

LANKHMAR

SAVAGE FOES OF NEHWON



SAVAGE
WORLDS

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CHAPTER ONE: USING SAVAGE FOES OF NEHWON

The inhabitants of Nehwon are a varied and unique lot, from the rat folk of Lankhmar Below to the Invisibles high upon Stardock, from the caverns of Quarmall to the barbarians of the Cold Waste. Adventuring in Nehwon involves coming into contact with these folk, likely to be as often rivals as friends—and many more as deadly, implacable enemies. This section discusses some ways that a Game Master can integrate these special individuals into his Savage Lankhmar campaign.

While there are numerous roles that the inhabitants of Nehwon can fill in a campaign, they primarily exist to act as the Game Master's stagehands. They move the action of the story along through dialogue, confrontation, and (often!) violence. Perhaps the three most significant and often-used roles for these folk are the patron, the victim, and the villain.

Patrons provide the heroes with a goal, a task, a job, or a demand that puts the story into motion. Often, patrons are important people and carry a great deal of influence. A friendly patron can provide useful resources, while a patron who is an enemy may, in fact, be sending the party into a trap.

Victims, on the other hand, are often the result of the dire machinations of a

villain. These folk may rely upon or even approach the heroes to help them escape certain doom, save loved ones from treachery, or rescue a respected leader from imprisonment. Typically, the role of a victim is to elicit sympathy from the group. In Nehwon, it is often heroes who have the most significant chance of improving the victim's life.

Nehwon is a world brimming with compelling villains. The heroes can easily become embroiled in foiling the schemes of a ne'er-do-well that they love to hate! The best villains give the Game Master the opportunity to exercise his acting abilities, his devious brain, and creativity more than any other element. Predominantly, villains are dark figures whose goals involve suffering and cruelty. However, it is important to remember that Nehwon is a world that lends itself well to considering shades of gray between pure darkness and brilliant light.

THE TWAIN

By far the most famous (and arguably amongst the most influential) individuals your heroes may encounter on Nehwon are Fafhrd and the Gray Mouser themselves. These two cast a long shadow in Nehwon, especially in and near Lankhmar. There

are many different ways that the Twain can get involved in a Savage Lankhmar campaign, and below are three options to help get things started:

Adventuring: Both Fafhrd and the Gray Mouser have a great love for adventure and excitement, so they do not tolerate boredom well. It is likely that your heroes may either encounter the Twain already on one of their adventures or in between. Perhaps the group provides the catalyst that gets the two rogues back on the road to adventure after having lounged about in Lankhmar too long. Alternatively, the Twain may be just returning from an adventure when they encounter the party, ready to regale them with tales of daring deeds or to share wealth plundered from an ancient tomb.

Greed: When the Twain run out of money, they occasionally look for work. Both the Gray Mouser and Fafhrd have taken on mercenary contracts in the past or have served powerful lords willing to pay in gold. Perhaps your heroes must employ the Twain for a particular task, or (more likely), must follow up on a debt owed by Fafhrd, the Gray Mouser, or both that has become long overdue.

Random Troubles: Adventure seems to find the Twain even when they consider themselves at rest. The gods have taken notice of Fafhrd and the Gray Mouser before, and likely they will again, stirring the pot with assassins, curses, or strange bedevilments to make the heroes' lives more interesting. This is also true of Ningauble of the Seven Eyes and Sheelba of the Eyeless Face, two alien wizards who often send the Twain on difficult quests. Perhaps your heroes are meant to be agents of the wizards (or possibly the gods!), bringing a particular message or task to the Twain's attention. Alternatively, the Twain may turn to the group for aid in removing a curse or finding a sneaky way to escape a particularly onerous task!

ADVENTURE SEEDS

Below are three suggestions for how to use the Twain in the roles discussed above.

Patron: From time to time, Fafhrd and the Gray Mouser have other things

on their minds than adventure (chiefly, a dalliance with beautiful women). In order to make sure their night of carousing is not interrupted, the Twain hire your heroes to keep their revels private, chiefly by ensuring no one else enters the Silver Eel. However, that same night, assassins and creditors are scheming to crash the Twain's party with extreme prejudice. The party must be clever if they want to keep these interlopers from blocking Fafhrd and the Gray Mouser's planned night of bliss.

Victim: A sorcerous curse has been placed upon Fafhrd and the Gray Mouser, casting them into an enchanted sleep from which neither can stir. Cif and Afreyt travel to Lankhmar from Rime Isle in search of heroes, offering gold for anyone brave enough to seek out the cause of this dire magic. Clues point to the subterranean realm of Quarmall. In order to help the Twain awaken, the group must investigate the twisting tunnels of Quarmall, discover the architect of this curse, and find a way to sunder it. Only then can Fafhrd and the Gray Mouser wake!

Villain: Heroes like the Twain are not your typical villain—in this case, they are instead rivals to your heroes in a race! Ningauble of the Seven Eyes and Sheelba of the Eyeless Face are in a bit of a squabble, and the two wizards have made a wager—the first champion to bring them a Simorgyan scepter wins the challenge and earns a boon from one of the mighty sorcerers. Fafhrd and the Gray Mouser are dispatched by their respective wizards to claim the scepter, but the party has also been sent after the prize!

FRIENDS

Not all denizens of Nehwon are adventuring heroes, skulking cutpurses, or scheming rulers. Many are, in fact, regular folk just trying to get by. Others are true believers in the gods, loyal servants of the Overlord, or ambitious young lords. These individuals are usually friends—or at least, not enemies—of the Twain, and there are many circumstances where your heroes may encounter one of these beings:

Romance: Heroes draw interest from many folk in Nehwon, particularly in Lankhmar. Perhaps one of your group attracts the interest of Nemia of the Dusk during a transaction for fencing stolen goods. The Overlord might find one of your heroes irresistible, thus triggering a power struggle inside the palace as factions vie for her or his favor or attempt to get rid of them post haste. Alternatively, a prideful merchant may find that his lovely young wife has been spending her favors with one of the heroes during their visits to the city—a sticky situation indeed! A romance adds an interesting twist to social situations, and romantic interests can both help and hinder a hero in search of his or her goals.

Allies: Heroes who become well-known in Lankhmar are likely to encounter influential people who are interested in them. Perhaps Ivlis makes contact with them to discuss the actions of freelance thieves in the city. Another day might witness a message from Movarl, ruler of Kvarch Nar, asking them to safeguard an important shipment of tribute passing through Lankhmar's harbor. Any allies that they assist can become a powerful resource later in the campaign, of course, when favors need to be called in.

The Wizards: Ningauble of the Seven Eyes and Sheelba of the Eyeless Face are two alien wizards who inhabit Nehwon, and these two seem quite interested in the goings-on of that world—especially when it comes to sorcery. Heroes traveling the paths of black or white magic may seek these wizards out and ask for training—in return for service. Perhaps it is the wizards who find the heroes instead, spotting a dire event in the future that can only be avoided by a complex task carried out in a remote location. In any event, an encounter with these wizards should be a memorable one, and likely is not an insignificant event.

ADVENTURE SEEDS

Below are three suggestions for how to use friendly individuals in the roles discussed above.

Patron: Overlord Glipkerio Klistomerces desperately wants to know more about other worlds. He commissions the group to discover a certain scroll that hints at ways to journey beyond Nehwon. Of course, such a scroll is guarded—and is located in the city of Ool Hrusp. They must first fight in Lithquill's arena if they want to find the scroll.

Victim: The courtesan Lessnya has heard a prophecy on the Street of the Gods that the Birds of Tyaa are due to return soon to trouble Lankhmar once more. Lessnya has already lost an eye to these avian pests, and she pleads with the heroes to discover the truth of this prophecy before the birds can return to finish destroying her exotic beauty forever.

Villain: A merchant hires the party as guards aboard his next shipment of grain from Lankhmar to Kvarch Nar. However, a new and dangerous group of pirates has been raiding in the area. When a black-sailed ship approaches, the heroes may be surprised to learn that the pirates are, in fact, Nehwon ghouls led by their "pirate queen," Kreeshkra.

FOES

The streets of Lankhmar are home to all manner of corrupt, violent, and greedy men. Even beyond that famed city, there are beings of dark power and plotting nobles alike who practice cruelty and oppression. Such a land as Nehwon cries out for heroes to strive against such foes as these:

Enemies and Friends: Sometimes, a sworn opponent can turn out to be a courteous acquaintance, while others may end up transforming from predator to ally. The demoiselle Hisvet, for example, enjoys dallying from time to time with charming heroes—even as she helps her father Hisvin try to conquer Lankhmar with the Council of Thirteen. Quarmal of Quarmall, for another, is certainly an evil man—yet he does care about protecting his underground realm and seeing that it prospers. This goal can certainly match with the right heroes and turn Quarmal

into a figure that sometimes helps and sometimes hinders the group.

Dire Portents: There are some foes who desire nothing less than conquest or deadly revenge. Hisvin and the rats of Lankhmar Below lust for control over the city above, and are willing to do nearly anything to achieve that goal. Ississi, Mordroog, and the other Simorgyans have even darker plans—to wipe out the surface dwellers and destroy any who dare trespass amongst their sunken halls. Heroes who stand in the way of these bloodthirsty opponents are going to have quite a struggle on their hands! Even Fafhrd and the Gray Mouser did not defeat such menaces without great effort and help from their allies...

Ambitious Knaves: The Thieves' Guild of Lankhmar is an institution that has featured in many of the Twain's adventures, and continues to be an influence in the city. Whether under the auspices of Krovas or the Dead Master Thieves, the guild craves dominance over the city and brooks no interference from "freelancers" who choose not to bow to the guild's command. Player characters who are thieves are sure to run into the guild at some point, and heroes may seek to try and mitigate the guild's power over events in Lankhmar.

ADVENTURE SEEDS

Below are three suggestions for how to use these enemies in the roles discussed above.

Patron: The sorcerer Hristomilo needs some exotic materials for an important

ritual. He offers the heroes jewels of immense value from the Thieves' Guild vault if they will simply fetch the screaming root from the jungles of Klesh. To reach the root, they must deal with angry tribesmen, territorial flying beasts, and the hot, disease-ridden jungle itself. Even if they succeed, Hristomilo has no intention of dealing honestly with the party—they will have to survive a double-cross in the end!

Victim: The heroes are approached in a most unusual fashion—a white rat scampers up to them and begins to speak in clear (if accented) Lankhmarese! The rat introduces itself as Tchy, and it wants to bargain with the heroes to rescue its mistress, Hisvet. The Council of Thirteen has a new plan to take over Lankhmar, and they have imprisoned Hisvet in order to keep her paramour, the Gray Mouser, from discovering what's going on. Tchy offers to provide the group with potions to shrink them down to rat size so that they may venture into Lankhmar Below and free Hisvet from captivity.

Villain: The Ice Wizard, Khahkt, has set his sights on the city of Ool Hrusp. No one is certain what the strange wizard wants inside the city walls, but Khahkt has laid siege with a new frost monstreme and a force of Sea Mingols. The heroes must find a way to stop Khahkt before he crushes the city's defenders—possibly the only way is to somehow divine the Ice Wizard's true goal and outmaneuver him.

"I told you we should have entered the city by the Grand Gate, where we'd have been lost in the numbers," the big man grumbled. "But no, I listened to you and came to this godforsaken End Gate."

"Wrong," the other said. "At the Grand Gate we wouldn't have been able to tell our foes from the bystanders. Here at least we know that everyone is against us, except for the Overlord's gate watch, and I'm not too sure of them—at the least they'll have been bribed to take no notice of our slaying."

—The Swords of Lankhmar

CHAPTER TWO: FRIENDS AND FOES

✧ AFREYT

Afreyt and her friend Cif have been critical to getting the Twain out of some predicaments on Rime Isle. One of the elders of that place, Afreyt is a priestess of Skama and Fafhrd's faithful friend—and lover. Very smart and nearly fearless, Afreyt's cheeks are thin and her mouth wide. She is tall and wiry, with long golden hair and blue eyes. She seems to possess genuine love and respect for Fafhrd. The northerner and his diminutive partner, the Gray Mouser, gave up their wandering ways near the end of their careers and settled down on Rime Isle with Afreyt and her sister, Cif.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Knowledge (Politics) d6, Knowledge (Religion) d10, Notice d6, Persuasion d10, Shooting d6

Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Stubborn

Edges: Attractive, Brave, Noble, Priestess

Gear: Dagger (Str+d4), fine clothing.

ALYX THE PICKLOCK

Among those who marvel at the Twain's adventures—and their foolishness—is the quiet woman named Alyx the Picklock. As her name suggests, she is a freelance thief

who plies her trade in Lankhmar, an act that goes in open defiance of the Thieves' Guild. A skilled pickpocket and lock-opener, Alyx is an occasional associate of Fafhrd and the Gray Mouser.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d8, Notice d8, Persuasion d4, Stealth d10, Streetwise d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious

Edges: Alertness, Thief

Gear: Shortsword (Str+d6), dagger (Str+d4), lockpicks.

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.

ARVLAN OF ANGARNGI

The man who entered the room was tall and frail and old and very gaunt. Scant locks of intensely black hair straggled down over his high-domed forehead. His sunken cheeks showed clearly the outlines of his long jawbone, and waxy skin was pulled tight over his small nose. Fanatical eyes burned in deep, bony sockets. He wore the simple, sleeveless robe of a holy man. A pouch hung from the cord round his waist.

—*Jewels in the Forest*

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (History) d6, Knowledge (Religion) d6, Notice d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Clueless

Edges: Brave, Priest

Gear: Holy robes.

✧ ATYA

Clad in yellow silk tunic and pantaloons, she was very pretty in a small, slight way. 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. At the moment her every gesture conveyed anger and unbearable irritation, but there was also a kind of studied ease about her manner that suggested to the Mouser, who was hugely enjoying everything, a scene that had been played and replayed many times.

—Claws From The Night

This woman pretends to be nothing more than the wife of the moneylender, Muulsh. She puts on an act of being obsessed with wealth and appearance above all other concerns. However, the truth is that Atya is in fact the high priestess of Tyaa, a cruel bird-goddess, and commands the loyalty of the Falconers (Tyaa's priests) and the vicious Birds of Tyaa. Secretly, Atya has a plan to gather stolen wealth in an abandoned tower—which is secretly a temple to her goddess. There, she intends to wreak her vengeance upon the highborn women of the city of Lankhmar.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Knowledge (Religion) d8, Notice d6, Persuasion d6, Stealth d6

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Greedy (Minor), Quirk (Obsessed with appearance)

Edges: Attractive, Priestess

Gear: Knife (Str+d4, coated with Venomous poison), fine clothing.

Special Abilities:

- **Speak Birds:** Through her devotion to Tyaa, Atya may communicate

telepathically with any Bird of Tyaa within Smarts × 2".

BASHABECK

Bashabeck serves in the Lankhmar Thieves' Guild as an enforcer. His specialty is hunting down thieves who are delinquent in paying dues—or who fail to provide the guild with its required cut of the proceeds from illicit activity in the city. Bashabeck is known for his typical attire, including a very noticeable orange turban. He participated in a rather ill-fated attempt to kill Fafhrd, and for his foolishness, his collarbone was crushed.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d8, Lockpicking d6, Notice d6, Stealth d8, Streetwise d8, Taunt d4

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy (Major)

Edges: Improvisational Fighter, No Mercy, Thief

Gear: Long sword (Str+d8), leather armor (+1).

BASHARAT

This vile man was infamous as an extortionist and crime lord in the city of Lankhmar. Basharat was one of Pulg's chief rivals for the lucrative racket found on the Street of Gods.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Stealth d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy (Major)

Edges: Brawler, Combat Reflexes

Gear: Long sword (Str+d8), leather armor (+1).

BOMAR

Although unofficial, most folk in Salthaven consider Bomar the mayor of that settlement's traders' quarter. This man seems reasonable under most circumstances whenever he is dealing with events under his purview in Salthaven.

However, any troublemakers in Salthaven proper are not tolerated in the slightest, and Bomar is highly (even unreasonably) protective of his home.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Persuasion d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Cautious

Edges: Connections (Salthaven traders)

Gear: Trader's clothing, dagger (Str+d4).

BRAGGI

Braggi is the owner of the Silver Eel, a tavern that often serves as a meeting place for Fafhrd and the Gray Mouser when they wish to relax or carouse. Typically, Braggi ignores the Twain—unless they owe him money. He once tried to have Fafhrd and the Mouser attacked because they were behind on paying their debts to him prior to the Rat Plague.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d4, Notice d8, Persuasion d6, Streetwise d6

Cha: +2; **Pace:** 5; **Parry:** 4; **Toughness:** 7

Hindrances: Obese

Edges: Alertness, Charismatic

Gear: Trader's clothing, iron-shod cudgel (Str+d6).

BWADRES (PRIEST OF ISSEK)

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

...[And, after Fafhrd became his Acolyte] Bwadres himself brightened amazingly as a result of this wholly unexpected respite granted him and his divinity on the very brink of oblivion. He began to eat more often than twice a week and to comb his long skimpy beard."

—Lean Times in Lankhmar



Originally, Bwadres was a senile and doddering old priest, in charge of a temple to Issek of the Jug, a god that was on its way to being cast out of Lankhmar according to the city's economy of the Street of the Gods: the more worshipers your god had meant more income and a location further up the street, and vice versa. However, things changed for Bwadres and his temple when Fafhrd became his acolyte. The influence and assistance of the burly barbarian transformed Bwadres into a gifted speaker, kindling fanatical faith in the old man. During this time, Bwadres led a surprising revival of his god's faith. This effort moved Issek's temple steadily up the Street of Gods and won large numbers of new converts. Unfortunately, Fafhrd left the temple, and Bwadres' condition began to revert. The old priest turned over the operations of his church to Pulg and drifted back towards feeble-mindedness. Bwadres and the rest of Issek's church vanished when the Gods of Lankhmar took offense to the rapid rise of the temple under Bwadres and Fafhrd's leadership.

Attributes: Agility d6, Smarts d10*, Spirit d6, Strength d4, Vigor d4

Skills: Knowledge (Religion) d8, Notice d6, Persuasion d8

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Elderly, Pacifist (Major)

Edges: Charismatic, Priest

Gear: Priestly robes.

**Bwadres' Smarts is reduced to d4 when his mind deteriorates, both before and after Fafhrd's service as an acolyte.*

THE CUIRASS OF MINGSWARD AND THE GROIN-PIECE OF GORTCH

These pieces of armor protected Fafhrd when he was an acolyte of Bwadres. Easily concealed beneath an acolyte's robe, this armor is uncomfortable to wear and only fits those who have a lean and sparse frame. Together, these items provide +3 Armor for the torso and weigh 9 pounds.

\ Cif

A long-time paramour of the Gray Mouser, Cif and he seem to fit together well, despite Cif's strong disapproval of the Mouser's philandering ways. Brave, clever, and loyal, she nevertheless cherishes her relationship with the roguish adventurer. Wiry, green-eyed, and slender, this woman is one of the elders of Rime Isle, where the Twain eventually settled down at the end of their adventures. Cif also happens to be a priestess of Skama, the Moon Goddess. Cif has thick lips, brown hair shot with gold, and compact features.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d4, Knowledge (Politics) d6, Knowledge (Religion) d6, Notice d6, Throwing d8

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Cautious, Loyal

Edges: Brave, Noble, Priestess

Gear: Dagger (Str+d4), fine clothing.

DUKE DANIAS

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 a purpose than to slay Death himself (or herself or itself, for there even my knowledge stops) and destroy all Death's possessions, including the Mask you promised to procure me."

—The Price of Pain-Ease

This noble of Lankhmar was terrified of his own death—and yet, at the same time, he was a renowned devotee of sensuality and hedonism. His fate was to be one of the most unlucky citizens in Lankhmar, for Duke Danias lost everything over the course of his interactions with Fafhrd and the Gray Mouser. First, the Twain took the Duke's luxurious garden house. Then, Danias set out into the Shadowland—the realm of Death—only to encounter and become forever slain by Death himself. Lastly, the Duke's rich estate was inherited by his flighty twin daughters, Fro and Fralek—both of whom enjoyed a brief dalliance with Fafhrd.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Shadowlands) d6, Notice d6, Persuasion d6, Riding d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Bad Luck, Delusional (Plans to slay Death), Phobia (Major—Death)

Edges: Connections, Noble

Gear: Broadsword (Str+d8, AP 1), chain armor (+2).

DICKON

It is a rare achievement to become an old man in the Lankhmar Thieves' Guild. Dickon is one of those few who have managed this accomplishment in such a dangerous occupation. At one time, Dickon was considered a great thief and was lauded for his skill. However, his skills are not what they once were now that he's reached such advanced years. Currently, he mostly acts as a mastermind, planning thefts for others to attempt.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d6, Notice d8, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Hindrances: Elderly

Edges: Danger Sense

Gear: Knife (Str+d4), lockpicks.

EDUMIR

This man is a merciless and cruel battle leader. He has zero pity for any folk he pillages on his journey, for Edumir is the chief of the Widdershin Sea Mingol Horde. His cunning ways successfully blended the Mingol traditions of a glorious death in battle and raiding with the more mundane yet necessary life of a sailor. During the long voyages near Rime Isle, Edumir imbibes mushroom wine from Quarmall, a draught meant to soothe his nerves.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Fighting d8, Notice d6, Knowledge (Battle) d10, Persuasion d8, Riding d6, Shooting d8, Throwing d6.

POISON FANGED RING

These inconspicuous rings house a small metal fang and a single dose of poison. It grants a +2 to Stealth rolls to deliver poison or may be used in conjunction with a Touch Attack. (—lb, 20+g)

Cha: -7; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Bloodthirsty, Habit (Minor—Quarmallian mushrooms), Mean

Edges: Command, Leader of Men, Steady Hands, Tactician

Gear: Scimitar (Str+d8), bow (Range 12/24/48, Damage 2d6), 20 arrows, leather armor (+1).

Special Abilities:

- **Skilled:** Edumir gains a +2 bonus to Boating Trait rolls.

EESAFEM

In the center of the cell, examining herself in a burnished silver mirror with almond eyes sharp as needles and now also quite as mad as the berserk's, there stood a deliciously slender girl of no more than sixteen, unclad save for four ornaments of silver filigree. She was, in fact, unclad in extremest degree, since except for her eyelashes, her every last hair had been removed and wherever such hair had been she was now tattooed in fine patterns of green and blue.

—*The Sadness of the Executioner*

This woman has an unusual appearance—she is shaven of all hair, with green and blue tattoos where her hair had been. She is the daughter of Gorex, possibly the most talented military engineer in the city of Horborixen. At puberty, she was taken into the harem of the King of Kings, where she was shaven and given her tattoos. The King of Kings neglected Eesafem, imprisoning her, and she was soon driven to madness. Death chose to whisk her away from her prison in an attempt to claim the Gray Mouser's life. Eesafem appeared in the Gray Mouser's room and immediately tried to kill him with poison-spikes fired from her breastplate. The Mouser, for his part, responded by seducing Eesafem. After this encounter, she seemed much

more sane (and capable of functioning in normal Nehwon society!) and became a well-known smith in Lankhmar's Copper Court. From there, she made jewelry—and clandestinely sold the finest poison-fanged rings in Nehwon.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d6, Knowledge (Silver smithing) d8, Notice d6, Persuasion d6

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (3)

Hindrances: Vengeful (Major)

Edges: Attractive

Gear: Spiked breastplate (+3, Range 2/4/8, Damage 2d4, Venomous poison (-2)).

