword); Str 11; Dex 15; Con 14; Int 16; Wis 11; Cha 12

This fat, somewhat fearful thief is noted for his skill at scams, confidence games, and other forms of double dealing. Fissif's considerable intelligence helps him think his way out of predicaments, but also contributes to his rather cowardly nature. He was caught up in the vengeance of the dead master thieves, but whether he survived this catastrophe is not known.

Flim (IML)

T5; SL 4; AL NE; AC 8 (due to Dexterity); MV 6; hp 14; THAC0 18; #AT 1; Dmg 1d6 (staff); Str 11; Dex 16; Con 8; Int 14; Wis 13; Cha 9

The night beggarmaster for the Lankmar Thieves' Guild is a portly, crippled man who limps slowly and painfully with the aid of a gilded walking staff. He wears an elaborate, cloth of gold turban. Despite his disability, Flim is quite handy with his staff and can move quickly in combat.

Flindach (LQ)

BW15; SL 12; AL LE; AC 10; MV 12; hp 32; THAC0 16; #AT 1; Dmg 1d6 (staff) or 1d4 (dagger); Str 12; Dex 13; Con 11; Int 18; Wis 14; Cha 10

A wearied cruelty sat upon his dark visage, giving him an air of boredom... Flindach was not a comely man: a purple wine mark covered his left cheek, three large warts made an isosceles triangle on his right, while his nose and chin jutted like those of an old witch. Startlingly, with an effect of mocking irreverence, his eyes were ruby-whited and pearly-irised like those of his lord...

Ancient, cruel, and utterly loyal, Flindach is half-brother and chief magician to Lord Quarmal. In the greatest measure of this loyalty, Flindach agreed to die and take his lord's place upon the funeral pyre, thus allowing princes Gwaay and Hasjarl to destroy each other and clear the way for Quarmal's unborn son to become the new heir.

Freg (TH, UTG)

—0; SL 1; AL N; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 9; Dex 11; Con 12; Int 13; Wis 14; Cha 13

This woman was maid to the thief Ivlis. Fafhrd was attracted to her but was slow on the uptake, allowing the Mouser to seduce her. She bore the Mouser's son, Pshawri, who unknowingly served the gray thief on board the Flotsam.

Friska (LQ, UTG)

—0; SL 2; AL CN; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 11; Dex 13; Con 14; Int 13; Wis 10; Cha 16

Friska is an attractive, somewhat plump woman who served as a slave in Quarmal before her escape with Fafhrd. Her background made her somewhat superstitious and fearful. After escaping from Quarmal she conceived Fafhrd's child. She then journeyed to Ilthmar with Ivivis, where she joined the Guild of Free Women and became a moon priestess. Fafhrd gave her money and promised to return, but—predictably—never did. Friska gave birth to a daughter, the girl known as Fingers, who was reunited with Fafhrd years later on Rime Isle.

**Frix (SOL, UTG, MGB)***

F7; SL 1 (Lankmar)/14 (Arilia); AL CG; AC 6 (due to Dexterity); MV 12; hp 52; THAC0 14 (+1 due to Strength); #AT 3/2; Dmg 1d4 (dagger, +2 due to Strength); Str 18; Dex 18; Con 16; Int 15; Wis 12; Cha 16

The attractive, dusky-skinned maid of the demoiselle Hisvet was in reality a princess of the plane of Arilia (Air). Her real name is Frixifrax, but it was shortened for convenience. She was forced to serve the wererat until she had saved her mistress' life three times. Once this was accomplished (during the Rat Plague), she returned to her home and her natural race, equivalent to the AD&D® Djinni but retaining her human form.

After the plague, Frix took her rightful place in the matriarchy of Arilia and journeyed throughout Nehwon in a flying white demigalleon with an all female crew. She engaged in a sporadic relationship with Fafhrd, occasionally whisking him off for romantic trysts in her own realm.

Gavs (FM, RI)*

R6; SL 3; AL LN; AC 7; MV 12; hp 42; THAC0 15 (+1 due to Strength); #AT 1; Dmg 1d8 (cutlass, +2 due to Strength); Str 18; Dex 14; Con 18; Int 13; Wis 16; Cha 12

Gavs is one of Fafhrd's crew on board the *Seahawk*. Formerly a steppe barbarian, he stands almost as tall as Fafhrd and is quite capable in a fight.

Gib (FM, RI)*

T6/F4; SL 3; AL CN; AC 8 (due to Dexterity); MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d8 (cutlass) or 1d4 (dagger); Str 15; Dex 16; Con 12; Int 13; Wis 11; Cha 13

A former Lankhmar fighter-thief, Gib served under the Mouser on board the *Flotsam*.

Gis (CH)*

T10; SL 3; AL LE; AC 6 (due to Dexterity); MV 12; hp 42; THAC0 16 (+2 with thrown daggers due to Dexterity); #AT 1; Dmg 1d6 (short sword) or 1d4 + poison (throwing daggers); Str 16; Dex 18; Con 13; Int 14; Wis 7; Cha 8

...Gis could somersault (a dagger) a dozen or thirteen times before it stuck in wood and throw as truly between his leg as back over his shoulder without mirror. Whenever he threw the knife so it struck very near Tres, he smiled. She had to remind herself that he was not much more evil than most evil men.

A skilled assassin of the Slayers' Brotherhood, Gis was never without his belt of daggers. Under the control of the Cloud of Hate, Gis brutally murdered his lover, Tres. Later, Gis was killed by the Mouser.

Glavas Rho (UG)*

WW5; SL 2; AL LG; AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (staff); Str 6; Dex 9; Con 6; Int 18; Wis 18; Cha 13

This gentle hedge-wizard (whom the Gray Mouser insisted upon referring to as "the Great Glavas Rho") taught the Mouser and Ivrian (whom he called "Mouse" and "Misling") in the

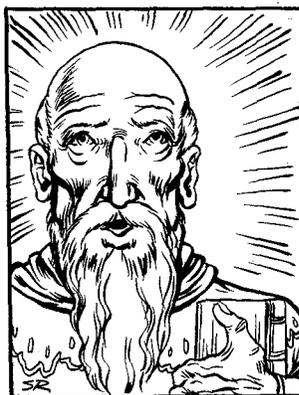
ways of white sorcery. Upon the wizard's murder at the hands of Duke Janarri, the Mouser abandoned the way of white magic and firmly allied himself with black, using it to slay Janarri and allow him and Ivrian to escape to Lankhmar.



Glinthi the Artificer (SD)

—0; SL 4; AL N; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d8 (broadsword); Str 14; Dex 11; Con 10; Int 17; Wis 12; Cha 14

A well-known tinkerer and craftsman, Glinthi created the elaborate climbing-staff which saved Fafhrd and the Mouser during their climb up Obelisk Polaris.



Glipkerio Kistomerces (SOL)

—0; SL 15; AL CE; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 7; Dex 9; Con 8; Int 14; Wis 4; Cha 8

The fantastic overlord stood a head higher than Fafhrd, but was thin as a starved Mingol. His black toga made him look like a funeral cypress. Perhaps to offset this dismal effect, he wore a wreath of small violet flowers around his blonde head, the hair of which clustered in golden ringlets...

The so-called "Beanpole Monarch" was a weak-willed libertine who did little save watch slaves being punished and dream of travel to other worlds. Dominated by both Hisvin and his palace mistress Samanda, Glipkerio remained

indecisive throughout the Rat Plague and finally attempted to escape Nehwon in a lead casket-like vehicle which was dumped into Lankhmar harbor. Crushed by the pressure of the ocean depths, Glipkerio departed Nehwon in a decisively final fashion and was replaced on the throne by his gentle cousin, Radomix.

Gnarfi (SD)*

T8; SL 3; AL NE; AC 9 (due to Dexterity); MV 12; hp 22; THAC0 17; #AT 1; Dmg 1d6 (short sword) or 1d6 (longbow); Str 11 Dex 15; Con 12; Int 12; Wis 10; Cha 13

Stocky with a face like a boar, Gnarfi was the thief Krannarch's adventuring companion. He was killed by Oomforafor, king of Stardock. Gnarfi trained Graah and Kruk, the pair's pet brown bears.

Gnarlag of the Two Swords (CH)*

F8; SL 2; AL CE; AC 8 (due to Dexterity); MV 12; hp 60; THAC0 13; #AT 3/2 (x2); Dmg 1d8x2 (broadswords, +1 for Strength); Str 16; Dex 16; Con 17; Int 11; Wis 9; Cha 10

An infamous bravo who favored the use of two swords (he can make twice the normal number of attacks without penalty), Gnarlag used to frequent the Rat's Nest tavern before being slain by Fafhrd while under the influence of the Cloud of Hate. Few mourned his passing.

Gonov (RI)

F12; SL 13; AL LE; AC 7; MV 12; hp 89; THAC0 9 (+1 due to Strength); #AT 2; Dmg 1d8 (cutlass, +1 due to Strength) or 1d6 (short bow, +1 due to Strength); Str 17; Dex 13; Con 18; Int 13; Wis 12; Cha 17

Gonov is paramount leader of the Sunwise Sea Mingols. He is every bit as vicious as his Widdershins counterpart, Edumir.

Grig (SOL)

F6(R); SL 13; AL LE; AC 8 (due to Dexterity); MV 12; hp 35; THAC0 15; #AT 1; Dmg 1d8 (rapier) or 1d4 (dagger); Str 12; Dex 16; Con 12; Int 11; Wis 9; Cha 11

A mincing, vain rat who spoke Lankhmarese with a pronounced lisp, Grig accompanied Hisvin during the assault on the Lankhmart grain convoy. He escaped the disastrous defeat of the rats during this adventure only to be unceremoniously slain by the Gray Mouser while entering a privy in Lankhmar Below. The Mouser impersonated him for a time, dressing in his voluminous white cloak and hood and carrying his ivory staff with a large sapphire set in the top.



Grilli (LTL)

T4; SL 2; AL LE; AC 6 (due to Dexterity); MV 12; hp 18; THAC0 19 (17 with crossbow due to Dexterity); #AT 1 (2 with razors); Dmg 1d6 (short sword) or 1d4 (crossbow) or 1d6-1 (razors); Str 15; Dex 18; Con 13; Int 10; Wis 8; Cha 11

This small, greasy weasel of a man was one of Pulg's chief lieutenants and was the Gray Mouser's rival for the affections of Lilyblack. He also served as an assassin and was quite skilled with a razor. In addition to shaving, Grilli uses his razors in combat and can strike with both of them in the same round without penalty. He was killed by the Gray Mouser while menacing the Issek Avatar, Fafhrd.

Grom (TBT)

T5; SL 4; AL LE; AC 10; MV 12; hp 13; THAC0 18; #AT 1; Dmg 1d6 (short sword); Str 10 Dex 13; Con 9; Int 16; Wis 10; Cha 12

Grom is the sub-treasurer of the Lankmar Thieves' Guild and has let some of his skills lapse. He confines himself to planning embezzlements, cons, and swindles.

Groniger (RI, SM, CSS, MGB)

—0; SL 7; AL LN; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d8 (cutlass) or 1d4 (dagger); Str 13; Dex 13; Con 12; Int 16; Wis 15; Cha 13

Salthaven's harbormaster is a stern individual who demands absolute adherence to Rime Isle's laws. Like most Rime Islers, Groniger has no interest in gods, magic, or the supernatural. He views everything in a straightforward, rational fashion. Although at first he distrusted the Twain, he eventually became good friends with Fafhrd and the Gray Mouser, joining the struggle to rescue the Mouser when he was banished beneath the earth by Loki.



Gwaay (LQ)

BW12; SL 13; AL CE; AC 10; MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d4 (dagger); Str 14; Dex 14; Con 17; Int 18; Wis 8; Cha 16

Gwaay... was supple of limb, well-formed and good to look upon. His eyes, wide-set and pale, were deceptively gentle and kindly; for

they masked a will as strong and capable of action as coiled spring-steel. His continual residence in the Lower Levels over which he ruled gave to his pallid smooth skin a peculiar waxy luster.

This prince of Quarmall was in many ways worse than his mad older brother, Hasjarl. Where Hasjarl was cruel and sadistic, reveling in death and torment, Gwaay killed without thought and considered human life utterly valueless. He was protected from Hasjarl's evil sendings by a circle of powerful magic-users. Gwaay plotted against both his brother and his father. After the Mouser accidentally destroyed his protective wizards,

Gwaay lived on despite being afflicted with hideous diseases and survived long enough to destroy both himself and his evil brother.

Hamomel (CSS)

T12; SL 8; AL LE; AC 7 (due to Dexterity); MV 12; hp 50; THAC0 15; #AT 1; Dmg 1d8 (rapier) or 1d4 + poison (dagger); Str 14; Dex 17; Con 12; Int 17; Wis 11; Cha 13

Thrifty and ruthless, Hamomel ruled the Lankmar Thieves' Guild during the reign of Pulgh Arthonax. He had a long memory and helped the Overlord dispatch a pair of assassins to slay Fafhrd and the Gray Mouser.



Hasjarl (LQ)

BW14; SL 13; AL CE; AC 10; MV 9; hp 34; THAC0 17; #AT 1; Dmg 1d6 (whip) or 1d4 (dagger); Str 12; Dex 8; Con 15; Int 17; Wis 6; Cha 3

His long, misshapen torso was ill-borne on short bandy legs. His left arm was perceptibly longer than the right; and his fingers, peculiarly webbed to the first knuckle, were gnarled and stubby with brittle striated nails... He possessed his sire's nose, though thickened and coarse-pored; but this was contradicted by the thin-lipped, tightly compressed mouth... Hair, lank and lusterless, grew low on his forehead; and low, flattened cheekbones added yet another contradiction.

This elder prince of Quarmall—lord of the Upper Levels—was a vicious sadist and a thoroughly evil man. In addition to his physical deformities, Hasjarl had tiny grommets sewn into his eyelids, enabling him to observe every detail of his surrounding while his eyes were apparently closed.

Hasjarl was served by a circle of 24 sorcerers of the second rank who directed spells inflicting hideous diseases upon his brother, Gwaay. He also plotted the death of his father but was

crushed with his brother beneath a gigantic slab of stone.

Hirriwi (SD, UTG, FM, RI)

F3; SL 13; AL CN; AC 8 (due to Dexterity, 6 due to invisibility); MV 12; hp 21; THAC0 18; #AT 1; Dmg 1d8 (rapier); Str 12 Dex 16; Con 14; Int 14; Wis 11; Cha 17

She had a rounded forehead, very long-lashed eyes, in-dipping nose bridge, apple cheeks, an impudent snub nose—it felt impudent!—and long lips whose grin his big gentle fingers could trace clearly...

The above description is somewhat misleading—this daughter of King Oomforafor of Stardock is, like the other inhabitants of that mountain kingdom, normally invisible. When she wishes to be seen, she may wear skin-covering unguents or a black silk robe and lace mask. She finds both her father and brother Faroomfar quite tiresome and is genuinely fond of Fafhrd, with whom she attempted to conceive a cross-bred child combining the Stardockers' invisibility and human strength. Whether she succeeded in this endeavor is not certain, but she certainly seemed to have enjoyed the attempts.

Hirriwi's SL applies only to the kingdom of Stardock. Should she ever venture into Nehwon at large she would be considered a curiosity with an SL of 3.



Hisvet (SOL, TSh, MGB)

F6/BW5; SL 9; AL CE; AC 10 (8 in armor); MV 12; hp 30; THAC0 15; #AT 1; Dmg 1d8 (rapier) or 1d4 (crossbow); Str 10; Dex 12; Con 15; Int 17; Wis 13; Cha 18

The Demoiselle Hisvet stood as tall as the Mouser but judging

by her face, wrists, and ankles, was considerably slenderer. Her face was delicate and taper-chinned with small mouth and pouty upper lip that lifted just

enough to show a double dash of pearly tooth. Her complexion was creamy pale except for two spots of color high on her cheeks. Her straight fine hair, which grew low on her forehead, was pure white touched with silver and drawn back through a silver ring behind her neck, whence it hung unbraided like a unicorn's tail. Her eyes had china whites but darkly pink irises around the large black pupils.

While Hisvet has human statistics and can fight quite skillfully, she is actually a sort of wererat (although she can change her form freely, and is vulnerable to all normal weapons). She is the daughter of Hisvin and the Queen of the Rats and helps rule the evil rats of Lankhmar. Although she is not a member of the Council of 13, Hisvet is nonetheless considered royalty by the rats and their allies. In fact, to the rat-worshipping Ilthmarts, Hisvet is a saint.

In human form, she generally wears voluminous garments or close fitting black leather armor and a black leather helmet with her white hair drawn through a hole in the back. She is flirtatious, fickle, and cruel. She has an endless fascination with exotic love games and tortures but prefers to watch the actions of others and rarely participates.

Hisvet dabbles in black magic and is a reasonably talented alchemist. At any time she carries numerous diminution and enlargement potions, as well as 2d6 bolts of love for her crossbow (see Chapter Seven for details on these items).

Hisvin (SOL)

BW10; SL 9; AL LE; AC 8; MV 12; hp 30; THAC0 17; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 14; Con 13; Int 17; Wis 14; Cha 16

Hisvet's father Hisvin had a long-nosed, much wrinkled face patched by a week of white, old-man's beard, and he seemed permanently stooped far over, yet he moved most briskly for all that, taking very rapid little shuffling steps.

One of Fafhrd and the Mouser's most implacable enemies, Hisvin was known to the world as a highly successful Lankhmart grain merchant. He is actually a wererat and a member of the Council of Thirteen, which rules all rats on Nehwon,

who know him as Lord Null. He prefers to remain in human form. Hisvin has no weapon immunities while in either human or rat form.

Neither humorous nor frivolous, Hisvin holds most of humanity in contempt. He is a black wizard with a special fondness for spells of pain and torment. His daughter Hisvet's antics irritate him, but he is relatively tolerant. Both Hisvin and Hisvet escaped after the Rat Plague and continue to bedevil Nehwon. He is considered a saint by the rat-worshippers of Ilthmar.

Hreest (SOL)

F9(R); SL 9; AL LE; AC 6 (due to Dexterity); MV 12; hp 65; THAC0 12 (10 with crossbow due to Dexterity); #AT 3/2; Dmg 1d8 (rapier) or 1d4 (dagger) or 1d4 (crossbow); Str 15; Dex 18; Con 12; Int 14; Wis 13; Cha 11

Hreest was the Lieutenant Warden of Lankhmar Below's fifth level. A skilled swords-rat, he was nonetheless slain by the Gray Mouser while covering Skwee's escape at the end of the Rat Plague.



Hristomilo (IML)
BW10; SL 4; AL NE;
AC 10; MV 12; hp 24;
THAC0 17; #AT 1;
Dmg 1d4 (dagger);
Str 8; Dex 3; Con 9;
Int 18; Wis 13; Cha 4

Behind the left end of the table stood a tall, yet hunchbacked man in black robe and hood, which shadowed more than hid a face of

which the most prominent features were a long, thick, pointed nose with outjutting, almost chinless mouth just below. His complexion was sallow—gray like clay and short-haired, bristly, gray beard grew high on his wide cheeks. From under a receding forehead and bushy gray brows, wide-set eyes looked intently down at an age-browned scroll, which his disgustingly small clubhands, knuckles big, short backs gray-bristled, ceaselessly unrolled and rolled up again.

Hristomilo was a powerful black wizard in the employ of the Lankhmar Thieves' Guild. Fafhrd and the Mouser's first loves—Vlana and Ivrian—died as a result of Hristomilo's spells, and their bodies were fearfully defiled by rat-hordes led by the wizard's familiar Slivikin. The two heroes slew the wizard in a daring frontal assault on the Thieves' House.

Hristomilo was an astonishingly ugly man, with tiny, almost useless hands. He was arrogant, cruel, and overconfident.

Igwarl (MGB)

BW2; SL 13; AL LE; AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d4 + poison (dagger); Str 9; Dex 13; Con 12; Int 18; Wis 15; Cha 14

Quarmal of Quarmall's long-awaited son is tall, slender and greenish-haired, lacking his father's hideous red-irised eyes. He is ruthless, stern, and skilled in magic. His father has taken pains to train him in all the ways of intrigue, treachery, and double-dealing.



Ississi (SM, MS, MGB)
Simorgyan; AL NE;
AC 5; MV 12/24sw;
HD 6; hp 30; THAC0 15; #AT 3; Dmg 1d4 (x2)/1d10

...he saw her loving countenance lengthening into a snout, her green eyes bulging and moving apart, swimming sidewise across her face, her pale skin turning to silvery scales, while her sweet mouth widened and gaped to show row upon row of razorlike triangular teeth.

Ississi is a princess of lost Simorgya and rules that sunken realm with her brother Mordroog. She desires vengeance against the Rime Islers who defeated her nation's invasion attempts and stole Simorgya's precious golden treasures. Years of such thoughts have made her perverse and thoroughly evil, willing to use any means to

avenge herself on Simorgya's enemies. After failing to seduce both Fafhrd and the Gray Mouser, she tried to kill them both and may try again.

Ivivils (LQ, UTG)

—0; SL 2; AL NG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 14; Con 13; Int 15; Wis 14; Cha 16

She knelt with one leg doubled, the other thrust behind her as in a fencing lunge... Her slim body was most supple—she held the difficult pose effortlessly. Her fine straight hair was pale as her skin—both a sort of ghost color.

This former slave was rescued from Quarmall by the Gray Mouser, who was her lover for a time. The couple soon fell to quarreling, and Ivivils went to Ilthmar to join the Guild of Free Women and be with her friend Frix, who was pregnant with Fafhrd's daughter.



Ivilis (TH, UTG)*

T4; SL 2; AL NE; AC 6 (due to Dexterity); MV 12; hp 11; THAC0 19; #AT 1; Dmg 1d4 + poison (dagger); Str 8; Dex 18; Con 12; Int 16; Wis 11; Cha 16

Standing in the center of the room was the red-haired wench he had seen take the skull from Krovas' chamber. Her robe was of white silk. Her gleaming hair, redder than auburn, was held high with golden-headed pins. He had time now to study her face, noting the hardness of her yellow-green eyes and tight jaw, contrasted with her full soft lips and pale creamy skin.

The late Thieves' Guild Grandmaster Krovas broke guild law by keeping this woman in the guildhouse as his mistress. An intelligent and ambitious woman, Ivilis escaped during the attack of the dead master thieves to become the Mouser's paramour for a time. Ivilis is a survivor who uses whatever means necessary to amass

wealth and influence. Her maid, Freg, became the mother of the Mouser's son, Pshawri.



Ivrian (IML, PP, UTG)

—0; SL 2; AL CG; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 11; Dex 15; Con 5; Int 12; Wis 9; Cha 15

Beautiful and frail, the daughter of Duke Janarrl was the Gray Mouser's first love. The Mouser killed Janarrl with black magic, and the pair fled to Lankhmar. The Mouser kept her in as much luxury as he could manage, protecting her from the terrors of the outside world. She was slain by Hristomilo's magic, but has appeared to the Mouser several times as a ghost.

Duke Janarrl (UG)

F9; SL 7; AL LE; AC 7; MV 12; hp 55; THAC0 12 (+1 due to Strength); #AT 3/2; Dmg 1d8 (broadsword, +1 due to Strength); Str 17; Dex 15; Con 14; Int 11; Wis 8; Cha 10



A grim-faced, brutal man with tiny yellow eyes, Duke Janarrl hated all magic but white more than black. Dominated by and dedicated to his cruel wife, Janarrl always suspected her of being unfaithful to him, and speculated that "his" daughter Ivrian was actually the offspring of an affair between his wife and the hedge-wizard Glavas Rho. Janarrl took out his anger on his meek daughter after his wife's death, encouraging his servants to mistreat her. Janarrl also tried to have the Gray Mouser (or "Mouse" as he was then known) tortured to death, but the young apprentice used black sorcery to slay his tormentor.

Keyaira (SD, UTG, FM, RI)

F2; SL 13; AL CN; AC 8 (due to Dexterity, 6 due to invisibility); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d8 (rapier); Str 12; Dex 16; Con 16; Int 14; Wis 14; Cha 16

Yet (her face) was weirdly beautiful: narrow chin, high-arched cheeks, wine-dark short lips slightly pouted, straight nose that went up without a dip into a broad, somewhat low forehead—and then the mystery of those fully lidded eyes seeming to peer at him through wine-dark lashes. And all, save lashes and lips, of palest green, like jade.

Like her sister Hirriwi, Keyaira is invisible, decorating herself with green pigments to become visible. A princess of the mountain kingdom of Stardock, Keyaira was the Mouser's lover, attempting to conceive a child who combined the characteristics of both invisible and human, thus saving her race from extinction. Her SL applies only to Stardock.

Kewissa (LQ)

—0; SL 3; AL N; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 14; Con 16; Int 10; Wis 9; Cha 17

Quarmal's favorite concubine conceived his son, Igwarl, despite her lord's advanced age triggering events which ended in the deaths of Gwaay and Hasjarl. Quarmal intends to wipe the slate clean with his new son, raising him to be a proper lord of Quarmall.

Khahkht (FM, RI)

BW18; SL 11; AL CE; AC 10; MV 9; hp 100; THAC0 15; #AT 1; Dmg 1d6 (staff); Str 9; Dex 10; Con 9; Int 19; Wis 13; Cha 6

Inside a sphere half again as tall as a man, a skinny old being was busy... Where they were not hid by a loose, light robe, the old being's four long, ever-active limbs were covered by short, stiff black hairs either grizzled or filmed with ice, while its narrow face was nasty as a spider.

Khahkht is an apparently undead ice wizard. A traitor to his Mingol tribe, he was executed

and buried but somehow managed to survive as a being almost alien to all the races of Nehwon. He lives in a hollow sphere of black ice almost ten feet across.

Allied with the Sea Mingols and the Invisibles of Stardock (whom, it is implied, he may have had a hand in creating), Khahkht nursed ambitions of conquering all of Nehwon, beginning with Rime Isle. Fafhrd and the Gray Mouser intervened, first destroying Khahkht's Frost Monstrems then defeating the Mingols on land and driving them back to sea. Khahkht retreated, but he may still live, plotting once more against all of Nehwon.



Krannarch (SD)*

T8; SL 2; AL NE; AC 7 (due to Dexterity); MV 12; hp 30; THAC0 17 (15 with longbow due to Dexterity); #AT 1; Dmg 1d6 (short sword) or 1d6 (longbow); Str 12; Dex 16; Con 13; Int 15; Wis 12; Cha 9

This lanky, bearded, elk-faced thief thought to rival Fafhrd and the Gray Mouser in their quest of Stardock. He and his companion, Gnarfi, were accompanied by pet brown bears Graah and Kruk, but ended up slain in a most hideous fashion by the Invisibles of Stardock.

Kreeshkra (SOL, UTG, TSh)*

F6; SL 4; AL NE; AC 7 (due to Dexterity); MV 12; hp 42; THAC0 15 (13 with longbow due to Dexterity); #AT 1; Dmg 1d8 (broadsword) or 1d6 (longbow); Str 13; Dex 17; Con 15; Int 15; Wis 12; Cha 16

Kreeshkra is one of the most bizarre of the many women whom Fafhrd has loved. She is a Lankmar ghoulish who participated in the sack of Sarheenmar and was later captured by Fafhrd. She did not hold the death of her companions

against him (ghouls have little fear of death, being so close to skeletons themselves) and became his lover. She later led a band of ghoulraiders against Lankhmar itself, helping Fafhrd and the Mouser turn back the rat invasion.

Kreeshkra is a pragmatic creature who accepts Fafhrd's wanderlust but eventually tired of him and returned to her ghoul-city. She retains a certain fondness for her "mud-man." Although she is good-hearted and pleasant, she is still a ghoul. She kills without qualm and sees nothing wrong with consuming the flesh of humans.

Kreshmar (CH)*

T5; SL 2; AL CE; AC 8 (due to Dexterity); MV 12; hp 20; THAC0 18 (+1 due to Strength); #AT 1; Dmg 1d8 (broadsword, +1 due to Strength); Str 17; Dex 16; Con 17; Int 8; Wis 7; Cha 6

Along with his twin brother Skel, Kreshmar was a notorious thug, cut-throat, and alley-basher who specialized in menacing the poor and helpless. Both were taken by the Cloud of Hate and died at the hands of Fafhrd and the Gray Mouser.

Countess Kronia of the 77 Secret Pockets (TBT)
T7; SL 12; AL CN; AC 10; MV 12; hp 16; THAC0 17; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 14; Con 11; Int 13; Wis 5; Cha 11

This female freelance thief is tolerated by the Thieves' Guild due to her noble status. The countess is considered mad by most Lankhmarts, who say that she steals by madness rather than method. She lives on a bizarre estate composed entirely of small islands connected by foot bridges and moves her residence at random from island to island.

Krovas (IML, TH)

T14; SL 9; AL LE; AC 6 (due to Dexterity); MV 12; hp 56; THAC0 14; #AT 1; Dmg 1d8 (broadsword) or 1d4+poison (dagger); Str 14; Dex 18; Con 12; Int 17; Wis 11; Cha 15

...a richly clad man with gold-hilted knife jewel-scabbarded at his side. His sunken-eyed face was prematurely wrinkled by responsibility, overwork, and

authority, and framed by neatly cropped black hair and beard.

Krovas, grandmaster of the Thieves' Guild during Fafhrd and the Gray Mouser's early adventures, was for a time the most powerful man in Lankhmar, holding even Overlord

Karstak Overtamortes in his palm. Fame and power are short-lived, especially in Lankhmar, and Krovas' death at the hands of the dead master thieves cut his promising career short with stunning finality.

Larlt (BS)*

F1; SL 1; AL LN; AC 8; MV 12; hp 8; THAC0 20 (+1 due to Strength); #AT 1; Dmg 1d8 (scimitar, +1 due to Strength); Str 17; Dex 13; Con 11; Int 15; Wis 11; Cha 11

This former Mingol slave was rescued from the Forbidden City of Black Idols by Fafhrd and the Mouser. He is short, bow-legged, and quite strong.

Lavas Laerk (SnL)*

F5; SL 7; AL NE; AC 8 (due to Dexterity); MV 12; hp 28; THAC0 16; #AT 1; Dmg 1d8 (rapier, +1 due to Strength); Str 16; Dex 16; Con 16; Int 17; Wis 6; Cha 16

*Oh, Lavas Laerk
Had a face like a dirk
And of swordsmen twenty-and-three
And his greased black ship
Through the waves did slip—
'Twas the sleekest craft at sea;
Yet it helped him naught
When he was caught
By magic, the Mouser and me.
And now he feeds fishes
The daintiest dishes,
But the daintiest dish is he.*



Merciless, obsessive, and more than a little bit mad, this mariner swore an oath to raid the lost kingdom of Simorgya and forced his men to take a vow of silence with him until they had accomplished their quest. He had fine, blonde hair and delicate features, and smiled a great deal although insanity constantly lurked in his blue eyes. While sailing in search of the sunken kingdom, he kept his men constantly drunk so they would not notice their predicament. Laerk and his crew perished horribly after discovering the city during one of its rare appearances above the surface.



Lessnya (CN, LTL, UTG)

—0; SL 4; AL N; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 + poison (dagger); Str 9; Dex 13; Con 14; Int 11; Wis 10; Cha 18

This notorious woman had her eye pecked out by one of the Birds of Tyaa, but

turned her handicap into a business advantage with a bizarre golden replacement. She converted to Issekianity for a time, donating one of the valuable double-spiral bracelets given her by the Twin Dukes of Ilthmar to the cause.



Lilyblack (LTL, UTG)

—0; SL 2; AL N; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 12; Dex 13; Con 17; Int 13; Wis 14; Cha 17

Once a pot-bellied beggar girl, this woman was "rescued" by the Mouser

while he served as Pulg's lieutenant. On a diet of

steaks and fine wine, she transformed into an attractive woman. Unfortunately for the Mouser, she took a liking to Pulg's other assistant, Grilli, and revealed Mouser's schemes to their master.

Lithquill (CC, SE)

—0; SL 14; AL LG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 11; Con 7; Int 15; Wis 17; Cha 15

The Mad Duke, as he is sometimes called, reveled in violence of all sorts. Fafhrd and the Mouser performed elaborate mock-duels for his pleasure. While watching a gladiatorial contest, he was slain by one of the combatant ghouls with a thrown axe.

Lord Logben (MS)

F8; SL 13; AL LN; AC 7 (due to Dexterity); MV 12; hp 65; THAC0 13; #AT 3/2; Dmg 1d8 (broadsword, +1 due to Strength); Str 16; Dex 17; Con 16; Int 13; Wis 11; Cha 14

The ruler of No-Ombrulsk is reluctant to part with his valuable timber but is obsessed with building his White Throne. He will trade for exotic items such as ivory with which to complete the project.



Lukeen (SOL)*

F9; SL 8; AL LN; AC 8; MV 12; hp 75; THAC0 12 (11 due to Strength, 10 with quarterstaff); #AT 3/2; Dmg 1d8 (broadsword, +3 due to Strength) or 1d6 (quarterstaff, +3 due to Strength); Str 18/50; Dex 13; Con 18; Int 12; Wis 14; Cha 15

This tall, lean sailor commanded the war galley *Shark* during Fafhrd and the Mouser's adventures with Karl Treuherz and the rat-hordes. He is a fierce warrior and a leading Lankmart military hero. His men are extremely loyal.

Lukeen is also a master of the quarterstaff who will not back down from a fight.