ELAKERIA

This wanton woman is the niece of Overlord Glipkerio Kistomercus. Elakeria was originally quite corpulent, but did not stint in her primary per-occupation—a seemingly endless hunt for male companionship. During the Rat Plague, the Gray Mouser drank a growth potion to resume his human size near Elakeria, absorbing much of her body's extra flesh in the process. This event left Elakeria much more svelte, slim, and attractive. Afterwards, she continued her amorous overtures, and remains inside the Rainbow Palace long after her uncle's departure.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Notice d6, Persuasion d8, Streetwise d6

Cha: +5; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Amorous, Habit (Minor—Male companionship)

Edges: Honeyed Tongue, Noble, Very Attractive

Gear: Fine (usually skimpy) clothing, dagger (Str+d4).

ESSEDINEX

"A swag-bellied little old man came strutting toward him with something of the bounce of youth. This one 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."

—*The Snow Women*

This vain and pompous man enacted a scheme that set Fafhrd the barbarian on the road to adventure as a youth. Essedinex was the master of a traveling show, complete with players, dancers, fire-eaters, and other entertainers. This show wandered far across Nehwon, and visited the Snow Clan when Fafhrd was but a boy there. Essedinex had a scheme to sell the dancer, Vlana, to another barbarian of the Snow Clan named Hringorl. Fafhrd foiled this plan and left with Vlana for Lankhmar.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d8, Knowledge (Nehwon) d8, Notice d6, Persuasion d8, Taunt d6

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Poverty, Quirk (Vain)

Edges: Charismatic, Connections

Gear: Ragged finery, short sword (Str+d6).

EYES OF OGO

He swiftly turned back, and there across the table from him, her front illumined by the twinkling jewels, stood a slim naked girl with pale straight hair, somewhat darker skin, and overlarge eyes staring entrancedly from a child's tiny-chinned, pouty-lipped face.

—*The Two Best Thieves in Lankhmar*

Many in Lankhmar consider this young woman to be simply a slave of the fence, Ogo the Blind. In truth, she is a thief who produces Ogo's voice whenever someone comes to visit him. Meetings with Ogo the Blind are always conducted in total darkness, the value of goods explored entirely by touch and texture. In reality, Eyes alone gauges the worth of the goods herself, using the façade of Ogo to get the better of "his" clients.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d10, Knowledge (Stolen goods) d10, Persuasion d10, Stealth d10, Streetwise d6

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Small

Edges: Alertness, Charismatic, Honeyed Tongue

Special Abilities:

- **Cat's Eyes:** The Eyes of Ogo is used to working in near pitch darkness. She does not suffer penalties to Dim or Dark lighting.
- **Ventriloquist:** The Eyes of Ogo is a talented ventriloquist and can throw her voice up to 2" (4 yards) away. She can imitate other voices in this manner.

FAROOMFAR

The kingdom of Stardock is peopled by invisible folk who inhabit that lonely mountaintop, and Faroomfar is their prince. He is a madman, having an insane obsession with his sisters, Keyaira and Hirriwi. Faroomfar has made a habit of attempting to kill anyone (other than himself, of course) that associates with them. Faroomfar made a fell bargain with the ice wizard, Khahkt, allying with that ancient being in an attempt to conquer Rime Isle. The ice wizard granted Faroomfar wings with his magic, removing the need for an invisible flying manta ray to carry the Prince through the skies. During this adventure, Fafhrd cut off the Prince's hand and lost his own in payment. Faroomfar managed to survive this encounter and now nurses a hateful grudge against the northerner.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Knowledge (Battle) d6, Intimidation d8, Notice d6, Riding d8, Shooting d8, Throwing d6

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Jingoistic, One Hand, Quirk (Obsessively protective of sisters)

Edges: Dodge, Command, Noble, Nerves of Steel

Gear: Broadsword (Str+d8, AP 1).

Special Abilities:

- **Invisible:** Faroomfar is invisible. Attacks against him—assuming someone even knows Faroomfar is present—are made at -6. Items picked up by Faroomfar remain visible.

- **See Invisible:** Faroomfar has the natural ability to see invisible creatures and people.

- **Wings:** The Ice Wizard, Khahkt, gave Faroomfar wings of his own that grant the prince a flying Pace of 18" and a Climb of 3.

FINGERS

This girl is the daughter of Fafhrd and Friska. A clever and resourceful girl, Fingers was raised in Ilthmar as a priestess of Skama, the Moon Goddess. Fingers also learned the trade of a weaver, where she gained her nickname. Unfortunately, Fingers was kidnapped by Ilthmar sailors aboard the ship *Weasel*. After an abusive voyage, Fingers managed to engineer her own escape at Rime Isle. Unbeknownst to her, Quarmal of Quarmall "programmed" Fingers with a death spell meant to slay her father. However, Quarmal's evil plan was foiled by the quick thinking of the Gray Mouser. Afterwards, Fingers was formally introduced to her sire, Fafhrd, and became a resident of Rime Isle with him.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Religion) d6, Notice d6, Persuasion d4

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Cautious

Edges: Attractive, Brave, Priestess

Gear: Priestess' garb.

FISSIF

Fissif is a rotund and considerably cowardly thief with the Lankhmar Thieves' Guild. A clever man, Fissif is also prone to overthinking a situation, often provoking him into a fearful retreat. His quick wit helps get him out of many sticky situations—a characteristic which may have helped him survive the vengeance of the Dead Master Thieves. It is unknown whether he perished during that event, but it is likely.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Persuasion d10, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 5; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Obese, Yellow

Edges: Honeyed Tongue

Gear: Short sword (Str+d8), dagger (Str+d4), leather jerkin (+1).

FLIM

A portly, lame man who limps along with the aid of a gilded walking staff, Flim is a crippled and old thief who acts as the night Beggarmaster for the Lankhmar Thieves' Guild. He is skilled with his staff and surprisingly quick in the field of combat given his infirmity and advanced age. He is known for wearing an elaborate cloth-of-gold turban.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Notice d8, Persuasion d8, Stealth d6, Streetwise d8

Cha: 0; **Pace:** 4; **Parry:** 8; **Toughness:** 5

Hindrances: Lame

Edges: Block, Frenzy, Wall of Steel

Gear: Staff (Str+d4, Parry +1, Reach 1, 2 hands), fine clothing.

FLINDACH

A wearied cruelty sat upon his dark visage, giving him an air of boredom which ill matched the consuming interest he took in the affairs of others. 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...

—The Lord of Quarmall

Lord Quarmal has many servants, and chief amongst them is Flindach. This man is both Quarmal's half-brother and his chief sorcerer. Like most of the family, Flindach himself is old, cruel, and aloof—but he is also completely and utterly loyal to his master. Quarmal was fond of testing the devotion of those who served him, and

Flindach met that challenge by taking his master's place on the funeral pyre. Flindach died there instead of Quarmal so that the Lord's two quarreling sons might destroy one another. This dark event cleared the way for Quarmal's unborn son—Igwarl—to become the new heir to the realm of Quarmall.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d6, Spellcasting d12, Stealth d6, Taunt d8, Throwing d6

Cha: -3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Loyal, Mean, Physical Corruption (-1)

Edges: Arcane Background (Black Magic), Improved Strong Caster, New Powers, Rapid Recovery, Sorcerer

Powers: Bolt, darksight, detect/conceal arcana, divination, fear, puppet, wall walker

Gear: Staff (Str+d4, Parry +1, Reach 1, 2 hands), dagger (Str+d4), fine clothing, 1-2 talismans, components.

FREG

This woman served as a maid to Ivlis during the Twain's adventures with the Lankhmar Thieves' Guild. Freg was courted by both Fafhrd and the Gray Mouser. However, the northerner's attentions proved slower and less cunning, opening an opportunity for the Gray Mouser's amorous ways. In the end, the Mouser's romantic (and brief) dalliance with Freg conceived a son, Pshawri.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Notice d6, Persuasion d4, Repair d4, Stealth d6, Streetwise d4

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Alertness

Gear: Maid's uniform.

FRISKA

Friska was held as a captive and forced into slavery in the subterranean realm of Quarmall. An attractive, if somewhat plump woman, Friska was very superstitious and fearful at first during the Twain's

adventure with Quarmal. She escaped that dreadful place with Fafhrd and conceived a child with the northerner. It was not long after this that she and Fafhrd parted, and Friska journeyed to Ilthmar with Ivivis. There, both Friska and Ivivis joined the Guild of Free Women, and Friska herself became a priestess of the moon. Friska's daughter became known as Fingers. This girl eventually became reunited with her father on Rime Isle.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Religion) d6, Notice d6, Persuasion d8, Stealth d4

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Quirk (Superstitious)

Edges: Attractive, Priestess

Gear: Fine clothing.

✧ FRIX

Although she took the appearance of a merry-faced, dusky-skinned maid for the Demoiselle Hisvet, Frix is not actually human at all. In fact, she is a being from another world, Arilia ("the World of Air"), and a royal princess of that place. Her true name is Frixfrax, although it is often shortened to simply "Frix" out of convenience. Frix was bound into servitude as Hisvet's maid, although there was a condition attached to that service. Once Frix had saved her mistress' life three times, Frix would be free. Frix accomplished this goal during the Rat Plague, ending her service and returning home to her people rather dramatically. Afterwards, Frix took her rightful place as Princess of her people. Later still, she traveled across Nehwon in a wondrous flying white demigalleon with an all-female crew. From time to time, she indulged in a dalliance with Fafhrd, occasionally whisking the northerner off to Arilia for a romantic tryst.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Healing d6, Notice d6, Persuasion d6, Stealth d6, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor, Vow (to serve Hisvin)

Edges: Attractive, Quick, Nerves of Steel, Noble (Arilia only)

Gear: Fine clothing.

Special Abilities:

- **Fearless:** Frix does not seem to be afraid of anyone or anything. She is immune to Fear and Intimidation.
- **Flight:** As a native of Arilia, Frix can fly effortlessly through the air with a Pace of 12" and a Climb of 0.



GAVS

Gavs is very large, nearly Fafhrd's size, and a capable warrior. Originally a barbarian of the steppes, he joined Fafhrd's crew aboard the *Seahawk*.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Boating d6, Fighting d8, Notice d6, Riding d8, Tracking d8, Survival d8.

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Impulsive

Edges: Brawny, Combat Reflexes, Steady Hands, Woodsman

Gear: Cutlass (Str+d6), sailor's clothing.

GIB

Gib served as a sailor on board the *Flotsam*. He was one of the many thieves recruited from the city of Lankhmar by the Gray Mouser, and accompanied his employer on the voyage to Rime Isle.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal

Edges: —

Gear: Cutlass (Str+d6), sling (Range 4/8/16, Damage Str+d4), sailor's clothing.

✂ GJS

...Gis could somersault the weapon a dozen or thirteen times before it stuck in wood and throw as truly between his legs 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.

—The Cloud of Hate



During the Twain's adventure with the Cloud of Hate, this man fell under the Cloud's control and murdered his lover, Tres. Gis, an assassin and a member of the Slayers' Brotherhood, was later killed by the Gray Mouser during the Twain's bloody confrontation with the Cloud. Gis was known to never be without his belt of daggers, and he was superbly skilled in their use.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d10, Intimidation d8, Notice d8, Stealth d12, Streetwise d6, Throwing d10

Cha: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Bloodthirsty, Vow (Major—always finish the job)

Edges: Acrobat, Alertness, Assassin, Dodge, First Strike, Level Headed, Marksman, Quick Draw, Spot Weakness, Steady Hands, Thief, Trademark Weapon (Knife)

Gear: Throwing knives (Range 3/6/12, Damage Str+d4).

GLAVAS RHO

This man was a good-natured hedge wizard who instructed Ivrian and the Gray Mouser in white magic. The Gray Mouser insisted upon calling his master "The Great Glavas Rho." The hedge wizard mentored both the Mouser and Ivrian (naming them as "Mouse" and "Misling"), teaching them both in the ways of white sorcery. Rho's fate ended badly, however. Duke Janarrl murdered Glavas Rho and then burned down the hedge-wizard's home in the bargain.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d4, Vigor d4

Skills: Fighting d4, Healing d6, Knowledge (Arcana) d8, Notice d8, Spellcasting d8, Persuasion d6, Survival d8

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Code of Honor

Edges: Accomplished Ritualist, Arcane Background (White Magic), Strong Caster

Powers: *Detect/conceal arcana, divination, light*

Gear: Staff (Str+d4, Parry +1, Reach 1, 2 hands), Knife (Str+d4), components.

GLINTHI THE ARTIFICER

As his name suggests, this man is a skilled tinkerer and craftsman. Glinthi's mastery of such artificing created the sophisticated climbing hook-staff used by the Gray Mouser during the Twain's ascent of the mountain named Obelisk Polaris.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Engineering) d10, Knowledge (Metallurgy) d8, Notice d8, Repair d10

Cha: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Bad Eyes (Major), Cautious

Edges: Scholar (Engineering, Metallurgy)

Gear: Various tools.

GLIPKERIO KISTOMERCES

"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 blond head, the hair of which clustered in golden ringlets."

—*The Swords of Lankhmar*

This singularly unlucky man was Overlord of Lankhmar for a time and called "the beanpole monarch." Glipkerio Kistomerces was tall, thin, and scrawny. His unimpressive physical form was subject to fits of trembling whenever he was nervous or excited. A weak-willed libertine, his only true passions were sadistically watching slaves being whipped and dreaming of visiting other worlds. As Overlord, he was thoroughly indecisive during the Rat Plague crisis, plunging the city into chaos. Glipkerio spent most of his time during this event obeying Hisvin (then in the guise of a trusted advisor) and Samanda (mistress of the palace and a fellow sadist). Eventually, stress caused by the crisis was simply too much for Glipkerio to bear, and he made an ill-conceived attempt to escape Nehwon in a lead diving device of his own creation. This device, however, simply plunged him deep into the Lankhmar harbor, where the water pressure utterly crushed both monarch and his vehicle into nothing more than a lead-lined coffin. He was succeeded on the throne of Overlord by his gentle cousin, Radomix.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Knowledge (Politics) d6, Notice d4, Persuasion d6

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Delusional, Small

Edges: Filthy Rich, Noble

Gear: Black toga.

GNARFI

During the Twain's adventure with Stardock, a stocky, pugnacious thief named Gnarfi competed with Fafhrd and the Gray Mouser in an attempt to reach the legendary mountain city first. Gnarfi

brought with him a mercenary named Krannarch and two trained bears known as Graah and Kruk. Unfortunately, Gnarfi and his associates found only a grisly death during the race. All four were slain during the ascent to Stardock—not even the trained bears were able to stand up to the wrath of the invisible people of that city.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d6, Survival d8

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Ugly

Edges: Brave, Explorer

Gear: Leather armor (+1), short sword (Str+d6), dagger (Str+d4), winter furs, climbing gear, two trained bears.

GNARLAG OF THE TWO SWORDS

During the Twain's adventure with the Cloud of Hate, this man fell under the Cloud's control and engaged in battle against Fafhrd and the Gray Mouser. As his name suggests, Gnarlrag favored the use of two swords, and he was counted skilled in their use by the denizens of Lankhmar. Gnarlrag frequented the Rat's Nest Inn, until he became a servant of the Cloud and was cut down by Fafhrd.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d6, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Arrogant, Impulsive

Edges: Ambidextrous, Block, Counterattack, Florentine, Quick, Two Fisted

Gear: 2 × Long swords (Str+d8), leather armor (+1).

✧ GONOV

Chieftain of the Sunwise Sea Mingols, Gonov instigated a savage attack on the Rime Isle region. Like his countryman Edumir (see page 11), Gonov is a ruthless conqueror who shows no mercy for his enemies.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Boating d8, Fighting d10, Intimidation d10, Knowledge (Battle) d6, Notice d6, Riding d6, Stealth d4, Swimming d4, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (1)

Hindrances: Illiterate, Mean

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Natural Leader, Steady Hands

Gear: Scimitar (Str+d8), bow (Range 12/24/48, Damage 2d6), 20 arrows, leather armor (+1).

Special Abilities:

- **Skilled:** Sea Mingols gain a +2 bonus to Boating.

✧ GRIG

Mincing, pompous, and vain—these three words describe Grig, a rat and prominent member of the Council of Thirteen in Lankhmar Below. Grig spoke Lankhmarese with a pronounced lisp and accompanied Hisvin during the attack on the Lankhmar grain convoy. He escaped the defeat of the rats during that adventure, only to be unceremoniously (and ignominiously) slain by the Gray Mouser whilst Grig was on the privy.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Lankhmar Below) d8, Knowledge (Politics) d8, Notice d6, Persuasion d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 3

Hindrances: Arrogant, Quirk (Lisp)

Edges: Alertness

Gear: Staff (Str+d4, Parry +1, Reach +1, 2 hands), heavy rapier (Str+d6) [*These weapons are rat sized, and only effective when Grig and his opponent are rat size*].

Special Abilities:

- **Bite:** Str
- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.

- **Low-Light Vision:** Grig does not suffer darkness penalties for Dim or Dark lighting.
- **Size -2:** Grig is the size of a large rat... because he is one.
- **Small:** Attackers subtract 2 from their attacks to hit Grig.

GRILLI

A short, greasy, weasel of a man, Grilli served as one of Pulg's chief lieutenants during the Twain's adventure on the Street of Gods. Grilli was ordered by Pulg to use his prodigious skill with a razor to shave Fafhrd as punishment for protecting Bwadres from the extortionist's scheme. Grilli also vied with the Gray Mouser for the attentions of Lilyblack.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Notice d6, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Greedy

Edges: Assassin, Dirty Fighter, Trademark Weapon (Razor), Two-Fisted

Gear: 2 × razors (Str+d4, AP 1), crossbow (Range 15/30/60, Damage 2d6, AP 2), leather armor (+1).

GROM

Grom is a grasping man who possesses the position of sub-treasurer for the Lankhmar Thieves' Guild. During his long career (no doubt due to his success), Grom's actual thieving skills have dwindled. Currently, Grom confines himself to overseeing embezzlements, cons, and swindles—all things he is reasonably good at and don't require a great deal of effort.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d4, Lockpicking d4, Notice d6, Persuasion d4, Stealth d4, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy

Edges: —

Gear: Shortsword (Str+d6).

GRONIGER

Stern and skeptical, this man is the harbormaster of Salthaven, and also one of the most influential leaders on Rime Isle. Groninger demands strict obedience to Rime Isle's set of laws, and he has little interest (and even less patience) for religion and the supernatural. Blunt, straightforward, and unimaginative, Groninger was suspicious of the Twain at first. Eventually, he overcame his cautious nature to become good friends with both, and Groninger assisted in rescuing the Gray Mouser from Loki's curse that had banished the rogue beneath the earth.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Investigation d6, Knowledge (Politics) d4, Knowledge (Rime Isle) d6, Notice d8, Persuasion d4, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Stubborn

Edges: Alertness, Command

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands).

✂ GWAAY

Gwaay, antithetically, 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.

—The Lord of Quarmall

Gwaay was the son of Quarmal and one of the princes of Quarmall. In many ways, Gwaay was worse than his madman of a brother, Hasjarl. Where Hasjarl relished pain and torment, Gwaay believed that human life had no value whatsoever, and would kill on a whim. A number of sorcerers protected Gwaay from the numerous curses Hasjarl's sorcerers would constantly throw at him. Like Hasjarl, Gwaay plotted against both his father and brother, and hired the Gray Mouser as his personal champion. However, the Mouser accidentally destroyed all of Gwaay's

sorcerers. This act opened the way for the curses prepared by Hasjarl's sorcerers, reducing Gwaay to a disgusting, wretched husk. He only lived on through the hate for his brother, and killed Hasjarl and himself by bringing down a huge basalt chunk of stone on top of them.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Persuasion d4, Notice d6, Spellcasting d10, Taunt d8

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Physical Corruption (-2), Quirk (Power hungry)

Edges: Accomplished Ritualist, Arcane Background (Black Magic), Improved Strong Caster, Ritual Researcher, New Powers

Powers: Bolt, lower Trait, divination, drain life, fear, grave speak, intangibility, ward, withering curse, zombie.

Gear: Fine clothing.

Special Abilities:

- **Telekinesis:** Gwaay could affect basalt and lodestone with the power of his mind alone. He is considered to have the *telekinesis* power (which only affects those substances). When using this power, Gwaay gains a +4 bonus to any Spellcasting tests.

HAMOMEL

Pitiless and tightfistedly greedy, Hamomel served as the Guildmaster for Lankhmar's Thieves' Guild during the reign of Pulgh Artonax. Hamomel's ambition led him to conspire with the Overlord to send assassins after the Twain.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Gambling d6, Intimidation d6, Lockpicking d8, Notice d10, Persuasion d8, Stealth d10, Streetwise d10, Shooting d8, Taunt d4, Throwing d8.

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy

Edges: Alertness, Block, First Strike, Improved Dodge, Improved Level-Headed, Noble, Thief.

Gear: Rapier (Str+d4, Parry +1), dagger (Str+d4).

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.

✂ HASJARL

"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. It was as if Hasjarl were a poorly reconstructed puzzle put together in such fashion that all the pieces were mismated and awry. This was particularly true of his features. He possessed his sire's nose, though thickened and coarse-pored; but this was contradicted by the thin-lipped, tightly compressed mouth continually pursed until it had assumed a perpetual sphincterlike appearance. Hair, lank and lusterless, grew low on his forehead; and low, flattened cheekbones added yet another contradiction."

—The Lord of Quarmall

Lord Quarmal of Quarmall had two elder sons, and the eldest of them was Hasjarl. A vicious and cruel man, Hasjarl was Lord of the Upper levels in Quarmall. A thoroughly despicable man, he was a connoisseur of torture and pain. Hasjarl bore many physical deformities, and had further modified his own body with an unusual feature—his eyelids were pierced with tiny grommets sewn into his flesh, allowing him to close his eyes and still see every detail of his surroundings.

Hasjarl is served by numerous sorcerers he keeps busy, ordering them to constantly hurl magical curses, diseases, and horrible afflictions at his brother, Gwaay. Hasjarl schemed to supplant his father and slay his brother to become the Lord of Quarmall, but instead, Gwaay crushed both brothers beneath a slab of stone.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Healing d4, Intimidation d8, Knowledge (Arcana) d10, Knowledge (Torture) d8, Notice d6, Persuasion d8, Spellcasting d12

Cha: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Arrogant, Bloodthirsty, Mean, Ugly

Edges: Arcane Background (Black Magic), Command, Improved Rapid Recovery, New Powers, Noble, Sorcerer, Strong Caster

Powers: *Blind, bolt, detect/conceal arcana, divination, fear, puppet*

Gear: Whip (Str+d4, Reach 1), dagger (Str+d4), components.