Mannimark (FM, RI, MGB)*

R7; SL 3; AL LN; AC 8; MV 12; hp 55; THAC0 14 (12 due to Strength); #AT 3/2; Dmg 1d8 (long sword, +4 due to Strength); Str 18/76; Dex 15; Con 17; Int 12; Wis 14; Cha 11

Mannimark is one of twelve northern barbarians recruited by Fafhrd to sail the *Seahawk* against Khakht and the Sea Mingols. He is taller than Fafhrd, a full seven feet, and is extremely loyal.

Mor (SW)

IW8; SL 6; AL N(E); AC 10; MV 12; hp 15; THAC0 18 (17 with snowballs); #AT 1; Dmg 1d6 (spear) or 1d4 (snowball); Str 12; Dex 11; Con 10; Int 17; Wis 14; Cha 17

The biggest of the Snow Women, one with the bearing of a queen and a haggard face still handsome, though the hair falling to either side of it was white, stopped running and shouted in a deep voice, "Come back, my son! You hear me, Fafhrd, come back now!"

Fafhrd's mother was a rigid authoritarian who—in Fafhrd's opinion, anyway—murdered his father, Nalgron, as a punishment for disobedience of her. He was convinced that she was fully capable of visiting the same crime upon her son. A tall, imposing woman of enormous personal strength and charisma, Mor ruled her family with an iron hand, expecting all those around her to conform to Snow Clan traditions. She was apparently slain by Ice Gnomes along with the remainder of the Snow Clan soon after Fafhrd's departure from Cold Corner.

Mor was a skilled ice magician and used frozen snowballs as offensive weapons. She and all the other Snow Women can throw such weapons at +1 to hit.

Mordroog (SM)

Simorgyan; AL NE; AC 5; MV 12/24sw; HD 6; hp 30; THAC0 15; #AT 3; Dmg 1d4 (x2)/1d10

Mordroog rules the sunken kingdom of Simorgya along with his sister, Ississi. They have both sworn to take vengeance upon the Rime Islers, but Mordroog leaves most of the effort in this endeavor to his sister.

Mother Grum (RI, SM, CSS, MGB)

—0; SL 3; AL LN; AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg 1d6–1 (walking stick); Str 9; Dex 9; Con 6; Int 17; Wis 18; Cha 13

The quiet Mother Grum is a wise woman of Rime Isle. She serves as a moon priestess and has a detailed knowledge of healing herbs and potions. She is a rich source of information about the Isle and Nehwon in general.

Movarl (SOL)

F12; SL 14; AL LN; AC 1 (armor and Dexterity bonus); MV 12; hp 90; THAC0 9 (8 due to Strength); #AT 3/2; Dmg 1d10 (two-handed sword, +1 due to Strength); Str 17; Dex 16; Con 17; Int 13; Wis 15; Cha 18

The Lord of the Eight Cities is a shrewd politician and a competent military commander. Ruling from his capital of Kvarch Nar on the shores of the Inner Sea, Movarl engages in a somewhat Byzantine game of playing his enemies against each other. While fighting the Mingols, he demanded grain from Lankhmar as payment and threatened to join the Mingols against the Overlord if the shipment was not forthcoming.

Muulsh (CN)

—0; SL 9; AL LN; AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 13; Con 17; Int 12; Wis 7; Cha 11

Muulsh was somewhat as (Atya) had described him—fat, ugly, and perhaps twenty years older than she. His gaudy tunic fitted him like a sack. The look of mingled apprehension and desire he fixed upon his wife was irresistibly comic.

This greedy, decadent moneylender was married to Atya, the secret high priestess of Tyaa. After her disappearance, Muulsh returned to his

sybaritic lifestyle, squandering his money on exotic luxuries and beautiful women.

Muulsh lives in a square, flat-roofed, three-storied house on the edge of the grain merchant's district near the abandoned temple of Tyaa.

Nalgron (SW)*

F12; SL 6; AL LG; AC 7 (armor and Dexterity bonus); MV 12; hp 75; THAC0 9 (7 for strength); #AT 3/2; Dmg 1d8 (broadsword, +4 for strength); Str 18/76; Dex 15; Con 16; Int 13; Wis 15; Cha 11

...Nalgron was speaking of courage, of honor, of prudence, of thoughtfulness in giving and punctilio in keeping your word, of following your heart, of setting and unswerving striving toward a high, romantic goal, of self-honesty in all these things but especially in recognizing your aversions and desires...

Fafhrd inherited his independent streak from his father, Nalgron, who often flaunted the authority of the Snow Women and angered his wife, Mor. While climbing the mountain White Fang, Nalgron's rope and pick shattered, sending him falling to his death. The evidence was overwhelming—and enough to convince Fafhrd—that Mor's magic had slain Nalgron for his disobedience. He was later interred with his sword beneath the tent shared by Fafhrd and Mor.

While alive, Nalgron was a wise and brave adventurer. He imparted considerable wisdom and skill at arms to his son.

Naph the Beggar (SOL)*

T1; SL 1; AL CN; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d3 (club); Str 9; Dex 6; Con 7; Int 11; Wis 13; Cha 3

Although this blind beggar is personally somewhat repulsive, he is a good source of information regarding various goings-on within Lankhmar.

Nattick Nimblefingers (SOL)

—0; SL 3; AL N; AC 7 (due to Dexterity); MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 17; Con 14; Int 11; Wis 11; Cha 13

One of the few creditors whom the Grey Mouser actually paid, Nattick is an excellent tailor. The Mouser sought refuge in Nattick's shop during the Rat Plague.



Nemia of the Dusk (TBT, UTG)*

T6; SL 4; AL CN; AC 7 (due to Dexterity); MV 12; hp 13; THAC0 18; #AT 1; Dmg 1d4 (dagger); Str 10 Dex 17; Con 12; Int 17; Wis 16; Cha 16

This lushly attractive woman works as a fence. She works only in twilight or soft gloom and claimed to be—along with the Eyes of Ogo—one of the two best thieves in Lankhmar. Fafhrd and the Gray Mouser might have disputed that statement, but having just been cheated by the pair they were far too depressed to do anything about it.

Rumor had it that Nemia felt compelled to demand a romantic "audition" for every individual from whom she wished to purchase stolen goods, but this may simply have been a fabrication intended to build up Fafhrd's ego.



Ningauble of the Seven Eyes (PP, BBZ, WB, AG, SOL, TSh, CSS)

I20*; SL n/a; AL LN; AC -2; MV 9; hp 150; THAC0 7; #AT 1; Dmg by spell; Str 14; Dex 16; Con 16; Int 19; Wis 19; Cha 19

Ningauble never shows his true form. Like Sheelba, it would drive ordinary humans mad. His outward appearance is that of a fat, robed, and cowed figure, with seven glowing eyes weaving and bobbing in the darkness within the cowl. Occa-

sionally, one or more eyes emerge from the cowl on a long stalk or tentacle.

This alien sorcerer is known as the "Gossiper of the Gods" and loves nothing better than to listen by the hour to a good story. He inhabits a series of enchanted caves near the Sinking Lands. These caves have several interdimensional portals that lead to other universes. Visitors can find their way to Ningauble only if he desires. Others vanish into the caves, never to be heard from again.

Ningauble is talkative to the point of being boring and always asks his champions (Fafhrd in particular) to go off on incredibly complex and outwardly ridiculous quests. His major goal seems to be the accumulation of knowledge. Like Sheelba, his fortunes seem to be tied to Fafhrd's. When his spells began to fail he combined his efforts with his rival to curse the barbarian with a plague of obsessive star-gazing. The ploy failed to return Fafhrd to Lankhmar, and the wizard's current status and the potency of his magic is not known.

*As Ningauble is a sorcerer from beyond Nehwon, he functions as a 20th level illusionist. His magic has the same time-delay limitation as all other Nehwon spellcasting.



Ogo the Blind (TBT)
Ogo has no statistics for the very good reason that he does not actually exist. Most Lankhmarts know him as a vastly fat, wealthy fence with an SL of 6. For details on this most unique of Lankhmart thieves, see the entry for the Eyes of Ogo.

Olegnaya Mingolsbane (SOL)

F5; SL 9; AL LG; AC 6; MV 12; hp 25; THAC0 16; #AT 1; Dmg 1d8 (broadsword); Str 11; Dex 12; Con 7; Int 14 (lucid)/6 (senile); Wis 11; Cha 5

Once a hero of Lankhmar, General Olegnaya was over eighty by the time of the Rat Plague. In

addition to periodic senility (reflected in his dual Intelligence statistics), the general was widely lampooned for his long, dull, near-hysterical harangues to the troops. He was killed by the rats while exhorting the army to fight the invaders, probably to the considerable relief of some of his soldiers.

Oomforafor (SD, FM)

F10; SL 14; AL CE; AC 10 (6 due to invisibility); MV 12; hp 65; THAC0 11; #AT 3/2; Dmg 1d8 (broadsword); Str 15 Dex 13; Con 16; Int 16; Wis 10; Cha 16

The invisible king of Stardock is deeply prejudiced against humans but sees crossbreeding with humans as the only means of saving his race. His means of doing this was considerably more gruesome than those chosen by his daughters, Keyaira and Hirriwi, as the mountain climbing thieves Kranarch and Gnarfi discovered. As allies of the ice wizard Khakhkt, Oomforafor and his son Faroomfar failed to conquer Rime Isle.



Ourph (BS, LTL, TMS, FM, RI, MS, CSS, MGB)*

F3; SL 2; AL LN; AC 8 (due to armor); MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d8 (scimitar, +1 for Strength); Str 16; Dex 12; Con 13; Int 15; Wis 16; Cha 10

A wizened, skillful sailor, Ourph was one of four Mingols rescued by the Twain from the City of Black Idols. He remained loyal his entire life, accompanying Fafhrd and the Mouser on many adventures. He currently resides with the Twain on Rime Isle. Ourph is a wise and intelligent man although he retains a streak of supersititiousness. He is a mine of information on the Mingols and other aspects of Nehwonish life and history.

Ouwenyis (BS)*

F2; SL 2; AL LN; AC 10; MV 12; hp 17; THAC0 19; #AT 1; Dmg 1d8 (broadsword); Str 15; Dex 14; Con 17; Int 13; Wis 14; Cha 10

Ouwenyis is one of four Mingol slaves whom Fafhrd and the Mouser rescued from the Forbidden City of Black Idols. He is an expert sailor.

Pelly (FM, RI)*

R6; SL 3; AL LN; AC 9 (due to Dexterity); MV 12; hp 50; THAC0 15 (14 due to Strength); #AT 1; Dmg 1d8 (broadsword, +2 due to Strength) or 1d4 (dagger, +2 due to Strength); Str 18; Dex 15; Con 17; Int 8; Wis 14; Cha 13

Pelly is one of twelve barbarians recruited by Fafhrd to crew the ship, *Seahawk*. He is big—almost as tall as Fafhrd—and now continues to serve the Twain from the barracks of Rime Isle.



Pshawri (FM, RI, SM, CSS, MGB)*

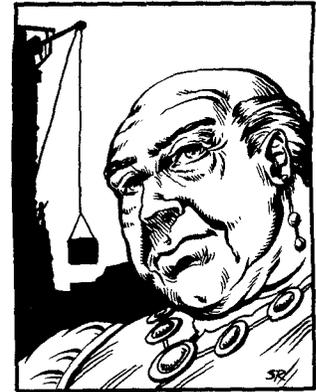
T7/F5; SL 3; AL LN; AC 7 (due to Dexterity); MV 12; hp 40; THAC0 16; #AT 1; Dmg 1d8 (cutlass, +1 due to Strength); Str 16; Dex 17; Con 13; Int 15; Wis 12; Cha 14

The Gray Mouser recruited Pshawri, whom he thought was a mere cast-off Lankhmart guild thief. Pshawri then served with distinction as first mate on the *Flotsam* until a letter from his mother, Freg, revealed that he was actually the Mouser's son. Pshawri was instrumental in the defeat of Loki's plan to destroy the Mouser, after which the two were informed of their true relationship and reunited.

Pulg (LTL)

T6; SL 3; AL CE (before conversion)/CN (after conversion); AC 8; MV 12; hp 19; THAC0 18; #AT 1; Dmg 1d6 (short sword); Str 13; Dex 15; Con 13; Int 16; Wis 11; Cha 17

Once a vile and evil racketeer who preyed upon the churches of Lankhmar, Pulg abruptly converted to Issekianity, forsook his evil ways, and became a priest of Issek. He did not give up his criminal empire when he saw the light but merely channelled its profits to the greater glory of Issek, building five new temples, and drawing hundreds of new converts. Pulg disappeared along with the rest of Issek's clergy when the Gods of Lankhmar took offense at the new faith's ambition.



Pulgh Arthonax (CSS)

—0; SL 15; AL CE; AC 10; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d8 (broadsword) or 1d4 (dagger); Str 11; Dex 13; Con 13; Int 12; Wis 10; Cha 10

The "penurious and perverse" ruler of Lankhmar succeeded the gentle Radomix Kistomerces, returning the city to its customary state of overt corruption and violence. Pulgh nursed a hatred of heroes in general—and those of the Twain's type in particular. He sent a pair of assassins to kill Fafhrd and the Mouser, but the attempt failed.



Quarmal (LQ, MGB)

BW18; SL 14; AL LE; AC 5 (bracers); MV 12; hp 40; THAC0 15; #AT 1; Dmg 1d4 (dagger); Str 11; Dex 12; Con 5; Int 18; Wis 17; Cha 16

For an old man Quarmal was not particularly hideous until his eyes were noticed. They were peculiar in their shape and the ball was a rich ruby-red. The dead-white iris had that nauseous sheen of pearly iridescence

found only in the sea dwellers... The pupils, like specks of black crystal, sparked with incredible malevolent intelligence. His baldness was accentuated by the long tufts of coarse black hair which grew symmetrically over each ear. Pale, pitted skin hung loosely on his jowels, but was tightly drawn over the high cheekbones. Thin as a sharpened blade, his long jutting nose gave him the appearance of an old hawk or kestrel.

Quarmal (one "1"), elderly ruler of the underground realm of Quarmall (two "1"s), is not an attractive individual—his charisma rating derives from his overwhelmingly powerful personality. While he is no less cruel and evil than his sons Gwaay and Hasjarl, he at least cares about his realm and will go to any length to preserve it.

Quarmal realized that Gwaay and Hasjarl were thoroughly corrupt and unsuited to succeed him. He undertook a plan by which his chief wizard and half-brother Flindach took his place upon the funeral pyre, allowing the two brothers to destroy each other and clearing the way for Quarmal's son Igwarl to become the new heir.

Quarmal is a habitual schemer. He plotted against Fafhrd years after his adventure in Quarmall, setting the big barbarian's daughter, against him with a pre-programmed death spell.

Quatch (LTL)

F3; SL 2; AL LE; AC 10; MV 12; hp 16; THAC0 18 (17 due to Strength); #AT 1; Dmg 1d6 (short sword, +1 due to Strength) or 1d4 (crossbow, +1 due to Strength); Str 17; Dex 13; Con 12; Int 7; Wis 9; Cha 10

This stocky, somewhat dense man served Pulg as a henchman but quit after his boss converted to Issekanity.

Radomix Kistomercus-Null (SOL, SE)

—0; SL 15; AL LG; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 10; Dex 11; Con 7; Int 15; Wis 17; Cha 15

This overlord was a gentle and tenderhearted scholar, who truly loved only his seventeen cats, yet

wished no other being in Nehwon ill, and who was forever making things difficult for Death by pardoning felons, reconciling battling brothers and feuding families, hurrying barges or wains of grain to regions of starvation, rescuing distressed small animals, feeding pigeons, fostering the study of medicine and kindred arts, and most simply of all by always having about him, like the finest fountain spray on hottest day, an atmosphere of sweet and wise calm which kept swords in scabbards, brows unknotted, and teeth unclenched.



A gentle scholar known more than anything else for his love of cats (he had seventeen at the time of his ascension), he was installed as overlord after the sudden departure of his cousin, Glipkerio. After this, the "-Null" was removed from his surname.

While he was an unquestionably good man, Radomix was not much of an overlord. Corruption and crime ran rampant under his sensitive nose and when he finally died, slain by poison smeared on the claws of his favorite cat, many in Lankhmar felt it was for the best.

Lord Rannarsh (JF)*

F6; SL 11; AL LE; AC 6 (due to armor); MV 12; hp 44; THAC0 15; #AT 1; Dmg 1d8 (broadsword) or 1d4 (dagger) (+1 for Strength); Str 16; Dex 12; Con 13; Int 12; Wis 9; Cha 11

Lord Rannarsh cowered against the wall, his rich hunting garb dusty and disordered, his black, wavy hair pushed back from his forehead, his cruelly handsome face a sallow mask of hate and extreme terror.

This rival of Fafhrd and the Gray Mouser seemed to have little pity or concern for his followers. His chief motive for seeking the jewels in the forest appeared to be selfish greed (as opposed to the selfless greed of his enemies).

This thoroughly despicable man died, transfixed upon the Mouser's rapier after attempting to slay Fafhrd while pretending to beg for mercy.



Reetha (SOL, TSh, UTG)

—0; SL 1; AL CN; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 11; Dex 13; Con 15; Int 12; Wis 11; Cha 15

Reetha was a slave in Glipkerio Kistomerces' palace during the Rat Plague. She nursed a deep hatred

of Samanda, the kitchen-mistress, and led the slaves and servants in revolt. Like all palace servants, she was kept naked and shaven at all times due to the Overlord's pathological fear of dirt and hairs in his food. Reetha grew accustomed to this state and remained that way even after her rescue by the Gray Mouser. She eventually moved to Evanmareensee where even the dogs, cats, and rats are hairless.

Rill (RI, SM, CSS, MGB)

—0; SL 3; AL N; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger); Str 12; Dex 14; Con 14; Int 12; Wis 11; Cha 16

A former courtesan hired to provide entertainment for the fugitive god Loki, Rill is now an honest fisherwoman of Rime Isle. She is a good friend to both Fafhrd and the Mouser and has a great deal of information about life on the Isle.

Rivis Rightby (SOL)

F2; SL 4; AL LN; AC 8 (due to armor); MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d8 (long sword); Str 15; Dex 14; Con 13; Int 12; Wis 13; Cha 11

A swordsmith occasionally patronized by Fafhrd and the Mouser, Rivis is somewhat reluctant to do business with them due to their spotty record of paying bills. Rivis actually went so far as to hire bullies to rough up Fafhrd for the

money he owed, an attempt which ended—not surprisingly—in failure.

Samanda (SOL)

—0; SL 6; AL NE; AC 10; MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d6 (whip) or 1d6 (cleaver); Str 14; Dex 13; Con 16; Int 11; Wis 6; Cha 4

...a monstrosly fat woman in a dress of thick black wool that went to her redoubled chins and plump knuckles and hit her surely monstrous feet and ankles. Her black hair was dressed in a great round beehive stuck through and through with long black-headed pins, so that it was as if she bore a prickly planet on her head. This appeared to be the case, for her puffed face was weighted with a world of sullenness and hate. Her black eyes peered stern and all-distrustful from between folds of fat, while a sparse black moustache, like the ghost of a black centipede, crossed her upper lip. Around her vast belly, she wore a broad leather belt from which hung at interval keys, thongs, chains, and whips...

Glipkerio Kistomerces' palace mistress ruled over the kitchens with an iron hand, terrorizing servants, and punishing them mercilessly for the slightest offense. She had a close relationship with the Overlord, who often dropped in to observe punishments. Samanda received her comeuppance during the Rat Plague when the kitchen staff turned upon their tormentor, dispatching her in a deservedly unpleasant fashion.



Sheelba of the Eyeless Face (CC, PP, BBZ, SOL, TSh, CSS)

120/D7; SL n/a; AL LN; AC 2; MV 12; hp 150; THAC0 7; #AT 1; Dmg by spell; Str 20; Dex 18; Con 19; Int 19; Wis 17; Cha 7

Sheelba appears as a slender figure, heavily robed and cowed, with an unnaturally deep darkness within her cowl. "Her" gender is never really certain (in fact she is

referred to as “he” on several occasions), but the Mouser finally decided that his sorcerous mentor was a female of sorts.

Sheelba never shows her true form, for it would drive most heroes insane. She is apparently some sort of reptilian creature from another universe. Sheelba lives in a hut that rests on high stilts at the heart of the Great Salt Marsh outside of Lankhmar. The hut is able to move 24' over the marshy ground and inside is the size of a palace. She prefers to look down from atop her stilts and converse with her visitors. The hut also has several interdimensional portals similar to the Caves of Ningauble which allow its owner access to other universes.

Sheelba's manner is direct and to the point, unlike her cousin sorcerer, Ningauble (who is at various times both rival and ally). She speaks little and does not give away any information unless necessary. Her voice is said to sound like “the clank of small boulders moved by sullen surf.”

Sheelba recruited the Gray Mouser as her special assistant and champion, sending him on several dangerous quests. Since the Mouser's departure for Rime Isle, Sheelba discovered to her dismay that she was more closely tied to the gray swordsman than she thought, for without him her spells tended to misfire and her magic seemed somehow less potent. She tried to lure him back with the Curse of Smalls and Stars, but failed. Whether Sheelba's magic returned to its former potency is not known.

Siss (SOL)

F8(R); SL 14; AL LE; AC 7 (due to Dexterity); MV 12; hp 58; THAC0 13; #AT 3/2; Dmg 1d8 (rapier) or 1d4 (dagger); Str 14; Dex 17; Con 16; Int 12; Wis 10; Cha 13

Along with Skwee, Grig, and Hisvin, Siss was the only member of the original Thirteen to escape from Scylla's Daughter. He helped mastermind the nearly-successful Rat Plague and may have escaped with Skwee when his plots foundered.

Skel (CH)*

T5; SL 2; AL CE; AC 9 (due to Dexterity); MV 12; hp 24; THAC0 18 (17 due to Strength); #AT 1;

Dmg 1d8 (broadsword, +1 due to Strength); Str 17; Dex 15; Con 18; Int 9; Wis 5; Cha 5

Twin brother to Kreshmar, Skel was the terror of Lankhmar's back alleys, terrorizing beggars, orphans, and other innocents. His promising career was cut short when he and his brother were taken by the Cloud of Hate and slain by Fafhrd and the Gray Mouser.

Skor (FM, RI, SM, MS, CSS, MGB)*

R7; SL 4; AL LN; AC 7 (due to armor); MV 12; hp 54; THAC0 14 (12 due to Strength); #AT 3/2; Dmg 1d8 (great axe, +3 due to Strength), or 1d6 (longbow, +3 due to Strength); Str 18/51; Dex 14; Con 16; Int 10; Wis 15; Cha 13

Skor served as one of Fafhrd's three lieutenants on board *Seahawk*. A burly, balding red-head, Skor is seven feet tall and a ferocious fighter. He fought with distinction against the invasion of the Sunwise Mingols on Rime Isle and still serves as a crewman on the Twain's ships out of Salthaven.

Skullick (FM, RI, CSS, MGB)*

R7; SL 4; AL LN; AC 8 (due to armor); MV 12; hp 50; THAC0 14 (12 due to Strength); #AT 3/2; Dmg 1d8 (broadsword, +5 due to Strength); Str 18/91; Dex 11; Con 12; Int 9; Wis 14; Cha 13

Skullick is another one of Fafhrd's three lieutenants on board *Seahawk*. He is taller than Fafhrd and fought against the Sunwise Sea Mingols. Good friends with the Mouser's first mate (and long-lost son) Pshawri, Skullick assisted in the retrieval of the Simorgyan Whirlpool-Queller and the attendant reawakening of the evil god Loki.



Skwee (SOL)

F10(R); SL 14; AL LE; AC 6 (due to Dexterity); MV 12; hp 75; THAC0 11 (9 with

crossbow due to Dexterity); #AT 3/2; Dmg 1d8 (rapier) or 1d4 (dagger) or 1d4 (crossbow); Str 16; Dex 18; Con 15; Int 16; Wis 11; Cha 15

Possibly the only member of the original Council of Thirteen to escape Lankhmar following the Rat Plague (although Siss may also have gotten away), Skwee is a cunning, intelligent rat and a skilled sword-fighter. Magically enlarged, he narrowly escaped the Mouser's blade and fled Lankhmar with Hisvet and Hisvin.

Slevyas (IML, TH)

T13; SL 6; AL LE; AC 6 (due to dexterity); MV 12; hp 40; THAC0 14; #AT 1; Dmg 1d8 (long sword); Str 13; Dex 18; Con 11; Int 15; Wis 12; Cha 10

Slevyas "The Tight-Lipped" was a master thief of the Lankhmar Thieves' Guild, served as chief lieutenant to Grandmaster Krovas, and became grandmaster himself for a brief time before being slain by the dead master thieves. He was a talented "second-story man" (i.e., having special talent at breaking into multi-story buildings) and a competent swordsman.

Slinoor (SOL)*

F5; SL 7; AL LN; AC 8 (due to armor); MV 12; hp 40; THAC0 16; #AT 1; Dmg 1d8 (rapier, +1 due to Strength) or 1d4 (dagger, +1 due to Strength); Str 16; Dex 13; Con 15; Int 15; Wis 14; Cha 16

The captain of the Lankhmart ship *Squid* is a sleek man of middle years who customarily wears the traditional black toga. He is a skilled ship captain, but tends to be somewhat superstitious and distrustful.

Slivikin (IML)

Magically-altered giant rat, AC 7; MV 12, Int average; AL LE; Sw 6; HD 1; hp 6; THAC0 20; #AT 1; Dmg 1d4; SA disease, summon rats; SZ T; ML 6; XP 65

It was most like a rat, yet it had a higher forehead and closer-set eyes than... a rat, while its forepaws, which it constantly rubbed together in what seemed restless glee, looked like tiny copies of (Hristomilo's) clubhands.

This repulsive beast was the magical familiar of the evil wizard Hristomilo. Slivikin could speak and sometimes accompanied guild thieves on missions to observe their performance and provide some measure of additional security. Slivikin could also communicate with normal rats and at any time in Lankhmar could summon 3d6 normal and 2d4 giant rats. If encountered in the sewers or Lankhmar Below, he could summon twice that number. He could manipulate small objects and often serves as "hands" for his master.



Slivikin and his rats consumed the bodies of Vlana and Ivrian after they were slain by Hristomilo. This creature's unsavoury career came to an abrupt end when skewered by the Gray Mouser's rapier, Scalpel.

Snarve (TBT)*

T4; SL 12; AL CN; AC 8 (due to armor); MV 12; hp 13; THAC0 19; #AT 1; Dmg 1d8 (broadsword) or 1d4 (dagger); Str 13; Dex 14; Con 13; Int 11; Wis 10; Cha 9

Snarve is a bored, decadent nephew of Overlord Glipkerio Kistomerces. He joined the Thieves Guild as a lark and worked for a time with Tork the Cutpurse. After the Overlord's disappearance during the rat plague, Snarve became more secretive about his illegal activities.

Snee (MGB)*

F5/T6; SL 2; AL CN; AC 8 (due to armor); MV 12; hp 30; THAC0 16; #AT 1; Dmg 1d8 (cutlass); Str 13; Dex 15; Con 14; Int 18; Wis 15; Cha 12

This individual was the most knowledgeable of the fighter-thieves recruited by the Gray Mouser for his Rime Isle adventures.

Stravas (CN)*

T6; SL 2; AL LE; AC 7 (due to Dexterity); MV 12; hp 23; THAC0 18; #AT 1; Dmg 1d6 (short sword) or 1d4+1 (sling); Str 13; Dex 17; Con 14; Int 15; Wis 11; Cha 8

A talented second-story man, Stravas almost died during a raid on the temple of Tyaa while clad in a suit of heavy leather (AC 6, -6 to Dexterity). He owes one to Fafhrd and the Mouser, as they rescued him from a nasty death at the claws of Atya and her evil birds.

Svivomilo (SOL)

F12(R); SL 14; AL CE; AC 7 (due to Dexterity); MV 12; hp 80; THAC0 9 (+1 due to Strength); #AT 2 or 4 (see below); Dmg 1d8 (rapier, +1 due to Strength) or 1d4 (dagger, +1 due to Strength); Str 17; Dex 17; Con 17; Int 11; Wis 9; Cha 15

With black-gloved left paw the other whipped off his silver-trimmed mask, revealing upstanding oval ears and long furry black face and huge, protuberant, wide-spaced black eyes. Baring his great white incisors in a lordly smirk and bringing his mask across his chest in a curt, sardonic bow, he finished, "Svivomilo, at your service."

This swaggering rat-bravo was a deadly duelist, widely considered the finest rat-swordsman in Lankhmar. He came to grief when he fought the magically-reduced Gray Mouser. Svivomilo may double his attacks by fighting with sword and dagger, but he fights at a -2 penalty with sword and -4 penalty with dagger.

Tchy (SOL)

F8(R); SL 14; AL LE; AC 8 (due to Dexterity); MV 12; hp 60; THAC0 13; #AT 3/2; Dmg 1d8 (rapier) or 1d4 (dagger); Str 15; Dex 16; Con 13; Int 14; Wis 13; Cha 14

One of the Council of Thirteen Rats, Tchy was supposedly killed before the grain convoy left Lankhmar. In reality, it was probably he who led the rats who sank the grain-ship *Clam*, then escaped to Hisvin's black cutter. Scylla's Daughter (see the entry for Karl Treuherz) devoured him and most of the Council of Thirteen.

Teevs (BS)*

F2; SL 1; AL LN; AC 10; MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d4 (dagger); Str 13; Dex 14; Con 14; Int 14; Wis 11; Cha 11

Teevs is a skilled sailor. He is one of the four Mingol slaves whom the Twain rescued from the City of Black Idols. He was freed after sailing the pair to the Far Shore.

Tork the Cutpurse (TBT)*

T6; SL 2; AL CE; AC 8 (due to Dexterity); MV 12; hp 25; THAC0 18; #AT 1; Dmg 1d6 (short sword); Str 13; Dex 15; Con 14; Int 15; Wis 11; Cha 11

Tork is a guild thief who specializes in theft on crowded streets. He is sometimes seen in the company of Overlord Glipkerio's nephew, Snarve, a clumsy nobleman who occasionally steals for the thrill.

Trenchi (FM, RI, MS)*

T6/F3; SL 3; AL CN; AC 7 (due to Dexterity); MV 12; hp 30; THAC0 18; #AT 1; Dmg 1d8 (rapier) or 1d4 (dagger); Str 15; Dex 17; Con 14; Int 15; Wis 12; Cha 15

Trenchi is a member of the crew of fighter-thieves recruited by the Mouser to help sail *Flot-sam*. He was once a guild thief in Lankhmar but has fallen on hard times.

**Karl Treuherz (SOL)***

F5; SL n/a; AL LG; AC 0; MV 12; hp 32; THAC0 16; #AT 1; Dmg 1d8 (broad-sword), or technological weapons; Str 14; Dex 14; Con 15; Int 17; Wis 14; Cha 15

Sitting commandingly atop this second head was a man dressed in orange and purple, like a herald of the Eastern Lands, with red boots, cape and helmet, the last with a blue window in it, seemingly of opaque glass.

Treuherz is a time traveler and adventurer from an alternate universe. He speaks German, a language unknown on Lankhmar, and is an employee of Hagenbeck's Zeitgarten (Hagenbeck's Time Garden), a zoo which displays creatures from various times and worlds. Karl wanders various worlds in a space-time vehicle resembling an enormous black sphere, collecting specimens for his employer's zoo.

While on Lankhmar, Treuherz communicated by means of a German-Lankhmart dictionary and traveled on the back of a two-headed sea serpent, Scylla's Daughter. This fearsome-looking creature was quite docile toward humans but was a terror to rats, which it consumed in large quantities. When Fafhrd and the Mouser were threatened by Hisvin, Hisvet, and their rat-warriors, Karl and his serpent saved the two heroes and wrought havoc among the white rat rulers, killing all but two.

Karl returned to his home after his adventure with Fafhrd and the Mouser, but he may reappear on Lankhmar for another cross-dimensional safari.

Tres (CH)*

T5; SL 3; AL LE; AC 6 (due to Dexterity); MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d4 + poison (throwing daggers); Str 12; Dex 18; Con 11; Int 16; Wis 8; Cha 14

A courtesan of no small skill with throwing daggers, Tres also worked as an assassin until being slain by her lover Gis, who was under the influence of the Cloud of Hate.

Vlana (IML, PP, UTG)*

T10; SL 3; AL CN(E); AC 7 (due to Dexterity); MV 12; hp 40; THAC0 16 (14 with longbow due to Dexterity); #AT 1; Dmg 1d6 (short sword), 1d4 (dagger), or 1d6 (longbow); Str 12; Dex 17; Con 12; Int 16; Wis 14; Cha 17

Vlana was the daughter of a Lankhmart farmer. Her family's land was confiscated by the Overlord's soldiers, and she watched her parents starve to death. Vowing vengeance, she became a freelance thief in Lankhmar along with a female partner named Vilis, with the two known as the

Dark Duo. She was trained in theatrical arts by an elderly actor named Hinerio. The trio eventually ran afoul of the Thieves' Guild. Both Vilis and Hinerio were slain, and Vlana barely escaped with her life.

After touring with Essedinex's troupe as a dancer, she met Fafhrd and the two returned to Lankhmar. Bitter and vengeful, Vlana continued as a thief, intending to get even with the Guild for the death of her friends. She was finally killed by Hristomilo's magic, triggering Fafhrd's own vengeance against the sorcerer. Vlana appeared to Fafhrd several times as a ghost, but seems to have retained little feeling for him—she spit in his face on their last encounter.

Wiggin (LTL)

F2; SL 2; AL LE; AC 8 (due to armor); MV 12; hp 15; THAC0 18; #AT 1; Dmg 1d6 (short sword) or 1d4 (crossbow); Str 15; Dex 12; Con 16; Int 10; Wis 9; Cha 9

Wiggin is another typical henchman of Pulg, that is to say short, stocky, and not terribly bright. Along with Quatch, he left Pulg's service after his boss's religious conversion.

Zizzi (LTL)

—0; SL 2; AL N; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d6 (club); Str 11; Dex 11; Con 10; Int 14; Wis 12; Cha 9

Zizzi is a bartender at one of Pulg's taverns. He is particularly talented at watering down drinks and taking advantage of drunken patrons.

Zwaaken (RI, SM)

F1; SL 8; AL LN; AC 7 (due to Dexterity); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d8 (rapier) or 1d4 (dagger); Str 13; Dex 17; Con 11; Int 16; Wis 14; Cha 12

Zwaaken was a member of the Rime Isle council and also served as guard of the Salthaven treasure vaults. He was fiercely atheistic and dourly serious in all official dealings. He was slain by Ississi the Simorgyan while performing his duties as treasure guard.

The highest authorities of Nehwon are Chance, Fate, and the Lords of Necessity. They are to the gods as the gods are to men. These powers rule over many planes.

The Lords of Necessity decreed that gods must exist in Nehwon. Capricious Chance decided that these gods would be short-lived and have many of the same weaknesses as men. Fate continues to toy with gods and men alike, and all must accept Fate's judgments.

In order to come into existence, a god must have believers. This does not mean that people like or even worship the god, although worship does make a god stronger and more powerful. All human beings must do is believe in the deity's godhood. The more humans who worship a god, the more powerful the god, but mere belief creates a god. Unfortunately, the qualities which believers ascribe to their deity become his or her actual traits, good and bad.

The gods live in a rather crowded realm known as Godsland. Located near Nehwon's Life Pole, it is far to the east of Lankmar and apparently inaccessible to ordinary mortals.

Opposite the Life Pole is the Death Pole, also called the Shadowland. Unlike the thronging Life Pole, the Death Pole is anything but crowded. It is inhabited only by the pale, quiet entity known as Death, his sister Pain, and possibly other family members. Gods come and go, but Death remains constant. He even comes for gods who have lost all their believers.

Nehwon's gods are somewhat less powerful than the gods of the other planes. No god of Nehwon (even Death) is omniscient or omnipotent. Deities detailed in this chapter are intermediate gods. All Nehwon gods have the following powers:

1. To see or hear what is going on in any single place in Nehwon.
2. Understand any language on Nehwon.
3. Alter any object, condition, or creature anywhere in his or her area of influence.
4. Create any object, condition, or creature anywhere within his or her area of influence.

Gods who do not live near one of Nehwon's poles do not have any of these abilities. Further, all gods (save the Lords of Necessity, Chance, and Fate) share the following restrictions:

1. They cannot read the mind of any creature.
2. They cannot see into the future or past.
3. They can only see (or sense) one place at a time.
4. The gods cannot affect conditions outside their area of influence.
5. They must obey the Lords of Necessity, accept the dictates of Fate, and follow the whims of Chance.

Clerics versus Priests

The following entries are organized in the same fashion as those in the *Legends and Lore* hardcover book, with some important exceptions. As the character class of cleric does not exist in Lankmar, the "priests" are described in the following entries are actually members of other character classes serving their god as religious officials.

The DM may handle this in a number of ways. Priests may be considered ordinary PCs or NPCs with no special powers granted by their deity. Alternately, those who dedicate themselves to a certain god or goddess may receive special abilities in exchange for their devotion. They must follow the guidelines given under "Duties of the Priesthood." These abilities vanish and characters may find themselves cursed if they turn their back on a deity.

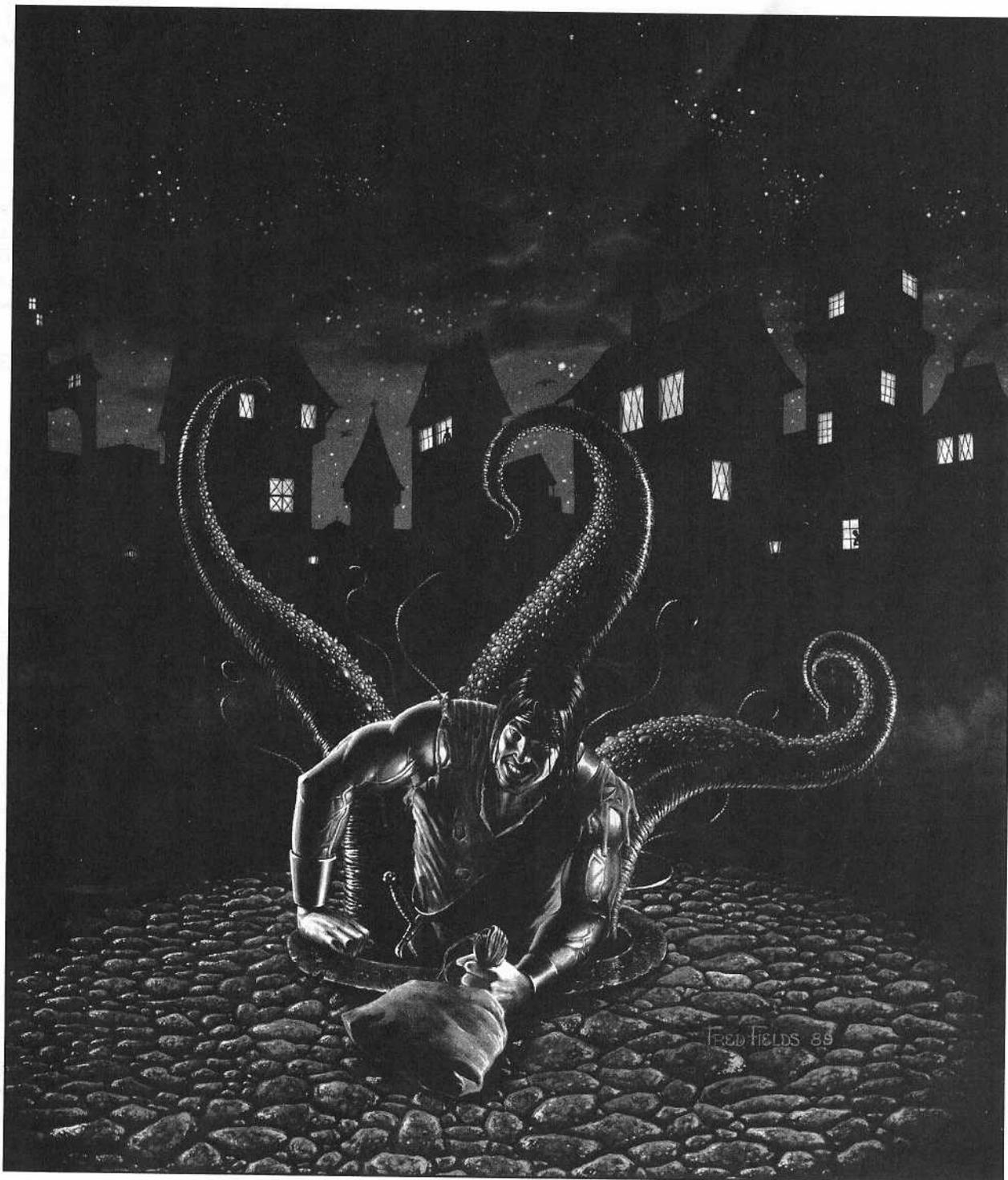
To this end, the "Requirements" sections contain no sphere, weapon, or armor restrictions for priests in a LANKHMAR™ campaign. Nehwon priests may choose spells and armor as appropriate to their character class.

CL – classes allowed to be priests of the god in question;

AL – priests' alignment;

PW – powers granted by deity, listed by level.

There is no TU category. Undead are rare in Nehwon and cannot be turned or commanded in any event.



Aarth

Centuries ago, there lived a powerful wizard named Aarth. He became so renowned that after his death the people of Lankhmar believed him to be the avatar of a god. Now the chief god in Lankhmar, Aarth is often referred to simply as "the Great God." He is portrayed as a wise old man dressed in white robes, his face devoid of emotion. As the faith has become an everyday part of life in Lankhmar and most of its day-to-day business is handled by the priests, Aarth rarely sends avatars to Nehwon.

Role-Playing Notes: Aarth represents power, law, and neutrality in Lankhmar. Since the people believe him to be the most powerful god, he is. His priests claim absolute neutrality and preach that one person should never judge another. Not surprisingly, they do not practice what they preach.

Aarth's priests make it their business to know everything that happens in Lankhmar. Far from promoting law and neutrality, the Great God's representatives on Nehwon now have subsumed all other goals to that of staying in power, attracting the wealthy and influential to their temples and raking in donations. Statistics: AL In; WAL any; AoC Lankhmar and surrounding lands; SY glowing golden rectangle on a plain black field.

Avatar of Aarth (wizard 15)

Str 20	Dex 19	Con 22
Int 24	Wis 22	Cha 24
MV 15	SZ 7'	MR 50
AC 0	HD 15	HP 200
#AT 1	THAC0 16	Dmg (by weapon) +8

Special Att/Def: Unlike other Nehwon spellcasters, Aarth casts spells normally and is not penalized by Nehwon's low magical energy level. The increased casting time discussed in Chapter Seven is suspended for Aarth and any of his priests who are within 20 feet of the avatar.

Duties of the Priesthood

While once upon a time Aarth's priests were required to enforce the law and see to it that justice was meted out fairly and impartially, today

their sole function is to attract new worshippers (the wealthier the better) and squeeze out as many donations as possible. Younger priests may be more idealistic and practice the faith as it was originally intended, but they soon grow weary and cynical and join the bulk of the priesthood taking in money and spending it.

Requirements: CL any; AL any lawful; PW 3) know alignment.

Dead Master Thieves

In past centuries, the Lankhmar Thieves' Guild was a venerable, faithful institution. Master thieves were lovingly entombed with their accumulated riches upon their deaths. These Dead Master Thieves were spoken of with respect and affection by thieves still living, and their memories were honored. The Dead Masters were grateful.

In time, the guild changed. Its masters became greedy, its thieves dishonorable. They turned their backs on the honored traditions of the past and forgot about the Dead Master Thieves.

It was not to be thus forever. In their lost crypt deep beneath the Thieves' House, the Dead Masters looked upon their successors with hatred. When the new thieves committed the ultimate outrage (attempting to remove the gems which encrusted the skull of Master Thief Omphal) the Dead Thieves struck, carrying off the guild master and many of his followers.

The thieves returned to their old ways, honoring the Dead Masters and dedicating a portion of all theft proceeds to their memory. For their part, the Dead Masters are at peace once more but stand ready to return and punish the guild.

Role-Playing Notes: The Dead Master Thieves are not exactly gods, although they are (currently) worshipped by members of the Thieves' Guild. They do not reside in Godsland and therefore have no godly powers. They are immune to attacks from mortals but can be driven away if they take 100 points of damage.

Statistics: AL LE; WAL any (thieves only); AoC the Thieves' Guild; SY none.

The Dead Master Thieves (fighter 20)

MV 9 SZ 6' MR Nil
AC 0 HD special HP special
#AT 1 THAC0 11 Dmg 2-16

Special Att/Def: Dead Masters attack by strangulation. If a Dead Master hits twice in succession, the second hit is considered a successful grapple to the throat of its victim. No further attack rolls are needed. The victim must save vs. death each round or die from choking. These ancient beings also cause *fear* to all who see them who save at -1.

Duties of the Priesthood

The Dead Masters' "priests" are the thieves of the Lankmar Thieves Guild. The Masters demand that they be remembered and their memories be honored in ceremonies on new and full moons. They also require a small portion of all guild profits be left in their crypt.

Requirements: n/a

Death

There was a sky that was always gray.

There was a place that was always far away.

There was a being who was always sad.

Sitting on his dark-cushioned, modest throne in his low, rambling castle in the heart of Shadowland, Death shook his pale head and pomeled a little his opalescent temples and slightly pursed his lips, which were the color of violet grapes with the silvery bloom still on, above his slender figure armored in chain mail and his black belt, studded with silver skulls tarnished almost as black, from which hung his naked, irresistible sword.

—From "The Sadness of the Executioner"

This quiet, contemplative god is one of the few inhabitants of Shadowland, Nehwon's Death Pole. His sister Pain is the only other deity (known by name) to reside there. It is Death's duty to end the life of all intelligent beings on Nehwon. He has a set quota to take every hour and he never fails in his assigned task (to do so would bring rebuke and possible dismissal by Chance and the Lords of Necessity). Sometimes

Death is misdirected and the ones he intends on killing do not die, but the quota is always filled. Death is not affected by time and is able to do years of work in a single heartbeat. He considers himself an artist and works very hard to make sure the deaths he causes are logical and necessary.

Role-playing Notes: As an individual, Death is reasonably friendly, though reserved. He values heroes because of their ability to cause death and thereby make his own job easier. Characters such as Fafhrd and the Grey Mouser were especially favored, although this never stopped Death from making attempts on their lives in order to fulfill his quotas, all of which (to his own secret relief) were failures. When beings such as the Twain are close to death, the god has been known to cause little slips and chance encounters which might save them.

Statistics: AL n; WAL non; AoC death; SY Death's Head.

Death's Avatar (rogue 10)

Death manifests himself as a tall, pale man in somber black robes. He has the power to observe all events of a person's past life and is able to unerringly teleport himself to any location on Nehwon. Death can be required to kill even another god and faithfully carries out his orders.

Str 24 Dex 24 Con 24
Int 24 Wis 24 Cha 21
MV 18 SZ 7' MR 100%
AC -5 HD n/a HP 350
#AT 2 THAC0 2 Dmg Special

Special Att/Def: While in Shadowland, Death may will the death of any being. Away from his home, Death uses his sword, which is called Slayer. Any hit from this weapon causes instant death (no saving throw allowed).

Duties of the Priesthood

Death does not wish to have followers or priests. Because of this, when persons decide to declare themselves as his agents on Nehwon, Death sends his avatar to claim them for his own and they are never seen again.

Gods of Lankhmar

The Gods in Lankhmar describe the many religions practiced in the temples lining the Street of the Gods. Some are powerful, some are weak, and all are subject to the fickle whims of their worshippers, moving up and down the street as their fortunes wax and wane.

No one openly worships the Gods of Lankhmar, but all fear them. These withered creatures emerge from their temple only when their city is threatened, and they always demand a steep payment for their assistance. They tolerate the presence of other gods, but will under no circumstances allow themselves to be replaced or overthrown as the patron deities of Lankhmar. The destruction of Issek's church when it threatened to eclipse and destroy all other faiths is ample proof of the gods' vengeful nature.

The gods' temple is a black marble cube containing thirteen crypts. No one has ever successfully looted the tombs, and the structure itself

cannot be harmed by any force in the Nehwon universe.

Role-playing Notes: These beings wish to rest in their squat, black temple for all eternity. Lankhmar is their home and they must act if the city is threatened. The force they use often does considerable damage to the city and (as noted above) is never without cost. After disposing of the immediate threat, the gods rampage through the city, killing and destroying its inhabitants as a reminder that they are not to be called upon too often.

A set of eight ancient bells—five of bronze, three of browned iron—sits atop the temple of the Gods of Lankhmar. These bells can be rung in times of need to call the Gods, but there had better be a clear danger to the city or the ringer will answer for his crime with death (after spending a few centuries of torture in the confines of the dark temple).

Statistics: AL CE; WAL any; AoC Lankhmar; SY skeletal hand with staff.



Avatars of Lankhmar (Lich)

MV 6 SZ 6' MR Nil
AC 0 HD 16 HP 160
#AT 1 THAC0 10 Dmg 1-10

Special Att/Def: These avatars have all the powers and abilities of liches. Each carries a fully charged *staff of withering*. These staves turn to dust after using up all their charges, and only function in the hands of the Gods of Lankhmar. From two to ten liches appear at any time depending on the nature of the threat to the city.

Duties of the Priesthood

No priesthood is allowed by the Gods of Lankhmar. These beings do not wish to grow in power or listen to the living bowing, worshipping, and making a lot of noise outside their temple.

Gods of Trouble

There are three energy beings that comprise the Gods of Trouble. They are creatures of pure chaos energy, and they enjoy roaming the world in astral form, affecting all alignments equally. Their desire is to promote chaos in all of its forms. The more chaos caused, the greater their power over Nehwon. These beings care nothing for their worshippers and inflict troubles upon them impartially.

Role-playing Notes: Special events such as wars, plagues, famines, and magical disasters are often the work of the Gods of Trouble. While they prefer stealth and sowing the seeds of conflict between gods, men and nations, the Gods of Trouble are not above meddling directly from time to time.

Statistics: AL CE; WAL any chaotic; AoC chaotic actions; SY three-pointed star.

Avatars of Trouble (wizard 1)

Occasionally these deities manifest themselves as bumbling, low-level wizards. These buffoons appear friendly and helpful in all ways but are really out to ruin any activity they encounter. When they cause an accident they are always apologetic and solicitous.

Str 7 Dex 7 Con 24
Int 7 Wis 7 Cha 7
MV 12 SZ 5' MR 100%
AC 10 HD 1 HP 1
#AT 1 THAC0 20 Dmg 1d4 (dagger)

Special Att/Def: No magical items or spells function within 30 feet of an avatar of Trouble. When they gaze at an individual who is attempting an action of any type, failure is guaranteed (there is no saving throw).

Duties of the Priesthood

Priests of this cult cause chaos. Other than that, they are free to act as they desire.

Requirements: CL any; AL any chaotic; PW 1) *gaze of failure* (target must save versus spell or fail at whatever was being attempted; 8) *shadow walk*.

Hate

Hate is the god that everyone accidentally worships on occasion. When feelings of anger, jealousy, or the like manifest themselves, the god of Hate gains power. This elemental emotional being purposely causes conflict to increase its power base. The Cult of Hate is devoted to spreading hate and conflict in all its forms.

Role-playing Notes: Hate encourages all kinds of hate and intolerance—fist-fights, lynchings, guild fights, racial hatred, prejudice, murder, assault—but gains the most energy from large-scale military acts and wars. Any kind of strife is a breeding ground for hate, but the larger the conflict the better.

Statistics: AL CE; WAL chaotic evil; AoC emotional hatreds; SY foggy image with floating eyes.

Hate's Avatar (fighter 6)

This manifestation of the god must be generated at night by a high priest of at least 14th level (who employs a *gate* spell), accompanied by at least three worshippers. Hate's avatar always appears as a misty cloud bank floating in the darkness. Each manifestation of Hate contains 3 to 12 glowing red eyes and an equal number of

tentacles. The greater the number of worshippers, the larger the number of eyes. The Cloud of Hate can control a number of beings (as if by *charm person* spells) equal to its number of eyes. Each tentacle may manipulate a weapon and fights as a sixth level fighter. Once called into existence, the Cloud may be moved up to five miles from the worshipper's location.

Str n/a	Dex n/a	Con n/a
Int 20	Wis 20	Cha n/a
MV 15	SZ 80' sphere	MR 100%
AC n/a	HD n/a	HP n/a
#AT 3-12	THAC0 15	Dmg (by weapon)

Special Att/Def: The cloud is connected to its high priest by means of a long, silvery-red, threadlike chord. The only way to destroy the cloud is to cut this chord. The chord is AC -8 and any hit with a sharp-edged weapon severs it, dispelling Hate's form and preventing it from being summoned again for 1 to 4 days.

Duties of the Priesthood

All priests of Hate must constantly create and promote hateful conflict. As a rule, they must cause a conflict that involves a number of persons equal to 10 times their level number once per month or lose their powers. For example, a sixth-level priest must cause conflicts that involve at least 60 persons.

Requirements: CL T, F, BW; AL any evil; PW 1) *charm person*.

Ilala

This goddess is moderately popular in Lankmar and elsewhere. An old and well-established faith, the priests and priestesses of Ilala are vulnerable to bribery and corruption.

Ilala is a goddess of healing, charity, and good works, although the original intent of her creed has been lost as her priesthood grew richer and more powerful. Ilala's adherents claim that she was a saintly woman who journeyed through the Land of the Eight Cities centuries ago, healing the sick, conjuring riches for the poor, and performing other miracles. When she finally con-

verted a bloodthirsty Mingol warlord to the cause of peace and charity, it is said that she ascended to Godsland.

Role-playing Notes: Priests and priestesses of Ilala (who often take the same name as their deity) can be found in Lankmar and throughout the Land of the Eight Cities. Some, particularly new converts and young, enthusiastic priests, actually practice the tenants of their faith: ministering to the sick, helping the homeless, and feeding the hungry. Others seem content to stay in their temples, preaching the virtues of poverty and simple living while squandering huge quantities of gold on useless luxuries.

Statistics: AL lg; WAL any good; AoC healing, charity; SY a silver, outstretched hand.

Ilala's Avatar (white wizard 15)

The goddess' avatar appears as a tall, slender woman with pale, silvery hair, clad in a spotless white robe. She never starts a combat, and if forced to fight attempts to disable her opponent.

Str 16	Dex 22	Con 24
Int 23	Wis 25	Cha 25
AC 0	SZ 8'	MR 25%
#AT 1	THAC0 16	HP 150

Special Att/Def: Ilala can emit a special aura of divine peace three times per day. Any individuals within 20 yards of the goddess must save vs. spells or be incapable of taking any violent action for 2d4 hours. Ilala also carries a graceful white staff with a spread-winged swan carved at one end. Her staff automatically cures all diseases and heals all damage suffered by those it touches.

Duties of the Priesthood

The theoretical duties of Ilala's priesthood and what they actually do are two different things. Tradition states that Ilalan priests and priestesses must remain poor, give all their material gains to the poor, travel the land in the most basic transportation, and assist all those in need. Traditional Ilalan worship shuns the building of temples, preferring the construction of blessed, holy roadside shrines where the faithful may leave offerings of food and money to be taken by those in need.

In reality, Ilala's priesthood lives in sumptuous temples and shares only a small portion of its wealth with the poor. Those deemed deserving are rationed food and money on holidays and left to fend for themselves the rest of the time. A few fanatic, traditionalist, or naive priests and priestesses practice the faith as it was originally intended.

Requirements: CL F, WW; AL any good; PW 1) *cure light wounds*; 6) *cure serious wounds*.

Issek of the Jug

Issek appears as a tall man with twisted wrists and ankles. He is often portrayed with the remains of a torture rack still attached to his arms and legs. He is said to give enduring power to anyone under torture. Torture can be loosely defined and includes such things as a wife who constantly nags her husband, or a little boy being picked on by a bully.

Once a venerated holy man, Issek (so Fafhrd's version of the story goes at any rate) was captured by a wicked king and put to torture. After breaking seven racks without expiring, Issek reached out and bent the chief torturer's band of office into an exquisite jug filled with the waters of life. Issek ascended to Godsland and his followers have sought to comfort those in torment and do good works.

Role-playing Notes: Issek desires to help all those who are oppressed, although he is neither the brightest nor the most even-handed of gods. A stepdaughter being overworked is just as important to him as a world-saving warrior fighting off a horde of multi-dimensional undead. His followers are also somewhat intolerant, often calling for the destruction of all other gods and the conversion of the world to Issek's worship. As a result of this attitude, the religion was all but wiped out in Lankhmar when the Gods of Lankhmar emerged from their temple and carried off Issek's entire priesthood.

Statistics: AL 1g; WAL any; AoC tortured souls; SY amphora or jug.

Issek's Avatar (fighter 15)

An avatar of Issek carries a great jug with him whenever he appears. The jug can pour out any

liquid the avatar needs, including water, wine, and *healing* and *cure disease* potions. He will only do this to ease the suffering of those in torment.

Issek's avatar most often inhabits the body of an individual being tormented. After first breaking the rack (or whatever device confines the victim), the avatar seeks out the person responsible for the confinement and torture.

When confronted by the avatar, the guilty party must save vs. spells or drink from Issek's jug and thus be converted to his religion. If the torturer does not drink or convert but vows to reform, Issek departs. If the torturer remains unrepentant, Issek reluctantly slays the wretch. After his work is done, Issek returns to Godsland and returns the body to its owner. The body will be in perfect condition and show no signs of torture.

Str 25	Dex 22	Con 24
Int 23	Wis 25	Cha 24
MV 15	SZ 7'	MR Nil
AC 2	HD 15	HP 160
#AT 2	THAC0 6	Dmg (by weapon) +14

Special Att/Def: Nil

Duties of the Priesthood

Priests of Issek are expected to care for others and to travel from community to community, never staying more than 30 days in one place. White wizards are the only spell-casters who can become priests of Issek. Such priests who have been tortured on the rack are especially blessed by Issek, and may roll 10-sided hit dice and cast twice the normal number of first- and second-level spells.

Requirements: CL any; AL any good; PW 1) break free from any torture device in 1-4 rounds; 3) create one gallon of any liquid per day.

Kos

Kos is a northern barbarian god who loves battle and bold deeds. He is somewhat crude and not terribly bright, and is shunned by many of Godsland's more discriminating inhabitants. He is the god of dooms because he brings

destruction to anyone who doesn't live up to his strict code of honor and action. This code applies to all facets of the hard life of northern barbarians. Kos is just as interested in the building of a safe and sturdy longhouse as he is in the sharpness of a warrior's axe.

Role-playing Notes: Kos exists to make sure the people of the north do things properly. Warriors and other worshippers are expected to seek noble battle, fight honorably (or at least bravely), and die heroically. Most worshippers consider themselves truly doomed, but the doom may be so far in the future as not to be important.

Should a worshipper violate Kos' rough warrior code, the god hurls down curses upon the offender. The curses are slight at first but increase in severity if the offender does not mend his ways, eventually resulting in death.

Statistics: AL In; WAL any non-chaotic; AoC order; SY crossed sword and axe.

Kos' Avatar (fighter 15/bard 15)

Kos' avatar always appears as a brawny, red-haired and bearded human warrior. He begins battle with a two-handed sword or axe +4, but changes to a normal weapon if he decides he is succeeding too easily in battle.

Str 22	Dex 19	Con 24
Int 12	Wis 8	Cha 19
MV 15	SZ 7'	MR Nil
AC 0	HD 15	HP 200
#AT 2	THAC0 2	Dmg 2d4+4 (sword) (+10 due to Strength)

Special Att/Def: Kos can summon 9 to 90 berserkers. These remain with the avatar for as long as Kos desires. After one group is destroyed or disbanded, another cannot be called for 24 hours.



Duties of the Priesthood

Priests of Kos cannot rise in level unless they have fought an unending war against the enemies of Kos and order. They must also serve as examples of perfect action and thought. Kos does not tolerate failure and indicates his displeasure to a priest by striking him dead.

Requirements: CL F; AL any lawful; PW nil.

Mog

The Gray Mouser worshipped Mog the Spider God for a time (and also robbed his temple, but Mog was happy for the few worshippers he still has and forgave his wayward son), and by the end of his adventures was one of the god's few surviving worshippers.

This god is a human-sized spider with a man's head. His worshippers claim that he sits in the middle of a vast web which contains the fates of all humans. Some say that a human can survive only so long as he or she can evade Mog's grasp.

Role-playing Notes: Mog's worship is now rare. Those few who still worship him usually do so in private in order to avoid the scorn of others. For his part, Mog would like to attract new worshippers, but all his attempts have failed. He does not have a temple on the infamous Street of the Gods in Lankhmar.

Statistics: AL CE; WAL any chaotic; AoC fates; SY four-legged spider.

Mog's Avatar (fighter 10)

Str 18/00	Dex 18	Con 20
Int 15	Wis 18	Cha 8
MV 24	SZ 8'	MR 75
AC 2	HD 10	HP 100
#AT 1	THAC0 11	Dmg 2-20

Special Att/Def: Mog can cast a *web* three times per day and victims of his bite must save vs. poison or die within 1 to 6 rounds.

Duties of the Priesthood

Mog's priests must gain riches for their god and assist others in meeting their fates. As most Mog-worshippers believe that an individual's

ultimate fate is to be devoured by Mog, this task usually involves slaying large numbers of unbelievers. Because of this, Mog's priests are usually hunted down and eliminated wherever they are found.

Requirements: CL F, T, BW; AL any evil; PW 1) immune to all attacks by spiders; 3) summon 1d4 large spiders; 6) *web* three times per day.

Nehwon Earth God

In ages past this god ruled all of Nehwon. Eventually, the Lords of Necessity decreed that his time had passed and he should relinquish his rule. Chance intervened and the Earth God did not vanish, but merely became dormant beneath the earth's crust. He is worshipped today only in far-off Klesh. His priests there worship the god through his most obvious earthly manifestation: the volcano.

The Nehwon Earth God desires to see all Nehwon returned to a molten state and the plague of mankind erased from its surface. Fortunately, this can only happen if the blood of true heroes is mixed with the earth's blood (lava), thus releasing hordes of earth giants to scour the earth clean of all life.

Role-playing Notes: Priests of the Earth God are (fortunately) rare outside of Klesh. If found elsewhere, they will be pursuing some diabolical plot intended to set the Earth God free or create some of his evil earth giants. The Earth God priests are dogged, persistent, and utterly unafraid of death.

Statistics: AL CE; WAL any chaotic; AoC earth, volcanoes; SY diamond eye

Earth God Avatar (fighter 15/druid 14)

Str 25	Dex 18	Con 25
Int 10	Wis 12	Cha 11
MV 12	SZ 30'	MR 100 (see below)
AC -2	HD 20	HP 300
#AT 1	THAC0 1	Dmg 5-50 +14

Special Att/Def: The Earth God may cast a *mass charm* spell through any gem consecrated to his sect. While the god's avatar is touching the earth, its magic resistance is 100%. If the avatar is in some way removed from contact with the

earth, it is affected normally by magic and its AC drops to 10.

Duties of the Priesthood

The god's priests are all male. They feel that their job is to bring about the return of the Earth God, thus cleansing Nehwon's surface and ushering in a new era. They must make sacrifices to the god in the form of gems, gold, and the lives of heroes. In special cases, they attempt to mix the blood of heroes with that of the earth in order to bring their god back to life.

Requirements: CL F, T; AL any evil; PW 3) *charm person*.

Rat God

This god is the chief deity of the city of Ilthmar, and since the rat plague is hated and shunned in Lankhmar (though it still has followers there). Ilthmarts revere rats, and tell tales of brave St. Hisvin and innocent St. Hisvet and their persecution during the plague.

The god and his avatars appear as an enormous rat walking on its hind legs. His eyes glow red, and his dirty white incisors gleam faintly.

Role-playing Notes: The ranks of rat-worshippers swelled briefly during the rat plague, but since then the god's popularity in Lankhmar has plummeted. Ilthmar remains a stronghold of the Rat God's followers and is a home base for further plots against Lankhmar by Hisvin and the Council of Thirteen.

Statistics: AL CE; WAL any evil; AoC rats, wererats and sewers; SY two red eyes on a black field.

Rat God's Avatar (thief 15)

Str 20	Dex 23	Con 19
Int 18	Wis 13	Cha 19
MV 18	SZ 10'	MR 20
AC 2	HD 15	HP 200
#AT 2	THAC0 13	Dmg 4-40

Special Att/Def: Once per day, the Rat God's avatar may summon and command 10 to 100 giant rats or 2 to 20 wererats. He can shrink to rat size at will.

Duties of the Priesthood

The Rat God's priests lead services in grim temples modeled on twisting, turning rat warrens. They must aid rats in any way they can and convert other humans to the worship of rodents, which they consider to be the superior form of life.

Requirements: CL F, T, BW; AL any chaotic; PW 1) speak with rats; 3) summon 2 to 8 rats; 6) summon 1 to 4 giant rats.

Red God

The war god of all the eastern lands appears as a massive, dark-skinned man with red studded leather armor, carrying a bronze shield and sabre. He is always bearded and wears a pointed helm. His boots and belt shine as brightly as the sun and he is often portrayed wreathed in flames. He primarily supports the horse nomads of the east. Worshipped by Mingols and other easterners, he is only moderately popular in Lankhmar and the Eight Cities.

Role-playing Notes: The Red God is a warrior god. He favors acts of war and battle, and lends support in the form of strength and courage to warriors who follow his faith. He spends most of his time trying to cause new battles to test his followers' courage. The Red God is largely responsible for turning the lands of the east against the Eight Cities.

Statistics: AL CN; WAL any; AoC battle and war; SY the horse saber.

The Red God's Avatar (fighter 15)

Str 24	Dex 25	Con 24
Int 22	Wis 16	Cha 24
MV 15	SZ 7'	MR 50
AC 0	HD 15	HP 200
#AT 2	THAC0 6	Dmg 1d6+3 (saber)/ 1d4+4 (dirk) +14

Special Att/Def: The Red God wields a mighty *saber* +3, and sometimes uses an enchanted *dirk* +4. His saber casts an *anti-magic shell* that does not limit his own spell abilities. He is always wearing a *ring of protection* +4, *helm of telepathy and teleportation* and a *cloak of displacement* that cannot be destroyed.