Special Abilities:

- **Pierced Eyelids:** Hasjarl has cunningly pierced holes in his eyelids, held open by tiny grommets. This way, he can appear to be asleep or unaware, but at the same time, he can still see everything going on around him.

HILSA

One of the other residents of Rime Isle, Hilsa was once a courtesan. After Loki arrived, many things changed upon the isle, including Hilsa. She and her friend Rill decided to make a career change and become honest fisherwomen.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Notice d6, Persuasion d8, Streetwise d6

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: —

Edges: Charismatic

Gear: Fisherwomen's equipment.

HIRRIWI

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...

—Stardock

This woman is the daughter of King Oomforafor of Stardock, and one of that mountain realm's invisible inhabitants. When she wishes to be seen, she wears a black silk robe and lace mask. She has little love for her father or her brother Faroomfar—finding them both quite tiresome—and is very fond indeed of Fafhrd. With the northerner, she attempted

to conceive a child. Such an offspring would hopefully combine the hardiness of men with the invisibility of the Stardock people. It is unclear as to whether she succeeded or not, but she certainly seemed to enjoy the endeavor.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4, Notice d6, Persuasion d6, Riding d8, Stealth d6

Cha: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Noble, Very Attractive

Gear: Rapier (Str+d4, Parry +1), Various clothes and cosmetics.

Special Abilities:

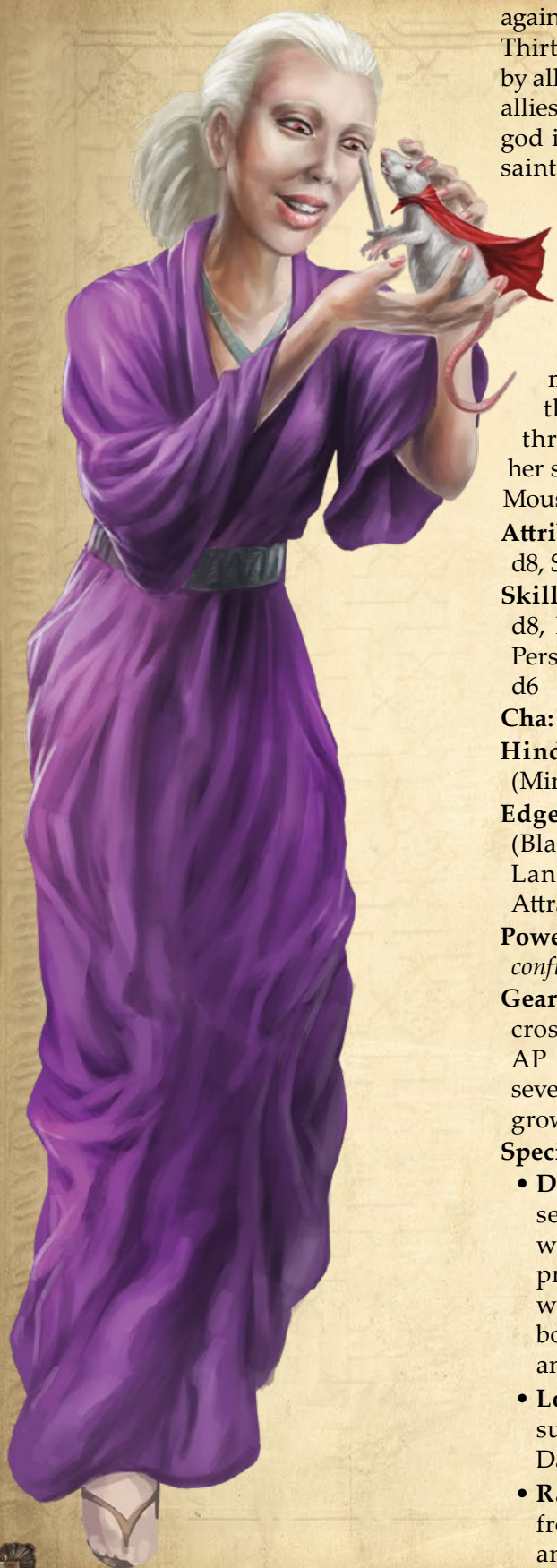
- **Invisible:** Hirriwi is invisible. Attacks against her—assuming someone even knows she is present—are made at -6. Items picked up by Hirriwi remain visible.
- **See Invisible:** Hirriwi has the natural ability to see invisible creatures and people.

Hisvet

"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 all 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. Her body was enveloped and hidden by a loose robe of violet silk except when the wind briefly molded a flat curve of her girlish anatomy. There was a violet hood, half thrown back. The sleeves were puffed but snug at the wrists. She was bare-foot, her skin showing as creamy there as on her face, except for a tinge of pink about the toes."

—The Swords of Lankhmar

The daughter of Hisvin and the Queen of the Rats, Hisvet is a half-breed of both races. With the help of alchemical potions, she can change her size to that of a rat and back



again. She is not a member of the Council of Thirteen, but Hisvet is counted as royalty by all the rats of Lankhmar Below and their allies. In the city of Ilthmar where the Rat-god is worshiped, Hisvet is considered a saint. She is quite flirtatious and fickle, although she can also be rather cruel and capricious, especially towards her servants. She is fascinated by games of love and pain, but rarely participates, preferring instead to observe. Hisvet dabbles in black magic, and enjoyed toying with the Gray Mouser's affections...both through her own charms and that of her sorcerous love spells. For his part, the Mouser considered her fascinating.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d8

Skills: Fighting d6, Knowledge (Arcana) d8, Knowledge (Politics) d8, Notice d6, Persuasion d8, Shooting d6, Spellcasting d6

Cha: +6; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Overconfident, Vengeful (Minor)

Edges: Alertness, Arcane Background (Black Magic), New Power, Noble (in Lankhmar Below and Ilthmar), Very Attractive

Powers: *Beast friend, detect/conceal arcana, confusion, stun*

Gear: Rapier (Str+d4, Parry +1), miniature crossbow (Range 6/12/24, Damage 2d4, AP 1), fine clothing (often a disguise), several potions of shrinking to rat size and growth to human size.

Special Abilities:

- **Direction Sense:** Hisvet has an innate sense of direction. She can find her way along any path she has traveled previously, regardless of complexity, with a Smarts roll. She also gains a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Hisvet does not suffer darkness penalties for Dim or Dark lighting.
- **Ratkin:** Hisvet can hide her origins from humans but felines (and any other animal viewing rats as their primary

prey) can sense her true nature. Such creatures treat Hisvet like a large rat.

- **Secret Nature:** Rats are distrusted at best in Lankhmar. If Hisvet's true race is revealed to a Lankhmart, she suffers a -4 penalty to Charisma with that person. Other humans have no enmity toward ratlings, but citizens of Ilthmar, where the Rat God is worshiped, revere ratlings. Hisvet's Charisma increases by +2 with the citizens of Ilthmar.

✦ HISVIN

"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."

—*The Swords of Lankhmar*

To most of Nehwon, Hisvin is merely a highly successful and wealthy Lankhmart grain merchant—but this is a lie. In reality, he is an accomplished black wizard, an ambitious conspirator, and one of the most influential figures in the rat civilization of Lankhmar Below. Although he is not a rat himself, he is one of the Council of Thirteen, and mated with the Queen of the Rats to produce a daughter. In the under-kingdom of the rats, Hisvin is known as "Lord Null," and there he plotted to conquer Lankhmar proper with the help of his daughter, Hisvet. A serious, humorless man, Hisvin considers most of mankind to be contemptuous. He has mastered many spells of pain and possesses several potions that allow him to shrink down to the size of a rat and then return to his normal size. A doting father, Hisvet's antics irritate him, but for the most part, Hisvin tolerates her activities—even when she interferes with his plans. Both Hisvin and Hisvet escaped Lankhmar after the Rat Plague, and their current location is unknown. Both he and his daughter are considered saints in the rat-worshipping city of Ilthmar.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Intimidation d8, Knowledge (Arcana) d10, Knowledge

(Politics) d10, Notice d6, Persuasion d8, Spellcasting d10

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Jingoistic, Overconfident

Edges: Alertness, Arcane Background (Black Magic), Connections, New Powers, Noble (in Lankhmar Below and Ilthmar), Rapid Recovery, Sorcerer, Strong Caster

Powers: *Beast friend, bolt, confusion, fear, puppet, smite*

Gear: Knife (Str+d4), components, several potions of shrinking to rat size (black vials) and growth to human size (white vials).

Special Abilities:

- **Direction Sense:** Hisvin has an innate sense of direction. He can find his way along any path he has traveled previously, regardless of complexity, with a Smarts roll. He also gains a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Hisvin does not suffer darkness penalties for Dim or Dark lighting.
- **Ratkin:** Hisvin can hide his origins from humans but felines (and any other animal viewing rats as their primary prey) can sense his true nature. Such creatures treat Hisvin like a large rat.
- **Secret Nature:** Rats are distrusted at best in Lankhmar. If Hisvin's true race is revealed to a Lankhmart, he suffers a -4 penalty to Charisma with that person. Other humans have no enmity toward ratlings, but citizens of Ilthmar, where the Rat God is worshiped, revere ratlings. Hisvin's Charisma increases by +2 with the citizens of Ilthmar.

HREEST

Another of the rats involved in the Rat Plague, Hreest was the Lieutenant-Warden of Lankhmar Below's fifth level. A skilled warrior and dutiful guardian, Hreest almost captured the Gray Mouser during his adventure in Lankhmar Below. However, Hreest misjudged his opponent, and was killed by a thrust from the Gray Mouser while covering Skwee's escape at the end of the Rat Plague.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d10, Knowledge (Lankhmar Below) d6, Notice d8, Stealth d6, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Loyal (Skwee)

Edges: Alertness, Counter Attack, Combat Reflexes, Frenzy, Nerves of Steel

Gear: Heavy rapier (Str+d6, Parry +1), miniature crossbow (Range 6/12/24, Damage 2d4, AP 1) [*These weapons are rat sized, and only effective when Grig and his opponent are rat size*].

Special Abilities:

- **Bite:** Str
- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Hreest does not suffer darkness penalties for Dim or Dark lighting.
- **Size -2:** Hreest is the size of a large rat... because he is one.
- **Small:** Attackers subtract 2 from their attacks to hit Hreest.

HRINGORL

This man was as tall as Fafhrd, half again as thick and wide, and about twice as old. He was dressed in brown sealskin and amethyst-studded silver except for the two massive gold bracelets on his wrists and the gold chain about his neck, marks of a pirate chief.

—*The Snow Women*

A barbarian of the Snow Clan, Hringorl was also a seagoing raider who led several expeditions. Fafhrd sailed in Hringorl's crew during some of these raids, earning some distinction. Hringorl gained some respect for Fafhrd due to these shared voyages, and sought to honor him with a gift of a gold bracelet to mark the rescue of Vlana from the Snow Women's wrath. However, Hringorl's greed led him to get mixed up with Essedinex's plan to sell Vlana into slavery. Fafhrd killed Hringorl

in a bloody conflict whilst rescuing Vlana from his kinsmen's plot.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Boating d8, Climbing d6, Fighting d10, Intimidation d6, Notice d6, Taunt d6

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Illiterate, Mean

Edges: Brave, Brutal, Nerves of Steel, Strong Willed, Reputation

Gear: Battle axe (Str+d8), leather armor (+1) gold arm rings.

Special Abilities:

- **Stature:** Northerners are often larger than the southern peoples. They are considered Size +1.
- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

✶ HRISTOMILO

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 out-jutting, almost chinless mouth just below. His complexion was sallow-gray like clay and a 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.

—*Ill Met in Lankhmar*

Malformed, ugly, and power-hungry, this mage serves the Lankhmar Thieves' Guild and is one of their most feared agents. Hristomilo's potent, deadly black magic and his disturbingly talkative familiar Slivikin ensured a rapid rise to become almost a legend within the guild. Only the guildmaster is brave enough to command Hristomilo's powers to secure the guild's prominence.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Spellcasting d12, Notice d6, Streetwise d6, Taunt d8, Throwing d6

Cha: -5; **Pace:** 6; **Parry:** 5; **Toughness:** 5



Hindrances: Arrogant, Cautious, Physical Corruption (-3), Ugly

Edges: Accomplished Ritualist, Arcane Background (Black Magic), Create Talisman, Familiar, Improved Rapid Recovery, New Powers, Reputation, Ritual Researcher, Sorcerer, Strong Caster.

Powers: *Confusion, divination, drain life, entangle, fear, invisibility, mind reading, ward*

Gear: Dagger (Str+d4), components, familiar (see Slivikin on page 45).

IGWARL

The son and heir of Quarmal of Quarmall, this young man is tall and slender. Unlike his father, his hair has a greenish hue, and he lacks his family's distinctive red-irised eyes. Igwarl is learning all the tricks of cruelty, treachery, and intrigue at the feet of his father. Quarmal, for his part, has begun teaching his son with some particularly cunning, sadistic methods of rulership. These lessons include enchanting Igwarl's sister into attacking him unawares on a whim.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Politics) d6, Notice d6, Persuasion d6, Spellcasting d6, Stealth d4, Taunt d4

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Quirk (Sadist)

Edges: Arcane Background (Black Magic), Noble, Rapid Recovery, Strong Caster

Powers: *Lower Trait, fear, slumber*

Gear: Dagger (Str+d4, coated with Venomous (-2) poison), Fine clothing.

ISSISSI

...he saw her loving countenance lengthening into a snout, her green eyes bulging and moving apart, swimming sideways 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.

—Sea Magic

Ississi is a princess of Simorgya, one of the rulers of that sunken kingdom, and sister to Mordroog. She hungers for revenge against the surface dwellers of Rime

Isle for the theft of certain precious golden treasures and for defeating her nation's attempts at invasion. She attempted to seduce Fafhrd and the Gray Mouser, and when that failed, she tried to kill them both. She tried to sink and destroy the *Seahawk* with the Gray Mouser aboard using her wiles and the bulk of her sea-creature ally, the immense whale the Deep Rusher. She is thoroughly evil, tricky, cunning, and somewhat perverse. Even for a Simorgyan, she is far more dangerous than she would ordinarily appear thanks to her bond with the Deep Rusher.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d8, Notice d8, Persuasion d4, Spellcasting d8, Stealth d8, Swimming d10, Taunt d6

Cha: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Big Mouth, Curious

Edges: Charismatic, Noble

Gear: None.

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +1:** Simorgyans have tough, scaly skin.
- **Bite/Claws:** Str+d4.
- **Dependency (Salt Water):** Simorgyans must immerse in salt water at least one hour out of every 24 or suffer Fatigue each day until they perish.
- **Low Light Vision:** Simorgyans suffer no penalties from Dim or Dark lighting.
- **Shape Change:** Simorgyans can shape change into a beautiful human (gaining the Attractive Edge) or a shark. As a shark Ississi retains her Smarts, Spirit, and linked skills but otherwise has the same characteristics as a medium maneater shark.
- **Sea Lords:** Simorgyans possess the *beast friend* and *summon beast* powers. Both powers only affect aquatic animals. The Simorgyan uses her Spirit for the arcane skill. Simorgyan royalty, like Ississi, gain +4 to their Spirit roll and can summon great creatures such as the deep rusher (see page 55) to their aid
- **Weakness (Light):** Simorgyans disdain bright light, preferring the darkness of

the sea. When exposed to bright light (daylight or brighter), the Simorgyan suffers a -2 to all Trait rolls.

IVIVIS

She knelt with one leg doubled, the other thrust behind her as in a fencing lunge, stretching the short skirt of her green tunic, while her arms reached the tray forward. 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.

—The Lord of Quarmall

Ivivi was a slave belonging to Prince Gwaay in Quarmall during the Twain's adventure in that underground realm. The Gray Mouser rescued her from servitude, and the two carried on a relationship for a time. However, she and the Gray Mouser began to quarrel and grow apart. Ivivi soon left, traveling to Ilthmar in the company of her friend, Friska. There, both of them joined the Guild of Free Women.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Persuasion d4, Stealth d4

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Attractive

Gear: Fine clothing.

IVLIS

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. He recognized anxiety in the tense lines of her body.

—Thieves' House

Grandmaster Krovas of Lankhmar's Thieves' Guild kept this woman as a mistress—a serious violation of guild law. In fact, this transgression ultimately led to Krovas' downfall. Ivli is beautiful, ambitious, and intelligent—she will do nearly anything to ensure that she prospers. She escaped the Guild during the attack of

the Dead Master Thieves, and had a brief (if passionate) relationship with the Gray Mouser afterwards. Her maid, Freg, bore the Gray Mouser a child; a son named Pshawri.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d10, Persuasion d8, Stealth d8, Streetwise d6

Cha: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Greedy (Major)

Edges: Thief, Very Attractive

Gear: Knife (Str+d4), fine clothing.

IVRIAN

"... a thin, pale-faced, delicately handsome girl clad in a dress of thick violet silk worked with silver and belted with a silver chain. Her slippers were of white snow-serpent fur. Silver pins headed with amethysts held in place her high-piled black hair. Around her shoulders was drawn a white ermine wrap. She was leaning forward with uneasy-seeming graciousness and extending a narrow, white hand which shook a little to Vlana, who knelt before her and now gently took the proffered hand and bowed her head over it, her own glossy, straight, dark-brown hair making a canopy, and pressed the other girl's hand's back to her lips."

—Ill Met in Lankhmar

Ivrian is an apprentice white mage and childhood friend of the Gray Mouser. Often considered meek and submissive, she studied together with him under Glavas Rho, until her mentor was killed by her jealous father, Duke Janarrl. Her relationship with her father was troubled; he was extremely cruel and abusive towards her, and attempted to force her to help him kill the Gray Mouser. Luckily, Ivrian escaped her father's lands with the Gray Mouser's help. Later, Ivrian fell deeply in love with the Gray Mouser and traveled with him to Lankhmar to start a new life.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Arcana) d4, Notice d6, Persuasion d6, Spellcasting d4

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Anemic, Yellow

Edges: Arcane Background (White Magic), Attractive

Powers: divination, light/obscure

Gear: Fine clothing.

DUKE JANARRL

"Huntsmen clad in brown and green appeared in the glade, some surrounding the fallen boar with a wall of spear points, others hurrying up to the man on the horse. He was clad in rich garments of yellow and brown. He laughed, tossed one of his huntsmen the bloodied spear and accepted a silver-worked leather wine flask from another."

—The Unholy Grail



The father of Ivrian, Duke Janarrl is a vain, callous, and cruel man. His face was grim and he bore a strange, small, yellow-eyed gaze. Duke Janarrl had a strong dislike for all magic, but most of all, he despised white magic for a very personal reason. His deceased wife was a harsh and hateful woman who controlled much of Janarrl's life. The Duke was left with a deep and abiding fear of her, and he suspected that she may have had a dalliance with the wizard Glavas Rho—thus explaining his hatred of white magic. Janarrl believed that Ivrian may have been the daughter of Glavas Rho rather than himself, and after his wife died, the Duke punished and abused his daughter. He even went so far as to encourage his retainers and servants to mistreat Ivrian as well, making her childhood miserable. Janarrl attempted to have the Gray Mouser (then known only as "Mouse") tortured to death as a way of harming his daughter. However, the Gray Mouser's cunning turned the tables, using black sorcery to slay Janarrl instead.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Riding d8, Stealth d6

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Cocky, Phobia (Major—his deceased wife)

Edges: Command, Frenzy, Noble

Gear: Long sword (Str+d8), dagger (Str+d4), fine clothing, gear appropriate to task.

✧ KARL TREUHERZ

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.

—*The Swords of Lankhmar*

One of the more bizarre folk encountered by the Twain, Karl Treuherz is not at all a native of Nehwon. Rather, Karl is a visitor from a different time and a different universe altogether. He is an adventurer who speaks German as his native tongue (a language thoroughly unknown on Nehwon), but he manages to get by on

Nehwon thanks to a German–Lankhmar dictionary and a reasonable command of the Lankhmart tongue. Karl works for Hagenbeck's Zeitgarten ("Time Garden"), a zoo that collects creatures from many different worlds and times. He travels through time and across universes via a vehicle that resembles an enormous black sphere (sometimes mistaken for a cloud or balloon).

While on Nehwon, he rode on the back of a two-headed sea dragon that he named Scylla's Daughter. The sea dragon was most fearsome in appearance, but it was actually quite docile towards humans. Scylla's Daughter preferred to devour rats in large quantities, a habit that became quite useful to the Twain. When Fafhrd and the Gray Mouser were threatened by Hisvin, Hisvet, and their allies (aboard *Squid* and the *Black Cutter*, respectively), Karl and Scylla's Daughter rode to the rescue and killed nearly all of the white rats in the Council of Thirteen (only two survived). Later, Karl returned to his home universe, but he may someday return...

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Lankhmar) d4, Knowledge (Other Worlds) d6, Notice d6, Persuasion d4, Riding d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Clueless, Outsider

Edges: Beast Bond

Gear: Strange futuristic clothes.

KEWISSA

Kewissa is the key to Lord Quarmal's scheme—she is his favorite concubine, and with her, he can wipe the slate clean of his quarreling sons and begin again with his new heir, Igwarl. Despite her Lord's advanced age and the insidious plots of Gwaay and Hasjarl, she conceived that heir (thanks, in part, to the Twain's adventures).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Notice d6, Persuasion d8

Cha: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Edges: Attractive, Charismatic

Gear: Fine clothing.

KEYAIRA

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 the 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.

—Stardock

Another daughter of King Oomforafor, Keyaira—like her sister Hirriwi—is a resident of Stardock, one of the invisible people who calls that mountain home. This playful princess was the lover of the Gray Mouser, hoping to bear a child with him that bred human strength and resilience with the Stardock people's invisibility. This breeding with outsiders was the only way, she claimed, to save her unique race from dying out forever.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4, Notice d6, Persuasion d6, Riding d8, Stealth d6

Cha: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Arrogant

Edges: Attractive, Noble

Gear: Various cosmetics.

Special Abilities:

- **Invisible:** Keyaira is invisible. Attacks against her—assuming someone even knows Keyaira is present—are made at -6. Items picked up by Keyaira remain visible.
- **See Invisible:** Keyaira has the natural ability to see invisible creatures and people.

⌘ KHAHKT

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's. Now it lifted its leathery lips and nervously questing long-nailed fingers toward an area of the map where a tiny, gleaming black blotch south of blue and amidst brown signified

Lankhmar City on the southron coast of the Inner Sea.

—The Frost Monstreme

This strange being is quite possibly immortal. According to ancient legend, Khahkt betrayed his Mingol tribe, and for this crime, he was executed and buried. If the legend is true, however, Khahkt somehow managed to survive this event. He returned from the grave as a strange, almost alien creature with extremely potent magical skills. Sometimes he is called the Ice Wizard, and he lives in—or is imprisoned by—a hollow sphere of black ice almost ten feet across.

Khahkt formed an alliance with the Sea Mingols and the Invisibles of Stardock. Some say that Khahkt was involved in the creation of the invisible people of Stardock, but the truth of this is not entirely known. It was Khahkt who magically granted wings to Faroomfar. Khahkt meant to conquer all of Nehwon, beginning with Rime Isle. However, Fafhrd and the Gray Mouser defeated this scheme by destroying the Ice Wizard's frost monstreme and then driving back the Sea Mingols in battle. Khahkt himself was not confronted, however, and it is likely he remains a threat to Nehwon, awaiting other heroes to deal with him.

Attributes: Agility d6, Smarts d12+1, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d12, Notice d8, Spellcasting d12+2, Swimming d6, Taunt d6

Cha: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Physical Corruption (-2), Ugly

Edges: Accomplished Ritualist, Arcane Background (Black Magic), Create Talisman, Harder to Kill, Improved Rapid Recovery, Improved Strong Caster, Reputation, New Powers, Ritual Researcher, Sorcerer, Strong Willed

Powers: Banish, barrier, bolt, darksight, lower Trait, confusion, drain life, fear, ward, withering curse.

Gear: Staff (Str+d4, Parry +1, Reach 1, 2 hands), knife (Str+d4), components.

KRANNARCH

A lanky, ugly, violent thief, Krannarch teamed up with Gnarfi and raced the Twain to Stardock. Krannarch hoped to claim that legendary city's treasures for himself. Accompanied by Gnarfi and two trained bears, Krannarch and the rest of his band met a bloody end during the Twain's adventure on Stardock. The invisible inhabitants of that mountain kingdom do not suffer intruders lightly.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Knowledge (Mountaineering) d8, Notice d6, Shooting d6, Stealth d6, Survival d8

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Ugly

Edges: Brave, Explorer

Gear: Climbing gear, winter furs, longbow (Range 15/30/60, Damage 2d6), knife (Str+d4).

☞ KREESHKRA

Possibly the strangest of Fafhrd's lady loves, Kreeshkra is a Nehwon Ghoul—her flesh is transparent, meaning that her bones are the only visible part of her body. She was part of a Ghoul raiding force participating in the sack of Sarheenmar. During that event, she encountered Fafhrd and was captured by him. Being so close to a skeleton themselves, Nehwon ghouls hold little regard for life. Therefore, Kreeshkra held no grudge against the barbarian for slaying her comrades. In fact, the two had a brief dalliance. Afterwards, she later led a group of ghoul raiders into Lankhmar to help the Twain turn back the invasion of the Rat Plague. Kreeshkra herself is a very pragmatic person who accepts (at least in theory) Fafhrd's wanderlust. However, she eventually tired of

her "mud-man," as she called him, and returned to her people. Kreeshkra is still fond of Fafhrd, and in general she was quite good-hearted and pleasant...for a ghoul. In the end, she remains a savage being who has no trouble devouring human flesh and slays without hesitation.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: Arrogant, Quirk (Cannibal)

Edges: Ambidextrous, Brave, Brawny, Charismatic, Command, Spot Weakness

Gear: Harness, broadsword (Str+d8, AP 1), bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Living Skeleton:** Kreeshkra is unsettling to humans gaining a +2



bonus to Intimidation but she suffers a -4 to Charisma.

- **Transparent Flesh:** Because of her translucent body, Kreeshkra is more difficult to effectively strike in combat gaining +2 to Parry if wearing no armor or any covering more than a cloak.

KRESHMAR AND SKEL

These twin brothers were notorious for menacing the poor, the weak, and the helpless in Lankhmar. Their only notable talents were as alley-bashers, thugs, and bravos. Both were consumed by the magic of the Cloud of Hate, and both died on the blade of the Gray Mouser. Once dead, they were not missed.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d6, Streetwise d4

Cha: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Bloodthirsty, Impulsive

Edges: Dirty Fighter, First Strike, Quick

Gear: Long sword (Str+d8), dagger (Str+d4), leather armor (+1).

COUNTESS KRONIA OF THE 77 SECRET POCKETS

A noblewoman of Lankhmar, Countess Kronia has an intriguing secret—she is also a freelance thief. The Thieves' Guild tolerates her activities, a courtesy extended due to her noble birth and status. Most Lankhmarts consider her insane, and it is said that she performs her thefts more by madness (and luck) than cunning or design. Her estate is very unique; it is composed of small islands connected by footbridges. She moves her residence randomly from island to island.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d4, Lockpicking d6, Notice d6, Persuasion d4, Stealth d8, Streetwise d6

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Delusional, Greedy (Minor)

Edges: Noble, Thief

Gear: Dagger (Str+d4), fine clothing.

KROVAS

Then he saw, beyond Fafhrd, standing before the doorway to the map room, 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, framed by neatly cropped black hair and beard.

—Ill Met in Lankhmar

Krovas was the Guildmaster of Lankhmar's Thieves' Guild during the early adventures of Fafhrd and the Gray Mouser. For some time, he was the most powerful man in Lankhmar, and even held great influence over the Overlord, Karstak Overtamortes. However, his ambition caused his rise to power to end abruptly. Thanks in part to the Twain's interference, the Dead Master Thieves killed Krovas at the height of his power and ended his plans in one fell swoop.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Lockpicking d8, Notice d10, Persuasion d8, Stealth d12, Streetwise d10, Taunt d8, Throwing d8

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: Greedy, Overconfident

Edges: Acrobat, Block, Connections (Slayer's Brotherhood), Extraction, Improved Dodge, Improved First Strike, Level Headed, Noble (Guildmaster), Really Dirty Fighter, Thief

Gear: Leather armor (+1), Broadsword (Str+d8, AP 1), knife (Str+d4, coated with Venomous (-1) poison).

LARLT

The Twain rescued four Mingols from the Forbidden City of Black Idols. Amongst their number was Larlt. He is short, bow-legged, and strong—a man of few words.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Boating d6, Fighting d6, Notice d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Loyal

Edges: Steady Hands

Gear: Scimitar (Str+d8), dagger (Str+d4), leather armor (+1).

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 tastiest dish is he.

✧ LAVAS LAERK

Somebody was striding toward the poop—the leader, if one could guess from gold and jewels and an air of assurance. He sprang up the short ladder, his limbs supple as a cat's. He seemed younger than the rest and his features were almost delicate. Fine, silky blond hair was plastered wetly against his cheeks. But there was feline rapacity in his tight, smiling lips, and there was craziness in his jewel-blue eyes.

—The Sunken Land

This man was utterly focused (many would say obsessed) on recovering the treasures of lost Simorgya. Lavas Laerk is a seagoing adventurer, possessing his own ship and a loyal crew. However, wealth and fame were not his true goals. Rather, he desired one thing above all others; to uncover the secrets and powers of the sunken kingdom and possess them for his own. Lavas is superstitious as well—he has bound the crew of his ship to a vow of silence until they see the shores of his goal.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Fighting d8, Intimidation d8, Knowledge (Simorgya) d6, Notice d8, Persuasion d8, Swimming d6

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Quirk (Obsessive), Vow (Raid Simorgya)

Edges: Alertness, Charismatic, Command, Hold the Line, Leader of Men, Natural Leader, Nerves of Steel, Spot Weakness

Gear: Long sword (Str+d8), leather armor (+1).

LESSNYA

Exotic and beautiful, Lessnya is a famous courtesan in Lankhmar. This woman suffered the loss of one eye to an enraged pecking by one of the thieving Birds of Tyaa during that crisis. She later replaced the missing eye with one of hollow gold, an adornment that only added to her mysterious allure. She eventually converted to the worship of Issek of the Jug when that faith swept through Lankhmar (thanks in part to Fafhrd's assistance), and she made a rich donation to the temple.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6, Persuasion d8, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: One Eye

Edges: Attractive, Rich

Gear: Fine clothes and jewels.

LILYBLACK

This young woman spent much of her life in the City of Lankhmar as a simple beggar girl. Later, the Gray Mouser recruited her with many favors and gifts to become his informant and agent when the rogue worked for Pulg. However, Lilyblack's affections soon shifted to another of Pulg's men, a bravo named Grilli. She betrayed the Mouser's plans to her new lover.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Investigation d4, Notice d6, Persuasion d6, Streetwise d8

Cha: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 6

Hindrances: Greedy (Minor)

Edges: Alertness, Very Attractive

Gear: Dagger (Str+d4).

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.

LITHQUIL

A fanatical enthusiast of violence and bloodsports, this man was called "the Mad Duke" by many. He was one of the rulers of the city of Ool Hrusp, and he once forced Fafhrd and the Gray Mouser to perform elaborate mock-duels for his pleasure. During one of his gladiatorial matches, he was slain by the thrown axe of a ghoulish warrior fighting in the contest—a judgment from Death himself.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Politics) d8, Notice d6, Persuasion d6, Taunt d6

Cha: -3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Bloodthirsty, Habit (Minor—Violence)

Edges: Noble

Gear: Fine clothing, broadsword (Str+d8, AP 1).

LORD LOGBEN

This man is the ruler of No-Ombrulk, a city of Nehwon. No-Ombrulk has a crop of valuable timber, desired by many traders. Logben is reluctant to part with this timber for any reasonable price. However, he has an unusual fascination with building a white throne, and seeks earnestly for ivory items with which to complete this project. Using the Lord's ambition for his own ends, the Gray Mouser cannily traded with this man to acquire a shipment of timber for Rime Isle.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4, Knowledge (Politics) d8, Knowledge (Trade) d8, Notice d6, Persuasion d6, Streetwise d6

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Clueless, Quirk (Wants to build a white throne)

Edges: Noble

Gear: Fine clothing.

LUKEEN

Considered by many in Lankhmar to be a brave and bold hero, Lukeen is the master of the galley *Shark*. His vessel's purpose was to protect Lankhmar's grain convoy at the beginning of the Rat Plague crisis. Tall and lean, Lukeen commands a fierce loyalty from his sailors and is a master of the quarterstaff. He is a fierce and suspicious man who never backs down from a fight.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Boating d8, Climbing d6, Fighting d10, Notice d6, Persuasion d6

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Overconfident, Quirk (Won't back down from fight)

Edges: Charismatic, Combat Reflexes, Frenzy, Sweep, Trademark Weapon (Quarterstaff)

Gear: Staff (Str+d4, Parry +1, Reach 1, 2 hands), long sword (Str+d8), dagger (Str+d4), fine clothing.

MANNIMARK

Fafhrd recruited twelve barbarians from the north to sail into battle aboard the *Seahawk* against the forces of the Sea Mingols and the Ice Wizard, Khahkt. Mannimark is one of that crew, a very loyal warrior to Fafhrd. Mannimark himself is fully seven feet tall.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d8, Notice d6, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Loyal

Edges: Brawny, Iron Jaw

Gear: Cutlass (Str+d6), leather armor (+1).

Special Abilities:

- **Stature:** Northerners are often larger than the southern peoples. They are Size +1 (which increases their Toughness by +1), but their larger size has situational disadvantages such as a larger appetite, more expensive clothing, and other minor effects.
- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

✧ MOR

"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!'"

—*The Snow Women*

Fafhrd's mother, Mor, is a most formidable woman, and one of the foremost leaders of the Snow Women in Cold Corner. She has a prominent position in the Snow Clan—Fafhrd's tribe—and intends for her son to become a respectable, traditional man of the clan's culture. In her eyes, this coming-of-age includes avoiding undue association with outsiders and marrying one of the Snow Women; ideally, a younger Snow Woman named Mara. Fafhrd suspects Mor's cold sorcery may have doomed Fafhrd's father, Nalgron, during an ill-fated attempt to climb a mountain known as White Fang.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d10, Knowledge (Arcana) d8, Notice d6, Spellcasting d10, Stealth d4, Throwing d6

Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Stubborn, Vengeful (Major)

Edges: Arcane Background (Elemental Magic), Charismatic, Command, Natural Leader, Noble, Rapid Recovery, Reputation

Powers: *Beast friend, confusion, entangle, puppet, slow, telekinesis.*

Gear: Furs, dagger (Str+d4), components.

THE SNOW WOMEN

Mor represents just one of the many Snow Women in Fafhrd's barbarian clan. Others include the young, beautiful Mara—intended to be the wife for Fafhrd. If desired, the statistics for Mor can be used to represent any of the Snow Women with only minor alterations. For Mara, reduce Mor's Intimidation and Spellcasting skills by one die type, eliminate the Natural Leader and Reputation Edges, and add the Attractive Edge.

✧ MORDROOG

Mordroog is the brother of Ississi, and one of the aquatic beings who rule the sunken kingdom of Simorgya. Mordroog has sworn bitter vengeance against the surface dwellers of Nehwon. However, he prefers to leave most of the efforts against them to his sister rather than take action himself.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Knowledge (Battle) d8, Notice d8, Persuasion d6, Swimming d10, Stealth d8

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Arrogant, Vengeful (Major)

Edges: Combat Reflexes, Command, Fervor, Level Headed, Natural Leader, Noble, Tactician

Special Abilities:

- **Aquatic:** Pace 10.
- **Armor +1:** Simorgyans have tough, scaly skin.
- **Bite/Claws:** Str+d4.
- **Dependency (Salt Water):** Simorgyans must immerse in salt water at least one hour out of every 24 or suffer Fatigue each day until they perish.
- **Low Light Vision:** Simorgyans suffer no penalties from Dim or Dark lighting.
- **Shape Change:** Simorgyans can shape change into a beautiful human (gaining the Attractive Edge) or a shark. As a shark Mordroog retains his Smarts, Spirit, and linked skills but otherwise has the same characteristics as a medium maneater shark.
- **Sea Lords:** Mordroog possess the *beast friend* and *summon beast* powers. Both powers only affect aquatic animals. Mordroog uses his Spirit as the arcane skill. Simorgyan royalty, like Mordroog, gain +4 to their Spirit roll and can summon great creatures such as the Deep Rusher (see page 55) to his aid.
- **Weakness (Light):** Simorgyans disdain bright light, preferring the darkness of the sea. When exposed to bright light (daylight or brighter), the Simorgyan suffers a -2 to all Trait rolls.

MOTHER GRUM

Considered the wise woman of Rime Isle, Mother Grum is a priestess of the moon and quite knowledgeable about the uses (medicinal and otherwise) of many herbs and plants that grow in the region. Her learned mind contains a great deal of detailed information on Nehwon as well.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d4

Skills: Healing d8, Knowledge (Herbs) d8, Knowledge (Nehwon) d8, Knowledge (Religion) d8, Notice d6, Persuasion d6

Cha: 0; **Pace:** 5; **Parry:** 2; **Toughness:** 4

Hindrances: Elderly

Edges: Healer, Scholar (Herbs, Religion), Priestess

Gear: Herbalist's bag.

MOVARL

Lord of the Eight Cities, Movarl is a canny politician and opportunist. He is a competent military commander and has shrewdly earned the trust of many nations bordering the Inner Sea. Movarl rules from the capital city of Kvarch Nar like a spider in his web. From his home, Movarl uses a series of byzantine machinations and plots to keep his enemies confused and offbalance.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Knowledge (Battle) d10, Knowledge (Politics) d8, Notice d6, Riding d6

Cha: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (3)

Hindrances: —

Edges: Brawny, Charismatic, Combat Reflexes, Command, Fervor, Inspire, Natural Leader, Noble

Gear: Great sword (Str+d10, Parry -1, 2 hands), chain plate corslet (+3), plate arms and legs (+3), fine clothing.

MUULSH

Muulsh was somewhat as she 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.

—Claws From The Night

PRIESTESSES OF SKAMA

Rime Isle is home to many groups, from the fisherfolk of Salthaven to the crews of the *Flotsam* and *Seahawk*. Amongst these groups is a coven of women dedicated to the worship of Skama, the Moon Goddess of Nehwon. The coven includes (amongst others) Mother Grum, Cif, Afreyt, Rill, Hilsa, and a group of four young women: Mara, May, Gale, and Klute. Mara, May, and Gale are all flaxen-haired nieces of Afreyt, whilst Klute is dark-haired and is the niece of Cif. These four girls are excitable and adventuresome, and can often be found running messages for their aunts or investigating unusual goings-on around the Isle. When Fingers arrived on Rime Isle, she was quickly adopted into the group by the other four girls. When grown, all intend to become full-fledged priestesses of Skama like their mentors.

This unfortunate man is Atya's unsuspecting husband. He is a grasping, decadent moneylender who squandered his considerable wealth on beautiful women, carousing, and fine luxuries after Atya disappeared. Muulsh was unaware that his wife was secretly the high priestess of Tyaa.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Notice d4, Persuasion d10, Streetwise d8

Cha: -2; **Pace:** 5; **Parry:** 4; **Toughness:** 7

Hindrances: Greedy (Major), Obese, Ugly

Edges: Connections, Very Rich

Gear: Tailored clothes.

NALGRON

"...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 unswervingly striving toward a high, romantic goal, of self-honesty in all these things but especially in recognizing your aversions and desires..."

—The Snow Women

Nalgron was the father of Fafhrd, and it is more than likely he passed on his independent nature to his son. Nalgron often flouted the authority of the Snow Women, and just as often roused the anger of his wife, Mor. Nalgron died while climbing the mountain known as White Fang when his pick and rope froze and shattered. This evidence made Fafhrd suspect that Mor and the other Snow Women were responsible for his father's death, as vengeance for Nalgron's insolent and disobedient nature. Later, Fafhrd buried his father with his sword beneath the tent Fafhrd shared with his mother, Mor. During his life, Nalgron passed on great wisdom and combat skill to his son. Nalgron is considered by many to have been a wise and bold adventurer.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

Skills: Boating d6, Climbing d8, Fighting d10, Knowledge (Mountaineering) d6, Notice d6, Riding d6, Survival d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (1)

Hindrances: Curious

Edges: Brave, Brawny, Combat Reflexes, Explorer, Frenzy, Sweep

Gear: Broadsword (Str+d8, AP 1), leather armor (+1), climbing gear, skis.

Special Abilities:

- **Stature:** Northerners are often larger than the southern peoples. They are Size +1 (which increases their Toughness by +1), but their larger size has situational disadvantages such as a larger appetite, more expensive clothing, and other minor effects.
- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

NAPH THE BEGGAR

Blind and quite repulsive, this man is a beggar within the city of Lankhmar. Despite his appearance, he keeps himself very well-informed regarding the goings-on of the city.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Investigation d6, Knowledge (Lankhmar) d8, Notice d10, Persuasion d6, Streetwise d10

Cha: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Blind, Ugly

Edges: Alertness, Connections (Beggars' Guild)

Gear: Tattered clothing.

NATTICK NIMBLEFINGERS

Nattick Nimblefingers is a highly skilled Lankhmart tailor and is one of the Gray Mouser's few true friends. In fact, the Mouser sought refuge in Nimblefingers' shop during the Rat Plague, and Nimblefingers was one of the few creditors that the Mouser has actually paid—a sign of great friendship indeed.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Tailoring) d8, Notice d6, Persuasion d6, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Fine clothing, tailor's shears (Str+d4, improvised weapon).

NEMIA OF THE DUSK

A shapely, seductive woman who made a successful living as a fence in Lankhmar, Nemia gained her unusual title by requiring all her business deals to be performed in twilight or the depths of gloom. She, along with the Eyes of Ogo, claimed herself to be one of the two best thieves in Lankhmar; a claim disputed by the Twain. According to rumor, Nemia demanded a sensual "audition" for every client who wished to sell her stolen goods. This may have simply been a lie intended to build up Fafhrd's ego, however. She and the Eyes of Ogo successfully cheated both Fafhrd and the Gray Mouser out of a fortune in jewels.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Stolen goods) d6, Notice d10, Persuasion d8, Stealth d8, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Attractive

Gear: Fine clothing.

OGO THE BLIND

This is the name of a fence in Lankmar who, most uniquely, does not actually exist. Most folk in Lankmar suspect him to be a fat, wealthy, and eccentric merchant who specializes in stolen goods. In truth, he is merely a front for some other clever thieves (see the Eyes of Ogo and Nemias of the Dusk).

OLEGNAYA MINGOLSBANE

Long in the past, this man was once a great hero of Lankmar. He valiantly defended the city against an attack by fierce Mingol raiders, an accomplishment that earned him his surname. Unfortunately, he was over eighty years old by the time of the Rat Plague. During this crisis, the general suffered from occasional bouts of senility and was ridiculed by his troops for giving long, meandering speeches. Olegnaya was slain by the rats during one of these rambling harangues, no doubt providing momentary relief to many of his men before they too were torn apart.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Knowledge (Politics) d6, Notice d6, Persuasion d4

Cha: +2; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Elderly

Edges: Noble

Gear: Long sword (Str+d8), fine clothing.

OOMFORAFOR

This being is the king of Stardock, ruling over the dwindling population of invisible folk who inhabit that lonely mountain realm. Oomforafor despises humans, yet he knows crossbreeding with them is the only way to save his people from a slow extinction. This unwanted knowledge only makes him hate humanity even more. Oomforafor's method of extracting the necessary seed was considerably more gruesome (and fatal) than those chosen by his daughters, the princesses Hirriwi and Keyaira. Oomforafor and his son, Faroomfar, allied with the ice wizard Khahkt in an ultimately doomed attempt to conquer Rime Isle.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d4, Notice d6, Persuasion d6, Riding d8, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Arrogant, Bloodthirsty

Edges: Noble (Only in Stardock)

Gear: Broadsword (Str+d8, AP 1).

Special Abilities:

- **Invisible:** Oomforafor is naturally invisible. Attacks against him—assuming someone even knows Oomforafor is present—are made at -6. Items picked up by him remain visible.
- **See Invisible:** Oomforafor has the natural ability to see invisible creatures and people.

For an instant he thought he was waking from a dream. But then he saw the newhatched creatures racing toward them, a shrill, eager screeching issuing from their long muzzles. From beside him he heard a quick, rasping sound as Fafhrd's sword whipped from its scabbard. Then the Mouser drew his own blade, and a moment later it crashed against a steel-like claw which thrust at his throat. Simultaneously, Fafhrd parried a like blow from the other monster. What followed was nightmare.

—The Bleak Shore

OURPH THE MINGOL

Ourph and three of his fellow Mingols were rescued by Fafhrd and the Gray Mouser from the City of Black Idols. In thanks for this, Ourph loyally served his rescuers for the rest of his life, accompanying Fafhrd and the Gray Mouser on numerous adventures across Nehwon. An outsider for most of his life, Ourph managed to make a home for himself on Rime Isle. He is a superstitious man, but he is also clever and keen of wit. He possesses a great deal of information about his people (the Mingols) and many other aspects of Nehwon.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d6, Knowledge (History) d8, Notice d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Quirk (Superstitious)

Edges: Brave, Steady Hands

Gear: Scimitar (Str+d8), leather armor (+1).

Special Abilities:

- **Skilled:** Ourph gains a +2 bonus to Boating Trait rolls.

OUWENYIS

The Twain rescued four Mingol slaves from the Forbidden City of Black Idols. Amongst them was Ouwenyis, an expert sailor.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d6, Notice d6, Stealth d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: —

Edges: Steady Hands

Gear: Scimitar (Str+d8), leather armor (+1).