Duties of the Priesthood

Priests of this cult have to fight and lead men into battle to advance in levels. Although they don't have to be horsemen, it helps greatly toward advancement in levels (+5% experience) if they have the land-based riding proficiency and breed warhorses.

Requirements: CL F, WW; AL any chaotic; PW 1) *produce flame*; TU turn.

Skama

The Rime Islers' moon goddess is served by a group of priestesses, most notable of whom are Fafhrd and the Mouser's lovers, Cif and Afreyt. Skama is said to watch over the isle's harvests, assist in childbirth, and guide lost sailors home. Skama's priestesses are also important members of Rime Isle's ruling class and are skilled businesswomen.

Role-playing Notes: Like most other Rime Islers, the goddess' priestesses are pragmatic, logical, and far less fanatical in their faith than other Nehwonese. The Islers consider their religion to be simply another aspect of their daily lives, equal in importance to business, leisure, and family activities. For her part, Skama is as unconcerned with events as her worshippers and could not be happier with the current situation.

Statistics: AL ng; WAL any good; AoC Rime Isle, agriculture, childbirth; SY silver moon

Skama's Avatar (wizard 15)

Skama can appear in a variety of forms, each mirroring a different phase of the moon. She can take the form of a wise old crone, a tall, silvery-haired woman, or a young girl. She appears only during important ceremonies or if Rime Isle is in imminent danger.

Str 18	Dex 20	Con 20
Int 22	Wis 24	Cha 23
MV 18	SZ 8'	MR 50%
AC 0	HD 15	HP 175
#AT 1	THAC0 16	Dmg (by weapon)

Special Att/Def: Skama's avatar appears only at night. Her power level is based on the moon

phase. On nights of a new moon, she is virtually powerless and cannot send out avatars. On full moon nights, Skama's avatar is invulnerable to all attacks by mortal opponents.

Skama's avatar can emit a beam of moonlight three times a night, each of which blinds up to three mortal opponents (no saving throw allowed). This blindness is permanent until Skama wishes it removed or a *remove curse* spell is cast upon the afflicted.

Duties of the Priesthood

Skama's priestesses invoke the goddess in rituals at the full and new moon, and during harvest and planting. To have a priestess present at the birth of a child is considered a great honor. Priestesses must also be skilled in accounting, business negotiations, and other mundane matters in order to assist in managing the economics of the Isle.

Requirements: CL F, T, WW; AL any good; PW 3) *cure light wounds*; 5) *continual light*.

Tyaa

Tyaa is a force of evil and chaos. She chooses to manifest her powers through the actions of malicious birds. She has created an offshoot of the raven that is both smarter and stronger than its ancestral cousin, but she is capable of using any evil bird to do her bidding on Nehwon. The city of Lankhmar has always been her favorite place because of its large number of birds.

Tyaa's cult was banned in Lankhmar due to its evil practices. This has only caused the movement to go underground or move to other cities. There are several large caches of diamonds and jewels (stolen by birds of Tyaa from the wealthy of Lankhmar) scattered throughout the city, and these may be used by the cult to buy influence or expand its power.

Role-playing Notes: Tyaa is currently very weak and needs supplicants. In the past, her birds would steal flashy treasures from the wealthy to help fund her temples. Her special birds can tell fake jewelry from the real thing and are perfect thieves. Tyaa can supply large numbers of these birds to her priests, making them wealthy.

Statistics: AL CE; WAL any evil; AoC avians; SY large raven head or black feather.

Tyaa's Avatar (thief 15)

Str 15	Dex 15	Con 15
Int 15	Wis 15	Cha 15
MV 12/24	SZ 5'	MR Nil
AC 4	HD 10+10	HP 60
#AT 2	THAC0 13	Dmg (by weapon)

Special Att/Def: Tyaa's avatar can summon 2 to 20 Birds of Tyaa, all of which have poisoned claws.

Duties of the Priesthood

Priests of Tyaa are actually thieves with spell-casting abilities.

Requirements: CL F, T, BW; AL any evil; PW 1) when slain, character is immediately *polymorphed* into a Bird of Tyaa. If slain in this form, death is final; 5) *shape change* into a giant Bird of Tyaa (twice normal hit dice and damage per attack) once per week.

Votishal

Votishal was once a skilled thief who repented his evil ways and turned his larcenous abilities to the cause of good. He and a band of followers stole from wealthy and powerful evil forces. Upon his death, Votishal was proclaimed a god.

The god of lawful good thieves (an unusual situation in itself), Votishal has secret temples all across Nehwon. The main temple is located within three days ride of the city of Lankhmar. All proceeds from thefts by the faithful are split between the poor and the church. Special relics and magical items go straight into a vault located in the main temple. The vault has a triple lock, said to be beyond the skill of any mortal thief to pick, and is also protected by a fearsome guard beast, said to be beyond the skill of any mortal warrior to slay.

Role-playing Notes: All priests of Votishal are lawful good thieves. This is the only case in which Nehwonese thieves may be of this alignment. Votishal-worshippers are extremely intolerant, often kidnapping thieves from other guilds

and attempting to brainwash them to become lawful good.

Statistics: AL lg; WAL lg; AoC lawful theft; SY silver key.

Votishal's Avatar (thief 15)

This god appears as a normal thief clad in grey or brown garments but with a shining silver key on a chain around his neck. His avatar appears when the faith is threatened or if a high-level follower is in danger.

Str 20	Dex 25	Con 20
Int 21	Wis 19	Cha 20
MV 18	SZ 8'	MR 35%
AC -2	HD 15	HP 160
#AT 1	THAC0 13	Dmg (by weapon)

Special Att/Def: Votishal's avatar automatically succeeds in all attempts to use thief abilities. He may also force any evil thieves he encounters to convert to lawful good alignment unless a saving throw vs. spells. This alignment change is permanent until a *remove curse* or similar spell is cast.

Duties of the Priesthood

Votishal's priests must steal from any evil beings or organizations they encounter. They are also required to try to convert those of evil alignment.

Requirements: CL T; AL any lawful; PW nil.

Adventuring in Lankhmar

... the City of Lankhmar, oldest in the world. Lankhmar, thick-walled against barbarians and beasts, thick-floored against creepers and crawlers and gnawers.

At the south of the City of Lankhmar, the Grain Gate, its twenty-foot thickness and thirty-foot width often echoing with the creak of ox-drawn wagons bringing in Lankhmar's tawny, dry, edible treasure. Also the Grand Gate, larger and still more glorious, and the smaller End Gate. Then the South Barracks and its black-clad soldiery, the Rich Men's Quarter, the Park of Pleasure and the Plaza of Dark Delights. Next, Whore Street and the streets of other crafts. Beyond those, crossing the city from the Marsh Gate to the docks, the Street of the Gods, with its many flamboyantly soaring fans of the Gods in Lankhmar and its single squat black temple of the Gods of Lankhmar—more like an ancient tomb except for its tall, square, eternally silent bell-tower. Then the slums and the windowless homes of the nobles; the great grain-towers, like a giant's forest of house-thick tree-trunks chopped off evenly. Finally, facing the Inner Sea to the north and the Hlal to the west, the North barracks, and on a hill of solid, sea-sculptured rock, the Citadel and the Rainbow Palace of Glipkerio Kistomerces.

—From "The Swords of Lankhmar"

Lankhmar, City of the Black Toga, City of Sevenscore Thousand Smokes, is a living, breathing entity that has stood for countless centuries, undisturbed by the whims of petty rulers, vain nobles, or would-be conquerors. Lankhmar is the centerpiece of any Nehwon-based campaign, and its rich daily life, history, and culture can enhance campaigns set in other worlds as well. The following information is intended to help define Lankhmar as a campaign setting and give DMs guidelines for running regular adventures.

Lankhmar is, indeed, a city of adventure. Previous sections have dealt with the layout of the city and its location in the world of Nehwon, but this chapter is designed to assist DMs in running AD&D® campaigns set in Lankhmar.

Lankhmar in Your Campaign

There are several ways to use the City of Adventure in your AD&D® campaign. The first simply involves placing Lankhmar somewhere in your own game world. This is entirely acceptable and

consistent with many ideas expressed in the tales of Fafhrd and the Gray Mouser, for if, as suggested in *The Wrong Branch*, the two have existed and adventured in many different worlds, then Lankhmar itself may well live and thrive in similar alternate universes. If you take this particular route, make certain that you adjust information regarding the gods, monsters, and magic of Nehwon to your own individual campaign.

A second option is to bring existing PCs to Lankhmar through an outside agency. The most obvious of these routes is the Caves of Ningauble, which are known to contain passageways to many different dimensions. Another way to get your characters to Nehwon is in the company of an interdimensional adventurer such as Karl Treuherz (see NPCs). Such characters will have to familiarize themselves with the new world and get used to such annoyances as its low level of magical activity.

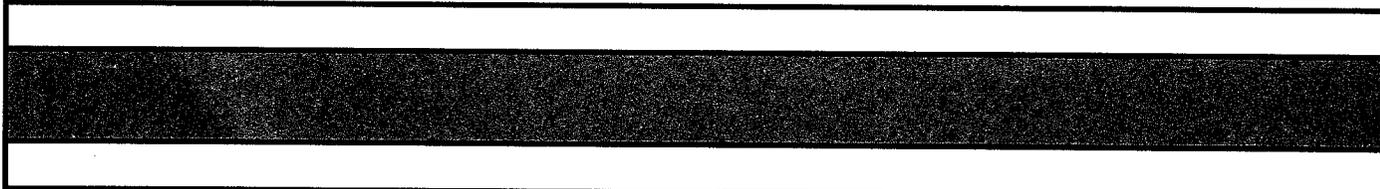
Adventurers may also stumble upon Lankhmar while traveling between worlds in a spelljamming ship. Nehwon's sphere is a truly unusual one—a vast globe of water containing small bubbles with continents floating inside. Travel through such a unique medium could present interesting challenges to AD&D® adventurers.

Finally, characters may be natives, adventuring in the fabled city of Lankhmar and seeking their fortunes in the varied lands of Nehwon. In this case, characters are already familiar with many of the world's societies, races, and customs.

Keep in mind the changes and limitations outlined in the following chapter. If Lankhmar is located in your own world, some of these rules—especially limitations on magic—may be changed or suspended.

Social Levels

An important concept in Lankhmar is the relative importance and influence of each person, expressed with a rating known as *social level* (SL). This rating is simply a relative assessment of a person's position in society. No one in Lankhmar would say, "I am social level 10." Instead, one might say, "I am Demoiselle Raxa, Marquess of Lankhmar." Social levels range from 0 to 15, and break down as follows:



SL	Members
0	Slaves
1-3	Foreigners, low-level characters, criminals, laborers, common soldiers, and other lower-class individuals
4-6	Poor merchants, sergeants, shopkeepers, guildsmen, etc.
7-9	Wealthy merchants, low-ranked nobles, guildmasters, and military officers
10-12	Landed nobility and distant relatives of the Overlord
13-14	High-ranking nobles and the Overlord's immediate family
15	The Overlord of Lankhmar (only)

How to Determine Social Level

An individual's base social level is equal to $\frac{1}{2}$ of his or her level, rounded up to a maximum of 10. This figure can be adjusted up or down at the DM's discretion. The social level of a non-slave can never be reduced below 1. Use the following modifications for guidelines:

Modifier	Cause
-4	Member of criminal class
-3	Obviously poor or destitute, associate of notorious 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 sizeable nuisance (such as a fire or 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, save city, friend of Overlord

These modifiers change from day to day. An individual who is invited to the Overlord's birthday party receives a +3 ranking for a time (perhaps a week or two), but as he fades from memory the modifier dwindles and vanishes, leaving the individual as obscure and unknown as ever. Alternately, a negative rating can similarly vanish as people slowly forget transgressions, eventually resulting in the "rehabilitation" of the penalized character and a possible return to genteel society.

Effect of Social Levels

Social level reflects how an individual is viewed by those around him. A high social level carries significant benefits while a low level can be a considerable hindrance.

Encounter Reactions: When rolling on the Encounter Reactions Table (Table S9 in the DMG), determine the difference in social levels between the PC and NPC. If the PC's social level is higher, subtract the difference from the reaction roll. If the NPC's rating is higher, add the difference.

City Guard Encounters: There is a 10% chance per PC social level above 1 that the city guards ignore that character. For example, a character of social level 4 has a 30% chance of being ignored by city guards.

Unknown Social Level: Social level is not tattooed on a PC's forehead; not everyone knows an individual's exact social level. Most cues are taken from an individual's clothing, attitude, and bearing. An adventuring nobleman of SL12 returning to Lankhmar, still clad in rusty, bloody armor, has a chance of being mistaken for a common soldier or sergeant of SL5 or 6, with attendant embarrassment and possible trouble. A guild thief clad in rich, fur-lined robes might be mistaken for an SL9 or 10 merchant.

The DM should take note of PCs' appearance and manners. If they look and act in a way appropriate to their social status, do not modify any encounter rolls based on SL. If their appearance or behavior are not consistent with their true SL, give those whom they encounter a 10%-50% chance (depending on the degree of difference) of mistakenly believing they are 1-6 social levels higher or lower (at the DM's discretion.)

Government

The Overlord rules Lankhmar and those surrounding lands that pay him tribute. He represents only one of the three major power bases upon which Lankhmar's stability rests. The other two are the merchants and the guilds, both of whom have a fair amount of power and a vocal say in the day-to-day running of the city.

The Overlord has the power to tax the citizens of Lankhmar as he sees fit, though he is never allowed to claim more than 50% of an individual's wealth (however, he is free to claim the rest in the form of fines, should a suitable crime be attributed to the individual in question).

Technically, the Overlord is the supreme commander of Lankhmar's armed forces. He very rarely exercises this command, preferring to leave such messy subjects as war and conquest to his generals and admirals.

The Overlord supposedly has absolute power to write and enforce laws. Practically speaking, however, the merchants and guildmasters must agree before a law can be put into effect. Lankhmar has few laws governing trade, and the Overlord generally gives his approval to laws desired by the merchants and guilds.

Lankhmar's Nobility

Awarding titles is another of the Overlord's duties. Lankhmar is usually saturated with titled nobility. In descending order of importance, titles include lord, duke, baron, count, marquis, knight, and their female equivalents. The difference between these titles exists mostly in the minds of the noble class; as far as commoners are concerned, one noble is the same as another.

A title conveys certain privileges and a few responsibilities. A noble is considered superior to "ordinary" citizens and always correct in speech and behavior, regardless of action. The only limits on noble behavior are placed there by the Overlord, who is considered as far above the nobles as the nobles are above commoners.

Nobles are allowed to take a hand in running the city, though many do not bother. The Overlord hands out various jobs to what he considers to be deserving nobles. A duke might be in

charge of the army and a baron responsible for collecting taxes. Such nobles usually have the ear of the Overlord and can recommend various courses of action.

Most nobles own land outside of the city, given into their families' stewardships by past Overlords. These noble stewards are responsible for upkeep and paying taxes and extracting tribute from their lands, some of which they keep, the remainder of which they pass on to the Overlord. The Overlord reserves the right to revoke land grants, but this is rare.

Noble families can be quite large, and all extended relations may live on the estate. Family members who fall out of favor may have to leave, retaining their titles but joining the swelling ranks of impoverished nobility. Some more embarrassing family members become "remittance men," drawing an allowance on the condition that they stay away from home.

On rare occasions, an act of valor may prompt the Overlord to grant a title. With the title comes the right to live in the Noble District, along with a parcel of land outside the city walls. The new noble must still purchase a home in the Noble District (a difficult task in itself), and the land granted may not even be in territory which Lankhmar controls. Awarding a particularly rugged, dangerous, or inaccessible estate to a noble is a good way for the Overlord to expand the city's prestige and influence while getting excess nobles out of town.

The Guilds of Lankhmar

A guild is a combination of labor union, protective association, cooperative, and social club. Most business in Lankhmar is under the control of the guilds, and most workers in the city must belong to one in order to work. Most guilds provide training programs and facilities for apprentices, then help new members gain work throughout the city. In turn, the member pays a portion of his income to the guild in the form of dues. While these dues are theoretically intended to help the guild, much of it ends up lining the pockets of greedy and corrupt guildmasters.

Anyone who is not a guild member, but is caught working at a guilded profession, is dealt

with harshly. A few hired thugs are usually sent from the Slayers' Brotherhood to threaten the offender and give him a chance to join. If the individual resists, those same thugs might rough him up and destroy his property. If this fails (and it usually doesn't), the offender is disposed of in a particularly gruesome and public fashion, in order to serve as a lesson to others.

Guild membership consists of four ranks: apprentices, journeymen (the vast majority of membership), guild officers, and masters. Each guild has its own way of choosing a master—some vote, others have a rotating master positions, while in other guilds (mostly old and venerable ones), guild mastery is hereditary.

Following is a brief list of Lankhmar's major guilds, their dues (in parentheses), and their profession (where explanation is required). The first number listed is the initiation fee, and the second is monthly dues.

Animal Handlers' (10 gr/1 gr)—Animal trainers and performers
Apothecaries, Order of (20 gr/2 gr)
Architects' (25 gr/3 gr)
Artificers (80 gr/5 gr)—Builders of mechanical devices
Astrologers' Consortium (5 gr/1 gr)
Bakers' (25 ss/1 ss)
Beggars' (1 gr/1 ba)
Blacksmiths' (20 ss/1 ss)
Candle Makers' (10 ss/1 ba)
Carpenters' (10 ss/1 ba)
Carpet Makers' (20 ss/1 ss)
Charcoal Burners' (10 ba/1 tik)
Coopers' (10 ss/1 ba)
Deck Hands' (10 ss/1 ba)
Dye and Ink Makers' (10 ss/1 ba)
Embalmers' (2 gr/2 ss)
Extortionists' (20 gr/4 gr)
Fences, Fraternity of (10 gr/2 gr)
Glassblowers' (20 ss/1 ba)
Gravediggers' (10 ba/1 tik)
Heralds' and Messengers' (10 gr/21 gr)
Jewellers' (120 gr/25 gr)
Joyous and Sorrowful Comedians, Rapturous Playactors, Graceful Dancers, and Melodious Songsters, Society of (4 gr/1 gr)—Actors, singers, dancers, bards

Laborers and Toilers' (10 ba/1 tik)
Lamplighters' (10 ss/1 ba)
Leatherworkers' (20 ss/1 ss)
Merchants' Consortium (40 gr/10 gr)
Moneylenders' (100 gr/25 gr)
Net Makers' (20 ss/1 ss)
Pain, House of (10 gr/1 gr)—Torturers and executioners
Paper Millers' (10 ss/1 ba)
Physicians, Fellowship of (25 gr/4 gr)
Perfumers' (10 gr/1 gr)
Pleaders, House of (20 gr/5 gr x SL)—Solicitors and legal experts
Potters' (10 ss/1 ba)
Red Lanterns, House of (8 gr/1 gr)—Courtesans
Rope Makers' (20 ss/1 ss)
Sail Makers' (20 ss/1 ss)
Salters' (10 ss/1 ba)—Food preparation
Scribes' (20 ss/1 ss)
Sculptors' (10 gr/2 gr)
Shinglers and Roofers' (10 ba/1 ba)
Shoemakers' (20 ba/1 ba)
Slayers' Brotherhood (40 gr/10 gr)—Guards, thugs, assassins
Soap Makers' (10 ba/1 tik)
Sorcerers' (80 gr/15 gr)—Black sorcerers (only)
Starsman and Navigators' (40 gr/10 gr)
Spinners and Weavers' (10 ss/2 ss)
Stonemasons' (20 ss/1 ss)
Sweet Makers' (10 ss/1 ba)
Tailors' (20 ss/1 ss)
Tanners' (20 ba/1 ba)
Taverners' (20 ss/1 ba)
Thieves' (2 gr/5 gr)
Thinkers' Fraternity (1 gr/1 ss)—Scholars and historians
Toters and Carters' (10 ba/1 tik)
Toy Makers' (10 ss/2 ss)
Vermin Catchers' (1 ss/1 tik)
Vintners' (10 gr/1 gr)
Wainwrights' (10 ss/1 ba)
Whitesmiths' Guild (40 gr/10 gr)—Precious metalworkers

Calendar

Lankhmar do not number their years, a practice that has led to a myriad of datekeeping systems with the consequence that no one is entirely



sure what historical events happened when or in what order. Each year is named for a creature, legendary object, or event. A Lankmart cycle is made up of the fourteen named years, and record keeping is further complicated by the fact that years frequently change names or have a special name for a single year, going back to their original designation.

Names of Years, in order

- Year of the Feathered Death
- Year of the Basilisk
- Year of the Horde
- Year of the Leviathan
- Year of the Roc
- Year of the Dragon
- Year of the Behemoth
- Year of the Ogre
- Year of the Gorgon
- Year of the Lamia

Each year has twelve months, equivalent in days to our own earthly calendar. Each day is named for a different creature. This is confusing to many Lankmarts, so days bear numbers as well, though this is not "official" practice.

Lankmar Months, in order (with Julian equivalents):

Lankmar Month	Equivalent
Wolf	January
Horse	February
Hedgehog	March
Crocodile	April
Deer	May
Serpent	June
Lion	July
Shark	August
Weasel	September
Owl	October
Goat	November
Boar	December

Lankmar Days of the Month

- | | |
|------------|--------------|
| 1 Hare | 16 Skunk |
| 2 Minnow | 17 Worm |
| 3 Turtle | 18 Butterfly |
| 4 Newt | 19 Mouse |
| 5 Raven | 20 Toad |
| 6 Spider | 21 Cat |
| 7 Scorpion | 22 Swan |
| 8 Lizard | 23 Mole |
| 9 Gnat | 24 Shrew |
| 10 Parrot | 25 Bat |
| 11 Hornet | 26 Squirrel |
| 12 Dove | 27 Rat |
| 13 Hawk | 28 Fox |
| 14 Dog | 29 Beaver |
| 15 Raccoon | 30 Crab |
| | 31 Leech |

Festivals

There are many festivals and holidays in Lankmar (cynics suggest that they exist solely to keep the peasants in line). About half of them honor some celebrated person's deathday (minor government holidays with solemn celebration), while others are dedicated to the veneration and worship of the city's many gods. These last are supposedly only for the followers of the god in question, but many Lankmarts participate regardless.

The remaining national holidays are celebrated with great ceremony by all Lankmarts.

Chameleon Day: The Lankmart calendar reflects earth's own Julian Calendar, even down to leap-years. Chameleon Day is an extra day added at the end of every fourth year, to make the calendar come out even. It is a time of great celebration. The people of Lankmar go masked and dress in colorful costumes and wander the streets. Most laws are suspended and any amount of merry-making (which causes neither severe injury nor extensive property damage) is tolerated.

While this festival might seem on the surface to be a field day for thieves, most members of the Thieves' Guild join in the general merriment and are fairly disinterested in even the most basic larcenies. Those few thieves who remain sober often prosper, but alert nobles and merchants hire teetotaling Mingols or warrior-priests to guard their valuables during the festival.

Night of Fear: Legend has it that on the day of the Bat in the month of the Goat, the Gods of Lankhmar roam the city. These shuffling, mummified creatures wander the streets, ensuring that Lankhmar is maintained in accordance with their wishes. Anyone found spying on them dies horribly.

On the day before the Night of Fear, Lankhmarts set out gifts for the wandering gods, and all must wear the traditional somber black toga. Many wealthy Lankhmarts find excuses to be out of town. All conversations are conducted in a whisper. All businesses are closed. No one travels more than is absolutely necessary. At night, citizens cower behind locked doors with weapons at the ready, while the poor cluster in alleys or ruined buildings, shuddering in terror. The superstitious thieves barricade themselves in their guildhouse and pray to their dead masters.

The Gods of Lankhmar sometimes do walk the streets on the Night of Fear, but this actually happens once every seven or eight years. As it is impossible to predict when these stern, frightening creatures will truly appear, Lankhmarts respect the holiday every year.

Planting: This is the ritual first day of spring, on the day of the Swan in the month of the Hedgehog, when the first crops are planted. Legends state that if the day is cold, the crops will be stunted and the harvest poor. If the day is warm, the harvest will be bountiful. Children born on Planting are thought to be specially blessed.

Planting is considered a lucky day for business. Family and friends gather together to celebrate even if they are of a noble house which never touched hand to plow. Homes are decorated, and evening meals are large and exotic.

Harvest: Planting's opposite number, when the last of the year's crops are traditionally brought in, takes place on the day of the Hare in the month of the Owl. Like Planting, Harvest is a day of great feasting and family get-togethers as well as an auspicious day for doing business. During the day, many carnivals, parades, and sideshows take place. Harvest is considered a lucky marriage day.

Much of the city's gold is made through grain deals, transportation contracts, and political alliances the day after the Harvest. Tax collectors

come out in force, keeping a close watch on all business transactions.

High Astorian: The brightest star in Nehwon's sky is Astorian. It reaches its peak in the sky on the day of the Cat in the month of Serpent, which is considered the day of greatest fortune and luck in Lankhmar.

Businesses compete to have the gaudiest displays during High Astorian. Government buildings are gaily decorated and gambling halls are filled to capacity. Large business transactions are also made on this day. Even thieves pay homage to Astorian, reserving this day for their biggest sales to the fences of Lankhmar.

Admiral's Day: Many years ago, on the day of the Hawk in the month of the Lion and the year of the Horde, the Mingol siege of Lankhmar was broken in a spectacular sea battle. The Lankhmar navy drove the Sea Mingols from the Inner Sea and they have not returned since (although the recent threats to Rime Isle may herald the Sea Mingols' resurgence).

Lankhmar's great victory is celebrated each year. Members of the navy and marines are entitled to free food and drink at all public establishments. There are public dances and plays reenacting the famous battle, while the navy stages a mock clash with the Mingols on the Inner Sea for the entertainment of the Overlord and his guests, watching from the Citadel.

Vermin Day: A relatively recent addition to Lankhmar's calendar, Vermin Day celebrates the city's defeat of the rat invasion and the route of the armies of Lankhmar Below. On the day of the Rat, in the month of the Lion, when the rats and their 13 noble leaders were defeated by the combined forces of Lankhmar, the Gods of Lankhmar, the thirteen War Cats, and (as legend has recast Fafhrd's ghoulish allies) Death himself.

Prior to the festival, rats and other vermin are rounded up by the thousands and ceremonially killed in Punishment Square for the entertainment of the watching masses. People in cat costumes prowl the streets, gifts are left before the temple of the Gods of Lankhmar, and cats are fed and pampered throughout the city. The rats of Lankhmar Below, who live beneath the streets, watch and wait, secretly plotting their revenge.

Money in Lankhmar

Lankhmar craves gold more than any other city in Nehwon. The riches of the world are brought to the doorstep of the Overlord, bought and sold for the coins of a dozen nations. Money and the things it buys are an obsession to even the poorest Lankhmart.

Coinage

Only coins minted in Lankhmar are considered legal tender within the city. In practice, this is ignored by most Lankhmarts and official coinage is used only to pay taxes and other city fees. Foreign coins of equal value are freely circulated and accepted by virtually everyone. The coins of Lankhmar are directly analogous to AD&D® coins, as described below.

Lankhmar	AD&D®
Iron Tik	Copper piece
Bronze Agol	Silver piece
Silver Smerduk	Electrum piece
Gold Rilk	Gold piece
Diamond in Amber Glulditch	100 Platinum pieces*

*This is an equivalency only. Platinum does not exist in Nehwon.

An iron tik is a small, square coin printed with a stalk of grain on one side and is blank on the other. The bronze agol is a square coin showing the grand gate of Lankhmar on one side and is blank on the other.

The silver smerduk is the most common coin in Lankhmar. It is a triangular coin with the head of the current Overlord (or the Overlord at the time the coin was minted) on one side and a sailing ship on the other. Note that a Lankhmar silver smerduk is equivalent to five ordinary AD&D® silver pieces.

The gold rilk is most commonly used by nobles and the wealthy. It is a triangular coin with an image of the great god Aarth on one side. The other side of the coin bears a variety of images depending on when it was minted, including a sea serpent, crossed swords, or the Overlord's starfish emblem.

The diamond-in-amber glulditch is a rare coin, usually found only in the treasure vaults of wealthy Lankhmarts and used by the city only for large transactions. It is a round coin crafted of yellowish amber with a single diamond embedded in the center.

The relative value of Lankhmart coins is as follows:

20 tiks = 20 agols = 2 smerduks = 1 rilk
500 rilks = 1 glulditch

Other nations' coins come in a variety of shapes and are equivalent to the various Lankhmart currencies. As noted above, use of such coins is officially forbidden, but this law is rarely enforced.

Prices

All goods in Lankhmar are controlled by the guilds. The prices listed in the *Player's Handbook* represent the average cost to player characters. These prices fluctuate depending upon availability and the guildsmen's desire for profit. If you wish to simulate market fluctuations, roll d100. If the result is 1-50, prices are lower; if the result is 51-100, prices are higher. Then roll d100 on the following table.

Roll	Price Change
1-50	None
51-75	10%
76-90	20%
91-99	30%
00	1d6 x 10%

Moneychangers and Moneylenders

These two occupations are considered necessary evils by the people of Lankhmar. While most transactions in Lankhmar take place with whatever coin is handy, all official taxes and fines, as well as financial dealings with Lankhmart nobles and government officials, must be done in official Lankhmar coinage. Moneychangers are licensed by the Overlord to change foreign currencies into Lankhmar coin and vice-versa. The standard fee is 10% of the amount exchanged.

Moneylenders loan out cash in a fashion similar to modern banks. Most loans are short-term (a month or less) with an interest rate of about 10%. Immediate repayment is required, or else the borrower will find himself in serious trouble, and the target of assaults by hired thugs or guild slayers.

Longer term loans (a month to several years) can be made at 25-50% interest with required weekly or monthly payments. Penalties for defaulting on such a loan are severe and usually fatal.

Taxes and Fees

The City of Lankhmar requires income in order to keep functioning and to keep its nobles in luxury. Small fees and taxes are imposed on many different activities and transactions. Common fees include the berthing fee charged for boats in Lankhmar harbor. The fee is one smerduk per day per pace (yard) length of the ship.

There is a silo fee for storing grain in city silos. During warm seasons it is 2% of the grain per week. During the winter, the fee is 10% of the grain for the entire season. Winter is defined as the period between the first snowfall and the first thaw.

The Overlord has theoretically unlimited power to impose taxes, but the guilds and merchants have considerable say in what taxes are enacted. Lankhmar's taxes are usually low compared to those in Nehwon's other cities and are high only in times of severe crisis. Some taxes are set and rarely change.

There is a gate tax which must be paid upon entering (but not leaving) the city. This tax varies depending upon which gate is entered, the nature of those desiring entry, and the time of day, as listed on the following chart:

Gate	Trade Tax	Gate Tax	Night Tax
Grain	2%	1 smerduk	1 rilk
Grand	5%	1 agol	1 smerduk
End	*	none	1 agol
Marsh	*	none	1 tik

*Wagons and caravans are not allowed through these gates.

The gate tax is paid by every adult entering the city. The night tax is a higher rate paid by those desiring entry after sundown. The trade tax is a percentage of the value of any trade goods brought into the city by wagon or caravan and requires that an accurate manifest be presented to the appropriate gate captain. Should a merchant not have a manifest, city accountants must be summoned to take an inventory of the merchant's goods. As this is a dreary, time-consuming job, most merchants are careful to have manifests available at all times. Goods carried by individuals or on the back of a single animal are exempt from the trade tax.

Crime

On the surface, it might seem that Lankhmar is a lawless city with criminals running wild, committing endless acts of mayhem, and escaping unpunished. Of Lankhmar's many names, "The City of Thieves" is the most commonly known.

While crime is as common in Lankhmar as fleas on a stray dog, it is governed by a code every bit as rigid and authoritarian as that of the harshest ruler.

Crime is under the control of guilds. The most prominent of these are the Thieves' and Slayers' Guilds, ancient and venerable institutions with vast memberships, rules, officers, and guildmasters. The guilds make certain that city guards and judges are bribed to minimize the threat to their members and provide extensive protection in the form of safe houses, networks of fences, professional alibi witnesses and the like.

In exchange for minimal official attention, the guilds are careful not to unduly disturb the Overlord and nobles of Lankhmar. This is not to say that nobles are never robbed—they are simply robbed more selectively than the general public. Cooperation between the city guards and the Thieves' Guild is an old and venerable institution in the City of Adventure.

Despite the best efforts of both the guards and the guilds, criminals are still arrested and tried. There are many possible reasons for a criminal's capture. Guildsmen may attempt overly ambitious capers and find the evidence against them far too overwhelming to be saved by guild assis-

tance. Freelance thieves or assassins may be caught or betrayed by the guilds who dislike the competition. Finally, crimes may be committed by commoners who have neither guilds nor money to defend themselves. This last category is the most common and the one that the city guards pursue with the most vigor.

The criminal is put in the city jail until trial. Roll 1d6 to determine how many days until the trial. If a 6 is rolled, roll again and add the scores together. There is no bail; all criminals must remain in prison until trial.

All trials are conducted before judges. There are no juries in Lankhmar. The defendant is allowed to hire a barrister to speak his case. His accuser, usually the victim, is allowed the same right. Barristers' relative skill is measured in expertise levels. A barrister's expertise determines effectiveness.

Barristers charge 1-6 agols per day per level of expertise for minor crimes such as petty theft or assault, 1-10 agols per day per level for such major infractions as murder, arson, and treason.

To determine a trial's outcome, each side rolls 2d6 and adds the expertise level of their barrister. Add any relevant modifiers from the table below. The side with the higher number wins. A tie indicates that the case is thrown out on a technicality and may or may not be retried depending on whether the accuser wants to pursue the matter.

Situation	Modifier
More witnesses	+3
Opponent has no witnesses	+2
Physical evidence	+2
Higher social level	+1 per difference in level
Bribed judge	+1 per 100 rilk bribe

All decisions by the judge are final. There are no appeals. The Overlord has rarely exercised the power to pardon criminals. A "not guilty" verdict results in immediate freedom. Acquitted defendants have the option of filing false accusation charges against opponents.

A guilty verdict is somewhat more complicated. In most cases, the criminal has the option of paying a fine rather than serving sentence. The

criminal has 30 days to pay the fine. Unfortunately, convicted individuals remain in jail for those 30 days, making it difficult to raise the required cash.

The table below lists common crimes and their penalties. Use it as a guide to determine the penalties for any unlisted crimes. Those crimes marked with an asterisk require both that the victim be completely reimbursed and the fine paid.

Crime	Sentence	Fine (rilks)
Murder, treason	Death	None
Arson, Grand theft (100 rilks+)*	Slavery	5d6 x SL
Assault, petty theft (100 rilks or less)*	Flogging	3d6 x SL
Property destruction*, insolence to a noble	Flogging	1d6 x SL
Guild or tax evasion*	Slavery	50% wealth
Disfigurement	Lose eye	4d6 x SL

Slaves are considered the Overlord's property. He has the option of keeping or selling them.

Death sentences and floggings are carried out in Punishment Square. The form of death is determined by the judge. Flogging varies from 3-30 strokes.

Tax and guild evasion require the criminal to cede 50% of his or her wealth to the city (for taxes) or the offended guild. Fortunately, city and guild officials are easily bribed, making it easy for wealthy Lankhmarts to get around such laws.

Bribery

As city officials are (or at least believe themselves to be) poorly paid, graft and corruption have become a way of life in Lankhmar. Virtually everyone save the most incorruptible magistrates and guards is susceptible to bribery.

The following table provides minimum bribes for a variety of situations. If a bribe is offered, roll on the Encounter Reaction Table (DMG, p. 103), using the "Indifferent" column. On a result of "friendly," the bribe succeeds. On a result of "indifferent," roll again at a -1 penalty. On any other result, the bribe fails and the bribee will betray the party at the earliest opportunity.

Do not tell the players the results—let them

believe they have succeeded, then discover the error of their ways. Higher bribes will increase the chances of success. Add one to the die roll for every additional multiple of the minimum bribe which the PCs offer (i.e., double bribe gains +1, triple gains +2, etc.). All bribes below the minimum fail, though the bribee usually keeps the money. Do not tell the players the minimum amount of the bribe—let them figure it out for themselves or let the potential bribee suggest a figure.

Situation	Minimum Bribe
Evading gate fees or taxes	1/2 normal fee or tax
Persuading city guard to "look the other way"	5 gold rilks
Persuading city guard to release petty criminal	10 gold rilks
Persuading city guard to release major criminal	25 gold rilks
Persuading guild thieves to ignore freelance activity	50 gold rilks
Persuading jailers to "leave the cell open"	100 gold rilks

Equipment

Most equipment in the City of Adventure is familiar to AD&D® game players. Certain restrictions on armor apply to a Lankhmar campaign and there are two new weapons.

Armor: Armor is commonly used on Nehwon, but metal armor is rare and expensive. Full plate is almost unknown. The Overlord and such notables as Movarl of the Eight Cities might have access to a unique suit of plate armor, but it is completely out of reach of ordinary player characters.

Chain mail exists, and costs four times the price listed in the *Player's Handbook*. Other armors are normal price.

New Weapons: The usual assortment of AD&D game weapons all appear in Nehwon in some form. In addition, three new weapons appear: the throwing dagger, throwing knife, and the rapier. Dagger or axe proficiencies apply to the first two, but the third requires its own weapon proficiency.

Throwing Dagger: The throwing dagger is a heavily weighted dagger which may be used in melee as a normal dagger. When thrown as a missile, it is much more effective than its lighter cousin due to its increased range.

Throwing Axe (Lankhmar): This axe is balanced for throwing and may be used in melee and score damage as an ordinary axe. It is more effective than an ordinary hand or throwing axe because it is heavier and balanced specifically for throwing.

Rapier: A rapier is a light, slender sword used primarily for slashing and stabbing. It is particularly popular with Lankhmar's thieves because of its lightness and speed.

Item	Cost (rilks)	Weight (lbs.)	Size	Type	Speed Factor	Damage	
						S-M	L
Throwing Dagger	2	1.5	S	P	2	1d4	1d3
Throwing Axe	2	6	M	S	4	1d6	1d4
Rapier	15	4	M	P	4	1d6+1	1d8+1

Missile Weapon Ranges (ten-yard increments)

	ROF	S	M	L
Throwing Dagger	2/1	2	4	6
Throwing Axe	1	2	4	6

Encounters

As in most AD&D campaigns, encounters function as diversions, or to increase interest in an adventure. The following tables give encoun-

ters for both the world of Nehwon and the City of Lankhmar. Roll 2d10 to determine the encounter. Encounters marked with an asterisk refer to creatures listed in the chapter on Nehwon's Monsters.

Wilderness Encounters

Much of Nehwon is unexplored wilderness. The wilds are a dangerous place and any humans encountered are likely to be hostile (+4 to reaction rolls).

Ice Cap and Cold Wastes: The extreme north of Nehwon is home to hardy barbarians and savage monsters. Many adventurers travel to the Wastes, as guards on trade missions, in search of treasure, or to scale the region's forbidding mountains; considerably fewer return.

- 2 Remorhaz
- 3 Cold woman*
- 4 Giant, frost
- 5 Bear, cave
- 6 Bear, polar
- 7 Herd animal
- 8 Ice cat*
- 9 Lynx, giant
- 10 Men, barbarians
- 11 Owl, giant
- 12 Snow serpent*
- 13 Wolf, winter
- 14 Ice gnomes*
- 15 Toad, ice
- 16 Behemoth, snow*
- 17 Badger, giant
- 18 Astral wolf
- 19 Yeti
- 20 Dragon, white

Steppes: The nomadic Mingol tribes are undisputed masters of the steppes of Nehwon. Those who venture there do so at the nomads' pleasure.

- 2 Ogre
- 3 Troll
- 4 Men, merchants
- 5 Horse, wild
- 6 Tiger
- 7 Astral wolf*
- 8 Herd animals
- 9 Snake, poisonous
- 10 Wolf
- 11 Men, nomads (Mingols)
- 12 Men, adventurers

- 13 Behemoth, black*
- 14 Giant, hill
- 15 Cheetah
- 16 Snake, spitting
- 17 Jackal
- 18 Hyena
- 19 Dragonne
- 20 Manticore

Mountains (Bones of the Old Ones, Trollsteps, Barriers): These northern mountains are steep, ancient, and dangerous. This does not deter adventurers, particularly the men of the Cold Wastes, from climbing them to obtain the fabulous gems said to lie at the tops of their highest peaks.

- 2 Remorhaz
- 3 Astral wolf*
- 4 Rayfish, invisible flying*
- 5 Ice gnomes*
- 6 Snow serpent*
- 7 Invisible*
- 8 Herd animals
- 9 Behemoth, snow*
- 10 Wolf, winter
- 11 Men, barbarians
- 12 Wolverine, giant
- 13 Bear, black
- 14 Bear, brown
- 15 Ice cat*
- 16 Cold woman*
- 17 Owl, giant
- 18 Giant, hill
- 19 Hippogriff
- 20 Wyvern

Mountains (Elder Ones, Parched, Hunger): The southern mountains of Nehwon are warmer, drier, and dustier than their northern cousins. They do not draw as many adventurers, but there are still some legends of treasure.

- 2 Hydra
- 3 Spider, large or huge
- 4 Rayfish, invisible flying*
- 5 Wolf
- 6 Ogre
- 7 Ghoul, Nehwon*
- 8 Herd animals

- 9 Horse, wild
- 10 Men, tribesmen
- 11 Men, adventurers
- 12 Badger, giant
- 13 Snake, poisonous
- 14 Bear, brown
- 15 Bear, black
- 16 Eagle, giant
- 17 Giant, hill
- 18 Ghoul, Nehwon*
- 19 Hippogriff
- 20 Wyvern

Forest (Great and Hlal): The unbroken expanse of timber between the Eight Cities and the Cold Wastes has barely been explored. Movarl of the Eight Cities has begun to cut the trees for lumber. Vast forests also cover the land South of Lankmar. Tribes of forest-dwelling humans, small woodcutters' villages, and rarely-glimpsed creatures inhabit both realms, making travel a chancy proposition in the best of times.

- 2 Men, rangers
- 3 Men, peasantry
- 4 Herd animals
- 5 Behemoth, black*
- 6 Badger, giant
- 7 Ice gnomes* (in Great Forest) or Snake, poisonous (Hlal)
- 8 Weasel, giant
- 9 Lynx, giant
- 10 Men, tribesmen
- 11 Bear, brown
- 12 Wolf
- 13 Porcupine, giant
- 14 Bear, black
- 15 Owl, giant
- 16 Spider, large or huge
- 17 Ogre
- 18 Troll
- 19 Lycanthrope
- 20 Wyvern



Jungles of Klesh: In the south of the Lankhmar continent lie the wild, trackless jungle-lands of Klesh. They are inhabited by a race of small, dark-skinned humans who worship the Nehwon earth-god (see Nehwon's Gods). Tropical diseases, plants, and creatures abound in the Klesh jungles, as well as a particularly vicious race of flesh-eating ghoul.

- 2 Hydra
- 3 Men, adventurers
- 4 Vampire
- 5 Ghoul, Kleshite*
- 6 Ape, carnivorous
- 7 Centipede, giant
- 8 Lizard man
- 9 Water cobra*
- 10 Leopard
- 11 Men, tribesmen
- 12 Snake, poisonous
- 13 Snake, spitting
- 14 Crocodile
- 15 Jaguar
- 16 Men, priests (including black or earth wizard)
- 17 Leech, giant
- 18 Lycanthrope
- 19 Spider, large or huge
- 20 Wyvern

Outer Sea: This dangerous, storm-tossed body of water is rarely traveled, and then mostly by explorers or merchants hoping for quicker trade routes to new lands. Sunken Simorgya lies in this realm and the Sea Mingols travel here with some regularity. Neither tolerate intrusions upon their realm.

- 2 Kraken
- 3 Whale, leviathan
- 4 Men, slavers
- 5 Simorgyan*
- 6 Octopus, giant
- 7 Shark, common
- 8 Merman
- 9 Whale, common or killer
- 10 Men, sailors
- 11 Cloaker, sea*
- 12 Dolphin

- 13 Men, pirates (Sea Mingols)
- 14 Men, merchants
- 15 Sea serpent, Nehwon*
- 16 Kelpie
- 17 Shark, giant
- 18 Squid, giant
- 19 Sea lion
- 20 Hippocampus

Inner Sea, Sea of the East: Lankhmar's inner seas are far better traveled than the forbidding reaches of the outer ocean. Merchants and sailors of all types may be encountered, but the rich trade routes are an irresistible lure to pirates and slavers.

- 2 Seawolf, lesser
- 3 Hag, sea
- 4 Men, slavers
- 5 Hippocampus
- 6 Octopus, giant
- 7 Shark
- 8 Whale
- 9 Sea serpent, Nehwon*
- 10 Men, merchants
- 11 Eel, giant
- 12 Dolphin
- 13 Men, sailors
- 14 Men, pirates
- 15 Men, merchant sailors
- 16 Kelpie
- 17 Seawolf, greater
- 18 Ghoul, lacedon
- 19 Sea lion
- 20 Lamprey, giant

Ruins: Ruins are scattered across Nehwon and many tales tell of fabulous hidden treasures. The ruins are often empty or harbor danger rather than treasure. This does not deter foolhardy adventurers.

- 2 Black Wizard
- 3 Men, tribesmen
- 4 Vampire
- 5 Ghoul, Nehwon*
- 6 Ghoul, Kleshite*
- 7 Centipede, giant
- 8 Skeleton
- 9 Zombie

- 10 Mummy
- 11 Lich
- 12 Ghost
- 13 Snake, poisonous
- 14 Men, adventurers
- 15 Rat, giant
- 16 Spider, large or huge
- 17 Spider, giant
- 18 Lycanthrope
- 19 Pudding, deadly
- 20 Bat, large

Marshes: Most marshes on Nehwon are relatively small, but the Great Marsh that lies beyond the gates of Lankhmar stretches for miles around the city. The wizard Sheelba makes her home in this vast wilderness, protected by the treacherous terrain and dangerous creatures of the marsh.

- 2 Shambling mound
- 3 Ankheg
- 4 Vampire
- 5 Zombie
- 6 Skeleton
- 7 Men, soldiers
- 8 Will o' wisp
- 9 Water cobra*
- 10 Marsh leopard*
- 11 Centipede, giant
- 12 Snake, poisonous
- 13 Snake, spitting
- 14 Beetle, giant
- 15 Frog, giant
- 16 Spider, large or huge
- 17 Salt spider*
- 18 Leech, giant
- 19 Water cobra*
- 20 Worm, tunnel

Cities (Non-Lankhmar): Nehwon's cities are islands of civilization amid limitless wilderness. Each has its own character (see Nehwon Beyond Lankhmar) and has special encounters based on its unique qualities. The table below can be used as a generic generator for quick results.

- 2 Official
- 3 Noble
- 4 NPC Notable

- 5 Slavers
- 6 Peasants
- 7 Merchant
- 8 Middle class
- 9 Constabulary/Town Guard
- 10 Tradesman
- 11 Adventurer
- 12 Laborer
- 13 Beggar
- 14 Thief
- 15 Priest
- 16 White Wizard
- 17 Black Wizard
- 18 Bird of Tyaa
- 19 Devourer
- 20 DM Special

Lankhmar

The City of Adventure has a more complex encounter system than other places. Roll d100 to determine the type of encountered NPC.

Die Roll	Encounter
1-15	Fighter (subtable I)
16-30	Thief (II)
31-40	Wizard (III)
41-50	Priest (IV)
51-60	Noble (V)
61-70	Assassin/Spy (VI)
71-85	Courtesan/Dancer (VII)
86-95	City Guard (VIII)
96-00	Special (IX)

Next, roll d10 on the appropriate sub-table to determine the nature of the encounter.

I. Fighters

1-2: A drunken fighter challenges a PC to a fight. Fortunately, the fighter is too drunk to fight properly and the player-character should win easily.

3: A less-drunk fighter challenges a PC to arm wrestle for money. The fighter is a sore loser and the victorious character may have to later deal with the fighter and his friends.

4: A sober fighter invites a character into a friendly game of dice. If he loses, the fighter accuses the character of cheating and tries to plant a pair of loaded dice.

5-6: The fighter gives a roar of recognition, accusing a PC of being a long-sought enemy. The fighter has several friends with him, so the PC and his companions have to use their wits to talk the fighter out of his delusion and avoid bloodshed.

7-8: The fighter gives a roar of recognition, thinking the PC is a long-lost friend (or, if of opposite sex, a long-lost lover). When he finds out that the character is not who he thought, the fighter may accuse the character of deceiving him, possibly starting a brawl.

9: A grizzled mercenary captain offers the party employment guarding a shipment of silk to the Eight Cities on board a ship which leaves the next day. Unfortunately, the Sea Mingols are aware of the shipment.

10: The fighter invites a character to gamble. The DM should allow the character to win; the fighter hands over an ancient and apparently valuable sword as payment, then leaves. The sword is a valuable heirloom of a barbarian clan from the Cold Wastes who are searching for it.

II. Thief

1-2: A bumbling apprentice thief attempts to rob a character then breaks down in tears, begging for mercy when caught. If released, the thief follows the party around like a puppy for several days, begging to join or help.

3: A furtive thief in a black cloak approaches the characters offering information on a valuable treasure in the possession of a Lankmart nobleman. He asks 100 gold rilk for the information; it is up to the DM to determine its validity.

4-5: A swaggering Guild thief approaches the party. If there is a non-Guild thief in the party, the guildsman threatens to inform on the party member for freelancing unless paid 500 gold rilk. If paid, he returns once a month, asking for more money. If the thief is killed or otherwise removed from circulation the Guild will investigate, possibly alerting them to the freelance thief's existence.

6-7: Wounded, tired, and hungry, a freelance thief asks that the characters put him up for a few days as he seeks refuge from the Guild. If the characters agree, they have to help hide the thief, and deal with inquisitive Guild operatives who

soon begin sniffing around.

8: A confident, self-assured thief contacts the party, asking for help on an unauthorized mission against a wealthy nobleman. Unfortunately for the characters, it is a trap designed to expose freelance thieves and their associates; guildsmen lie in wait for the party at the appointed meeting place.

9-10: The thief attempts to recruit party members into the Guild. If they refuse, he threatens to report them.

III. Wizard

1-2: A Black Wizard needs a subject closely resembling one of the characters for a dangerous experiment. He offers to employ the character. If the character refuses, the wizard attempts to have the PC kidnapped, forcing his companions to locate and rescue him.

3-5: A wizard asks the PCs to help him obtain a valuable magical item or substance found in a nearby cavern. He waits at a nearby inn and pays them well if they bring the item to him that night.

6-8: A white wizard asks for protection from his rival, a black wizard, and his followers. The black wizard and followers, he says, are going to make an attempt on his life tonight and they may be disguised.

9-10: A wizard has discovered that he is the target of a Guild theft attempt. He gives the party a valuable magic item for safekeeping but warns them that he expects it back in three days, or he will take revenge. In the meantime, the item may be stolen or disappear for other reasons, forcing the characters to locate it or face the wizard's wrath.

IV. Priest

1-2: A priest of a fanatical sect appears and tries to convert the characters. If they attack or injure him in any way, other members of the sect continue to persecute the characters.

3-4: An Ilthmart priest of the Rat God releases several large rats near the PCs.

5-6: A priest of Kos appears and accuses a party member of cowardice in battle. Whether this is as a result of mistaken identity or an actual incident is up to the DM. The priest grows pro-

gressively more vehement and finally challenges the character to a fight.

7-8: A fight breaks out and a priest of Aarth appears, appealing for calm and understanding. He calls on the characters to help him break up the fight. If they refuse, he curses them in the name of Aarth. If the DM wishes, he may have the characters do penance in the form of a number of acts of neutrality in order to lift the curse.

9-10: A northern barbarian tells the characters that they have the Mark of Kos upon them. In the barbarian's view, this means that they are doomed to a heroic and noble death. The "Mark" is not real and the barbarian is drunk, but the DM may use this story to make the characters nervous in future gaming sessions.

V. Noble

1-2: A dandied nobleman instructs his toadies to start a fight with the party so that he can watch from a safe distance and make useful comments.

3-4: A nobleman asks the party to serve as his personal bodyguards, as he thinks that his present guards have been bribed. The noble's enemies are plotting to kidnap him and hold him for ransom and the party will have to defend him as they escort him home.

5-6: The noble is convinced that one of the PCs is a long-lost child. He insists on making the character his heir and invites the party to stay at his estate. This may be a confidence game to rob the party of their valuables or it may be legitimate, in which case the party has a valuable patron and base of operations.

7-8: An amorous nobleman, accompanied by his simpering hired bravoos, takes a liking to a female party member and flies into a rage if his advances are rejected. He may have the characters beaten up or he may attempt to kidnap the female PC and convince her of his love.

9-10: The nobleman approaches the party and asks them to rob a rival nobleman and pin the blame on someone else. If anything goes wrong, the nobleman abandons the party and claims that he had nothing to do with it. If the party succeeds, the nobleman will be slow in paying and if pressed will threaten to expose the characters to the Guild.

VI. Assassin/Spy

1-2: A hired killer from the Slayers' Guild mistakes one of the PCs for his "mark," and tries to carry out his contract.

3-4: A spy mistakes the character for his contact and passes on secret information on trade or the military of Lankhmar or her enemies. Rival spies will want the information back and may attempt to kill the character to keep their identities secret.

5-6: One of the Overlord's spies asks the characters to infiltrate a smuggling ring now operating out of Lankhmar's docks. He says that one of the suspected ringleaders uses the Silver Eel Tavern for recruiting and asks the characters to volunteer, then feeds them the ringleader information. Should the operation succeed in smashing the smuggling ring, the spy claims all the credit and avoids mentioning the characters' participation.

7-8: A frightened man tells the party he is convinced that there is an Assassins' Guild contract out on his life and begs for protection. There is no actual contract, but the DM should throw numerous false alarms at the characters to keep them on edge before they finally learn the truth.

9-10: A Guild assassin approaches the party and asks them to become operatives for the guild. Although the pay is excellent, the characters will be asked to perform numerous evil acts and if any decide to quit, they will discover that the Guild is willing to kill to protect its secrets.

VII. Courtesan/Dancer

1-2: A dancer angrily claims that a party member insulted her, causing several gallant male defenders to challenge the PC to a fight.

3: The dancer becomes infatuated with a character, but her former lover is jealous and seeks to win back his love by defeating the object of her affection.

4-5: A dancer seems to be paying special attention to a character. In reality, she attempts to pick his pocket.

6-7: A courtesan invites a male PC up to her room, then an "angry husband" bursts in demanding blackmail. In reality, it is a con game, and if the character stands up to the pair they flee.

8: The dancer loses a rich bauble from her cos-

tume, offering her affection to any man who can bring it back to her. Any characters attempting to locate the bauble find that numerous other male admirers are also seeking it.

9-10: An attractive dancing girl is being annoyed by a lecherous nobleman and calls for help.

VIII. City Guard

1-2: A dozen guards appear with a warrant for a PC's arrest. They can be bribed, but if the offer is not enough the bribers can also be arrested.

3-5: A party of guards shakes down the PCs while "looking for escaped criminals." In reality, they are on the take and attempt to use the opportunity to rob the party.

6-8: A group of city guards invites the party to participate in a card game. The guards cheat, the PCs may wind up under arrest if they expose the guards.

9-10: A small band of guards asks for help from the PCs in a midnight raid on a smuggler's warehouse on the waterfront. They have not been given enough manpower for the raid and offer the characters some of the booty as payment.

IX. Other

These encounters all involve NPCs listed in Chapter Four. Roll d100 to determine the encounter.

1-5: Basharat the racketeer, along with several hired toughs, approaches a PC cleric and demands money to keep the cleric's temples safe. Basharat is crafty and any future harassment will be through hirelings.

6-10: Elakeria, niece of former Overlored Glipkerio Kistomercies, takes a fancy to a male PC and attempts to recruit him as a lover. The relationship is likely to be short and end with the PC unceremoniously dumped outside the palace walls. Despite this, the PC may gain valuable contacts inside the palace.

11-15: Eesafem, a beautiful woman with blue and green tattoos in place of hair, approaches the character offering a poison-fanged ring for 500 gold rilks. If the PCs buy the ring, Eesafem becomes their friend and a source of reliable information about Lankhmar's underworld.

16-22: Fissif the thief offers to share in the loot of his next job if the party will act as his lookouts. In reality, he intends to accuse the PCs of being the thieves to divert his victim's attention while he performs the robbery, then let the party take the fall.

23-27: Grilli the assassin has been assigned to kill one of the PCs. He waits until he can get his victim alone then attacks from the shadows with twin razors. If he fails, Grilli flees and tries again later.

28-33: Ivlis, an attractive, ambitious woman, asks a character to help her steal a Thieves' Guild file on a prominent noble which she intends to use for extortion. She promises the character virtually anything but is reluctant to deliver.

34-39: Jengao, a rich jewel merchant, asks the PCs to guard a chest of gems from the Thieves' Guild as it is transported down to the docks. The Guild stops at nothing to get the chest.

40-45: Lessnya, a beautiful courtesan, begins to pay a great deal of attention to one of the characters. She is actually trying to make her current lover, a duel-crazed nobleman, jealous. If he reaches the right level of jealousy, the nobleman challenges the character to a duel. If he is killed, Lessnya will be extremely upset and blame the PC.

46-51: Lilyblack, a street dancer, and lover of Grilli the Assassin, makes a pass at a male character in an attempt to lure him to her home where Grilli (or her current lover if Grilli is dead) will try to rob and kill the character.

52-57: Naph, a blind beggar who smells somewhat like a garbage dump, shambles up to the party and asks for money. If they refuse, he follows them around, his stench ruining their lives. It is probably best to pay him to make him go away but Naph remembers his friends and may be back. A positive aspect to Naph is that he is an excellent underworld contact.

58-62: Rivis Rightby, a swordsmith, offers the party a sword commissioned by Fafhrd. Some weeks later, Fafhrd appears and demands that the character sell him the sword.

63-68: Skel, a brutal alleybasher, is seen accosting a beggar outside the Eel. If the PCs help the beggar, he becomes an ally and source of information, even getting them access to the Thieves' Guild.

69-72: Snarve, a nobleman and gentleman thief, is mounting an expedition to the decadent Empire of Eevanmareensee. He plans to sack the city of its ancient riches. He offers the characters equal shares in the treasure but has not yet reckoned how they will avoid standing out in a city where men, women, and even animals, are hairless.

73-80: Stravas, a well-known guild thief, has heard a rumor that lights were seen above the Temple of the Gods of Lankhmar and has decided to go investigate. Superstitious and a bit of a coward, he asks the characters to accompany him.

81-88: The Gray Mouser, who has caught the fancy of the attractive female companion of a popinjay noble, asks the party to create a diversion so that he can steal the woman away. He promises to repay the characters' kindness later, which can lead to an adventure with Fafhrd and the Mouser.

89-95: Fafhrd appears, moodily drunk and rambling on about the grudge he still holds against Lankhmar's Thieves' Guild. He loudly asks the characters to accompany him to the Guild House in order to break in and create havoc. If the characters do not silence or distract him, Fafhrd attracts the attention of nearby Guild thieves who think that the characters are his "accomplices."

96-100: A small boy with black eyes brings a message from Sheelba of the Eyeless face.

Standard NPCs

The following statistics may be used for randomly encountered individuals such as guards, townsfolk, etc.

Townspeople.—0; SL 1; AL N; AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger) or 1d6 (club)

Mercenary or City Guard. F1; SL 2; AL N; AC 8; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d8 (broadsword)

Guild Thief. T2; SL 2; AL LE; AC 7; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d8 (rapier) or 1d4 (dagger)

Black Wizard. BW6; SL 3; AL LE; AC 10; MV 12; hp 20; THAC0 19; #AT 1; Dmg 1d4 (dagger); Spells: *affect normal fires, grease, hold portal, shield, darkness (15' radius), stinking cloud, fireball, hold person*

Nobleman. F1; SL 12; AL CN; AC 8; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d8 (rapier); Accompanied by 2d4 guards

Magical Items on Nehwon

Nehwon's lower magic levels requires certain modifications to the AD&D® game treasure tables. On the Magical Item column of the Treasure Table (DMG, p. 133), divide the percentage chance of a magical item being in a given horde by 5, rounding up. A Type A treasure, which normally has a 30% chance of containing magical items, now has a 6% chance. Type Z, with a 50% chance, now only has a 10% chance.

In addition, cut the number of magical items in a given horde by half, rounding up. Type A treasures then contain two magical items rather than three, while Type H hordes will contain three rather than six enchanted items.

New Magical Items

Veil of Trueseeing: This item was briefly loaned by Sheelba to Fafhrd before his assault on the Bazaar of the Bizarre. It functions exactly as a *gem of seeing* (DMG, p. 170). Sheelba is reluctant to loan it out and always takes it back lest the borrower use it to view her true form.

Cloak of Invisibility: Ningauble loaned this item to Fafhrd and, like Sheelba, immediately snatched it back as soon as his mission was accomplished. It functions as a *ring of invisibility* (DMG, p. 148) without *inaudibility*.

Rod of Climbing: This device is not really magical—rather, it is a wondrous mechanical item built by Glinthi the Artificer. When a concealed stud is pressed, a sturdy spike which can pierce most rock extends from one end, while the other sprouts three sharp hooks. The rod then lengthens from 5 to 50 feet in a single round, stopping when a second stud is pressed. Staggered bars 3 inches long fold out from the sides, 1 foot

apart. When held by spike and hooks, the rod will bear up to 4,000 pounds. It completely retracts when a third stud is pressed.

Diminution Potion: This elixir functions as a standard AD&D® *potion of diminution* (DMG, p. 141). However its duration is exactly nine hours and when the individual shrinks, he or she leaves behind a slimy pink puddle made up of discarded flesh and a powdery substance consisting of the cast off material from weapons or clothing.

At the end of nine hours the diminished individuals return to normal size. If the originally discarded body and equipment mass is not available, the mass is magically drawn from any bodies or objects within 20 feet, rendering passersby suddenly thinner, and destroying clothing or weapons.

If no such body mass is available, the re-enlarged individual takes 3d10 points of damage, loses 1d6 Constitution points, and ends up severely emaciated. The lost Constitution points are gained back at a rate of one per week.

Enlargement Potion: This potion works in an exactly opposite manner from the diminution potion described above. It can be used by diminished individuals to regain their original size before the nine hours are up or by naturally small creatures (such as rats) to grow to human size with the attendant increase in hit points. The potion may not be used to grow to larger than human size. Imbibers require "extra" flesh in order to grow to the appropriate size or they take damage as described for the diminution potion.

The effects of the *enlargement* elixir last only nine hours, after which the imbiber returns to normal size.

Bolts of Love: These items were used by the evil rat-princess Hisven to bend the wills of those around her. When a bolt hits it does no damage but cannot be removed by any means short of a spell such as *remove curse*. The victim acts as if under the influence of a *philter of love* (DMG p. 144), save that the individual who shot the bolt is the exclusive object of the victim's affections. The bolt can be removed and the effects dispelled only when the shooter touches the wound and wishes it removed.

Winged Dagger: This item appears to be an ordinary magician's wand but when thrown it

takes on the appearance of a silvery dagger with small wings. The *winged dagger* has a range of 60 yards. It attacks as a normal dagger wielded by a fighter of 10th level (attacking once), and has no penalty for range. Most *winged daggers* are one-shot weapons—once they are thrown the enchantment is expended. A very rare type also exists which flies back to its owner after attacking.

Wire of Magical Diversion: Also called the *wire of wizard frustration*, this item is an effective, if somewhat dangerous, anti-wizard device. It consists of 8 to 10 feet of yellowish, magic-absorbing wire. It can be manufactured only by wizards of level 12 or higher and they are loathe to share its secret with any but their most trusted minions (Sheelba trained the Gray Mouser in the wire's use).

The wire must be completely unwound with one end attached to a piece of metal such as a sword, and the other touching the ground. It is effective against the following wizard spells: *color spray, magic missile, sleep, ray of enfeeblement, web, fireball, flame arrow, lightning bolt, Melf's minute meteors, ice storm, cone of cold, chain lightning, death spell, finger of death, prismatic spray, energy drain, meteor swarm*. The wire may be effective against other offensive spells at the DM's discretion.

If the wire is suitably prepared and any of the above spells are cast at its possessor, the target rolls to hit AC10, subtracting the level of the mage who cast the original spell. If the roll is successful, the spell has been safely dispersed into the earth and has no effect. If the target's roll is a miss, the spell takes effect normally.

If the target rolls a natural 20, the spell is reflected and the caster must suffer its effects. If a natural 1 is rolled, the spell takes effect normally and the target must save vs. spells or suffer a magical backlash, taking 1d10 points of damage for each level of the wizard who cast the spell.

Potion of Astral Travel: This potion renders its imbiber unconscious and transports him or her to the Astral Plane for 2d6 hours. The unnamed dweller in the Howling Tower used these potions to send victims to the Astral Plane where they were devoured by the astral wolves (see Nehwon's Monsters).

Adventures in Lankhmar

In all the worlds of heroic fiction, none equals Lankhmar. No other fantastic city evokes such images of adventure, danger, and derring-do. The information in this book only presents the foundation of future adventures both within and outside Lankhmar's walls. The following short descriptions are intended to provide ideas for future adventures or as jumping-off places to multi-session campaigning.

A Noble Wedding

Duke Kevvyn, a prominent Lankhmart noble, is looking forward to the marriage of his daughter, Fala, to Gralyv, a wealthy merchant-prince of Kvarch Nar. However, he is concerned that his political rivals intend to disrupt the wedding and that the Thieves' Guild plans to infiltrate the festivities. He hires the PCs as guards.

While the job may seem easy, it is complicated by the fact that Kevvyn is a paranoid who sees conspiracies under every bush and that Fala has absolutely no desire to marry Gralyv. She becomes infatuated with a male PC and asks to be "rescued." Whether the conspiracy to disrupt or rob the festivities exists, or whether it is a figment of Kevvyn's imagination, is up to the DM.

A Mission from Death

The quiet, sad being known as Death is going to be away from home for a time (whether on business or vacation, no one can say), but his schedule demands that an evil warrior be slain. He appears to the PCs and asks that they slay the wicked bandit-chief Harsel, whose cut-throats have been terrorizing the lands of Lankhmar and the Eight Cities for years. If they succeed, they may have the chief's substantial hoard of treasure. In addition, Death agrees to exempt party members from his attention for a time. In game terms, this means that the next time a party member is about to be killed, an incredible stroke of luck saves him or her. This favor is extended to all PCs who participate in the adventure.