Special Abilities:

- **Skilled:** Ouwenyis gains a +2 bonus to Boating rolls.



PELLY

Fafhrd recruited twelve northern barbarians to join the *Seahawk's* crew. Pelly is one of those crewmen. He stands nearly as tall as Fafhrd himself. Pelly and the others continue to serve the Twain from the barracks on Rime Isle.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d6, Notice d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: —

Edges: —

Gear: Cutlass (Str+d8), dagger (Str+d4).

PSHAWRI

A skilled young thief, Pshawri was amongst many others recruited by the Gray Mouser in Lankhmar to sail aboard the *Flotsam* and oppose the Sea Mingols threatening Rime Isle. At the time, both were unaware of their true relationship to each other; The Mouser and Pshawri are father and son. This secret only came to light after Loki's vengeance upon the Gray Mouser was dealt with. Pshawri's valiant assistance was instrumental in foiling Loki's scheme. Once the Gray Mouser was rescued from his unwilling journey into the depths of the earth, Pshawri was reunited with his father and made aware of his true parentage.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d8, Lockpicking d6, Notice d6, Stealth d8, Streetwise d6, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Heroic, Loyal

Edges: Brave, Command, Quick, Natural Leader, Thief

Gear: Cutlass (Str+d6), dagger (Str+d4), sling (Str+d4), leather armor (+1).

PULG

Pulg started out as a racketeer and extortionist who specialized in shaking down the temples of Lankhmar on the Street of Gods. However, he eventually converted to the worship of Issek of the

Jug (through the agency of Fafhrd and the Gray Mouser's interference), and forsook the vile ways of his former life in favor of becoming one of Issek's priests. Even with this change in vocation, Pulg did not relinquish the criminal enterprises he had built up—instead, he channeled his profits into the greater glory of Issek. Pulg's ill-gotten gains constructed five new temples and helped bring hundreds of converts to the faith. When the Gods of Lankhmar took offense to Issek's rise to power, Pulg vanished along with the rest of Issek's clergy.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Religion) d4, Notice d6, Stealth d6, Streetwise d6

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Quirk (Superstitious)

Edges: Charismatic, Connections (Extortionists' Guild)

Gear: Broadsword (Str+d8, AP 1), leather armor (+1), fine clothes and jeweled mask.

PULGH ARTONAX, OVERLORD

A ruthless and decisive ruler, this man succeeded the gentle Radomix Kistomerces as Overlord of Lankhmar. Under Pulgh's leadership, Lankhmar returned to its natural state of corruption, vice, and violence. Many described Pulgh as "penurious and perverse." Pulgh had a severe dislike of heroes, especially ones such as Fafhrd and the Gray Mouser. Pulgh, in alliance with the Lankhmar Thieves' Guild, dispatched assassins after the Twain, but this attempt to destroy the heroes was unsuccessful.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Politics) d8, Notice d8, Persuasion d6, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: Noble

Gear: Fine clothing.

QUARMAL

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 among living creatures; this character he inherited from his mother, a mer-woman. The pupils, like specks of black crystal, sparkled 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 jowls, 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. If Quarmal's eyes were the most arresting feature in his countenance, his mouth was the most beautiful. The lips were full and ruddy, remarkable in so aged a man, and they had that peculiar mobility found in some elocutionists and orators and actors. Had it been possible for Quarmal to have known vanity, he might have been vain about the beauty of his mouth; as it was this perfectly molded mouth served only to accentuate the horror of his eyes.

—The Lord of Quarmall

Quarmall is a large and influential realm that exists nearly entirely underground, and its ruler is a Lord named Quarmal (with only one "l"). This Quarmal is an ancient being, having lived many times a normal man's lifespan. He has a commanding mien that easily bends the will of most minds. Quarmal is just as cruel and sadistic as his sons, Gwaay and Hasjarl. However unlike them, he truly cares about his realm (in his own way) and wishes it to prosper. When Quarmal realized that his sons were thoroughly unsuited to rule Quarmall, he undertook a complex plan to set them at

each other's throats. Quarmal had his half-brother and chief magician, Flindach, take his place on the funeral pyre, setting the plan in motion.

The two brothers destroyed each other and cleared the way for Quarmal's unborn son (by his concubine Kewissa) to become the new



heir. Quarmal, however, is a ceaselessly plotting schemer. Years later, he put into motion another plan that sent Fafhrd's daughter against him with a death spell programmed into her.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d12, Notice d6, Persuasion d6, Spellcasting d12+2

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Arrogant, Mean

Edges: Accomplished Ritualist, Arcane Background (Black Magic), Create Talisman, Expert (Spellcasting), Improved Rapid Recovery, Improved Strong Caster, New Powers, Sorcerer

Powers: *Armor, barrier, blind, bolt, lower Trait, confusion, darksight, deflection, detect/conceal arcana, dispel, drain life, farsight, fear, mind reading, pummel, puppet, slow, stun, telekinesis, ward, withering curse*

Gear: Fine clothing, components.

Talismans: Enscrolled bracers (Armor +4, lasting 2d6 hours).

QUATCH

Stocky and not especially bright, this man was one of Pulg's bravos. However, Quatch left Pulg's service when his boss converted to the priesthood of Issek of the Jug.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d6, Streetwise d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

Hindrances: —

Edges: Brawny

Gear: Short sword (Str+d6), crossbow (Range 15/30/60, Damage 2d6, AP 2), leather armor (+1).

RADOMIX KISTOMERCES-NULL

"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 finest fountain spray on hottest day, an atmosphere of sweet and wise calm which kept swords in scabbards, brows unknotted, and teeth unclenched."

—*The Sadness of the Executioner*

Radomix succeeded Glipkerio as Overlord of Lankhmar after the conclusion of the Rat Plague crisis. Radomix was known primarily for his curious affection for cats, having owned seventeen at the time of his ascension to the throne. Upon becoming Overlord, Radomix removed the "-null" suffix from his surname. He was unquestioningly a good man, but the actual day-to-day running of Lankhmar was not something he was skilled at, making his rule a short one by most standards. He died when poison was smeared on the claws of his favorite cat, which then scratched him.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Knowledge (History) d8, Knowledge (Politics) d8, Notice d6, Persuasion d10

Cha: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Minor), Quirk (Fondness of cats)

Edges: Charismatic, Filthy Rich, Noble, Scholar (History, Politics)

Gear: Black toga, pet cats.

LORD RANNARSH

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.

—*Jewels in the Forest*

A ruthless nobleman—and rival of Fafhrd and the Gray Mouser—Lord Rannarsh sought a legendary treasure in the forest at the home of Urgan of Angarngi. With no pity or concern for the fighting men following him, Lord Rannarsh ended his quest transfixed on the rapier of the Gray Mouser. This extremely unpleasant man died without glimpsing the treasure he sought, consumed by fear. Rannarsh was amongst the last victims claimed by the Stone House of Urgan of Angarngi.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Riding d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Mean, Yellow

Edges: Command, Connections, Noble

Gear: Broad sword (Str+d8, AP 1), dagger (str+d4), bow (Range 12/24/48, Damage 2d6), chain hauberk (+2).

REETHA

This woman was a slave in the court of Overlord Glipkerio Kistomercus. During his reign in Lankhmar, Reetha served in the palace and often earned the ire of Samanda, the kitchen-mistress. Unwilling to put up with the abuse any longer, Reetha eventually led the other slaves in a brief revolt, ending Samanda's life in the process. Like all the other servants in the palace, Reetha was kept naked and her body entirely shaved of hair at all times. This was the preference of Overlord Glipkerio, who was fearful of (and hated!) hairs in his food and drink. Reetha became so accustomed to this state that she remained naked and hairless even when she was rescued from slavery by the Gray Mouser. In time, she moved to Evanmareensee, a strange place where even the animals are without hair (making Reetha feel more at home).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Notice d6, Persuasion d6, Stealth d6

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Quirk (Prefers to be hairless)

Edges: Alertness, Attractive

Gear: None.

RILL

This woman is a resident of Rime Isle, and spent much of her life there as a courtesan. All that changed with the arrival of the god Loki to the island.

Afterwards, she and her friend Hilsa left their old occupation and became fisherwomen. She is a good friend to both Fafhrd and the Gray Mouser, and knows a great deal about the goings-on around Rime Isle. During an encounter with

Loki, one of Rill's hands became badly burned, but she never let this wound stand in her way. Over time, Rill changed professions once again, and became a priestess of Skama.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Boating d6, Fighting d4, Notice d8, Persuasion d8, Streetwise d6, Taunt d6

Cha: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Attractive, Charismatic.

Gear: Fisherwomen's equipment.

RIVIS RIGHTBY

This man is a Lankhmart swordsmith who occasionally provided services for Fafhrd and the Gray Mouser. However, Ravis is understandably somewhat reluctant to continue doing any business with the Twain due to their poor record of settling their bills. Eventually, the situation frustrated Ravis so much that he took the extreme and ill-advised action of hiring bravos to beat a payment out of Fafhrd. This attempt to recoup the money he was owed did not go well for the bravos, or for Ravis.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Knowledge (Smithing) d8, Notice d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (1)

Hindrances: —

Edges: Alertness, Brawny

Gear: Smith hammer (Str+d6), leather apron (+1).

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.

SAMANDA

...a monstrously fat woman in a dress of thick black wool that went to her redoubled chins and plump knuckles and hid 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 mustache, 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 intervals keys, thongs, chains, and whips. The kitchen boys believed she had deliberately grown mountain-fat to keep them from clinking together and so warn them when she came a-spying.

—*The Swords of Lankhmar*

During the reign of Glipkerio Kistomerces in Lankhmar, this obese cruel woman was the mistress of the kitchens. In truth, her influence extended over much of the palace as a whole thanks to sharing the Overlord's desire for sadism. Samanda cowed the servants and ruled over the kitchens with an iron hand. Samanda issued cruel punishments for the smallest infraction, and was infamously merciless when it came to administering corrections. She and the Overlord had a close relationship, and she often invited him to observe voyeuristically whenever she would issue a whipping to one of the servants. Samanda was killed by the servants she had terrorized for so long during the Rat Plague, when Reetha led a revolt against her.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6

Cha: -2; **Pace:** 5; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Mean, Obese

Edges: —

Gear: Cleaver (Str+d4).

SISS

Siss is one of the white rats who accompanied Hisvin during the assault on the Lankhmar grain convoy. The rampage of a hungry sea dragon devoured most of the other white rats, leaving only a few survivors, amongst them Siss, Skwee, Grig, and Hisvin. Siss aided Hisvin in implementing the Rat Plague crisis in Lankhmar. As Siss is a skilled survivor, it is possible he may have escaped when Hisvin's plans fell apart.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge, Notice d8, Stealth d6, Survival d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Alertness

Gear: Heavy rapier (Str+d6; Parry +1) (These weapons are rat sized, and only effective when Siss and his opponent are rat size).

Special Abilities:

- **Bite:** Str
- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Siss does not suffer darkness penalties for Dim or Dark lighting.
- **Size -2:** Siss is the size of a large rat... because he is one.
- **Small:** Attackers subtract 2 from their attacks to hit Siss.

SKOR

A ferocious warrior and a cunning commander, this fought with distinction against the Sea Mingol invasion of Rime Isle. A balding, burly redhead, Skor is Fafhrd's chief lieutenant aboard the *Seahawk*. Skor took command of the ship's forces for a time during the battles against the Sea Mingols. He has a natural gift for leadership.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Boating d8, Climbing d6, Fighting d8, Notice d6, Shooting d8, Stealth d6, Survival d8, Taunt d4

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Cautious

Edges: Command, Iron Jaw

Gear: Great Axe (Str+d10, Parry -1, 2 hands), long bow (Range 15/30/60, Damage 2d6), 20 arrows, leather jerkin (+1).

Special Abilities:

- **Stature:** Northerners are often larger than the southern peoples. They are considered Size +1.

- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

SKULLICK

Another of Fafhrd's lieutenants (one of three) aboard the *Seahawk*, this man is a northerner like Fafhrd, and is even taller than his countryman. Skullick is good friends with *Flotsam's* first mate (and the Mouser's unknown son) Pshawri. Skullick assisted the Twain in retrieving the Simorgyan Whirlpool-Queller and with what followed—the reawakening of Loki.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Boating d6, Climbing d8, Fighting d8, Healing d6, Intimidation d6, Notice d8, Shooting d8, Stealth d8, Survival d8, Tracking d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (1)

Hindrances: Loyal

Edges: Brawny, Woodsman

Gear: Broadsword (Str+d8, AP 1), dagger (Str+d4), leather jerkin (+1).

Special Abilities:

- **Stature:** Northerners are often larger than the southern peoples. They are considered Size +1.
- **Wildling:** Northerners are raised in the wilds. They gain +2 to Survival rolls.

SKWEE

Skwee is one of the white rats involved in the attack on Lankhmar's grain convoy. Cunning and a skilled swordsman, Skwee was one of Hisvet's particular favorites amongst her followers. During the Rat Plague, he confronted the Gray Mouser and narrowly avoided being slain by him. Skwee escaped at the end of the Rat Plague crisis along with Hisvet, Hisvin, and (possibly) Siss.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Lankhmar Below) d6, Notice d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Jingoistic

Edges: Alertness

Gear: Heavy rapier (Str+d6; Parry +1) (The rapier is only effective as a weapon when Skwee is at rat size).

Special Abilities:

- **Bite:** Str
- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Skwee does not suffer darkness penalties for Dim or Dark lighting.
- **Size -2:** Skwee is the size of a large rat... because he is one.
- **Small:** Attackers subtract 2 from their attacks to hit Skwee.

SLEYVAS

Sleyvas was called "the Tight-Lipped" by many in Lankhmar. He was a member of Lankhmar's Thieves' Guild, serving as the chief lieutenant to Guildmaster Krovas. For a brief period, Sleyvas managed to achieve his ambition and become Guildmaster himself...until he aroused the wrath of the Dead Master Thieves and was destroyed by them. In life, Sleyvas was a talented master thief, swordsman, and second-story man (meaning that he had a special talent for breaking into buildings more than one story high).

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d12, Fighting d8, Lockpicking d10, Notice d10, Repair d6, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Greedy (Minor)

Edges: Acrobat, Dirty Fighter, Extraction, Improved Dodge, Level Headed, Thief

Gear: Long sword (Str+d8), throwing knives (Range 3/6/12, Damage Str+d4), sling (Range 4/8/16, Damage Str+d4), grappling hook and line.

SLINOOR

This experienced sailor is the captain of the Lankhmart ship *Squid*. Proud of his origins, he is a slender, middle-aged man who customarily wears the distinctive black toga of his home city. Slinoor is a competent ship captain, but he is also very superstitious and distrustful—not without reason, it turns out.

Attributes: Agility d8, Smarts d6, Spirit d6
Strength d8, Vigor d6

Skills: Boating d8, Climbing d8, Fighting d8, Intimidation d8, Knowledge (Battle) d4, Notice d8, Shooting d8, Swimming d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Quirk (Distrustful), Quirk (Superstitious)

Edges: Command, Inspire

Gear: Rapier (Str+d4, Parry +1), black toga.

SLIVIKIN

On the other end of the table, beady eyes darting from the sorcerer to the alembic and back again, crouched a small black beast, the first glimpse of which made Fafhrd dig fingers painfully into the Mouser's shoulder and the latter almost gasp, not from the pain. It was most like a rat, yet it had a higher forehead and closer-set eyes than either had ever seen in a rat, while its forepaws, which it constantly rubbed together in what seemed restless glee, looked like tiny copies of the sorcerer's clubhands.

—*Ill Met in Lankhmar*

Slivikin is a most unnatural creature, a familiar to the black wizard Hristomilo. Slivikin loyally serves his master. This strange creature has the power to control rats, and uses this ability to destroy any threat to Hristomilo. Slivikin works with many members of Lankhmar's Thieves' Guild—although most of the thieves are uncomfortable with his presence at best.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d10, Stealth d12+1

Cha: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Bite:** Str

- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Infection:** Anyone Shaken or wounded by Slivikin must make a Vigor roll or contract a long-term, debilitating disease (see *Savage Worlds*).
- **Keen Senses:** Slivikin gains +2 to Notice rolls involving sound and smell.
- **Low-Light Vision:** Slivikin does not suffer darkness penalties for Dim or Dark lighting.
- **Rat Control:** Slivikin has the *beast friend* and *summon animal* powers. He uses his Spirit as his arcane skill. This ability only works on rats.
- **Size -2:** Slivikin is about 1 foot in length.
- **Small:** Attackers subtract 2 from their attacks to hit Slivikin.
- **Speak:** Although only a rat Slivikin is able to speak.

SNARVE

This man is the nephew of Overlord Gliplerio Klistomercus. Pampered by life in the palace, he is a bored, thrill-seeking youth who fell in with Tork the Cutpurse and worked as a thief in Lankhmar to satisfy his desire for excitement. After his uncle disappeared during the Rat Plague, Snarve became much more discreet about his extracurricular activities.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d4, Notice d6, Persuasion d6, Stealth d8, Streetwise d4

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs

Edges: Noble

Gear: Long sword (Str+d8), knife (Str+d4), fine clothing.

SNEE

The Gray Mouser recruited a number of thieves from the city of Lankhmar to fill out his crew aboard the *Flotsam*.

Amongst these thieves was Snee, a very knowledgeable man with a talent for fighting.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Climbing d8, Fighting d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: —

Edges: Thief

Gear: Cutlass (Str+d6), sling (Range 4/8/16, Damage Str+d4), leather jerkin (+1).

STRAVAS

Yet another thief of Lankhmar, Stravas is a masterful second-story man (meaning that he had a special talent for breaking into buildings more than one story high). He put this skill to use in ascending the tower hiding the secret temple of Tyaa. He is clever and resourceful, having thought of using a heavy suit of leather armor to protect him from the poisoned talons of the Birds of Tyaa. He raided the tower-temple of that Goddess, and was very nearly slain by her falconers. Only the intervention of Fafhrd and the Gray Mouser ensured his survival.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy

Edges: Thief

Gear: Heavy leather armor (+2, Parry -1), short sword (Str+d6), sling (Range 4/8/16, Damage Str+d4).

SVIVOMILO

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."

—The Swords of Lankhmar

A swaggering bravo of a rat in Lankhmar Below, Svivomilo considered himself a fine swordsman. He's a skilled duelist, and widely regarded as one of the most deadly of the rat-swordsmen in Lankhmar Below. He met his match, however, in the Gray Mouser. Svivomilo died on the Mouser's blade during the Rat Plague crisis.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d10, Knowledge (Lankhmar Below) d6, Notice d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 5

Hindrances: Overconfident

Edges: Alertness, Ambidexterity, Block, Two-Fisted

Gear: Tiny rapier (Str+d6; Parry +1), dagger (Str+d4) (This gear is only effective as weapons when Svivomilo is at rat size).

Special Abilities:

- **Bite:** Str
- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Svivomilo does not suffer darkness penalties for Dim or Dark lighting.
- **Size -2:** Svivomilo is the size of a large rat...because he is one.
- **Small:** Attackers subtract 2 from their attacks to hit Svivomilo.

TCHY

Tchy is a white rat and a member of the Council of Thirteen, the ruling body of Lankhmar Below. Hisvet claimed that Tchy died before the grain shipment left Lankhmar at the beginning of the Rat Plague crisis. In reality, it was very likely he who led the attack on the grain barge *Clam*. He was devoured by the sea dragon Scylla's Daughter.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Lankhmar Below) d6, Notice d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Edges: Alertness

Gear: Tiny rapier (Str+d6; Parry +1) (This rapier is only effective as a weapon when Tchy is at rat size).

Special Abilities:

- **Bite:** Str
- **Direction Sense:** Rats have an innate sense of direction. They can find their way along any path they have traveled previously, regardless of complexity, with a Smarts roll. They also gain a +2 bonus to Knowledge (Navigation) rolls and maneuvering Trait rolls for Chases.
- **Low-Light Vision:** Tchy does not suffer darkness penalties for Dim or Dark lighting.
- **Size -2:** Tchy is the size of a large rat... because he is one.
- **Small:** Attackers subtract 2 from their attacks to hit Tchy.

TEEVS

The Twain rescued four Mingols from the Forbidden City of Black Idols. Amongst their number was Teevs, a skilled sailor and experienced traveler. This man accompanied Fafhrd and the Gray Mouser on the journey to the Far Shore.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Notice d6, Swimming d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: —

Edges: —

Gear: Scimitar (Str+d8), leather armor (+1).

Special Abilities:

- **Skilled:** Teevs gains a +2 bonus to Boating Trait rolls.

TORK THE CUTPURSE

Tork is a guild thief of Lankhmar. He specializes in thefts taking place in crowded streets. Occasionally, Tork accompanies Overlord Glipkerio's nephew, Snarve. Snarve steals for thrills, not for profit, and is fairly clumsy.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Persuasion d4, Stealth d10, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy

Edges: Thief

Gear: Short sword (Str+d6), knife (Str+d4).

TRENCHI

The Gray Mouser recruited a number of fighter-thieves from Lankhmar to crew his ship, the *Flotsam*, against the Sea Mingol attack on Rime Isle. Trenchi was one of those thieves, originally employed by the Lankhmar Thieves' Guild. However, Trenchi had fallen on a run of hard fortune, making the Gray Mouser's offer too attractive to pass up.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d6, Lockpicking d4, Notice d6, Shooting d6, Stealth d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Poverty

Edges: Thief

Gear: Cutlass (Str+d6), sling (sling (Range 4/8/16, Damage Str+d4).

TRES

This sly woman was both an assassin and a courtesan in the city of Lankhmar. Tres had some skill in throwing daggers, a talent that attracted her steady lover, Gis. However, Gis murdered Tres while consumed by the Cloud of Hate.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Persuasion d6, Stealth d8, Streetwise d6, Throwing d8

Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Assassin, Attractive, Charismatic, Quickdraw

Gear: Throwing knives (Range 3/6/12, Damage Str+d4), courtesan silks.

VLANA

"The bemused actress wore a long coat of auburn fox fur belted with a light, gold-

washed brass chain. Icy crystals had formed in her high-piled, fine, dark brown hair.

From the narrowness of her coat, her figure promised to be scrawny or at least thinly muscular enough to satisfy the Snow Women's notion of female players, but she was almost six feet tall — which was not at all as actresses should be and definitely an added affront to the tall Snow Women now approaching her from behind in a silent white rank."