Spies

Sheelba of the Eyeless Face suspects that the Rats of Lankhmar Below are up to something. He offers the party disguises and diminution potions, as well as a substantial reward, if they agree to venture into Lankhmar Below and reconnoiter. Upon entering the underworld, the PCs discover that the evil Hisvet and Hisvin have infiltrated several major Lankhmart temples, secretly diverting them to evil and using them as paths to power in the city. Returning to Lankhmar Above, the PCs must evade attacks by Hisvin's rat-guards and then convince the city's rulers that the temples have been infiltrated. Can the PCs convince the Overlord and his ministers of the danger before Hisvin takes complete control?

Tyaa Returns

Having failed to take vengeance on Lankhmar with a direct assault, Tyaa, priestess of the evil bird-goddess of the same name, has returned to the city, with a more subtle plan for conquest. Her birds, now magically altered to resemble colorful songbirds from Klesh, are being sold to nobles throughout the city. The trendy nobles have begun to compete with each other to see who can get the largest collection—even the Overlord has a dozen of the creatures. Tyaa intends to bide her time until most or all nobles and influential Lankhmarts have one or more of her birds, then order them to simultaneously escape their cages and slay their owners with poisoned claws and beaks.

The PCs may get involved in a number of ways. A friend or patron may have been killed by a supposedly harmless songbird, a priest of Aarth may grow concerned over the new trend, or Ningauble of the Seven Eyes may note that the birds are strange and ask the PCs to investigate. All these plotlines lead the party into direct conflict with Tyaa and her evil servitors.

Defending the Temple

Pulg the church extortionist (or, if he has already been carried off by the Gods of Lankhmar, his rival Basharat) has been leaning hard on

the Church of Ilala. Old and corrupt, the church has no defenders of its own and asks the PCs to help. If they accept, party members must deal with hired thugs, attempts at arson or property damage, and the personal attention of Pulg himself. If they succeed in getting Pulg to back off, the temple rewards them richly.

Robbing the Thieves

The lost sceptre of Harx, a hero of the Mingols, has been stolen by the Lankhmar Thieves' Guild. The Mingols offer a large reward to anyone who can enter the Thieves' House, steal the sceptre, and return it to its rightful owners.

This presents a perfect opportunity for PCs to enter the guild stronghold and plunder its riches hidden. Of course, Thieves' House is better guarded than it was when Fafhrd and the Gray Mouser attacked and a theft from the heart of guild influence earns the undying hatred of the guildmaster, his thieves, and his pet black sorcerers. Accessory LNA1, *Thieves of Lankhmar*, features a detailed description of Thieves' House and would be very useful in this adventure.

The Tall Trees

Rime Isle, Lankhmar, and numerous other Nehwon states require large amounts of timber. Vast stands of trees wait to be felled in the Land of the Eight Cities, but Lord Movarl, who rules the region, is reluctant to let his precious timber be hauled off without profit for himself. PCs may venture north and gather the needed timber, concealing operations from Movarl's soldiers, and dealing with the hazards of the wilderness. To further complicate matters, a huge raiding army of ice gnomes passes directly through the PCs' lumber camp on their way to the Eight Cities territory.

The Invisible Enemy

Princess Rhitti, daughter of a rival of King Oomforafor of Stardock, has escaped from her mountain home in the wake of a failed coup by her father. She seeks out the PCs and begs for assistance. Unfortunately, the evil Prince Faroomfar and his invisible warriors are pursuing the

fugitive princess and will stop at nothing to wipe out her clan. This adventure features battles with unseen opponents and may result in romance between the fleeing Rhitti and a party member.

The Simorgyan Threat

Mordroog and Ississi, the evil rulers of sunken Simorgya, see Lankhmar as the greatest power in Nehwon—without the city's influence and leadership, the remainder of the world will collapse into chaos and warring kingdoms. In this atmosphere of disorder, the Simorgyans will have an easier time conquering their enemies on Rime Isle and elsewhere.

Reports begin to surface of strange sea creatures dredged up from Lankhmar harbor, and the Starsman and Navigators' Guild notes that currents and winds are growing stronger. When the sea level near Lankhmar begins to rise, certain Lankhmarts—especially the wizards Ningauble and Sheelba—grow concerned and ask the PCs to investigate. The adventure could lead to battles with the Simorgyans' allies, an expedition beneath the waves, and direct conflict with the evil shape-changers who rule the sunken kingdom. Can the PCs save Lankhmar?

The Lost Goddess

The Goddess Ashsha, for whom the chief star in Nehwon's heaven is named, has lost most of her worshippers and has been ejected from Godsland by a group of rival deities. She arrives in Lankhmar stripped of her powers and dignity, appealing for help. She must first convince the PCs that she is truly a goddess. Succeeding in that, she asks the party to escort her back to Godsland, converting worshippers along the way. Once back at the Life Pole, she will defeat her enemies and regain her rightful place.

This could lead to a long, detailed campaign sequence. PCs can act as guards or as the priests of the newly-reborn faith, converting others to Ashsha's worship and adding strength to the fallen goddess. Once they reach Godsland, the PCs must face conflict with Ashsha's rivals and fight to get their goddess back where she belongs. Rewards for such travails could be considerable.

Bullies

A band of drunken city guardsmen loudly proclaim their disdain of the "scum" to be found in Lankhmar, particularly those matching the description of nearby PCs. If the characters try to avoid an encounter, the guardsmen press their bullying to the point of demanding protection money to leave the party alone.

If the PCs are goaded into a fight, one guard sounds a horn, calling for reinforcements that arrive in 2-12 rounds. If the PCs have not escaped, they are overpowered and taken to a guardhouse where all of their possessions are confiscated. Their belongings are then locked up in the officer's office along with several items of great value (which the PCs' just happen to notice).

A Deadly Sissy

New to Lankhmar from lands far to the east, Count Arykki is widely regarded as a wine-swilling fop, an easy mark for the Thieves' Guild. He is actually a skilled swordsman and acrobat, several levels higher than the most powerful PC.

The count enters a drinking establishment occupied by the PCs and arrogantly orders the barmaid to bring him more wine. When the girl brings him wine he takes a sip, then flings the contents of the cup into her face, insulting her loudly. If the PCs do not interfere, several other patrons do and are soundly thrashed. The situation escalates into a brawl, with Arykki finally drawing steel and challenging the PCs to a duel.

Should the count be defeated and survive the duel, he can be introduced into the party as a new PC or may show up in future adventures as a patron, friend, or enemy of the party.

Magic Eye

A one-eyed beggar accosts a PC, and while telling a tale of woe and misfortune, drops a plain glass eye into the character's palm. They eye is a magical device which gives the wearer a limited ability to see into the future. The wearer must be missing an eye in order to use it.

Seconds after giving up the eye, the beggar hobbles out of sight and is later found mur-

dered. If the PCs investigate, they find no sign of assailants.

Several powers have been seeking the eye—the Rats of Lankhmar Below, the Thieves' Guild, the Slayers' Brotherhood, and a secret cabal of assassins. The party has to defend the eye against their attacks, possibly playing their opponents off against one another to emerge unscathed.

Press Gang

The PCs are served drugged liquor in a quiet tavern. They awaken to find themselves chained to the oars of a Lankhmar galley owned by an unscrupulous grain merchant (such as the treacherous Hisvin). Shortly after they regain consciousness, the galley puts to sea with a load of grain bound for Kvarch Nar.

The ship's guards are typically brutal slave-masters and there is at least one spy among the other slaves. Most slaves are listless and dispirited, although a few may conspire with the PCs to regain their freedom.

Orphans

A group of ragged street urchins swarms around the PCs, begging for iron tics. One, slightly older than the rest, tries a little pocket picking. He functions as a first-level thief.

If the PCs catch him in the act, or chase or rob him, the urchin displays courage but poor judgment by attempting to fight. If he is disciplined without the use of weapons, he becomes an admirer of the PCs and can serve as a valuable source of information throughout the campaign.

If a character uses a weapon against the youth, a band of guardsmen emerge from a nearby tavern with the challenge to "pick on someone your own size!" The guards should be an even match for the player characters and will press the fight until several participants are nearly dead.

Berserker Courtesan

A hysterical courtesan accosts the player characters on a public street, accusing one of them of "breach of promise." She attacks the PCs with a dagger.

This unhappy lady has been hired to perform the scene by a rival of the PCs (such as the Thieves' Guild) and continues to harass the character whenever she gets the opportunity. If she is slain, the act will be considered cold-blooded murder and the city guard will try to arrest the character who did the deed. Quick-witted PCs may—in the grand tradition of Fafhrd and the Gray Mouser—turn aside the woman's anger and possibly find romantic involvement.

Magic Fingers

While poking about in a junk shop, the PCs discover a withered, skeletal finger. One character, preferably a thief, feels compelled to purchase the finger regardless of price.

Shortly thereafter, a high level thief attempts to steal the finger. If this attempt is unsuccessful, a merchant shows up and offers to buy the item at five to ten times more than the character paid. Neither thief nor merchant knows about the other, nor do they know anything about the finger.

If the characters seek information, they learn that many people are interested in the finger. The mysterious digit and its four mates actually come from the hand of one Grylph Discoon, a notorious thief of the previous century. One of the other fingers is enshrined in the Lankhmar Thieves' House, while another can be found for sale in the Plaza of Dark Delights. The third is in possession of a prominent freelance thief, and the thumb is hidden at the headquarters of Ilthmar's Thieves' Guild.

Each finger possessed adds 2% to all thieving skill percentages for the owner. The thumb increases the possessor's effective level by two (including hit points, combat scores, thief abilities, etc.) cumulatively with the fingers' effects.

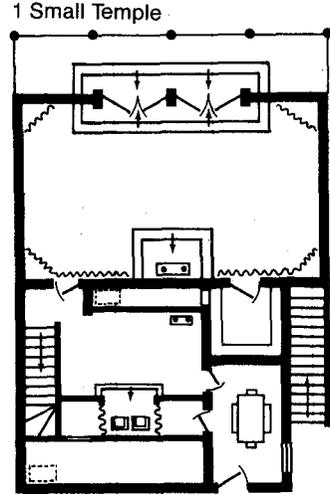
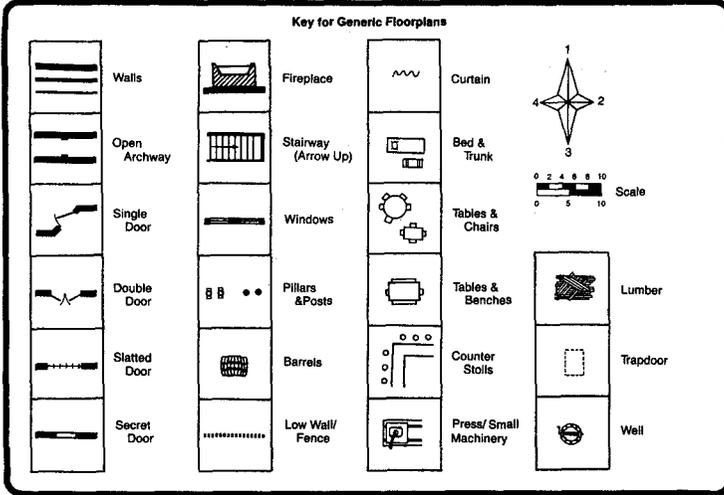
Needless to say, the Thieves' Guilds of Lankhmar and Ilthmar, the freelance thief who owns one finger, and several unscrupulous merchants all seek to collect the entire "set."

To Save Arilia

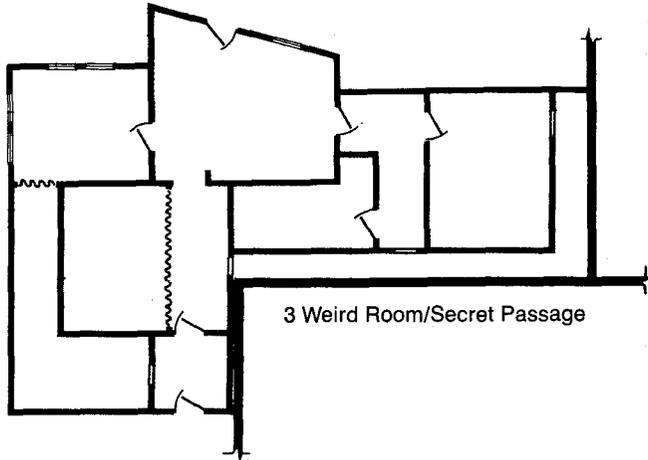
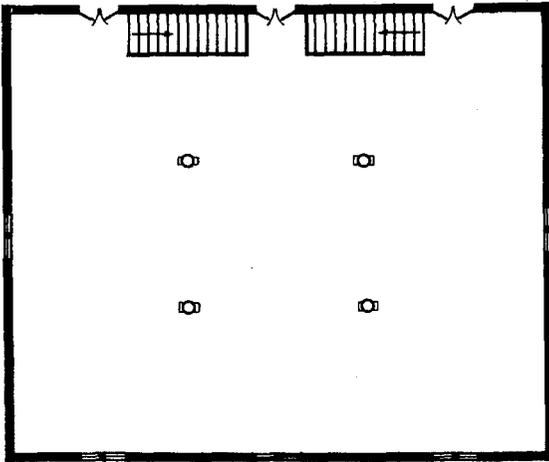
Princess Frixifrax (aka "Frix") ventures to Nehwon in her flying demigalleon with her crew

of beautiful (if somewhat piratical) women. She contacts the player characters with alarming news. Her matriarchal realm of Arilia (which may be located on the plane of elemental air or in the skies above Nehwon) is under attack from Stardock invisibles. It seems that the ice wizard Khahkht has persuaded his Stardocker allies to assault the world's skies. Mounted on flying ray-fish, or provided with wings through Khahkht's evil sorcery, invisibles are now besieging that distant realm. Frixifrax and her crew have managed to escape and need help.

The PCs must journey into the skies, battling various exotic air-creatures, then help turn the tide against Khahkht and his invisible allies. Rewards to be won include more of Stardock's invisible treasures, the gratitude of the Arilians, and the possibility of a gift in the form of a flying demigalleon (which may have spelljamming abilities). The matriarchal Arilians will treat male PCs with all due respect but will still look down on them, though romantic dalliance is definitely not out of the question.

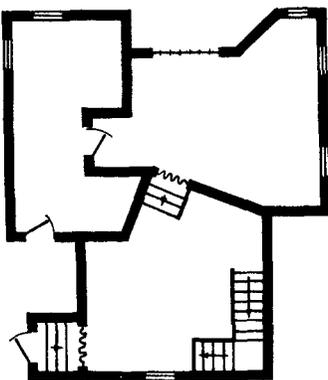


2 Warehouse

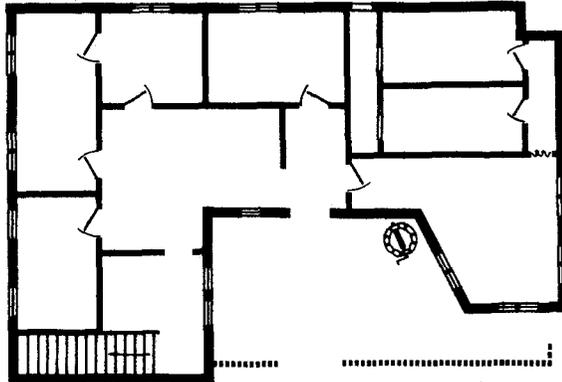


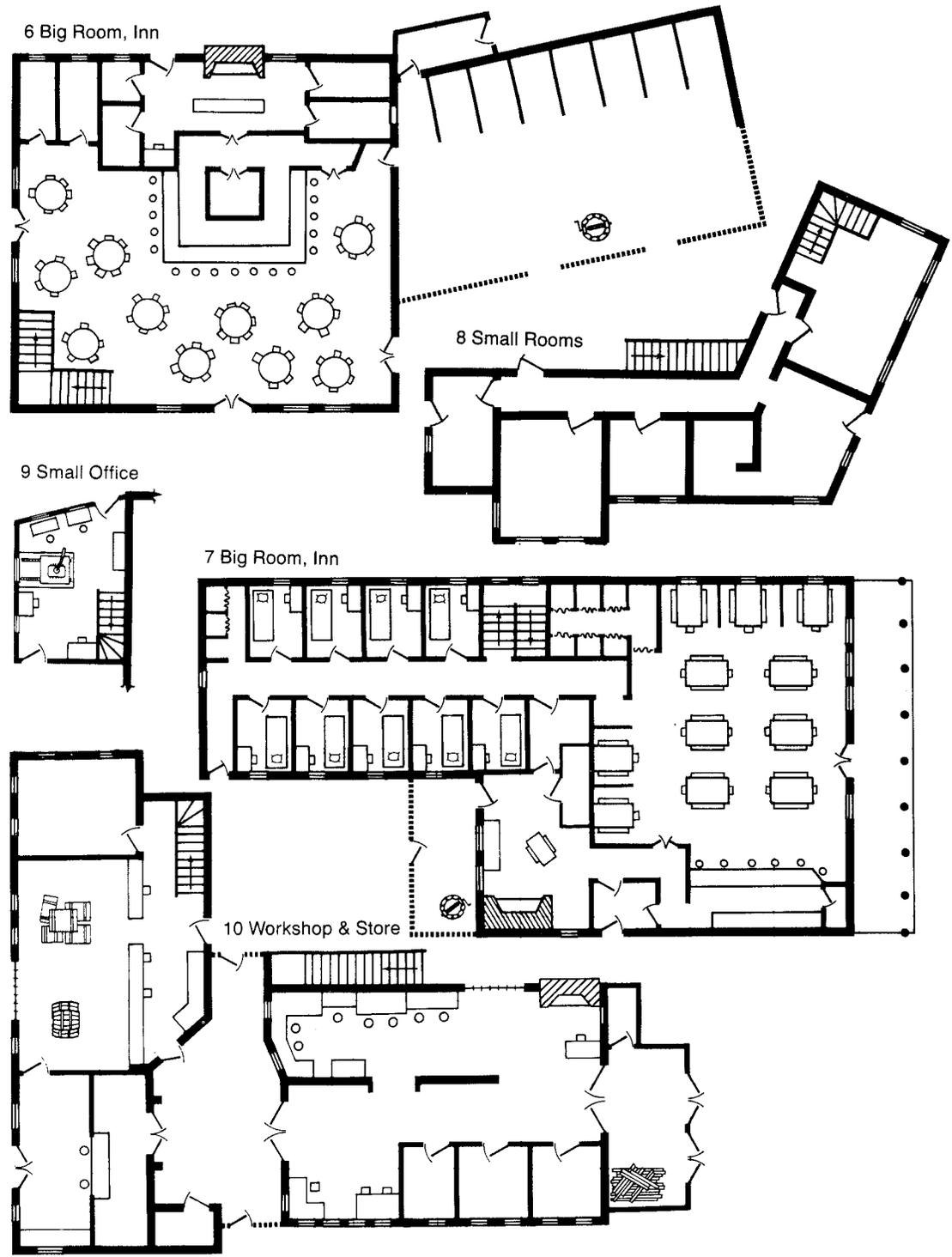
3 Weird Room/Secret Passage

4 Strange Shaped Rooms

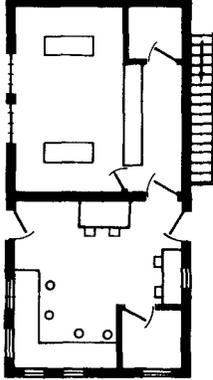


5 Building with Courtyard

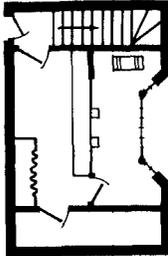




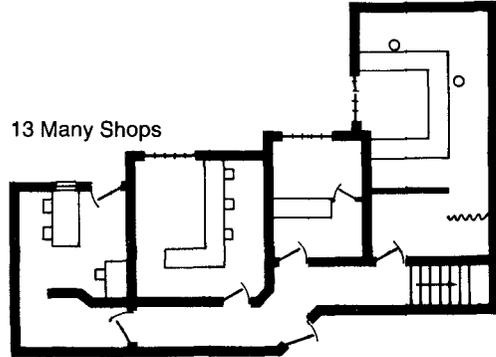
11 Small Workshop



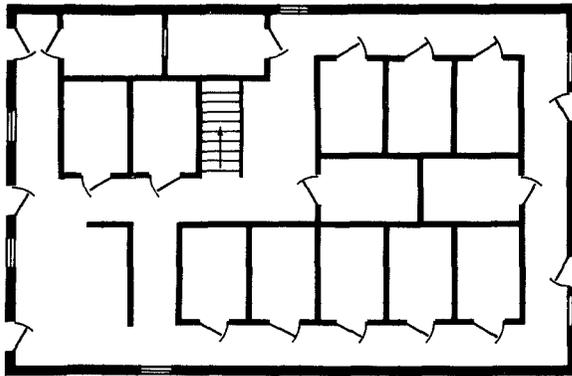
12 Big Shop



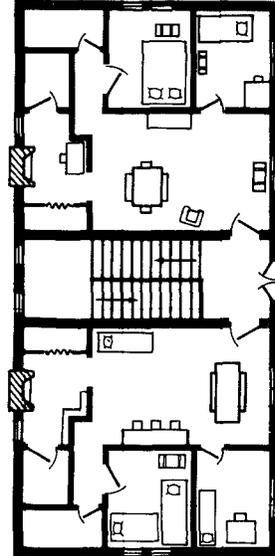
13 Many Shops



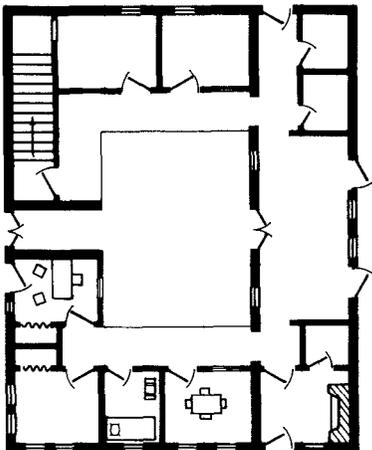
14 Many Small Rooms



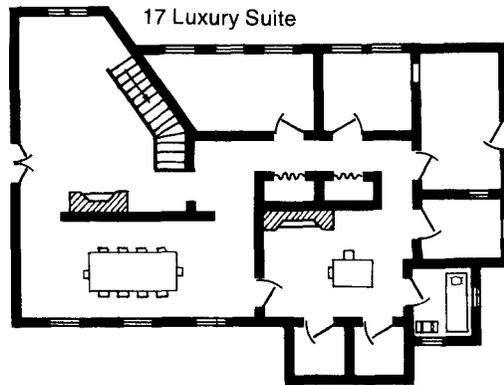
15 Apartments



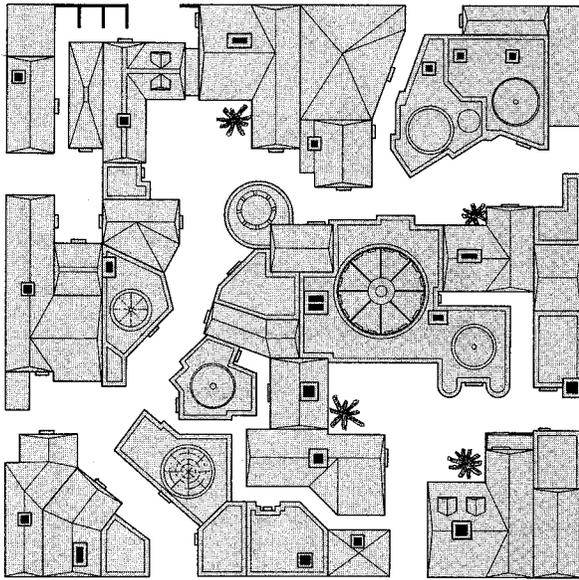
16 Big House



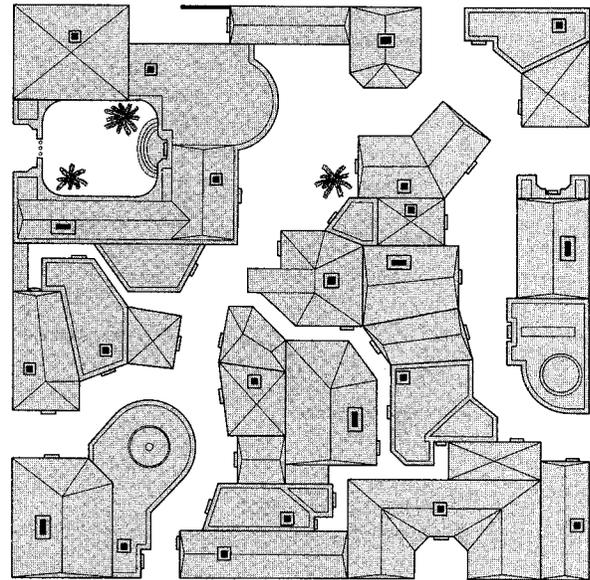
17 Luxury Suite



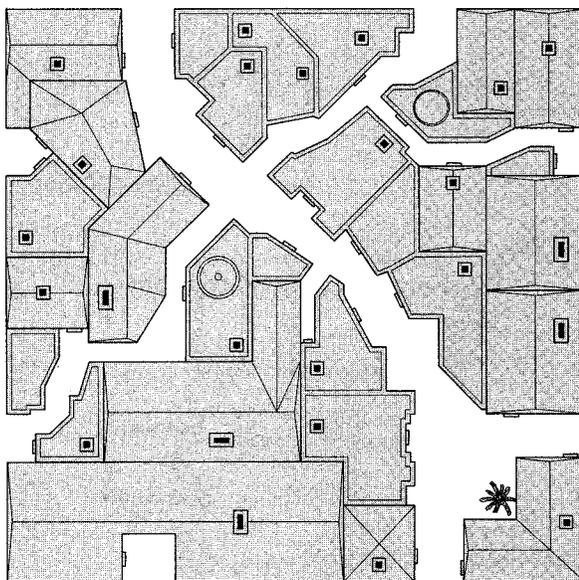
Neighborhood Geomorphs



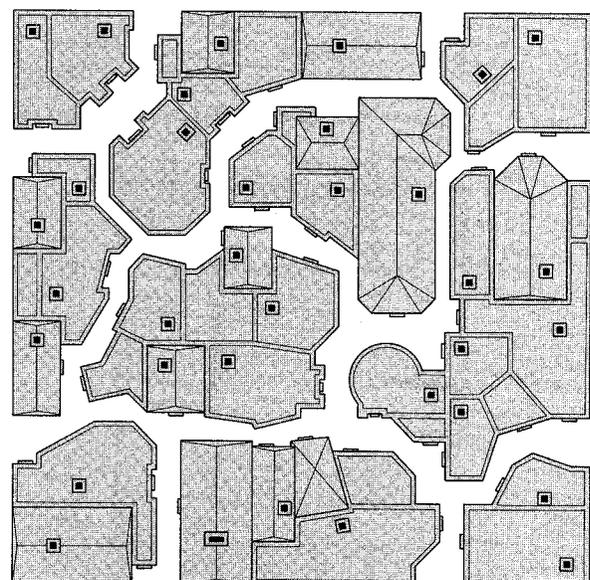
1. Neighborhood Geomorph A



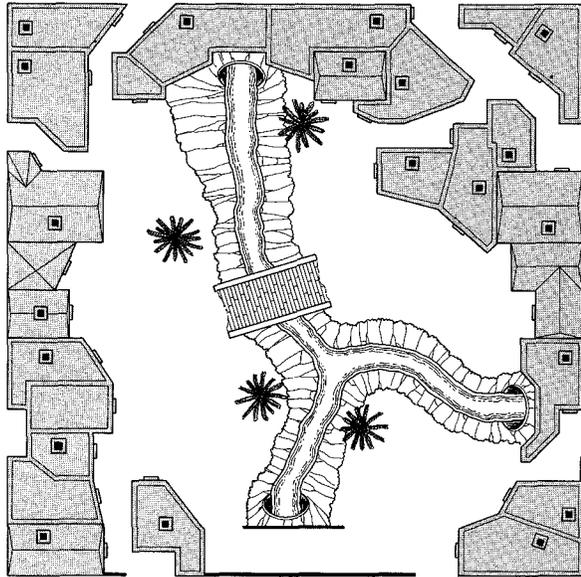
2. Neighborhood Geomorph B



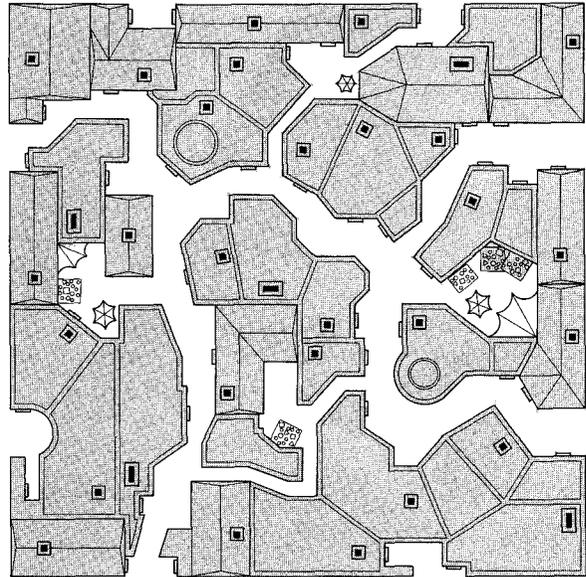
3. Slum Geomorph A



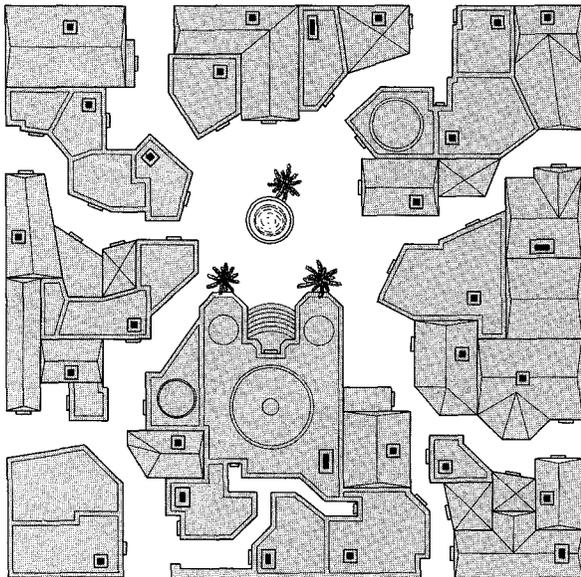
4. Slum Geomorph B



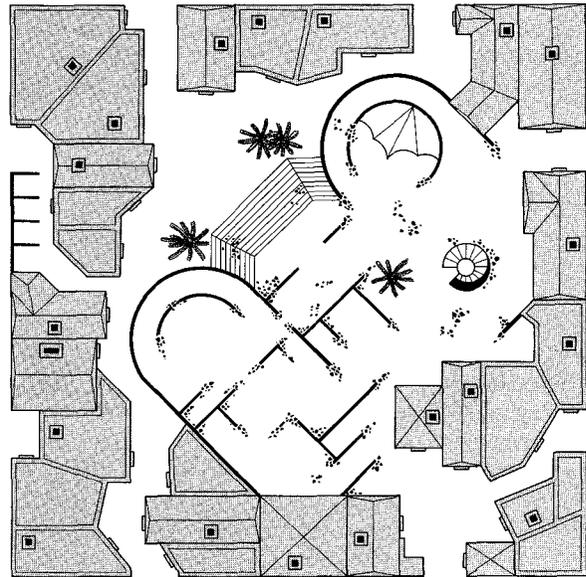
5. Open Field Geomorph



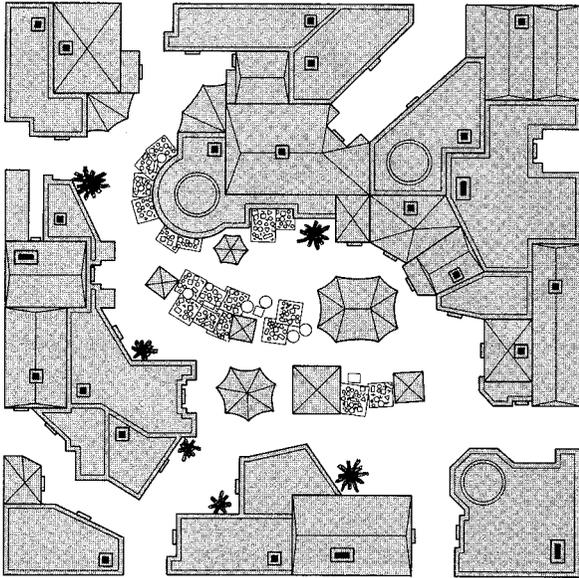
6. Black Market Geomorph



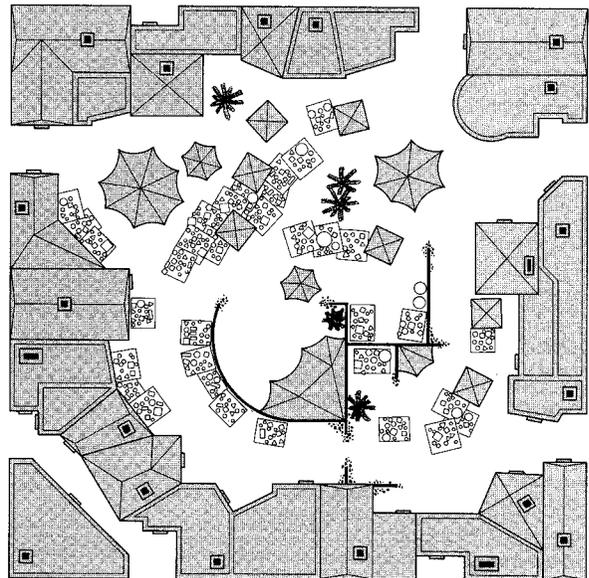
7. The Well Geomorph



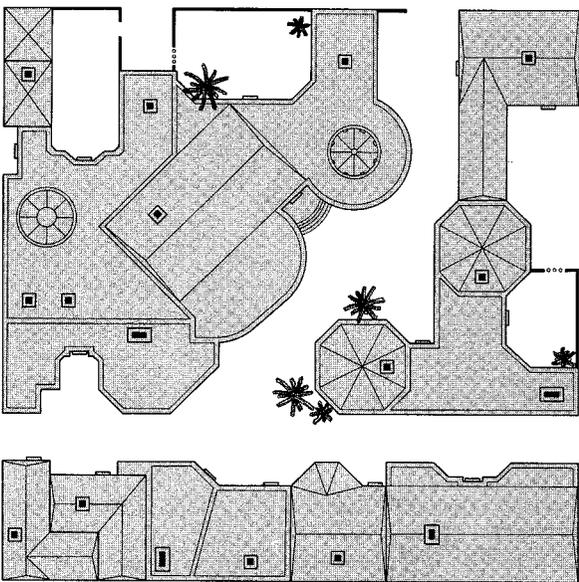
8. Ruin Geomorph



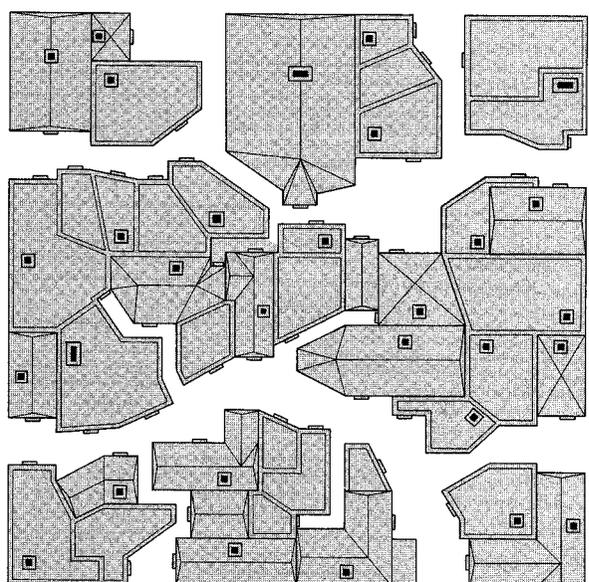
9. Marketplace Geomorph A



10. Marketplace Geomorph B



11. Wealthy Geomorph



12. Sleazy District Geomorph

Silver Eel Tavern

The Silver Eel bustled with pleasantly raucous excitement. Fighting men predominated and the clank of swordsmen's harness mingled with the thump of tankards, providing a deep obligato to the shrill laughter of the women. Swaggering guardsmen elbowed the insolent bravos of the young lords. Grinning slaves bearing open wine jars dodged nimbly between. In one corner a slave girl was dancing, the jingle of her silver anklet bells inaudible in the din. Outside the small, tight-shuttered windows a dry, whistling wind from the south filled the air with dust that eddied between the cobblestones and hazed the stars. But here all was jovial confusion.