—The Snow Women

Vlana is an accomplished actress, dancer, and thief. She was originally born on a farm, but when her farm was stripped away from her family by a trick of the law, she made her way to Lankhmar. There, she resolved to make the merchants who seized her family's farm pay. She and a friend became the Dark Duo; dancers by day and daring thieves by night. However, Lankhmar's Thieves' guild strangled her friend (and her landlord besides). Vlana, too would have been slain, had she not left. Swearing revenge, Vlana fled Lankhmar and joined Essedinx's troupe traveling north. It was in Cold Corner where she met and fell deeply in love with Fafhrd. Her relationship with Fafhrd made her very special to the large barbarian, and in all his travels, he never forgot the lovely dancer.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Lockpicking d6, Notice d6, Persuasion d4, Stealth d8, Streetwise d6, Throwing d6

Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Vow (Major—Vengeance on the Thieves' Guild), Wanted (Thieves' Guild)

Edges: Alertness, Linguist, Thief, Very Attractive

Gear: Lockpicks, various costumes, throwing dagger (Str+d4).

WIGGIN

Wiggin was a bravo and a hired henchman serving the extortionist, Pulg. Wiggin had a stocky build and was considered slow of wit, often overlooked and underestimated by his employer and fellow thugs. Along with Quatch, he left Pulg's service when

his boss converted to worship of Issek of the Jug.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d6, Streetwise d4

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Ugly

Edges: —

Gear: Short sword (Str+d6), crossbow (Range 12/24/48, Damage 2d6, AP 2), leather armor (+1).

ZIZZI

This man is a bartender at a tavern owned by the infamous extortionist, Pulg. Zizzi is infamous amongst his patrons for watering down his drinks and taking advantage of unwary customers when they are drunk.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Illiterate, Mean

Edges: —

Gear: Club (Str+d4), leather jerkin (+1).

ZWAAKEN

This man was one of the members of Rime Isle's ruling council. He fiercely resisted the idea of the gods meddling in the isle's affairs, and was dourly serious in all of his official acts as a councilman. When the golden icons of Rime Isle were threatened, he volunteered to stand guard in the treasure vault in which these items were secured. However, his service was in vain—Ississi, the Simorgyan princess, murdered Zwaaken and pilfered the icons.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Throwing d6.

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: —

Edges: —

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands), knife (Str+d4).

CHAPTER THREE: BESTIARY

This section describes the many unusual creatures, monsters, and other enemies that the Twain battled during their many adventures, including some beings from far beyond Lankhmar.

ASTRAL WOLF

In the world of Nehwon, the shades of loyal beasts cruelly slain by their master may return to haunt the living. These ghostly animals dwell in another plane, a realm of dreams and nightmares, and can only enter the physical world upon the anniversary of their death or through black sorcery. A specific potion can transport a human's spirit into the beasts' astral domain. There, travelers encounter a bleak, formless realm, a mere shadow of the physical world. Astral wolves attack anything that enters their domain, forgoing any other targets in preference of devouring the one who betrayed them.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Astral Vengeance:** Astral wolves gain a +2 bonus to attacks and damage against the one that betrayed them in life.
- **Bite:** Str+d6

- **Fleet-Footed:** Astral wolves roll d10s instead of d6s when running.
- **Go for the Throat:** Astral wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Howl:** As an action an astral wolf can unleash a terrifying howl, everyone within 12" (24 yards) of the wolf must make a Spirit roll or become Shaken.

BEAR LARGE

Large bears covers grizzlies, kodiaks, and massive polar bears.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6.
- **Size +2:** These creatures can stand up to 8' tall and weigh over 1000 pounds.

BEHEMOTH

Rarely seen in Nehwon, these mighty beasts roam remote coastal regions, marshes, the Cold Waste, and forests. Sometimes called a "swamp whale," behemoths resemble a ferocious killer whale with four stubby legs rather than fins. Behemoths that inhabit the Cold Waste have white furred hides, while those who inhabit the swamp have a grayish-green color. Black behemoths are found in the forests and primarily hunt at night.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+8, Vigor d12

Skills: Fighting d6, Notice d8, Stealth d8, Swimming d8

Pace: 6; **Parry:** 5; **Toughness:** 17 (1)

Special Abilities:

- **Armor +1:** Thick hide
- **Aquatic:** Pace 6.
- **Bite:** Str+d10
- **Camouflage:** Behemoths gain a +2 bonus to Stealth rolls in the appropriate

environments (marshes and swamps, snow and ice, or dark environments depending on the subtype).

- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a Behemoth due to its massive size.
- **Size +8:** Behemoths can get up to 40 feet in length.

BIRD OF TYAA

This close he could see them better: inky-feathered, cruelly taloned birds, each a brother to the two Kooskra had fought, squawking, squawking, striking at him like fighting-cocks able to fly.

—Claws From The Night

These strange birds are servants of the goddess Tyaa. They are surprisingly intelligent, and can even intelligibly communicate in small phrases. They are often used as thieves and assassins by the



followers of Tyaa, sent out into places like Lankhmar to steal riches. Sometimes, they are instructed to also steal beauty, by attacking and leaving scars upon the more comely residents. The talons of a Bird of Tyaa are often coated in a virulent poison.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d4

Pace: 2; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Blind:** When attacking large prey (such as characters), Birds of Tyaa go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws:** Str+d4.
- **Flight:** Pace 8, Climb 3.
- **Poison (-1):** The bird's talons are coated in Venomous poison. Anyone Shaken or wounded by the talons must make a Vigor roll or die in 2d6 rounds.
- **Size -2:** Birds of Tyaa are slightly larger than most birds.
- **Small:** Birds of Tyaa are harder to hit. Attackers subtract 2 from any attack rolls directed at them.

BOAR

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Berserk:** When a boar is Shaken, it goes berserk. It gains +2 to all Fighting and



Strength rolls and its Toughness, but Parry is reduced by 2.

- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+d4.

BLACK PRIEST

Eyes like red lava peered from a face black as dead lava down the sheer mountainside at the snowy ledge that narrowed off into chilly darkness barely touched by dawn. The black priest's heart pounded its rib cage.

—The Seven Black Priests

These men are the guardians of an ancient god in the mountains named the Bones of the Old Ones. Each priest is a Kleshite, wearing furs and a conical hat. They are merciless in eliminating intruders and seek to keep any but themselves away from their slumbering deity—their god is the earth itself, the very world of Nehwon.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d10, Knowledge (Religion) d10, Notice d8, Stealth d8, Survival d8, Throwing d6

Cha: -4; **Pace:** 8; **Parry:** 6; **Toughness:** 5

Hindrances: Bloodthirsty, Small

Edges: Acrobat, Brutal, Priest, Woodsman

Gear: Knife (Str+d4), blowgun (1d4, Venomous (-1)).

Special Abilities:

- **Fast:** Kleshites are quick and lithe and have +2 Pace.

CAT, SMALL

This is an ordinary house cat, the sort that might be a familiar for a spellcaster, a Beast Master's animal friend.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d4, Vigor d6

Skills: Climbing d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 3; **Toughness:** 3

Special Abilities:

- **Acrobat:** +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.
- **Bite/Claw:** Str.
- **Low Light Vision:** Cats ignore penalties for Dim and Dark lighting.
- **Size -2:** Cats are typically less than a foot high.
- **Small:** Attackers subtract 2 from their attacks to hit.

☞ CLOUD OF HATE

And four yards above the ground, at the rooting point of the tentacles in the thickened fog, a red disk was forming in the center of the fog's body, as it were — a reddish disk that looked moment by moment more like a single eye large as a face.

—The Cloud of Hate

Summoned by a cult in Lankhmar, the Cloud of Hate resembles a noxious mist that flows in large pseudopods and writhing tentacles, filling a Large Burst Template. The cloud tries to influence any creature it touches, with the power of pure, white-hot rage. The cloud infected a number of bravos in Lankhmar, but its rampage was cut short when it encountered the Twain.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Death Feeding:** The Cloud of Hate grows stronger in the presence of death and destruction. For every four people slain in its presence, it gains +1 to Toughness and one die type of Strength for 1d6 hours (maximum of +2 and d12).
- **Enthrall:** The Cloud of Hate seeks out those filled with hatred and violence. It can use the *puppet* power, with a Range of Spirit × 2", using its Spirit as the arcane skill. The Cloud of Hate can cast and maintain the power indefinitely but may only affect a number of targets equal to its Spirit die value.
- **Fearless:** Immune to Fear and Intimidation.
- **Invulnerability:** The Cloud of Hate cannot be harmed by physical or magical attacks, except for its Weaknesses.
- **Tendrils:** When fully fed (+2 Toughness and d12 Strength), the Cloud of Hate can manifest up to ten tentacles (Str, Reach 1) capable of manipulating objects and wielding weapons. The cloud may use all its tentacles each round without a multi-action penalty.
- **Weakness (Cord):** The cloud is tethered to those who summoned it with a stream of pinkish-silver energy. This is the source from which the Cloud draws its power. Discovering the tether requires a successful Notice roll at -4. Attacking the cord requires a called shot at -2 and deals normal damage to the cloud.
- **Weakness (Eye):** The Cloud of Hate has a large central eye. Attacking the eye requires a called shot at -4. If the cloud suffers a wound from the attack, it is blinded instead, suffering a -6 to all rolls dependent on vision, including attacks.

☞ COLD WOMAN

The tale of the Cold Woman is a tragic one. According to the stories of the people of the north, she was a beautiful young woman of the Cold Wastes unable to bear children.



She went to a powerful wizard who often aided her people seeking a cure, only to be told it would take time to find such a spell. In her impatience and desperation, she sought out the wizard's rival who was happily willing to do right away what the other could not.

The first wizard was incensed. Angrily, he cursed the woman promising her many children but all would be stunted, twisted, and as cold as her loyalty. To taunt her further, he gave her a sliver of hope. He told her there would be one man in every generation with whom she would sire a healthy beautiful child and that birth would end her curse. He then "blessed" her with immortality to find the man.

Over centuries the Cold Woman has sought to end her curse without avail. Her spawn indeed were numerous and grew into their own people known better in the Cold Wastes as the ice gnomes. Eventually, she did learn the cure to her curse would be a famous hero and now focuses her search on those.

The Cold Woman appears as a beautiful human female of the north with a calm demeanor overlaid with a hint of melancholy. She has pale skin and black hair. Despite her name, her body is as warm as any other even in freezing temperatures. While careful when concealing her identity, she sometimes forgets the cold, wearing clothes unsuitable to the weather.

The Cold Woman usually stays within the Cold Wastes, luring heroes to her home with rumors of treasure or glory. If those efforts fail, she may leave her home to seek out a particular hero. More often, she is found outside her home as a captive of a wizard or sorceress (see her Weakness below).

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8, Persuasion d8, Spellcasting d10, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands).

Special Abilities:

- **Beauty:** The Cold Woman has a chilling yet sad beauty. Any character who would be attracted to her halves the damage from all attacks due to pulling back at the last moment. She is considered Very Attractive for purposes of Amorous or other effects.
- **Curse:** Should the Cold Woman ever find her hero (Game Master's call) and break the curse, she loses all her special abilities but has the Edges Arcane Background (Elemental Magic), Very Attractive, Improved Rapid Recovery, and Strong Caster.
- **Immunity (Cold):** The Cold Woman takes no damage or Fatigue from cold.
- **Invulnerability:** The Cold Woman can be Shaken by attacks but not wounded except by her Weakness. If killed, she reappears somewhere in the Cold Wastes 1d6 days later.
- **Magic:** The Cold Woman has Arcane Background (Elemental Magic) for Ice/Snow but does not suffer Backlash while within the Cold Wastes. She has the following powers: *barrier*, *bolt*, *entangle*, and *stun*.
- **Strong Caster:** The Cold Woman reduces the initial Casting Modifier of all spells by 1 to a minimum of zero.
- **Weakness (Captivity):** If the Cold Woman is bound in shackles of ice or imprisoned in a cage of ice, she loses access to all her powers. If the character who captured her has an Arcane Background, he gains access to her powers and her ability to ignore Backlash while in the Cold Wastes. The latter ability applies whether casting her spells or his own. The captor does not gain the Strong Caster ability, but if he has the Edge, it does apply when using her powers.
- **Weakness (Fire):** The Cold Woman suffers normal damage from fire but if Incapacitated, she disappears in a burst of steam doing 3d6 damage to all within a Medium Burst Template.

✧ DEAD MASTER THIEVES

In the distant past, the Thieves' Guild of Lankhmar was an institution of tradition and respect. During those days, deceased master thieves were ceremonially entombed with their accumulated riches. These Dead Master Thieves were honored by the guild, and their memory was spoken of with respect and affection by the living thieves. Grateful, the Dead Master Thieves slumbered in their tomb.

Over time, the character of the guild changed, becoming obsessed with greed, corruption, ambition, and vanity. The guild turned its back upon its past, including the Dead Master Thieves. In time, all the traditions of the past were forgotten, and the Dead Master Thieves were considered little more than a legend. In their tomb, the Dead Master Thieves grew hateful of the guild's waywardness, finding their successors to be unworthy.

The Thieves' Guild of Lankhmar committed the ultimate sacrilege when ignorant thieves attempted to remove the gems encrusting the skull of the dead master thief Omphal. Outraged, the other Dead Master Thieves rose from their tomb and struck down both the Guildmaster and many of his followers. In response, the Thieves' Guild returned to the old ways, venerating the Dead Master Thieves and dedicating a portion of all proceeds from the guild's activities to them. For now, the Thieves' Guild is at peace, but it seems clear the Dead Master Thieves stand ready to punish the guild once more should it stray too far from its path.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Climbing d8, Fighting d8, Intimidation d10, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Pace: 5; **Parry:** 6; **Toughness:** 10

Hindrances: Vengeful (Major)

Edges: Acrobat, Improved Dodge, Level Headed, Really Dirty Fighter, Thief

Gear: Short sword (Str+d6), dagger (Str+d4).

Special Abilities:

- **Bony Claws:** Str+d6

- **Darkvision:** The Dead Master Thieves do not suffer Dim, Dark, or Pitch Darkness lighting penalties.
- **Choking Grasp:** If a Dead Master grapples a target with a raise, it does Str+d6 damage instead of causing a Shaken result. It does this same damage on subsequent rounds with a successful opposed roll as per Grappling (see *Savage Worlds*).
- **Fear (-2):** Anyone seeing the Dead Master Thieves must make a Fear check at -2.
- **Fearless:** The Dead Master Thieves are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Invulnerability:** The Dead Master Thieves can be Shaken but not wounded by anything other than their weakness.
- **Shuffling Gait:** The Dead Master Thieves roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Skull):** May only be killed by destroying its skull.

✧ DEEP RUSHER

On deck all gaped, flinching, as a black shape thicker than Seahawk burst resoundingly from the dark water beside them, so close the ship's hull shook and they might have reached out and touched the monster. The shape erected itself like a windowless tower built all of streaming black boot leather, down which sheets of water cascaded. It shot up higher and higher, dragging their gazes skyward, then it narrowed and with a sweep of its great flukes left the water altogether, and for a long moment they watched the dark dripping underbelly of black leviathan pass over Seahawk, vast as a storm cloud, lacking lightning perhaps but not thunder, as he breached entire from the ocean.

—The Mer She

This immense whale is a denizen of Nehwon's oceans. It is unknown how old Deep Rusher is, but he is a canny and

cunning beast. Deep Rusher obeys the call of the Simorgyan princess, Ississi, and once nearly destroyed the *Seahawk* with the Gray Mouser aboard.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+6, Vigor d10

Skills: Fighting d6, Intimidation d6, Notice d6, Swimming d8

Pace: —; **Parry:** 5; **Toughness:** (20)

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Thick skin and blubber.
- **Bash:** Str+d4.
- **Huge:** Characters add +4 when attacking deep rusher for its great size.
- **Leviathan:** Deep rusher's attacks count as Heavy Weapons.
- **Size +11:** Deep rusher is an enormous whale measuring over 60 feet in length.
- **Teeth:** Str+d6.

DOG/WOLF

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d10, Stealth d6, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4.
- **Fleet Footed:** Dogs roll a d10 when running instead of a d6.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** Dogs are relatively small creatures.

DEVOURER

It was Ningauble, however, who replied, "The Devourers are the most accomplished merchants in all the many universes — so accomplished, indeed, that they sell only trash."

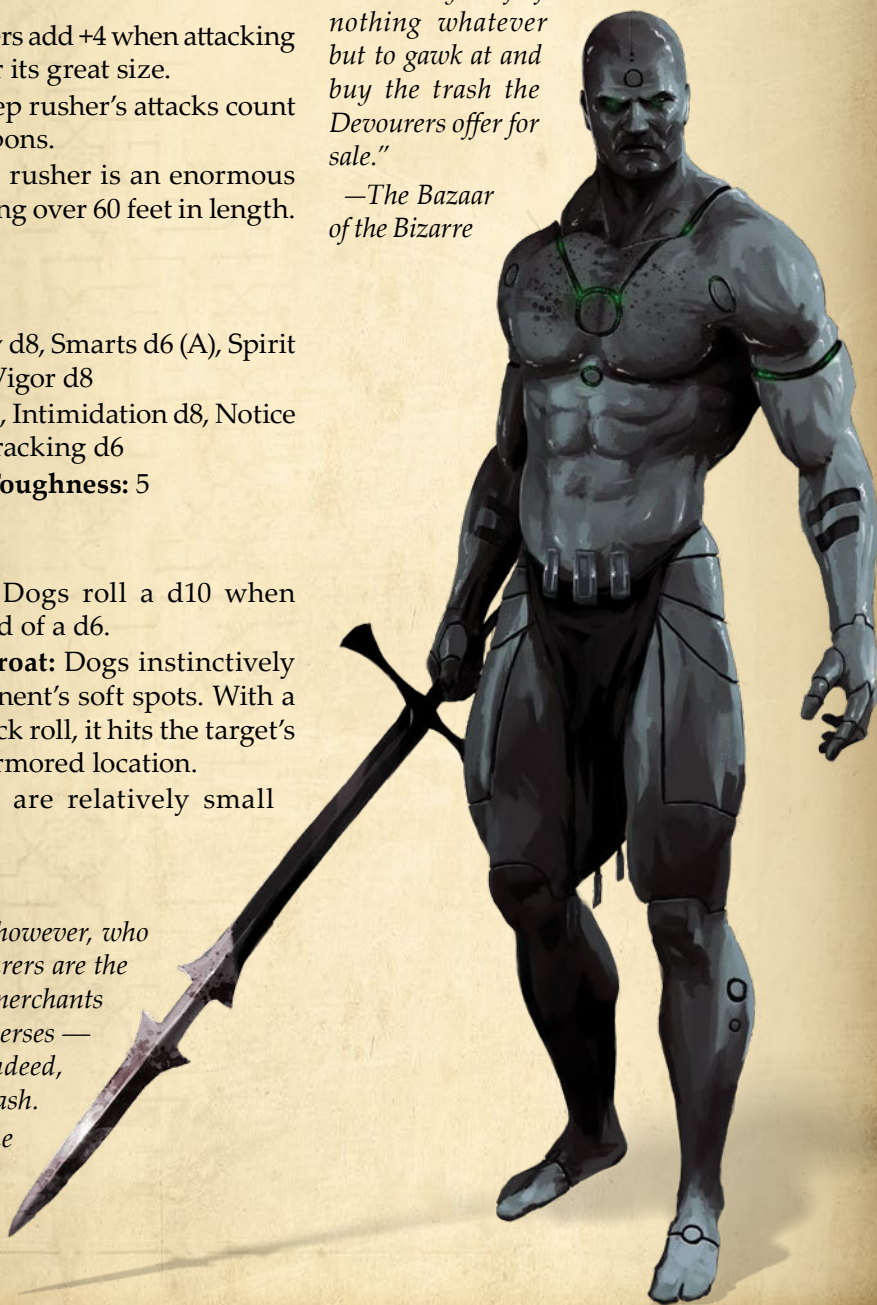
"The method of the Devourers is to set up shop in a new world and first entice the bravest

and the 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 for sale."

—The Bazaar of the Bizarre



The Devourers are a sinister race of sorcerers from beyond Nehwon. They are dedicated to selling useless junk to unsuspecting victims. The Devourers do this by establishing a shop in cities like Lankhmar, then magically disguising refuse and garbage with illusions. Their victims are convinced that these worthless wares are items of incredible rarity and value. Devourers use their powers of illusion to appear as harmless shopkeepers. In reality, they are towering creatures that resemble an iron statue of a lean swordsman with a dire and melancholy visage.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d4, Fighting d8, Notice d6, Persuasion d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (4)

Gear: Two-handed sword (Str+d10, -1 Parry 2 hands).

Special Abilities:

- **Armor +4:** Devourers have skin like iron.
- **Hardy:** Devourers suffer no additional effect from additional Shaken results.
- **Size +1:** Devourers stand roughly seven feet tall.

FALCONER OF TYAA

Then Fafhrd saw, standing behind Stravas, a figure that made him doubt if his senses had rightly returned. For it was that of another leather-masked man.

But, as he blinked hard and peered again, he saw that the mask was only a small visor and that otherwise the man was clothed as a falconer, with heavy jerkin and huge gauntlets.

—Claws From The Night

These men are priests and warriors who serve the bird goddess, Tyaa. They are attired in ritual war-gear, including a leather mask, leather armor, and thick gauntlets. The Falconers are descendants of a long line of faithful warriors, and they have been trained since birth in the rituals of their cruel goddess.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d6, Notice d6, Shooting d6, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Loyal, Vow (Serve the faith of Tyaa)

Edges: Beast Bond

Gear: Leather armor (+1), leather mask, (+1) short sword (Str+d6), lariat (Parry -1, Reach +2, Can be used to perform an Agility Trick using the wielder's Fighting skill. Success means the opponent suffers -2 Parry until his next action. With a raise the opponent falls prone, suffers -2 Parry, and is Shaken).

✧ FROST MONSTREME

Out of the torn and darkening fog bank, driving with preternatural rapidity into the teeth of the gale on a course to smash them both, there had silently come a craft monstrous in size and aspect... The leprous Hel-glow showed the demonic craft to have thrice the freeboard of any natural ship. Its towering prow and sides were craggy and jagged, as if it were cast entire of ice in a titanic rough mold left over from the Age of Chaos, or else hacked by jinn into crude ship-likeness from a giant berg broken off from glacier vast. And it was driven by banks of oars long and twitchy as insect legs or limbs of myriapod, yet big as jointed yards or masts, as they sent it scuttling monstrously across black ocean vast. And from its lofty deck, as if hurled by demon ballistas, catapults, and mangonels, there now came hurtling down around Flotsam and Sea Hawk great blocks of ice which sent up black, watery volcanoes. While from the jagged top of its foremast — pale, big, and twisted as a thunder-blasted pine long dead — there shot out two thin beams of blackest black, like rays of anti-sun but more intense, which smote the Gray Mouser and Fafhrd each in the chest with deepstriking chill and sick, spreading dizziness and weakening of will.