—From "The Bleak Shore"

A rickety structure ravaged by the elements, in constant disrepair, the Silver Eel is not the most luxurious building in Lankhmar and far from the finest inn. It is a dirty, ugly haven for the lowest level of Lankhmar society. The Silver Eel is famous as being central to the career of Fafhrd and the Grey Mouser, the scene of both triumph and tragedy.

The Eel is presently four stories—the fifth having been destroyed in a fire started by Fafhrd and the Mouser after the deaths of their two loves at the hands of the Thieves' Guild. Braggi, the obese, somewhat slovenly owner of the tavern, had the damage repaired but the fifth floor was never replaced.

The Eel is open around the clock though business slows down in the early morning hours when Braggi's staff gives the place a cursory cleaning and removes clients who have passed out on the floor. Spirits are served at all hours while meals are prepared from 6-10 p.m. Cold meat, cheese, and bread are served the rest of the day. Strangely enough, Braggi serves excellent fare and his kitchen is kept scrupulously clean. Lankhmart nobles have been known to visit the Eel when Braggi is serving beef stew. Typical prices for food and drink are listed below. A flagon is an ordinary drinking vessel; a pitcher holds four flagons. The meals below are accompanied by bread and vegetables.

Beer: 1 tik (flagon); 1 agol (pitcher)
Ale: 2 tiks (flagon); 2 agols (pitcher)
Wine (flagon): 1 smerduk
Wine (pitcher): 3 smerduks
Mead (flagon): 2 tiks
Mead (pitcher): 2 agols

Fermented Mare's Milk (flagon): 1 gold rilk (a Mingol favorite)
Cider (flagon): 1 smerduk
Brandy (flagon): 2 gold rilks
Mutton Stew: 1 agol
Beef Stew: 2 smerduks
Chicken (or similar poultry): 2 smerduks
Bread (loaf): 1 tik
Cheese (wheel): 1 agol
Soup (bowl): 1 agol

1. Windows. The Eel's windows are barred and usually tightly shuttered to keep out the dust and night-smogs. They are opened in the spring when even Braggi feels a need to air the place out.

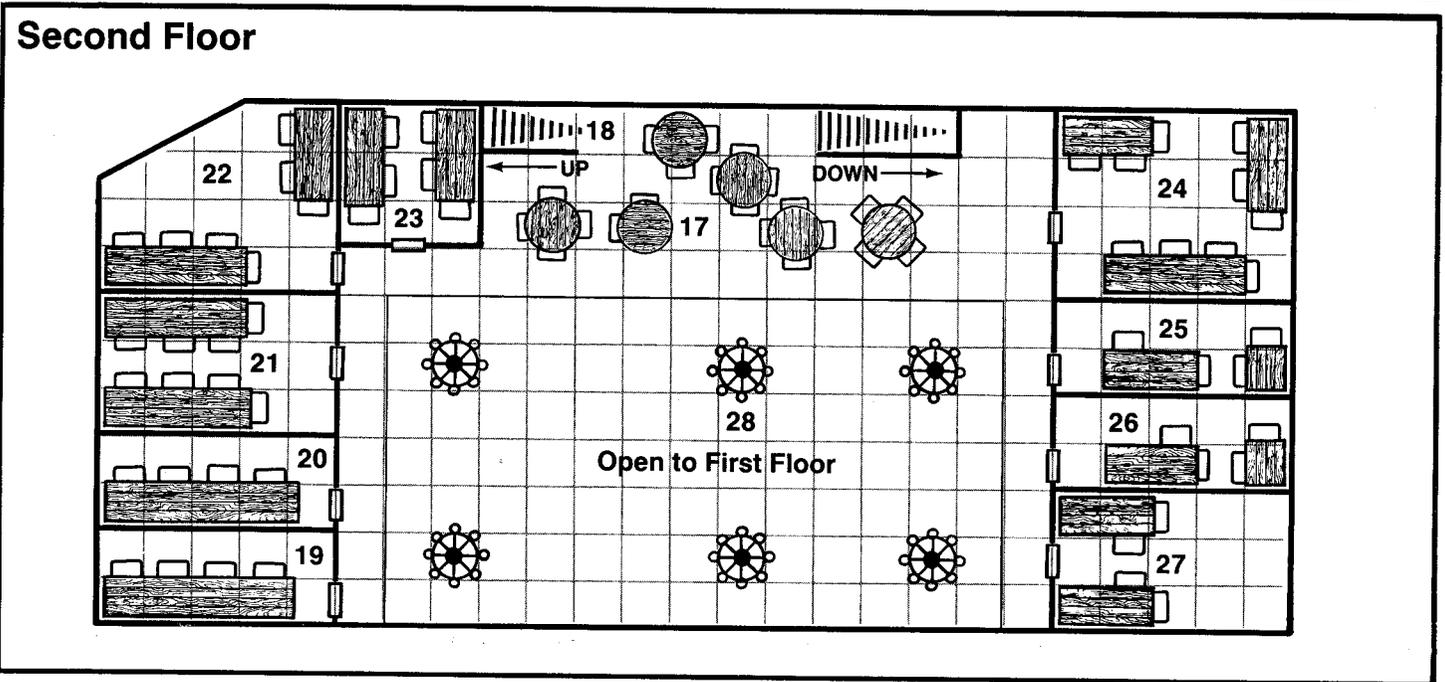
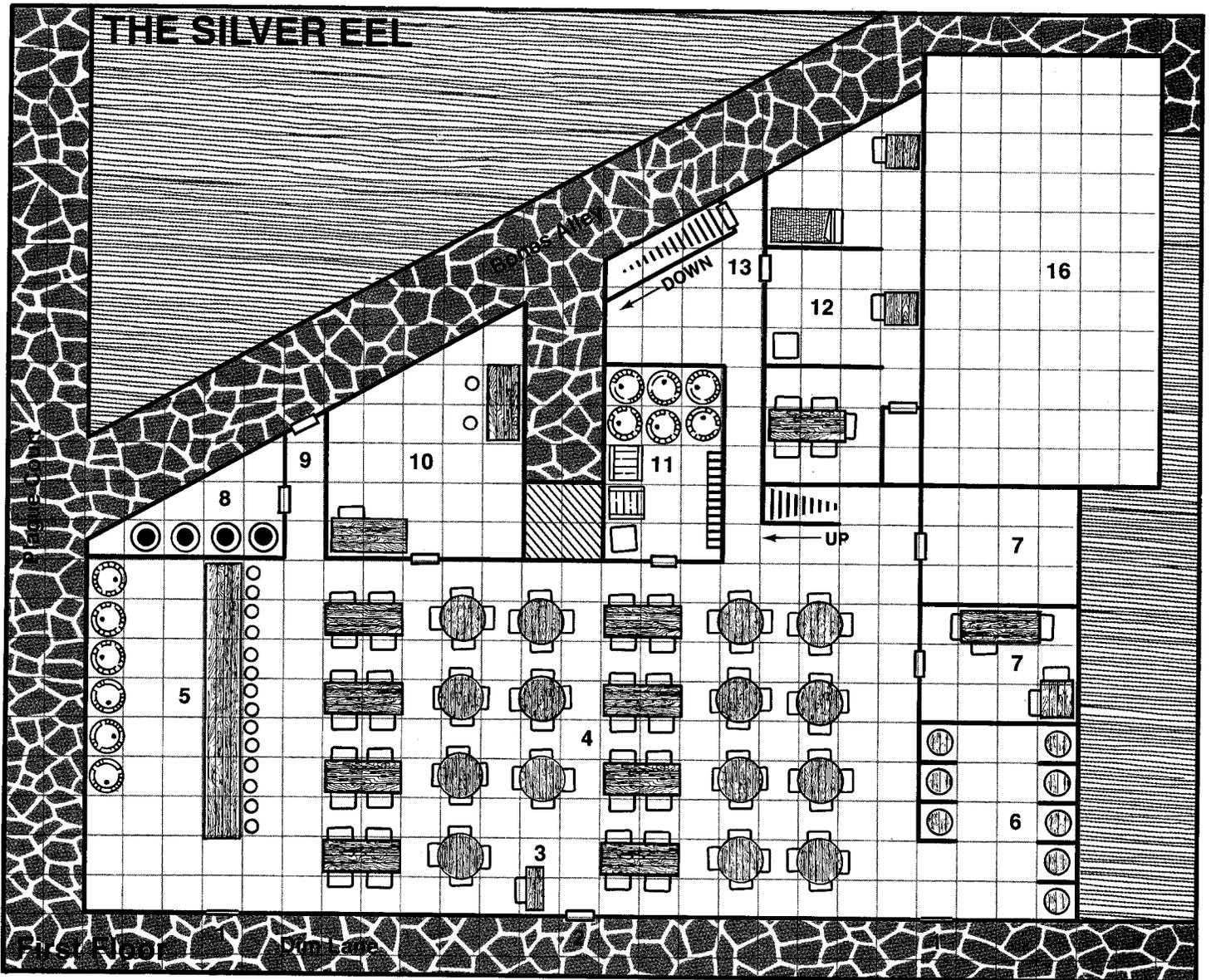
2. Entrance. The Silver Eel's only sign is a soot-crusted, pale metal serpent hanging above the doorway. On the rare occasions when the eel closes, the entrance is secured with a heavy oaken door. At all other times, the entrance to the tavern is a simple curtain of dirty leather.

3. Bouncer. Vorbas, a dim-witted but physically imposing Ilthmart, sits idly on a stool humming quietly to himself. He is unarmed though adept at wielding tables and chairs to deal with offenders, who are quickly bundled up by Vorbas and the staff and unceremoniously flung into Bones Alley.

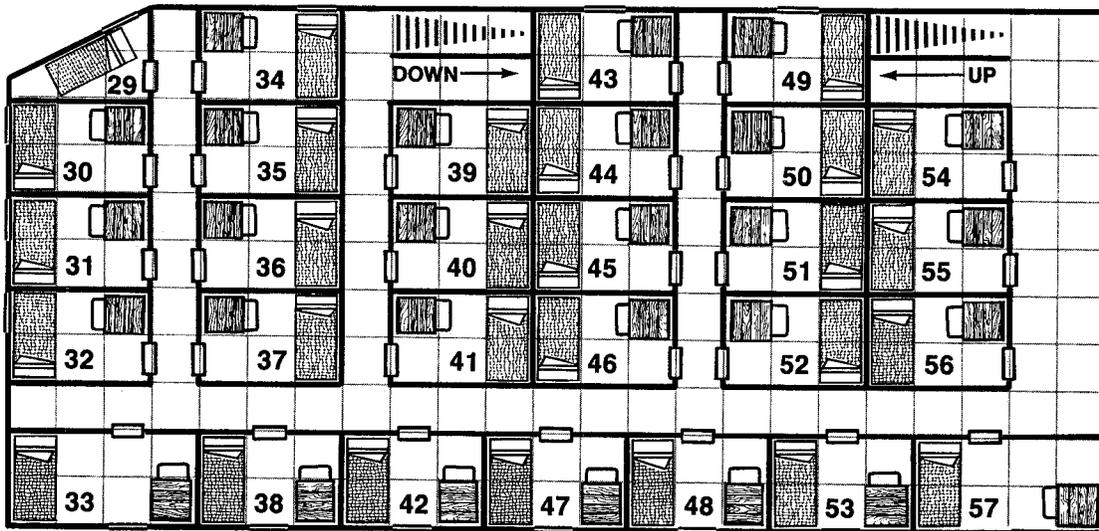
Vorbas: F5; SL1; AL N; AC 10; MV 12; hp 50; THAC0 16 (+1 due to Strength); #AT 1; Dmg 1d6 (+1 due to Strength); Str 17; Int 8; Dex 10; Con 17; Wis 11; Cha 9

4. Common Room. Normally jammed with a crowd of raucous, unwashed humanity, the Common Room contains tables of every shape, stools, benches and rude chairs. Most of the furniture in the Common Room has been used as weapons in brawls or broken by careless patrons and repaired many times. The floor is strewn with straw or sawdust, which the staff sweeps up and renews before dawn every day.

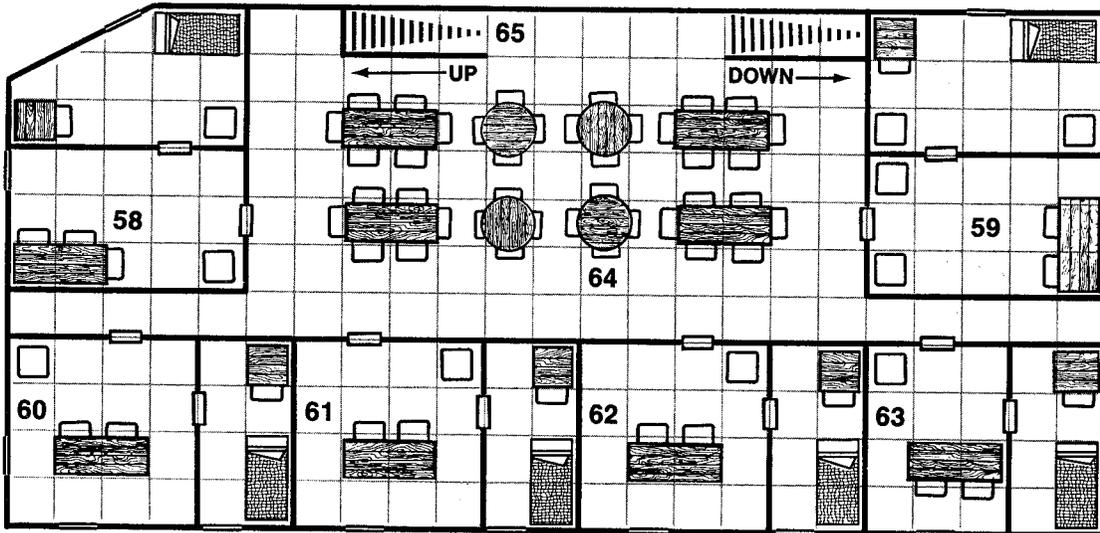
The Common Room crowd seethes like a huge animal of only rudimentary intelligence—servants bustle here and there with drinks and platters of food; soldiers and mercenaries gamble with dice or engage in contests of skill; drunken patrons sing tunelessly; rivals argue or occasionally scuf-



Third Floor



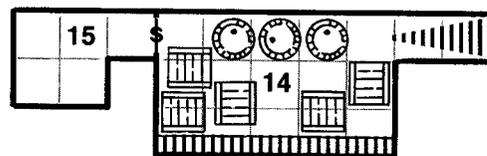
Fourth Floor



MAP KEY

	Door		Chair		Box
	Secret Door		Stool		Barrel
	Window		Chandelier		Bed
	Stairs		Oven		Latrine
	Table		Wine rack	1 square = 5 feet	

Basement



file; courtesans dance or solicit patrons; secret deals are struck or payments made; men and women dance on tables for money; lovers meet, quarrel, and part. All of these things and many more happen daily at the Silver Eel.

5. Bar. Braggi spends most of his time behind the bar, moving ponderously from customer to customer, serving drinks, making conversation, or occasionally bawling orders to servants. The casks of wine are kept open.

6. Booths. Separate from the Common Room, booths are somewhat more private, and the lower noise level makes normal conversation possible. Many clandestine meetings take place here, where a well-placed eavesdropper may hear many interesting things. A silver smerduk or two insures that Braggi's servants keep a close watch on a booth, keeping away potential listeners.

7. Private Room. Use of this room costs one bronze agol for an hour and five agols for an entire day. It may be used for private meals, parties, or meetings (for an extra agol, Braggi sees to it that the meeting has no unwanted observers). The table is a fine piece of furniture, crafted of Kleshite mahogany, and the chairs are comfortably padded with quilted leather.

8. Latrine. Both sexes use this room which is connected directly to Lankhmar's sewers. It was used by the Rats of Lankhmar Below in their invasion, making current users somewhat cautious.

9. Back Door. Normally kept bolted, this is where the kitchen staff tosses their refuse and scraps into Bones Alley to be eagerly set upon by mongrels, rats, and the occasional beggar.

10. Kitchen. Braggi insists that his kitchens remain spotless, well stocked, and free of vermin. Quiet during the morning and afternoon, the kitchens come alive during the dinner hours, full of cooks, servants, slaves, and small boys with daggers or sharpened sticks hired to watch for rats and roaches.

Braggi's beef stew is particularly popular, often attracting a high class of clientele. Rumor has it that a bucket of Braggi's stew was once delivered to the Overlord Radomix Kistomerces.

11. Storage. This is where casks and bottles of spirits for immediate use are brought up from the cellar. The room also contains tankards, brooms, candlesticks, candles, spare chairs, and miscellaneous cleaning supplies.

12. Braggi's Quarters. The tavern's jovial owner and head bartender lives in this suite of rooms. When Braggi is not here the doors are double padlocked and set with an alarm which jangles loudly, alerting the entire tavern. The suite is comfortably furnished with a double bed, writing desk, small table, private latrine, and small dining room.

Each day's receipts are stored in a strongbox hidden beneath the floorboards under Braggi's bed. The box currently contains 6,750 gold rilks, 4,500 silver smerduks, and 1,125 bronze agols. Braggi has also secreted a personal horde consisting of five Diamond in Amber Glulditches (rare coins) in a false leg in his bed.

13. Stairs. These rickety stairs lead to the Eel's lower level. Most servants refuse to use them, partially out of fear of injury, partially out of fear of what might lurk in the cellar. Braggi encourages these fears to keep anyone from discovering his secret room. The door is normally locked.

14. Wine Cellar. Dark, damp, cobweb-shrouded, the wine cellar holds numerous casks of spirits and a large rack for bottles and jars. The rack is so large that many bottles have not been touched in years. Unknown to Braggi, many are now of such ancient vintage as to be virtually priceless.

15. Secret Room. A latch hidden in the wine rack opens the door to this small room where Braggi allows individuals to hide for five silver smerduks per day, no questions asked. Braggi himself, or particularly trusted servants, bring meals to the fugitive, who is free to come and go as he pleases. The existence of the room is not widely known even by the thieves' guild.

16. Balcony. The balcony runs around the outside of the common room ten feet above the floor. The railing has been reinforced to withstand any damage during the Eel's numerous bar brawls.

17. Chandeliers. Light is provided by a half-dozen candle-laden iron chandeliers hanging on chains from the ceiling.

18-23. Private Dining Rooms. Use of a room costs two bronze agols for an hour, five agols for an entire evening. Each room contains a long table and six padded chairs (more may be added if desired). Light is provided by a small overhead chandelier, which may be supplemented with candelabra. These rooms are perfect for private parties, meetings, and gaming and are almost always occupied. Braggi keeps the rooms secure for an extra agol and periodically sends a servant to check on a party's condition.

24-26. Gaming Rooms. These rooms are exclusively devoted to gambling and other pursuits. Gaming goes on around the clock and virtually any form of gambling with cards or dice may be found. Brawls or disputes are infrequent, as troublemakers are permanently banished, a decree enforced by Vorbas and Braggi's other hired guards.

27-52. Sleeping Rooms. The third floor is occupied by these small cubicles, the economy class of Braggi's establishment. Each room costs a bronze agol a night, three agols a week, and five gold rilks a month. A room contains a single bed with a straw-stuffed mattress, a small table, stool, earthenware pitcher, and chamberpot (changed daily). Windows are kept shuttered and locked between sunset and sunrise; violation is grounds for immediate eviction.

53. Stairs to Nowhere. With the demise of the Eel's fifth floor, Braggi had the stairwell boarded up. The stairs currently vanish into the ceiling.

54-59. Suites. Fourth floor lodging is somewhat more luxurious. Each suite has a sitting room with a leaded glass window and a bed chamber. The sitting room contains a dining table with two chairs, and the bedroom contains a double bed with a mattress, table, chair, and chamberpot. Like the smaller rooms, the suites are required to be locked and shuttered at night. A suite costs two bronze agols a night, five silver smerduks a week, and 10 gold rilks a month.

Lesser Monsters of Lankhmar

Several lesser creatures are given below in abbreviated form. Where appropriate, an equivalent AD&D® game creature from the MONSTROUS COMPENDIUM® is listed.

Cobra, Water: These creatures make the marshes around Lankhmar hazardous. They inhabit both fresh and salt water. They are statistically equivalent to snakes, poison (normal).

Cold Spawn: The horrific offspring of the cold woman (q.v.) are equivalent to white puddings.

Eel, Poison: Also common in the salt marshes of Lankhmar continent, poison eels are equivalent to snakes, poison, save that they are exclusively aquatic.

Hamadryad: Mentioned in passing but never actually encountered, hamadryads are equivalent to normal dryads save that they inhabit wilderness areas such as glades, meadows, and forests rather than individual trees. They are capricious and mischievous with a special fondness for seducing, then misleading wayward adventurers.

Ice Cat: These white, long-haired, cheetahlike creatures inhabit the Cold Waste and are often kept by the invisibles of Stardock as pets. Ice cats are equivalent to cheetahs.

Marsh Leopard: Another denizen of Lankhmar's swamplands, marsh leopards are kept as pets and watch creatures by Lankhmar nobles. They are equivalent to ordinary leopards.

Salt Spider: Consider these marsh-dwelling creatures equivalent to large spiders without their web-building abilities.

Worm, giant: Giant worms are similar to carrion crawlers.

CLIMATE/TERRAIN:	Astral Plane
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous (special)
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	3-12
ARMOR CLASS:	3 (on Astral Plane)
MOVEMENT:	18
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-8
SPECIAL ATTACKS:	Astral attack
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (4' at shoulder)
MORALE:	Champion (16)
XP VALUE:	270

"But the sound lived on, and after a long while it began to grow louder again. Then I knew that my cunning had been in vain. I had killed (the hounds') bodies, but not their ghosts, and soon they would gain enough power to return and slay me, as they had always intended... Closer and closer they came, and sometimes I seemed to catch my father's and brother's voices, almost lost among the howling..."

—From "The Howling Tower"

Astral wolves are the spirits of canines and similar animals that died of hunger. They roam the wastelands of the Astral Plane, seeking to draw prey to them in dreams or through magic. If they were intentionally starved to death, astral wolves have an unstoppable thirst for vengeance against their tormentors. The killer can only hope to survive by diverting the wolves' hunger with hapless sacrifices.

Combat: Whenever a potential victim is in the vicinity of astral wolves, their howling can be faintly heard even during the day. While sleeping, the victim must save vs. spell or be drawn into the Astral Plane, where the wolves attack. Victims may fight with whatever weapons they carry on their persons. Any damage taken on the Astral Plane is transferred to the sleeping body. Combat on the Astral Plane lasts for 3-12 turns.



A potion exists which banishes a victim to the Astral Plane without a saving throw, where they are hunted by the astral wolves. This potion is most often used by potential victims who seek to throw the wolves off his trail.

Habitat/Society: Astral hounds roam their home plane in packs. They have no society except the pack, and all pack members' energies are directed at finding and hunting down food. Packs of astral hounds are sometimes accompanied by the ghosts of slain humans, who also seek vengeance on their killers.

Ecology: Hunger and vengeance are the only forces that drive a pack of astral hounds. Once the pack has fed, it stops hunting for 1-6 days. If a victim who has not injured the hounds while they lived leaves the area during this time, the hounds pursue only 25% of the time. A victim who slew one or more of the hounds in the hunting pack can escape the hounds in only two ways—divert them with sacrifices or enter the Astral Plane and kill all the hounds.

	Swamp	Snow	Black
CLIMATE/TERRAIN:	Marsh, swamp	Cold Wastes	Plains, forest
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Family	Solitary
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal	Animal	Animal
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
<hr/>			
NO. APPEARING:	1	1	1
ARMOR CLASS:	4	4	3
MOVEMENT:	12/Sw 18	12/Br 18	12/Sw 18
HIT DICE:	14	15	16
THACO:	5	5	5
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	4-40	4-40	4-48
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	None	None	None
SIZE:	G (40' long)	G	G
MORALE:	Steady (11-12)	Steady (11-12)	Steady (11-12)
XP VALUE:	6,000	8,000	9,000

There are three known species of Nehwon behemoths. All of them resemble killer whales with four stubby legs, and are ferocious predators with no fear of humans. Fortunately, these creatures are rare.

Combat: All behemoths prefer to ambush. Each has a different attack style and surprise bonus (see below). Behemoths always attack the largest target in any group of living things.

Habitat/Society: Behemoths are voracious carnivores. A behemoth requires 100 square miles or more of territory to obtain adequate prey. They defend this area fiercely, especially from their own species.

Family groups are encountered 10% of the time, consisting of two adults and one or two young behemoths (HD 5-10, Dmg 2-20).

Ecology: Behemoths stalk any animal, including other carnivores. They are remarkably fast and often use their special swimming and burrowing abilities.



Swamp Behemoth

The grayish-green swamp behemoth is sometimes found in the marshlands surrounding Lankhmar. The swamp behemoth likes to lurk beneath water, emerging to attack the largest thing in a group. If no water is available, it uses brush and trees for cover.

Snow Behemoth

Found in the Cold Wastes of the north, the snow behemoth is covered in thick white fur. This species burrows beneath the frozen ground. They can detect the footfalls of prey at 100 yards and emerge from beneath the snow without warning, imposing a -4 penalty upon opponents' surprise roll.

Black Behemoth

Black behemoths inhabit forests and plains, and they can be active during any cycle. At night, their coloration gives opponents a -4 surprise roll penalty.

Bird of Tyaa

2137

® ,™ & © 1993 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Low
TREASURE: Q
ALIGNMENT: Neutral evil

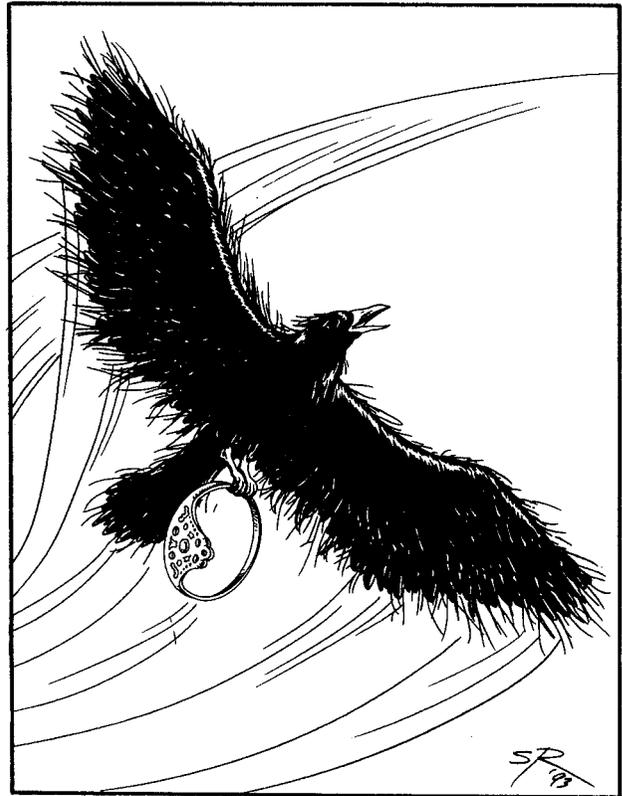
NO. APPEARING: 3-30
ARMOR CLASS: 7
MOVEMENT: 1/18 fl
HIT DICE: 1-4 hp
THACO: 20
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: +1 to attack, 20% poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: None
SIZE: T (1' tall)
MORALE: Steady (11-12)
XP VALUE: 120

Birds of Tyaa resemble ravens. They are the special servitors of the goddess Tyaa and her evil followers. Priests of Tyaa can summon and command 2d6 such birds, while Tyaa's high priestess or avatar can summon and command 3d10 birds.

Combat: Birds of Tyaa are far more intelligent and cunning than ordinary birds, instinctively attacking their target's eyes and penetrating gaps in armor with a +1 attack bonus.

There is a 20% chance that a bird's claws are treated with poison. Victims of poison attacks must successfully save vs. poison or die in 2d10 rounds.

Trained for theft and assassination, birds of Tyaa are skilled at striking out of the darkness, stealing a valuable object, or inflicting deadly wounds.



Habitat/Society: Birds of Tyaa are found in most major cities, where they are indistinguishable from common crows and ravens. They serve priests and priestesses of Tyaa, and they will flock to any newly established temple of their goddess. They are often accompanied by other evil-aligned birds and flying creatures.

Ecology: These creatures are not natural. They are created by the evil will of Tyaa, and as such they do not nest or reproduce as do other birds. Birds of Tyaa exist only to carry out the will of their goddess and to serve the evil ends of her worshippers.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Exceptional (16)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral

NO. APPEARING:	13
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-8/2-8/2-24
SPECIAL ATTACKS:	Rear claws, 2-12 each
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (6' at shoulder)
MORALE:	Champion (16)
XP VALUE:	6,000

But black shapes were forming in the moonlight around Fafhrd. Shapes that were at first no more than shadows with a sheen to them. Then darker, like translucent polished black horn. Then solid and velvet black, their pads resting on the moonlit flagstones. They had the slender, long-legged forms of cheetahs, but the mass of tigers or lions. They stood almost as high at the shoulder as horses. Their somewhat small and prick-eared heads swayed slowly, as did their long tails. Their fangs were like needles of faintly green ice. Their eyes, which were like frozen emeralds, stared all twenty-six at Fafhrd—for there were thirteen of the beasts...

—From "Swords of Lankmar"

As the Council of Thirteen rules the rats of Nehwon, so do the War Cats rule the felines. A military aristocracy of all cat races, the War Cats may be summoned to do battle against anyone or anything that threatens felines. One method of summoning is by blowing upon a small enchanted tin whistle. In other circumstances, the War Cats appear without conscious summoning.

Combat: When summoned, the War Cats attack the most obvious threat to felines. They slash with two front claws and bite with their green-glowing teeth. If both forepaws hit, a War Cat automatically inflicts an additional 2d6 points of damage with each of its two rear claws.



Habitat/Society: The War Cats wander from place to place throughout Nehwon, dealing with threats to those they protect. The aristocracy of thirteen is a permanent council; should a member die or be slain, the remaining council members select a cat of suitable bravery, independence, and loyalty to take its place. This cat then transforms into a War Cat, taking on all the above statistics in 1-6 days.