—The Frost Monstreme

Quite possibly the ultimate expression of ice wizardry, the Frost Monstreme was an enchanted, animated ship made from ice. Created by the Ice Wizard Khahkt, the Frost Monstreme had (and needed) no crew, sailing and operating entirely on its own. The Frost Monstreme attempted to sink Flotsam and the Seahawk (and thus ending the lives of Fafhrd and the Gray Mouser), but it was defeated in



the end by the heavy salt content in the waters near Rime Isle (and particularly Salthaven). It has a number of ways it can attack a foe, from bashing him with an oar to ramming him with the prow of the ship, from smashing him with ice flung from its catapults to striking him with a black beam of ice sorcery.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d12

Skills: Boating d6, Fighting d6, Notice d6, Shooting d6, Stealth d6

Pace: —; **Parry:** 5; **Toughness:** 17

Special Abilities:

- **Aquatic:** Pace 10.
- **Bash:** Str+d6.
- **Chill Beams (2):** These beams inflict the effects of the *confusion* and *slow* powers, using the Frost Monstreme's Shooting as its arcane skill.
- **Construct:** The Frost Monstreme adds +2 when attempting to recover from being Shaken. It does not suffer additional damage from Called Shots, never suffers wound modifiers, and is immune to disease and poison.
- **Frost Ballista/Catapults:** Range 25/50/100, Damage 3d8, AP 4, Heavy Weapon, SBT.
- **Huge:** Characters add +4 when attacking the Frost Monstreme due to its great size.
- **Immunity:** The Frost Monstreme is immune to damage from cold and ice attacks.
- **Multiple Weapons:** The Frost Monstreme can attack with two both catapults and chill beams each round without a multi-action penalty.
- **Size +9:** The Frost Monstreme measures over 40 feet in length.
- **Weakness (Fire):** The Frost Monstreme suffers double damage from fire.
- **Weakness (Salt):** The Frost Monstreme suffers a wound each round if it sails into waters with a high salt content.

FROST WOLF

Frost wolves haunt arctic climes, roaming the Cold Wastes in packs. Their thick fur is pure white, allowing them to blend in with the snow and ice.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Chill Bite:** The icy bite of a frost wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Fleet Footed:** Frost wolves have a d10 running die.
- **Go for the Throat:** If a frost wolf gets a raise on its attack roll, it strikes its opponent's least armored location.
- **Immunity (Cold):** Frost wolves take no damage from cold or cold-based attacks.
- **Size +1:** Frost wolves stand 4' tall at the shoulder and are over 7' long.

GHOST

Spectres, shades, and phantoms sometimes return from death to haunt the living or fulfill some lost goal.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4).

Special Abilities:

- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- **Fear -2:** Ghosts cause Fear checks at -2 when they let themselves be seen.

GLADIATOR LIZARD

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 each 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.

Then the voice called again: "For warriors, a warrior's doom."

—The Bleak Shore

These unusual and deadly creatures are found naturally only upon the Bleak Shore where they emerge from black, rock-like eggs. Gladiator lizards are vicious and predatory. They have some kind of strange mental link, allowing them to fight together with unnatural precision.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Notice d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)



Special Abilities:

- **Armor +2:** Gladiator lizards have bony, crested heads and thick, leathery skin.
- **Claws:** Str+d8.
- **Brood Mates:** Gladiator Lizards gain an additional +1 bonus when ganging up on a foe.
- **Size +1:** Gladiator Lizards are roughly 8 feet tall.

GIANT LEECH

Giant leeches are common in the Great Salt Marsh. These disgusting monsters drift in the dank waters, waiting for warm-blooded prey to pass by.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d6, Stealth d8, Swimming d6

Pace: 2; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Aquatic:** Pace 6.
- **Blood Drain:** A giant leech attaches itself to its prey with a successful Fighting roll and begins to drink blood. Each round the leech is attached the victim must make a Vigor roll at -2 or gain a Fatigue level. Removing a leech requires an opposed Strength roll. Alternatively, the leech can be killed with weapons—a giant leech attached to its victim has a Parry of 2. Each miss that comes up 1 or 2 on the Trait die strikes the victim. Fatigue recovers at a rate of one level every hour.
- **Size -2:** Giant leeches measure only half a yard in length.
- **Small:** Anyone attacking a giant leech must subtract 2 from his attack rolls.
- **Weakness (Salt):** A pound of salt causes 2d6 damage to a giant leech.

✠ GODS OF LANKHMAR

"There strode four abreast from the wide-open doorway a company of fearfully thin brown figures, black-togaed too. Each bore a black staff. The brown was of three sorts: aged linen mummy-banding, brittle parchment-like skin stretched tight over naught but skeleton, and naked old brown bones themselves."

—The Swords of Lankhmar

It is an important distinction that the Gods *in* Lankhmar describes the many, wildy-varied religions and temples lining the Street of Gods. For these temples and the deities they enshrine, their fortunes are fickle. While some of these gods are powerful and others weak, each god's temple (and influence!) moves up and down the Street of Gods based on the waxing and waning of their worshippers.

However, no one actively worships the Gods of Lankhmar.

All Lankhmarts fear their city's patron gods, for these withered, ancient beings emerge from their black, tomb-like temple only when the city is under dire threat. Whenever the Gods of Lankhmar stir from their slumber, there is a price to be paid—Lankhmar trembles when the gods rampage through the city, reminding its inhabitants that they should not call upon their deities too often. The Gods of Lankhmar are grimly tolerant of the other gods, but they will never allow another temple to replace their per-eminent position in the city. When the faith of Issek of the Jug threatened to dominate the worship of the city, the Gods of Lankhmar wiped it out—a clear sign of the gods' vengeful nature.

The Gods of Lankhmar reside in a black marble cube that resembles a crypt more than a temple. There is a tower above the temple containing a set of eight ancient bells; five of bronze and three of browned iron. Ringing these bells in a time of need summons the Gods of Lankhmar, but this is a task never undertaken lightly. When they emerge, the Gods of Lankhmar resemble brown-boned mummies, wrapped in the city's distinctive black togas and clutching a black staff of dire power.

Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12+1, Notice d10, Spellcasting d12+2

Pace: 4; **Parry:** 8; **Toughness:** 10

Gear: Black toga, Black Staff (see blow).

Special Abilities:

- **Black Magic:** The Gods of Lankhmar know every spell available and possess all the Power Edges.



- **Black Staff:** The Gods of Lankhmar carry black staffs (Str+d8, Parry +1, Reach 1). While in the hands of the Gods of Lankhmar, the weapon is indestructible. Instead of a normal attack, a God of Lankhmar may make a touch attack (Fighting +2) with the staff. Every raise on its Fighting roll automatically inflicts one wound to its target. The staff only works in the hands of the Gods of Lankhmar.
- **Fear (-2):** Anyone seeing the Gods of Lankhmar must make a Fear check at -2.
- **Fearless:** The Gods of Lankhmar are immune to Fear and Intimidation.
- **Fist:** Str+d6
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Invulnerable:** The Gods of Lankhmar can only be harmed by magical attacks and cannot be killed by mortals. When they suffer a fourth Wound they are forced to return to their Temple, until summoned again.
- **Shuffling Gait:** The Gods of Lankhmar roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.
- **Weakness (Fire):** The Gods of Lankhmar take +4 damage from fire.

✂ HAMADRYAD

These fey, wood-dwelling beings are considered legends by most folk in Nehwon. Universally female, hamadryads are defenders of the groves and forests they inhabit. Often, hamadryads enchant men with their eldritch beauty and occasionally take one as a mate. However, hamadryads consider the trees their first loyalty and can be quite ruthless in protecting them from any threat.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Notice d8, Persuasion d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Attractive:** Hamadryad resemble attractive human females, but often have a green or brown tint to their skin: They have a +2 Charisma.
- **Charm:** Hamadryads can use their supernatural charm upon any creature within 12". All creatures in range must make an opposed Spirit roll. Those who fail are subject to the *puppet* power.
- **Low Light Vision:** Hamadryads suffer no penalties from Dim or Dark lighting.
- **Tree Teleport:** Hamadryads can move by teleporting from one tree to another. In order to do this, the hamadryad must be within 2" of a tree and may teleport anywhere up to 10" away as long as her destination is also within 2" of a tree.
- **Weakness (Home Tree):** Hamadryads can never venture more than 20" from their tree. To do so means that the hamadryad instantly begins to wither, losing a die type in Vigor every turn until she either is returned to within range of her tree or she dies. If the tree dies or becomes unhealthy, so does the hamadryad (and vice versa).

HAZARDS

Hazards can be introduced to the game as a random encounter to add a little extra spice to an adventure, or designed into the adventure from the start.

BLIZZARD

Those caught in one of Cold Wastes' fierce blizzards must make a Fatigue roll every hour until they find shelter (Survival at -4, one roll per group). A roll of 1 on the skill die indicates not only failure but the individual who rolled it wanders over a deep crevasse as well (see below).

CHOKING SMOKE

The thick smoke and smog that drifts through Lankhmar can be a hazard to heroes. Characters must make a Vigor roll each hour. Each failure causes a level of Fatigue. Incapacitated characters left in an area of particularly nasty smoke must make a Vigor roll every four hours or die of asphyxiation.

CREVASSE

The heavy snows in the cold mountain ranges often hide deep and treacherous cracks. This result means such a formation lies in the party's path. Allow the lead character a Notice roll at -2 to detect the hidden crack—add +1 if the character is from Arfk. Failure means a tragic fall. The depth of the crack is 1d10 × 10". Falling damage is halved due to the snow.

QUICKSAND

The Great Salt Marsh is dotted with areas of deadly quicksand, hidden pools of vicious mud and muck. Allow the lead character a Notice roll at -2 to detect the mire. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Victims sink completely in three rounds (one round for Small characters) unless extracted.

They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further and a raise pulls them free. On a critical failure the character is sucked under and immediately begins drowning.

Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking as well.

Once a character is under the surface he cannot extricate himself and must be pulled out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Extricating a submerged character requires a Strength (-2) roll.

STORM

Storms often roll into Lankhmar from the Inner Sea and are typified by dark skies and lashing rain. The downpour reduces visibility (treat as Dark Lighting) and extinguishes most normal outdoor fires (torches, braziers, lanterns) within 1d10 rounds.

Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, strong winds, and so on. The

Game Master must decide if other actions are affected.

HORSE

Riding horses are medium-sized animals that manage a good compromise between speed and carrying capacity.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Notice d6, Swimming d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Special Abilities:

- **Fleet-Footed:** Horses roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Size +2:** Riding horses weigh between 800 and 1,000 pounds.

HORSE, WAR

War horses are large beasts trained for aggression. They are commonly found among the Mingols on the open steppes. They are trained to fight with both hooves, either to their front or their rear. In combat, the animal attacks any round its rider doesn't make a trick maneuver of some kind.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d6, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Fleet-Footed:** War horses roll a d8 when running instead of a d6.
- **Kick:** Str+d4.
- **Size +3:** Warhorses are large creatures bred for their power and stature.

ICE GNOME

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 skirt—but all with thick-nailed splay-feet bare.

—Stardock

Wild, nomadic tribes of ice gnomes inhabit the Cold Wastes of Nehwon. In fact, it was a tribe of ice gnomes who wiped out Fafhrd's own Snow Clan of northern barbarians. In Stardock, ice gnomes serve the invisibles as servants and slaves.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands) or club (Str + 1d6).

Special Abilities:

- **Size -1:** Ice Gnomes are short, averaging around three feet in height.

INVISIBLE OF STARDOCK

"Have no fears," she told him. "My airy bones are grown of matter stronger than steel. It is a riddle beyond your philosophers and relates to the invisibility of my race and of the animals from which it sprang. Think how strong tempered glass can be, yet light goes through it. My cursed brother Faroomfar has the strength of a bear for all his slimness while my father Oomforafor is a very lion despite his centuries."

—Stardock

The people who live on top of Stardock mountain are no ordinary folk—they are invisible, from head to toe. In addition, they are very strong and tough. Some have

learned to tame other invisible creatures native to their kingdom, such as the Stardock rayfish, to use as steeds or helpers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d6, Notice d6, Riding d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Gear: Spear (Str+d6, Parry +1, Reach 1, 2 hands), dagger (Str+dd4).

Special Abilities:

- **Invisible:** Stardockers are naturally invisible. Attacks against them—assuming someone even knows they are present—are made at -6. Items picked up by a Stardocker remains visible.
- **See Invisible:** Invisibles of Stardock have the natural ability to see invisible creatures and people.

ICE CAT

Ice cats are jaguar-sized felines native to Nehwon. Their fur is white (blending in well with ice and snow), and they are peerless hunters. Ice cats seem to get along well with many sapient beings, including humans and the Invisibles of Stardock. Accompanying Fafhrd and the Gray Mouser, an ice cat named Hrissa made the ascent up Obelisk Polaris and Stardock.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6



Skills: Climbing d8, Fighting d8, Notice d6, Stealth d6, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Camouflage:** Ice cats gain a +2 bonus to Stealth rolls in ice and snow.
- **Low Light Vision:** Ice cats ignore penalties for Dim or Dark lighting.
- **Pounce:** Ice cats often pounce on their prey to best bring their mass and teeth to bear. It can leap up to 6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

JAGUAR

Jaguars are frequently imported to the city from the jungles of Klesh to the south. Wealthy nobles enjoy having them in garden menageries, while merchants often use them as theft deterrents in their shops and warehouses. Jaguars have powerful jaws compared to other big cats their size.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d6, Intimidation d6, Stealth d8, Tracking d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite or Claws:** Str+d6.
- **Improved Frenzy:** A jaguar may make two attacks each round with no penalty.
- **Low Light Vision:** Jaguars ignore penalties for Dim and Dark lighting conditions.
- **Pounce:** Jaguars often pounce on their prey to best bring their mass and teeth to bear. It can leap up to 6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

KLESHITE GHOUL

"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 a man whose house lay by a lich-field and took him in his own cellar..."

—*The Mouser Goes Below*

These strange undead creatures are commonly found in Klesh, hence their name. The only thing these beings have in common with Nehwon ghouls is a craving to devour human flesh. Some legends claim that Kleshite ghouls are the result of folk who make foolish pacts with evil powers for immortality.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Burrow 6":** Kleshite ghouls can dig through the earth with surprising speed.
- **Quick:** Kleshite ghouls are notoriously fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Undead:** Kleshite ghouls gain +2 Toughness, a +2 bonus when attempting to recover from being Shaken, don't suffer additional damage from called shots, never suffer any wound penalties, and are immune to disease and poison.

✂ LIVING BUILDING

A living building is a construct crafted by a black magician to animate a dwelling of some type, usually in order to protect valuable internal contents. A living building can be found in the city or in seclusion in the country.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12+6, Vigor d12+2

Skills: Fighting d8, Intimidation d12+1, Notice d10, Throwing d10

Pace: —; **Parry:** 6; **Toughness:** 22 (2)

Special Abilities:

- **Area Attacks:** The living building can extend pseudopod-like pieces of itself (Str+d6) to slam, bludgeon, and crush invading creatures anywhere in its interior. It can make up to four

attacks per round, with no multi-action penalty, but only one attack per target. The living building does not suffer a penalty for attacking targets smaller than itself.

- **Armor +2:** This applies only to the building, not the furnishings and such inside it
- **Construct:** +2 to recover from being Shaken, no additional damage from called shots, half damage from piercing attacks, not affected by disease and poison.
- **Hardy:** A second Shaken result does not wound a living building.
- **Gargantuan:** Attackers get +4 on attempts to hit it. Additionally, the building has Heavy Armor and its exterior attacks are considered Heavy Weapons. A living building can only crush enemies under its weight (Str+9 damage) if they are in the cellar.
- **Lord of Its Domain:** The building has complete control over doors and windows that are a part of its interior. Nothing happens to these items that the building does not allow. However, only attacks against the structure of the building itself actually damage the thing. Breaking the doors or furniture only makes building house mad and has no other effect.
- **Size +9:** Living buildings are, by their nature, quite large and difficult to harm.
- **Weakness (Hidden Heart):** Hidden somewhere in the interior of the living building is its magical source of animation. A crystalline brain, gemstone heart, or similar enchanted nerve center is concealed behind a secret panel, loose stone, movable floorboard, or similar hiding place, requiring a Notice at -4 to spot. Once the Hidden Heart is exposed, the living building goes into Improved Frenzy, making twice as many attacks against each target inside each round. Removing or destroying the Hidden



Heart is an action, but once that occurs, the magic is broken and the living house is stilled.

MARSH LEOPARD

These felines have mottled gray coats that blend into the swamps and lowlands they call home. Often, these beasts lurk amongst the low boughs and sprawling marshes outside of Lankhmar. Marsh leopards are fierce, but not particularly brave.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Camouflage:** Marsh leopards gain a +2 bonus to Stealth rolls in marshes and swamps.

- **Low Light Vision:** Marsh leopards ignore penalties for Dim or Dark lighting.
- **Pounce:** Marsh leopards can pounce upon their prey to best bring down an enemy. A marsh leopard can leap 1d6" to gain +4 to its attack and damage. However, its Parry is reduced by -2 until its next action when performing this maneuver.

MARSHBACK SNAKE

A deadly resident of swamps and quagmires, the marshback snake is an excellent aquatic hunter. It's not the biggest of snakes, but what it lacks in size, it makes up with highly toxic poison. Marshbacks usually live in small groups of up to four to a nest. During breeding season, this number can swell to over thirty.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Notice d12, Swimming d8

Pace: 4; **Parry:** 6; **Toughness:** 2

Special Abilities:

- **Aquatic:** Pace 8.
- **Bite:** Str.
- **Poison:** Anyone Shaken or wounded by the marshback must make a Vigor roll or die in 2d6 rounds.
- **Quick:** Snakes are notoriously fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** Most venomous snakes are 4-6' in length, but only a few inches thick.
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

MULE

Mules are a cross between a donkey and a horse, and are usually used to haul heavy goods or pull wagons. Like any good pet, the Game Master should feel free to give the mule a little personality. The expression "stubborn as a mule" certainly comes to mind.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 8

Special Abilities:

- **Fleet-Footed:** Mules roll d8 instead of d6 when running.
- **Kick:** Str.
- **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Size +2:** Mules are stocky creatures weighing up to 1000 pounds.

NAGAGIEN BOG SWARM

Named after the wizard Nagagie, who inadvertently summoned the foul insects due to a Black Magic ritual gone awry, these flying infestations of pestilence can smell blood a league away. A nagagien bog swarm makes no qualms over who is to be its next target. The swarm is treated just like a single creature. When it is wounded, the swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area Effect weapons work normally, and a character can stomp to inflict his Strength in damage each round. Swarms are usually foiled by jumping in water.

NIGHTGAUNT

These fell creatures were once normal men and women who made a dire pact with an evil entity. It is said that nightgaunts are created when one of these entities' servants fails in an appointed task and is transformed into a monster as punishment and example to the others. Nightgaunts look like hairless, naked humans with ebony-black skin, clawed hands and feet, bat wings sprouting from their back, and a blank, featureless oval for a face. These nocturnal creatures have a favorite tactic—swooping down upon a foe, grasping them in their foot-talons, then zooming upwards only to drop their helpless prey from a great height.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Claws:** Str+d6
- **Fear:** Seeing these twisted creatures causes a Fear check.
- **Flight:** Nightgaunts fly at Pace 18" with Climb 2.
- **Improved Frenzy:** Nightgaunts may make two Fighting attacks each action at no penalty.
- **Quick:** Nightgaunts are fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.

POISON EEL

Common in the salt marshes near Lankhmar, these beasts are a hazard to unwary travelers. These eels happen

to be a Lankhmar delicacy. However, unless properly cooked, they remain too poisonous to be safely consumed.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Swimming d8

Pace: —; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Aquatic:** Pace 8.
- **Bite:** Str+d4.
- **Poison:** Anyone Shaken or wounded by the eel's bite must make a Vigor roll or die in 2d6 rounds.

SALT SPIDER

Salt spiders are about the size of a medium-sized cat. They're one of the few creatures which covet the rich salty deposits within the Great Salt Marsh, the reason for their milky white appearance. Being an ambush predator, salt spiders hide in the thick swampy grass, waiting for their next meal to unknowingly walk near them.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d12, Fighting d6, Intimidation d4, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4.
- **Leap:** Salt spiders attack prey by springing from ambush. They can jump up to 2" as part of their normal Pace and gain +2 damage if they are more than 1" from a target before making a Fighting attack.

"Please, Fafhrd, no more danger signs," the Mouser protested. "Next you'll be telling me there's a monster a-drool and a-stalk in the streets, all slaving for Innesgay and her betrothal-maids, no doubt. And perchance a sword-garnished princeling or two, for appetizer."

Fafhrd gazed at him soberly and said, peering around through the thickening mist, "When I am quite sure of that, I'll let you know."

—The Cloud of Hate

- **Marshwalker:** Salt spiders do not suffer difficult ground penalties to Pace for swampy or marsh-like terrain.
- **Poison (-2):** Salt spiders unsurprisingly have a salty venom. While not deadly, the poison is very painful. Targets Shaken by a salt spider's bite must make a Vigor roll at -2 or suffer a level of Fatigue. A victim cannot be Incapacitated by the poison and recovers one level of Fatigue per hour.
- **Size -2:** Salt spiders are only 2-3' in length.
- **Small:** Anyone attacking a salt spider must subtract 2 from his attack rolls.
- **Wall Walker:** Walk on vertical surfaces at Pace 6.

NEHWON SEA DRAGON

Out of the fog to larboard came a green serpent's head big as a horse's, with white dagger teeth fencing red mouth horrendously agape. With dreadful swiftness it lunged low past Fafhrd on its endless yellow neck, its lower jaw loudly

scraping the deck, and the white daggers clashed on the black kitten...Nevertheless he was about to jump for it—besides all else the monster's mere stench was horrible—when a second green dragon's head, four times as big as the first with teeth like scimitars, came looming out of the fog.

—*The Swords of Lankmar*

Immense, two-headed reptilian beasts, sea dragons are unusual creatures native to Nehwon's Outer Ocean and the Inner Sea. Sea dragons are fearsome creatures, sporting and mating amongst the waves that crash upon the shore. Sea dragons are carnivorous, although the one encountered by Fafhrd and the Gray Mouser had a distinct preference for eating rats over any other meat. The adventurer from another world and time, Karl Treuherz, rode a sea dragon as his steed during the beginning of the Rat Plague. These creatures have a very distinctive mating call.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d12



Skills: Fighting d8, Intimidation d6, Notice d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 20 (3)

Special Abilities:

- **Armor +3:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear:** Anyone who sees a sea dragon must make a Fear check.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a sea dragon due to its massive size.
- **Improved Frenzy:** Sea dragons may make two Fighting attacks each action at no penalty.
- **Size +9:** Sea dragons are massive creatures. This one is about 40' long from nose to tail and weighs well over 30,000 pounds.

SHARK MANEATER

These statistics cover most medium-sized mankillers, such as tiger sharks and bulls.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d12, Swimming d10

Pace: —; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.

SHARK GREAT WHITE

These statistics cover great whites, 18 to 25 feet long. Larger specimens surely exist. Great whites often trail vessels at sea for days and wait for sailors to go into the water where they strike suddenly and without warning. They might also nudge ships when they see crewmen hanging over the railing, such as when making repairs.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 12

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** Second Shaken does not cause a wound.

- **Large:** Attackers add +2 to their attack rolls when attacking a great white due to its large size.

- **Size +4:** Great whites can grow up to 25' in length.