Ecology: The War Cats may be considered archetypal felines, combining typical qualities of all cat species. The War Cats hunt individually, but they share all kills. They may act singly, but always appear as a group. They are aggressive carnivores, seeking out the most challenging and powerful prey in an area, hunting it to maintain their predatory skills. As enchanted creatures, War Cats never age and can only be killed by accident or in battle. They have little tolerance for known enemies of cat-kind (canines, rats, and big game hunters, for example), and they stalk and slay such individuals in the most efficient and savage manner possible.

Cloaker, Sea

2137

©.™ & © 1993 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN: Salt water/Simorgya
FREQUENCY: Very rare
ORGANIZATION: School
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low
TREASURE: E
ALIGNMENT: Chaotic evil

NO. APPEARING: 1-6
ARMOR CLASS: 2
MOVEMENT: 6/Sw 18
HIT DICE: 5
THACO: 15
NO. OF ATTACKS: 1 + special
DAMAGE/ATTACK: 1-6/1-6 + victim's
AC SPECIAL ATTACKS: Envelopment
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: None
SIZE: M (5' tall)
MORALE: Average (8-10)
XP VALUE: 270

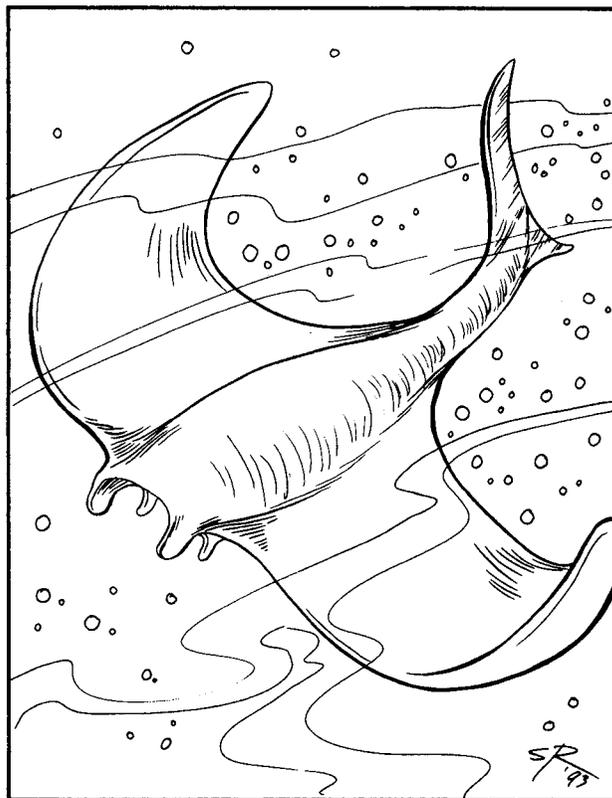
The Mouser shrugged his shoulders... "Well, what I thought I saw was this: a crowd of men wearing big black cloaks—they looked like Northerners—came running out of an opening of some sort... Then they waved the big black cloaks around as if they were fighting with them or doing some sort of dance... and then they got down on their hands and knees and covered themselves up with the cloaks and crawled back into the place they had come from. Now tell me I'm a liar."

Fafhrd shook his head. "Only those weren't cloaks," he said.

—From "The Sunken Land"

These mantalike creatures may be related to the more common cloaker described in the *MONSTEROUS COMPENDIUM™*. They inhabit the sunken realm of Simorgya and may follow the orders of its rulers. Sea cloakers have dead black backs with small red eyes and light gray undersides which sport vicious fanged maws.

Combat: A sea cloaker makes a single special attack on its chosen victim. If the attack hits, the cloaker has enveloped its victim and automatically inflicts 1-6 points of damage per round plus the victim's unadjusted Armor Class (a victim in leather armor would suffer 1d6+8 points of damage) until killed or dislodged. Armor values of less than 0 are treated as 0.



While attacking an enveloped victim, the cloaker attacks others with its tail, inflicting 1-6 points of damage per hit.

Attacks on a cloaker holding an enveloped victim inflict half damage on the cloaker and half on its prey. Once a cloaker has been reduced to 25% of its original hit points, the DM rolls 1d20 against its morale score. If the roll indicates a failure, the cloaker frees its victim and attempts to flee.

Habitat/Society: Sea cloakers like to inhabit dark, confined areas from which they emerge unexpectedly, or they cling to ceilings or walls, allowing them to drop on passing prey.

Ecology: Cloakers are usually scavengers, but they can easily become predators. They are extremely tough and can survive out of water or 1-4 turns. Sea cloakers move slowly on land, fighting with -4 attack penalties. If an enveloped victim emerges from the water, the cloaker continues to inflict damage normally until killed or dislodged.

CLIMATE/TERRAIN:	Cold Wastes
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Very
TREASURE:	F
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	-2
MOVEMENT:	9
HIT DICE:	16
THACO:	5
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-40
SPECIAL ATTACKS:	Illusion, cold ray, paralysis, touch destroys as black pudding
SPECIAL DEFENSES:	Immune to slashing and bludgeoning weapons, lightning and cold attacks
MAGIC RESISTANCE:	25%
SIZE:	G (30' tall)
MORALE:	Fanatic (17-18)
XP VALUE:	17,000

Only a single one of these horrific creatures exists at any one time, striking terror into the inhabitants of the Cold Wastes. A cold woman resembles a gigantic white pudding in the vague shape of a human female. Many legends surround these creatures, but few people can claim to have seen it and lived. These legends say that the cold woman lives in a cave filled with riches, where she paralyzes and consumes the greedy.

Combat: A cold woman lures victims with its illusion generation power, creating images of a beautiful woman, a rich treasure, food, or anything else that might attract prey. Victims must save vs. spell or believe the illusion. A cold woman attacks with a cold ray with a range of 6", inflicting 7-70 points of damage. A successful save vs. breath weapon reduces this damage by half.

The cold woman's normal touch inflicts 4-40 points of damage. Anyone hit by this attack must successfully save vs. paralyzation or be paralyzed permanently.

Slashing and bludgeoning attacks have no effect on



the cold woman. The same is true for lightning and cold-based magical attacks. Her touch dissolves and corrodes metal in the same way as a black pudding does.

Habitat/Society: The cold woman inhabits a large cave complex in the Cold Wastes, a remote region of the Great Forest (see page 64). She is constantly attended by 2-8 cold spawn which hatch from eggs laid on her victims. They are equivalent to white puddings.

Ecology: The cold woman lays eggs upon the bodies of her paralyzed victims. These eggs are easily removable and are destroyed if taken from the host body. The eggs hatch in 24 hours and immediately consume the host. The cold spawn live with their mother until her death, after which all surviving spawn fight for dominance. The last surviving spawn metamorphoses into a new cold woman.

CLIMATE/TERRAIN:	Unknown
FREQUENCY:	Very rare
ORGANIZATION:	Corporation or solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional—genius (16-18)
TREASURE:	Q (x10), Z (D, F, H); (see below)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	18
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon
SPECIAL ATTACKS:	Enchanted weapons
SPECIAL DEFENSES:	Illusion
MAGIC RESISTANCE:	15%
SIZE:	L (7'+ tall)
MORALE:	Champion (16)
XP VALUE:	5,000

It was Ningauble... who replied, "The Devourers are the most accomplished merchants in all the many universes—so accomplished, indeed, that they sell only trash... The method of the Devourers is to set up shop in a new world and first entice the bravest and most adventuresome and the supplest-minded of its people—who have so much imagination that with just a touch of suggestion they themselves do most of the work of selling themselves. "When these are safely ensnared, the Devourers proceed to deal with the remainder of the population: meaning simply that they sell and sell and sell!—sell trash and take good money and even finer things in exchange... they want all their customers reduced to a state of slavish and submissive suggestibility, so that they are fit for nothing whatever but to gawk at and buy the trash the Devourers offer..."

—From "The Bazaar of the Bizarre"

As Ningauble so eloquently describes, the Devourers are a race of rapacious alien merchants whose only purpose is to sell trash and reap huge profits. They set up shop in large urban areas (such as Lankhmar) and, using their potent powers of illusion, persuade the populace that they are selling fabulous treasures at bargain rates.

In their true form, Devourers resemble large iron statues, something like iron golems. Their illusionary powers allow them to appear as anything and anyone they desire (usually the most inoffensive and naive salesman imaginable, for example). Their illusions cannot be dis-



pelled, nor is there a saving throw. They can only be penetrated by magical means.

Combat: Devourers prefer not to fight, but they can be awesome enemies. Devourers are 75% likely to be armed with enchanted weapons (+2 to +4). They are intelligent and cunning, and they will withdraw from a fight they cannot win.

The Devourers are capable of disguising the true nature of any object within 100 feet. Illusory items can be seen truly only by using *true sight*, *Ningauble's magic blindfold*, or through similar magical means. Once disguised, items retain their illusory appearance until the last Devourer leaves the world.

Habitat/Society: The Devourers originate in a parallel universe, but they have spread to numerous other worlds, bankrupting them and ransacking their wealth. Devourers carry individual type Q and Z treasures. Note that their fabulous hoards (the D, F, H type treasures) are hidden on the Devourers' home plane (which remains undiscovered). The hoards are all extremely well guarded.

CLIMATE/TERRAIN: Jungle (Klesh)
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Carnivorous
INTELLIGENCE: Low
TREASURE: B, V
ALIGNMENT: Chaotic evil

NO. APPEARING: 2-16
ARMOR CLASS: 5
MOVEMENT: 12/12 br
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/1-8
SPECIAL ATTACKS: Paralyzation, surprise
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: L (5'-6' tall)
MORALE: Steady (11-12)
XP VALUE: 270

"Hast ever heard," the tall Northerner intoned, "of those sinuous earth-hued tropical Kleshite ghouls with hands like spades that burrow beneath cemeteries and their environs, silently emerge behind you, then seize you and drag you down before you can gather your wits to oppose it, digging more swiftly than the armadillo? One such, it's said, subterraneously pursued the man whose house lay by a lich-field and took him in his own cellar..."

Combat: Kleshite ghouls burrow underground, emerge unexpectedly beneath their victims, and attempt to drag them down to be consumed later. They automatically attack with surprise and cause paralysis as a normal ghoul. Victims of a Kleshite ghoul do not rise as ghouls themselves.



Habitat/Society: Kleshite ghouls live in chaotic packs, with the strongest getting the lion's share of any prey. These filthy creatures are not above consuming their own fellows if they get too hungry.

Ecology: Graveyard scavengers and predators, Kleshite ghouls are feared throughout the south of Nehwon. They serve no real ecological function and are exterminated wherever they are found.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Average-high
TREASURE:	M (A)
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-100
ARMOR CLASS:	10
MOVEMENT:	12
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	-2 to hit, invisible in dark
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Elite (13-14)
XP VALUE:	175

Nehwon ghouls are considerably different from their AD&D® game namesakes and from the animalistic species of the Kleshite jungles. They are almost totally transparent, save for their pinkish skeletons. Their unsavory diets make them unpopular with other Nehwonese races, but they rationalize cannibalism as an act of kindness by which muddy-fleshed humans are transformed into superior, crystal flesh.

Combat: Ghouls never wear clothing nor any armor beyond the most minimal weapons-harness. They occasionally use shields, raising their AC to 9. AC may be further enhanced by high dexterity scores. Ghoulish fighters may use any weapon, but seem to have a preference for two-handed axes.

The transparent nature of ghoulish flesh makes it harder to locate their vital spots. All attacks against ghouls are at -2 to hit. Ghouls are totally invisible (-4 to hit) in darkness 80% of the time. Their transparency is a natural condition—magical means such as *truesight* or *detect invisible* have no effect.

Ghouls ride transparent-fleshed horses which are identical to normal horses with a similar -2 (-4 in darkness) penalty to hit.

Habitat/Society: Nehwon ghouls live in a great city on the shores of the Sea of Monsters, emerging periodically



to make war upon human cities. They have very little fear of death—in Fafhrd's opinion, this was because they were so close to skeletons that actually dying was only a short step away.

Ghouls consider themselves paragons of civilization and enlightenment. Other races need to be civilized by being eaten. Humans are referred to as "mud-men" since ghouls consider normal flesh muddy and impure.

Ghouls can occasionally overcome their cannibalistic natures to join human adventuring bands. They can be overbearing at times as they consider themselves more civilized than lesser, "barbaric," races. Ghoulish women have been known to take humans as lovers, but this is rare.

Ecology: Ghouls consume only the flesh of animals, but consider humans and other intelligent races to be a delicacy (consuming another ghoulish is considered, at best, rather poor behavior).

The ghoulish statistics above represent the average ghoulish warrior. Ghouls have the same statistics as humans and may play normal character classes.

CLIMATE/TERRAIN:	Bleak Shore
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very
TREASURE:	Nil
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-4
ARMOR CLASS:	-3
MOVEMENT:	15
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Mental link (see below)
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	None
SIZE:	L (8' tall)
MORALE:	Fearless (19-20)
XP VALUE:	1,400

The two creatures which emerged in the gathering dusk held enormity even for the Mouser's drugged mind. Shambling things, erect like men but taller, with reptilian heads boned and crested like helmets, feet clawed like a lizard's, shoulders topped with bony spikes, forelimbs terminating in a single yard-long claw. In the semidarkness they seemed like hideous caricatures of fighting men, armored and bearing swords. Dusk did not hide the yellow of their blinking eyes.

—From "The Bleak Shore"

This extremely rare creature is only found naturally on the Bleak Shore of Nehwon. Eggs of the gladiator lizard may occasionally be taken from the Bleak Shore and the hatchlings used as guards or in zoos.

Combat: Gladiator lizards fight with extreme agility, attacking twice per round, once with each claw. When encountered in pairs, they are always brood mates. Brood mates have a mental link that allows them to coordinate attacks, giving the second gladiator lizard to attack in a round a +1 to hit.

Habitat/Society: These dangerous monsters are solitary (except when defending eggs) and extremely aggres-



sive. They may rarely be found in other locations throughout Nehwon, usually as guardian creatures for especially rich or sacred treasures.

Ecology: Gladiator lizards appear to be of magical or alien origin. They seem never to need food or other nourishment.

The lizards are normally solitary. They mate once every five or six years and stay together until the eggs have hatched, which may take two years or more. A female gladiator lizard lays 1-4 eggs.

Young lizards emerge from their eggs fully grown. Their lifespan seems to be considerable—two decades or more. This is especially useful when they are used as guardians, since they cannot be tamed or otherwise civilized. In such cases, there is always a fail-safe device that can cage or otherwise restrain the gladiator lizards if the owner wishes to visit his valuables.

CLIMATE/TERRAIN:	Cold Wastes
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low-average
TREASURE:	K (C)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-6 (20-200)
ARMOR CLASS:	6 (9)
MOVEMENT:	6
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	+2 on saves vs. cold
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (8-10)
XP VALUE:	65

They were all four of extreme ugliness, he decided dispassionately. Only their wide white teeth, showing between their grinning lips which almost joined ear to swinish ear, had any claim to beauty. ...He was aware of thick dwarfish bodies clad in hairy black jerkins and breeks—and one in a black hairy shirt—but all with thick-nailed splay-feet bare.

—From "Stardock"

Combat: Ice gnomes are fierce warriors in large groups. They can carry any weapon appropriate to their size, and their tough skin provides a natural AC of 9. Ice gnomes wear (at best) leather armor. Roll on the following table to determine their weapons.

Club	1-35%
Shortsword	36-55%
Spear	56-75%
Sling	76-90%
Dagger	91-00%

Habitat/Society: Tribes of wild ice gnomes roam the Cold Waste in numbers large enough to exterminate entire human tribes. Fafhrd's own Snow Clan was



wiped out by ice gnomes. They travel nomadically, living in skin tents or improvised lean-to's. The tribes are ruled by hereditary chieftains, but these chieftains may be displaced through trial-by-combat.

For every 30 ice gnomes encountered, there is a 3 HD fighter. If 100 or more are encountered, there is also a 4 or 5 HD fighter. If there are 150 or more ice gnomes, they are led by a 6 or 7 HD fighter.

A tribe of ice gnomes contains females equal to the number of male warriors, and children equal to one quarter of the males. Ice gnome encampments may be guarded by tame snow serpents (1d4) or wolves (1d6).

Ice gnome tribes serve the invisibles of Stardock as servants, warriors, and slaves.

Ecology: Ice gnomes live for 40 years. Each female bears a single child after a gestation period of six months. Ice gnomes are omnivorous.

Rayfish, Invisible Flying

2137

©, TM & © 1993 TSR, Inc. All Rights Reserved.

CLIMATE/TERRAIN:	Mountains (Stardock)
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Semi-
TREASURE:	Nil
ALIGNMENT:	Neutral

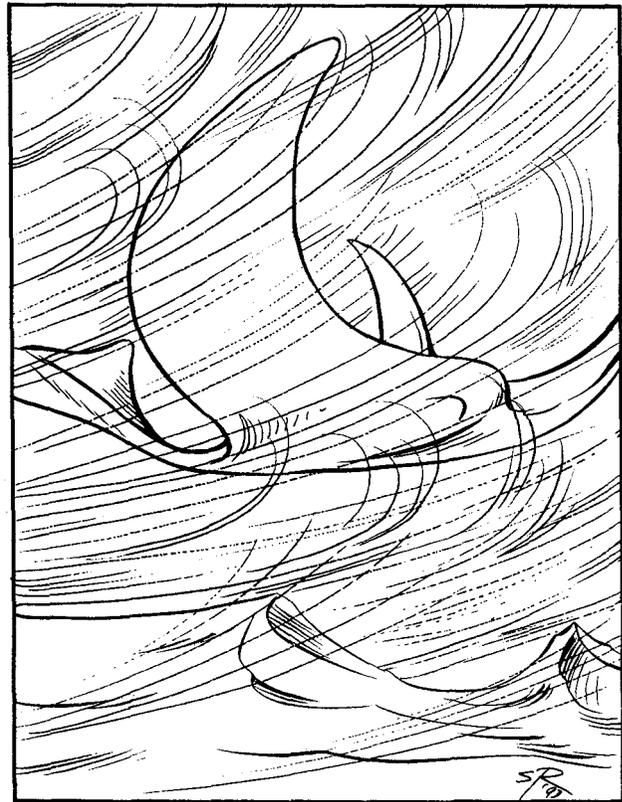
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	1/21 fl
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	Nil
SIZE:	L (12' long)
MORALE:	Unsteady (5-7)
XP VALUE:	650

There was nothing at all to be seen except the flat, flakeless space the thing made in the airborne snow and the eddies it raised; it in no way obscured the snow beyond, yet they felt the gust of its passage. The shape of this invisible thing was most like that of a giant skate or stingray four yards long and three wide; there was even the suggestion of a vertical fin and a long, lashing tail.

—From "Stardock"

Were these creatures visible, they would be graceful, mantalike creatures which swim through the air by use of a bladder filled with lighter-than-air gas. Invisible rayfish are found in the mountains of Nehwon, and the hidden kingdom of Stardock, where they are bred as flying mounts.

Combat: Invisible rayfish are not naturally aggressive. A rayfish may be goaded to fly close to enemies so that its rider can attack, but the fish will take no action unless itself attacked. Its massive wings buffet an opponent for 1-10 points of damage. The rayfish's small mouth is useless for anything besides feeding.



Habitat/Society: Wild rayfish inhabit the high mountain regions of Nehwon and fly to lower altitudes to feed. Rayfish are solitary and flee any possible threats.

The invisibles of Stardock breed rayfish in vast aeries deep within their mountain home. These creatures serve the invisibles as flying mounts and are often ridden into battle.

Ecology: Rayfish are herbivores that feed on plants growing below the timberline. Their invisibility protects them from predators, to such an extent that few on Nehwon know of their existence.

The solitary rayfish mate in the spring. The female buries a clutch of 1-6 eggs just above the snowline. Although the eggs are tough, leathery and well-protected, only one or two rayfish from each clutch successfully hatch. The invisibles of Stardock are skilled at hunting these eggs, which they take home and incubate.

CLIMATE/TERRAIN:	Ocean
FREQUENCY:	Very rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Night
DIET:	Omnivore
INTELLIGENCE:	High
TREASURE:	R (F, I)
ALIGNMENT:	Neutral evil

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	12, Sw 24
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-10
SPECIAL ATTACKS:	Shape change
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (16)
XP VALUE:	650

...her skin grew more silvery still—scaly silvery—and her elfin face narrowed and her green eyes swam apart, while from her head and back and shoulders, and along the backs of her legs and her hands and arms, razor-sharp spines erected themselves in crests...

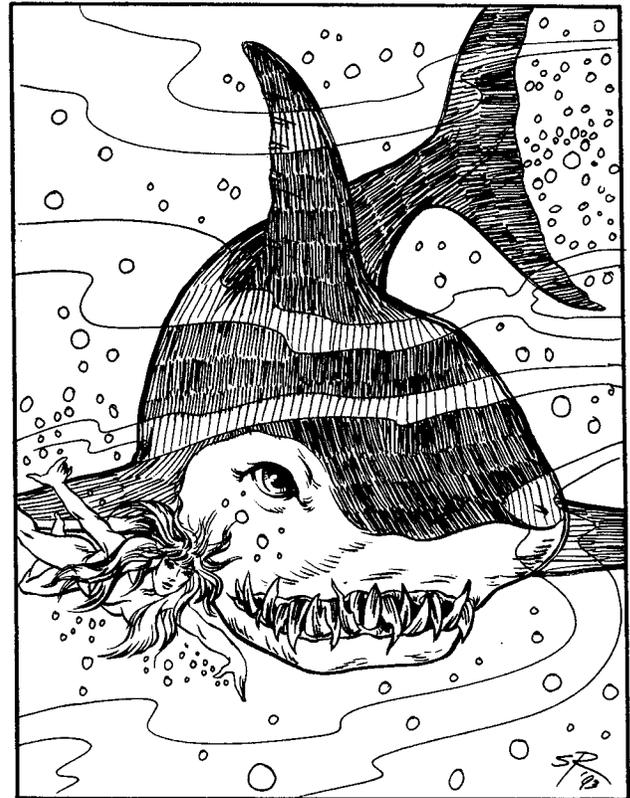
—From “The Mer She”

Sunken, mysterious Simorgya is far from empty. Its ancient inhabitants who once ruled a vast empire live and seek vengeance against the surface dwellers who defeated them and continue to raid their drowned temples.

Simorgyans are fishlike humanoids with magical shapechanging abilities. No one knows if this is their true form or whether they were once humanoid and changed when their land sank beneath the waves.

Combat: In their natural form, Simorgyans slash with their clawed hands and bite with their sharklike mouths. They may also use weapons such as tridents, spears and nets. Simorgyans dislike bright light and fight at -2 to hit in sunlight or similar illumination. They can survive out of water for 1-6 hours.

Simorgyans are a magical race and have the ability to shapechange into attractive human forms. In human shape, a Simorgyan can survive out of water indefinitely but still fights in bright light at -2 to hit.



They may also shapechange into sharks (use common shark statistics from *MONSTROUS COMPENDIUM*®, Volume Two).

Habitat/Society: Simorgyans dwell in the depths of the ocean, swimming through the sunken corridors of their temples and palaces. They guard their treasures jealously, sometimes by themselves and at other times through guard beasts such as sea cloakers and giant sharks.

Simorgyans can command up to six sharks or sea cloakers, four giant octopi, a single giant whale or kraken, or any number of ordinary fish within a mile of their location. Simorgyan nobles—such as princess Ississi—can command Deep Rusher, a titanic whale with statistics as listed for the Leviathan (under the whale entry in *MONSTROUS COMPENDIUM*®, Volume Two).

Ecology: Simorgyans are carnivores with a taste for fish though they take humans if the need arises. They command most of the sealife in this region of Simorgya.

CLIMATE/TERRAIN:	Arctic/tundra/mountains (Stardock)
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Poison breath
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	G (30' long)
MORALE:	Steady (11-12)
XP VALUE:	2,000

Without more warning than that, a long snowbank between that step and the next above reared up its nearest white end a dozen feet and hissed fearsomely, showing it to be a huge serpent with head as big as an elk's, all covered with shaggy snow-white fur. Its great violet eyes glared like those of a mad horse and its jaws gaped to show slashing-teeth like a shark's and two great fangs jetting a mist of pale ichor.

—From "Stardock"

The snow serpent is actually a legless mammal which lives in the cold northern latitudes of Nehwon. Solitary and carnivorous, snow serpents are a danger to travelers, but are also hunted by brave adventurers since the creatures' skins are quite valuable.

Combat: The snow serpent's white coloration allows it to hide in ice and snowfields. A concealed snow serpent can only be detected 15% of the time if a character is actively searching for hidden objects.

Attacking with automatic surprise, an undetected snow serpent inflicts 1d10 points of damage with its savage bite. Its breath weapon inflicts 1d8 points of damage on all targets in a cone-shaped pattern in front of its mouth. The cone is 10' long, 1' at the serpent's



mouth, and 8' at the base. The breath weapon is corrosive. Those struck by it must save vs. breath weapons or take an additional 1d6 points of damage (no extra damage if the save is successful).

Habitat/Society: Snow serpents live alone in out-of-the-way places throughout the Cold Waste. During the day, they lie in wait for prey, while at night they curl up in snow caves or crevices.

Mating takes place in the late spring when much of the Cold Waste thaws. During this time, snow serpents migrate to higher elevations where they can remain camouflaged. Litters of 2d4 young serpents are born in caves or burrows. These young serpents are harmless until they mature in early fall.

Ecology: Snow serpent skins are worth 100-600 gp each depending on condition. This price only applies to fully grown snow serpents as they do not develop their luxuriant fur until they are fully grown.

CLIMATE/TERRAIN: Stardock
FREQUENCY: Very rare
ORGANIZATION: Kingdom
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average-High
TREASURE: Q (D)
ALIGNMENT: Neutral evil

NO. APPEARING: 1-6 (30-300)
ARMOR CLASS: 6 (10)
MOVEMENT: 12
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: Nil
SIZE: M (5-6' tall)
MORALE: Champion (16)
XP VALUE: 120

The invisible race of Stardock has inhabited their inaccessible kingdom for many centuries. Their origin is uncertain though the ice wizard Khakhkt may have had some role in their creation. They may even be related in some fashion to the transparent-fleshed Nehwon ghouls. They are a secretive and evil race.

Invisibles have been known to leave Stardock, riding on the backs of the invisible rayfish. They are allied with Khakhkt in his quest for power.

Combat: Invisibles fight with ordinary weapons, which remain visible. The Stardockers never wear armor, but all attacks upon them are at -4 to hit. They often fight from the backs of their invisible rayfish and are fond of flying past enemies, loosing missile weapons, then vanishing with a maniacal laugh.

Stardockers have a natural ability to see invisible objects and individuals and fight invisible opponents without penalty.

Habitat/Society: The xenophobic invisibles scrupulously avoid other races except when helping Khakhkt in another one of his plots against civilization. Stardock is a monarchy, ruled by the stern and merciless Oom-



forafor and his demented son, Faroomfar.

The invisibles are served by a captive tribe of ice gnomes. The gnomes are well treated and respectful (but still slaves).

Stardock society is old and decadent. The sterility of invisible males has led to a severe decline in population and threatened the entire kingdom with collapse and extinction. Oomforafor has reluctantly decided to experiment with human-invisible crossbreeding, but the results of these experiments are not known.

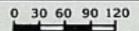
Stardock currency is in the form of strange gems, visible to non-Stardockers only in the dark. These gems are worth 1,000-6,000 gp each to collectors.

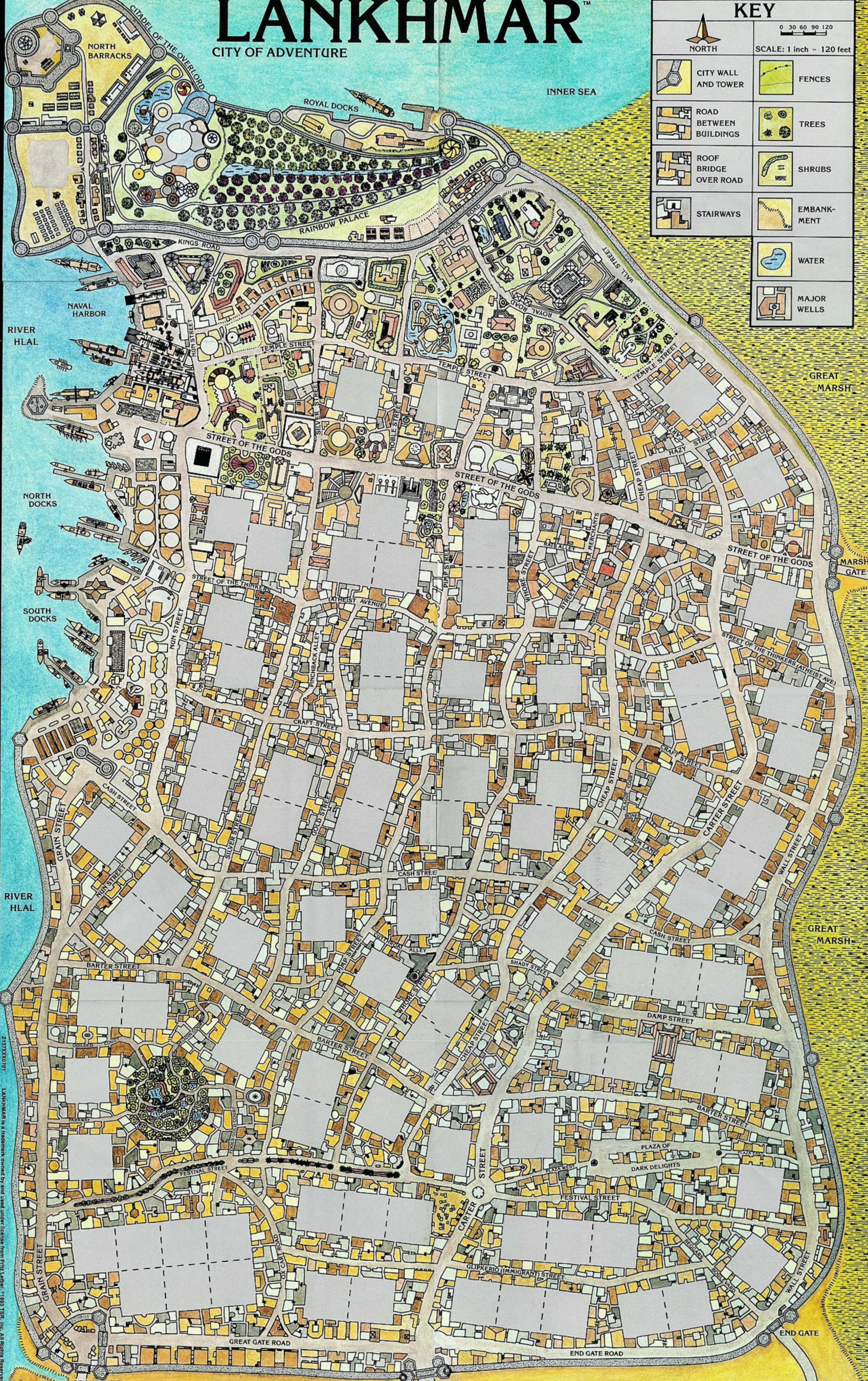
Ecology: Stardockers possess a humanlike physiology and—when they reveal their true form through the use of cosmetics—are entirely human-appearing. Their shape is malleable through magic; Faroomfar has a pair of wings given him by the ice wizard.

LANKHMAR™

CITY OF ADVENTURE

KEY

	NORTH		SCALE: 1 inch = 120 feet
	CITY WALL AND TOWER		FENCES
	ROAD BETWEEN BUILDINGS		TREES
	ROOF BRIDGE OVER ROAD		SHRUBS
	STAIRWAYS		EMBANKMENT
	WATER		MAJOR WELLS



2107XX00701
 LANKHMAR is a trademark owned by and used under license from Fritz Leiber. ©1993 TSR, Inc. All Rights Reserved.

LANKHMAR™

Official Game Accessory

City of Adventure

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

— Ill Met in Lankmar

LANKHMAR . . . city of thieves, city of the night, city of adventure. Home of Fritz Leiber's famous heroes, FAFHRD™ and the GRAY MOUSER™, the greatest adventurers in the world of Nehwon. The city of Lankmar springs to life as an exciting setting for the AD&D® 2nd Edition game.

Visit the fabled Rainbow Palace, stroll the surly streets of the old town, haggle at the marketplace, or risk the winding maze of the Tenderloin. From the wharves and shipyards to the dark sewers of this mighty metropolis, LANKHMAR: CITY OF ADVENTURE takes you on a full tour.

This sourcebook goes beyond NPCs and locations to include details on the cults and deities of Nehwon, its monsters and unusual races, even its unique wizards and magic. All are explained in clear, AD&D 2nd Edition formats.

Step into a new world of intrigue and adventure. Enter the city of Lankmar, where the lucky and the nimble prosper.

TSR, Inc.
POB 756
Lake Geneva,
WI 53147 USA



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ISBN 1-56076-658-1



Copyright ©1993 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc.

The TSR logo is a trademark owned by TSR, Inc.
LANKHMAR, FAFHRD, and GRAY MOUSER are trademarks owned by and used under license from Fritz Leiber. ©1993 Fritz Leiber. All Rights Reserved.

US \$18.00
CAN \$21.50
UK £10.99