✧ SIMORGYAN

...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...

—The Mer She

Long ago, the ancient nation of Simorgya sank beneath the sea and was considered lost by most residents of Nehwon. In truth, the residents of that sunken realm changed themselves to survive. The citizens of the sunken kingdom of Simorgya are now carnivorous, sea-dwelling beings sharing little in common with humanity. Once, the Simorgyans ruled a vast empire, and they have never forgotten that the surface dwellers are now residing in lands that were once claimed by Simorgya.

The residents of Simorgya have a hatred for most surface dwellers, in part because many men of Nehwon have attempted to raid sunken temples and treasure-houses belonging to the Simorgyans. In their natural sea-dwelling form, Simorgyans are fishlike humanoids with silvery-scaled skin, webbed hands and feet, and spiny crests along their limbs. Through ancient magic, Simorgyans can assume two other forms: that of a beautiful human being or a ferocious shark. Simorgyans guard their treasures jealously and typically brook no interference from surface dwellers.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Stealth d8, Swimming d10

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Gear: Simorgyans occasionally use weapons lost to the seas such as tridents or harpoons. Treated these weapons as spears (Str+d6, Parry +1, Reach 1, 2 hands).

Special Abilities:

- **Aquatic:** Pace 10.

- **Armor +1:** Simorgyans have tough, scaly skin.
- **Bite/Claws:** Str+d4.
- **Dependency (Salt Water):** Simorgyans must immerse in salt water at least one hour out of every 24 or suffer Fatigue each day until they perish.
- **Low Light Vision:** Simorgyans suffer no penalties from Dim or Dark lighting.
- **Shape Change:** Simorgyans can shape change into a beautiful human (gaining the Attractive Edge) or a shark. As a shark the Simorgyan retains her Smarts, Spirit, and linked skills but otherwise has the same characteristics as a medium maneater shark.
- **Sea Lords:** Simorgyans possess the *beast friend* and *summon beast* powers. Both powers only affect aquatic animals. The Simorgyan uses her Spirit for the arcane skill.
- **Weakness (Light):** Simorgyans disdain bright light preferring the darkness of the sea. When exposed bright light (daylight or brighter), the Simorgyan suffers a -2 to all Trait rolls.



SIMORGYAN CLOAKER

"Well, what I thought I saw was this: a crowd of men wearing big black cloaks — they looked like Northerners — came rushing out of an opening of some sort. There was something odd about them: the light by which I saw them didn't seem to have any source. Then they waved the big black cloaks around as if they were fighting with them or doing some sort of dance...I told you it was very foolish...and then they got down on their hands and knees and covered themselves up with the cloaks and crawled back into the place from which they had come."

—The Sunken Land

Bizarre creatures native to Simorgya, these sinister manta-ray like beings guard the secret treasures of the sunken kingdom. It is unclear whether these slimy

creatures are servants of the Simorgyans or perhaps simply another citizen of that vanished realm. What is known for certain is that they are inimical to natives of the surface world, engulfing and devouring any intruders into Simorgya.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d6, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +1:** Simorgyan cloaklers have tough, rubbery skin.
- **Bite:** Str+d6.
- **Envelopment:** Simorgyan cloaklers attack by enfolding a target in their huge, rubbery wings. These creatures gain a +2 bonus to attacks and damage rolls against a target they have entangled. Simorgyan cloaklers automatically

inflict Bite damage upon an entangled target (no opposed roll is necessary).

- **Low Light Vision:** Simorgyan cloaklers suffer no penalties from Dim or Dark lighting.

SKELETON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 7; **Parry:** 5; **Toughness:** 7

Gear: Varies.

Special Abilities:

- **Bony Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.

SNAKE, CONSTRICTOR

Pythons, boa constrictors, and other snakes over 15' long are sometimes encountered in the Great Salt Marsh to the east of Lankhmar. Some nobles also keep them as pets. Although they aren't usually aggressive toward such large prey as humans, such snakes might be provoked, drugged, or just plain mean.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 4; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str.
- **Constrict:** These creatures bite when they succeed at a Fighting roll, and entangle when they succeed with a raise. In the round they entangle, and each round thereafter, they cause Str+d8 damage to their prey. The prey may attempt to escape on his action with an opposed Strength roll.

SNOW SERPENT

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 a 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 jaw gaped to show slashing-teeth like a shark's and two great fangs jetting a mist of pale ichor.

—Stardock

Solitary and carnivorous, snow serpents are actually a form of mammal. They are native to the colder climes in Nehwon. Snow serpents are occasionally sought after by adventurers for the value of their pelts.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Notice d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6
- **Burrow (8''):** Snow serpents can burrow through ice and snow.
- **Camouflage:** Snow serpents receive a +2 bonus to Stealth rolls in snowy or icy terrain due to their white fur and propensity to burrow beneath the surface.
- **Poison (-1):** Anyone Shaken or wounded by the snow serpent must make a Vigor roll or die in 2d6 rounds. With a success the target suffers a level of Fatigue, which recovers after an hour.
- **Size +1:** Snow serpents are more than 10' long, but only as thick as a man's arm.

STARDOCK RAYFISH

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.

—Stardock

These bizarre creatures are naturally invisible, and strongly resemble a flying manta ray that swims through the air. Stardock rayfish have a pelt of fur along their backs, making it easier for riders to cling to its back. They are not naturally violent creatures, but they can bring their riders very close to an opponent if required.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4, Notice d6, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Stardock rayfish have tough, rubbery skin.
- **Invisible:** All creatures of Stardock are invisible. Attacks against them—assuming someone even knows they are present—are made at -6. Items picked up by the creature remains visible.
- **Flight:** Stardock rayfish have a Flying Pace of 18" and a Climb of 2.
- **Size +3:** Stardock rayfish are around 12' long, and weigh around 900 pounds.

SWARM

Sometimes the most deadly foes come in the smallest packages.

The swarm described below can be of most anything—from biting ants to stinging wasps to filthy rats.

The swarm is treated just like a creature. When it is wounded, the swarm is effectively dispersed. Swarms cover an area equal to a Medium Burst Template and attack everyone within every round.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** Some swarms are clever enough to split into two smaller swarms (Small



Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests, such as piranha).

WAR CAT

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.

—The Swords of Lankhmar

A Nehwon legend states that for every creature, there are thirteen individuals of superlative wisdom and skill. For felinekind, the War Cats represent a military aristocracy, each one a paragon of all that is “cat.” The War Cats can be summoned to engage in battle against anything that represents a threat to felinekind. During the Rat Plague, Fafhrd summoned the War Cats using an enchanted whistle. The War Cats do not require summoning to appear—if a threat were dire enough, they could manifest of their own will. Although intelligent, War Cats are savage creatures, and do not tolerate their natural enemies (such as rats and other vermin).

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Stealth d6, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d6.

- **Improved Frenzy:** War cats may make two Fighting attacks each action at no penalty.
- **Low Light Vision:** War cats ignore penalties for Dim or Dark lighting.
- **Pounce:** War cats can pounce upon their prey to best bring down an enemy. War cats can leap 1d6” to gain +4 to its attack and damage. However, its Parry is reduced by -2 until its next action when performing this maneuver.
- **Size +2:** War cats weigh over 500 pounds.

WATER COBRA

These serpents inhabit the marshes and estuaries near Lankhmar, and most other coastal regions around Nehwon. Most water cobras have bluish skin with brown stripes. Incredibly venomous, water cobras are rightly feared by travelers.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite:** Str
- **Camouflage:** Water cobras gain a +2 bonus to Stealth rolls in or near rivers, marshes, and coastal waters.
- **Low Light Vision:** Water cobras ignore penalties for Dim or Dark lighting.
- **Poison (-3):** Anyone Shaken or wounded by the water cobra must make a Vigor roll or die in 2d6 rounds. With a success the target suffers a level of Fatigue, which recovers after an hour.
- **Quick:** Snakes are notoriously fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** Most snakes are 4–6’ in length, but only a few inches thick.
- **Small:** Anyone attacking a water cobra must subtract 2 from his attack rolls

CHAPTER FOUR. ADVENTURE GENERATOR

Lankhmar is not just a “City of Sevenscore Thousand Smokes,” it’s also a city of limitless adventure, danger, intrigue, bawdy romance, and even—on occasion—laughter.

Other books in the Lankhmar series for *Savage Worlds* offer full-length adventures and *Savage Tales*, and if you’ve read the original source material you’re no doubt anxious to create your own as well. But sometimes it’s fun—or a useful starting point for your own tales—to use an Adventure Generator like the one on the following pages.

Before you start, think about the characters your players have made. If they’ve made mostly fighters, you might want to skew towards action and bloody battle. If they are mostly wizards, priests, or charlatans, tales of sorcery and exploration for mysterious artifacts might be more their thing. And if they are thieves, of course, by profession or by action, then they are certainly in the right place.

Keep this in mind even as you generate enemies and events on the tables to follow. It’s up to you to put it all together, after all, and knowing the types of scenes your group might be most interested in will help guide you. Of course you shouldn’t be afraid to throw them a surprise now and then.

USING THE ADVENTURE GENERATOR

Using the Adventure Generator is as simple as a few dice rolls and consulting the following tables. If you prefer a more tailored approach, skim the tables and choose an entry from each one that piques your interest. When you get stuck, grab the dice and randomly generate the next step—if you don’t like the result roll again. In short order, you have a framework for an adventure. Give it some thought and fill in any missing blanks.

Some results may not make a lot of sense when first generated, but with a bit of clever thinking the various threads can be tied together. Don’t forget players are also excellent at “filling in the blanks” while playing, so do not feel that every detail must be accounted for.

ADVENTURE TYPE

d20	Result
1–5	Caught up in Events
6–14	Freelance Work
15–19	Exploration
20	Civic Affair

CAUGHT UP IN EVENTS

Through no fault of their own, the heroes find themselves thrust into the action. Starting this way may leave the heroes confused as to what is happening, thus encourage them to investigate.

The first step is to roll on the **Event Table** to determine the nature of the adventure. Then roll on the **Twists and Turns Table** to add a bit of spice to the adventure.

EVENT TABLE

d20	Result
1–2	Marked for Death
3–5	Blackmail
6	Escape
7–10	Stranger in Need
11–12	Stolen Identity
13	Magical Affliction
14–15	Witness
16–17	Mystery
18–19	Rival
20	Stolen Identity

Blackmail: A character is being blackmailed to perform a job. Most often the task is something she normally would not do. Roll on the **Freelance Table** to determine what is being requested. Optionally roll on the **Who Table** to determine the blackmailer.

Escape: The heroes are held captive and must escape. They might have been drugged and shanghaied. Or this may be the result of a previous adventure which went awry. Roll on the **Opposition Table** to determine the relative strength of the captors.

Magical Affliction: The character is struck by a magical enchantment, be it a curse or some other mysterious reason, the hero must determine who is behind it and how to stop it before it's too late. Use the **Who Table** to determine who is behind things; note this may not be who cast the spell, but the person who is ultimately responsible.

Marked for Death: A contract has been put out on one of the characters or the group as a whole. Use the **Who Table** to determine who ordered the hit. If the heroes thwart



the assassination attempt it may be the end of things, or another group might be selected to fill the void, the choice is left to the Game Master based on the employer's finances and motivation.

Mystery: The cutthroats are caught in a mystery. Perhaps there is a dead body in their inn room, or one of them receives a package only containing a severed finger. Whatever it is, the event is not clear cut and the heroes are going to have to do some investigating to discover what is really happening.

Rival: A rival of the character is looking to make her life difficult. He is going out of his way to besmirch her reputation, through rumors and lies (although there may be a smattering of truth, if the hero has a secret she does not want revealed). The character may or may not know the rival or the motivations behind his actions; this is left up to the Game Master.

Stolen Identity: Someone else is claiming to be one of the heroes. Whether the person is doing this maliciously or cashing in on the hero's reputation is left to the Game Master. Regardless of intent, the person's actions are causing the hero grief. Optionally roll on the **Who Table** to see who the impostor is.

Stranger in Need: A stranger runs into the footpads and begs for help. She is obviously being pursued—be it a freelance thief evading the Thieves' Guild enforcers or a woman fleeing a jealous lover. The victim needs the heroes to keep her safe until the trouble is dealt with. For ideas who might be after the person, roll on the **Opposition Table**.

Witness: The heroes are witness to an event taking place, be it a kidnapping, theft, or stream of rats spilling from the sewers. For ideas of what the heroes see, roll on the **Freelance Table** and possibly the **Opposition Table**. Whatever is transpiring the heroes are the only ones present who can get involved.

FREELANCE

Seeking employment in the City of Thieves is not difficult for anyone willing to wield a sword or sometimes follow a slightly grayer moral compass. When the heroes decide to seek out work, first determine who is hiring them by using the **Who Table**.

The next step is to roll on the **Freelance Table** to figure out what the party is being hired to do. The choice is left to the Game Master if the result is what the heroes are supposed to be doing or what they need to put a stop to. Finally roll on the **Twists and Turns Table** to add an unexpected twist to your tale.

FREELANCE TABLE

d20	Result
1–2	Escort
3–5	Missing Person
6	Harm (or Kill)
7	Kidnap
8–9	Manhunt
10–12	Guard Duty
13	Spying
14–16	Theft/Recover
17–18	Courier
19	Infiltrate
20	Diplomacy

Courier: The heroes are employed to pick up or deliver a message or a package. Generally they are unaware of what the cargo is, except for the weight and size of the item. Anyone taking the liberty to take a look generally is going to have hell to pay. To make the job a bit harder you can roll again on the **Opposition Table** to determine who else might want to stop the characters from finishing their job.

Diplomacy: Trouble is brewing between two or more factions, and those involved really don't want things to escalate to violence, at least not yet. Someone needs to smooth out the situation before blood is shed in the streets. Roll on the **Opposition Table** to determine who the aggrieved party's identity. If the diplomacy fails, these are the forces they bring to the fight.

Escort: The heroes are hired to escort a person (possibly the Patron) or animal to another location. Roll on the **Location Table** to determine the final destination of the trip. To make things harder, you can roll on the **Opposition Table** to see if there is anyone wishing to stop the heroes from reaching their goal.

Guard Duty: The party is required to protect something, be it a place, item, or person. The roll on the **Opposition Table** to determine who might want to get a hold of it and what resources they have.

Harm (or Kill): Normally such things are handled by the Extortionists' Guild or the Slayers' Brotherhood, but the employer wishes to have someone roughed up if not killed. Roll on the **Who Table** to determine who the target is. The victim may be aware of the pending plot and has taken measures to stay safe.

Infiltrate: A faction has set-up a hideout and has been making trouble of the heroes' patron. The heroes are asked to find it, then infiltrate or even destroy it. Roll on the **Opposition Table** to see who owns the outpost. Multiple the total enemies encountered by 5. The base is controlled by a Wild Card with 1–4 Command Edges.

Kidnap: The rogues are contracted to abduct someone. The employer's reasons can range from malicious to trying to get his daughter out of the clutches of a cult. Roll on the **Who Table** to determine who needs to be kidnapped.

Manhunt: A person is on the run and it falls to the heroes to bring them back. Roll on the **Who Table** to decide who is on the run and then roll on the **Opposition Table** to determine the loyalty and origins of the fugitive, as well as who's helping him escape. Optionally roll once on the **Location Table** to see where the person is if he has fled the city.

Missing Person: A person has gone missing, a lost child, a runaway bride, or someone has unexpectedly disappeared. The patron hires the heroes to find the person and bring them back safely. If necessary roll on the **Who Table** to see who has gone missing or was kidnapped.

Based on the nature of the disappearance roll on the **Opposition Table** to see who might be involved and holding the person.

Spying: The employer wants information on another person or group. The characters are hired to spy on the target and relay the information back to their employer. The job can be as simple as following the patron's mistress to something a bit more difficult as infiltrating a guild. Use the **Who Table** to determine who the target is.

Theft/Recover: Something has been stolen from the character's employer. The heroes are hired to get the item back. Roll on the **Opposition Table** to determine who is behind the theft. Alternatively the patron requires something to be liberated from its current owner and normal means of acquiring it have failed, so the job falls to the heroes to acquire it surreptitiously.

EXPLORATION

People travel the breadth of Nehwon for various reasons. For some it's the call of seeing areas rarely touched by man, for others they are looking for lost artifacts or treasure hinted at in ancient manuscripts. Whatever the reason roll on the **Who Table** to determine who the heroes are working for or assisting.

The **Goal Table** provides a reason why the employer is hiring (or requesting the heroes' help).

The **Location Table** provides the area the heroes are headed. Using the group's current location, determine how long it takes them to get there based on their mode of travel. Distance in Nehwon is left vague and travel time should be based on the speed of the plot.

To keep things interesting draw a card from the Action Deck each day to check for encounters (see *Savage Worlds*). You can roll on the **Twists and Turns Table** to spice things up even more. The encounters generated should give you a good idea of what guards the treasures or mysterious places hidden in the region.

Once they're in the general area, the heroes need to search or explore, to find what they

are looking for. Depending on the nature of the quest, suggested skills are Survival, Tracking, Investigation, or Streetwise.

LOCATION TABLE

d20	Location
1-5	Lankhmar and Environs (Salt Marsh, Grain Fields, Lankhmar Below)
6-7	City (Non-Lankhmar)
8	Vast Forest
9	Jungles of Klesh
10	Desert (Stony Desert, The Poisoned Desert)
11-12	Mountains (Bones of the Old Ones, Mountains of the Giants, Barrier Mountains)
13-14	Mountains (Mountains of the Elder Ones, Parched Mountains, Mountains of Hunger)
15	Steppes of the Mingols
16	Lands of the East
17-18	Cold Wastes/Polar Ice
19	Stardock
20	Rime Isle

GOAL TABLE

d20	Result
1-3	Contact
4-7	Scouting
8-10	Person
11-12	Knowledge
13	Rivalry
14-15	Lair
16-18	Creature
19	Lost Treasure/Relic
20	Supernatural Site

Contact: The patron is seeking contact with a reclusive group of people such as a barbarian village of the Cold Wastes or a tribe of Kleshites hidden in the dense Klesh Jungles. Maybe their employer wants to start trade with them, enlist their aid as irregular fighters in a military campaign, or convert them to a local religion. Whatever

the reason, the party must first find the tribe and then negotiate with it.

Creature: The heroes are hired to seek out a specific creature or beast either as a trophy or to fill the employer's menagerie. Whether the beast needs to be returned dead or alive is left up to the Game Master.

Knowledge: Knowledge is power and the employer is seeking to acquire more. For remote destinations it could be an ancient ruin, where as in an urban location it may be a tome or scroll hidden away in a library.

Lair: Speculation of a hideout has come to the attention of the employer and he is concerned if the forces get a foothold or increase their numbers problems will ensue. The heroes are hired to find it and if possible infiltrate or destroy it. Roll on the **Opposition Table** to see who owns the outpost.

Lost Treasure/Relic: Rumors and speculation of magical items and treasures of worth always draw treasure hunters and those seeking power. The employer has information on where one such item may be and has hired the heroes to find and recover it for him. Whether he plans to use the item or hide it away in a secret vault, is left to the Game Master, as is whether the item is real or fictitious.

Person: The employer seeks to have someone found and returned. This could be an escaped slave, wanted thief, or a runaway bride.

Rivalry: The patron is interested in showing up a rival. Roll again on this table to determine what both parties are trying to accomplish. If necessary roll on the **Opposition Table** to see what forces might be in the rival's employ.

Scouting: The employer wants information on a location. He is interested in maps, and any details the heroes can gather. The reason behind the need for this information is left intentionally vague, and should reflect the motives of the heroes' boss. Once the travelers get where they are going, it takes 1d8 days to complete documenting and mapping the area. Each day requires a successful Knowledge

(Geography) or appropriate skill roll to complete the survey for that day.

Supernatural Site: The heroes are hired to find a site reputed to have supernatural powers. What the employer wants when they get there is up to the Game Master. Maybe he wants them to just find the place, or maybe he wants them to place the two large rubies in the eye sockets of the demonic head to see what happens.

CIVIC AFFAIR

No matter the size of the city, there are a myriad of issues that can bring life to a standstill if not dealt with. It is recommended no more than one Civic Affair, every other month (game time) is used, to keep them unique and exciting.

CIVIC AFFAIR TABLE

d20	Result
1-2	Plague
3-4	Natural Disaster
5-6	Fire
7-8	Guild Revolt
9-12	Gangs
13	Mystical Threat
14-15	New Religion/Cult
16-17	Grain Shortage
18	Riot
19	Foreign Threat
20	Political Upheaval

Fire: In a city like Lankhmar where most of the buildings are made of timber and crammed together, fire is a deadly adversary. Fire has broken out and is spreading through the city, the rogues need to assist in getting it under control before beloved locations are engulfed and destroyed by the hungry flames.

Foreign Threat: The city is threatened by forces beyond its wall. It could be a war band of Mingol warriors looking to sack the city, to another invasion by the Rats Below. The characters need to help turn the tide before it's too late.

Gang: A street gang is terrorizing a neighborhood or a section of town. The

pleas of the residents have fallen on deaf ears and the city watch is unwilling or unable to help. The rogues need to ferret out the gang and destroy them or at the least redirect their focus.

Grain Shortage: The city is experiencing a shortage of grain. This could be the result of weather causing a bad crop, someone is intentionally sabotaging the grain fields, or the Guild of the Grain Merchants is holding the city at their mercy. If something is not done to correct the situation there are going to be many hungry people.

Guild Revolt: Something has changed for one of the myriad of guilds. It may be a new law passed imposing higher taxes or restricting the guild's business. Whatever the cause, the guild is not happy and its members have taken to the street. This group plans on making sure the Overlord hears them. This may be a peaceful protest, or may be a violent uprising where anyone caught in the mob is in danger.

Mystical Threat: A ritual has gone awry or a black wizard has placed a curse upon the city. Whatever the cause, no one is safe and the spell needs to be lifted.

Natural Disaster: The city is rocked by the forces of nature. It may be a severe storm causing flooding, a tsunami threatening the city, or a major earthquake.

New Religion: A new faith has appeared on the Street of Gods and is rapidly moving upward. Whether the faith is legitimate or something more sinister is left up to the Game Master. Some city officials are concerned about the faith and request the heroes look into it.

Plague: A wasting disease has infected the citizens of Lankhmar and is spreading. Whether it's the seasonal flu or something more devious, is left up to the Game Master. Choose a disease out of *Savage Worlds*, or make one up on your own. Each day they're in the area and in contact with any ill people; the heroes have a chance of contracting the disease (a Vigor roll each day, or suffer its effects).

Political Upheaval: Not everyone is happy with the way things are being done and tensions are growing. It may be a



group of nobles plotting a coup, replacing the Overlord with someone more fitting or an internal power struggle within a major guild. The heroes are courted by one or both sides, either providing protection or dealing with those who oppose the current regime. The rogues need to be careful in the choice of whom they support; otherwise they may be on the wrong side when the dust settles.

Riot: The locals are not happy with the status quo and have taken to the streets to express their displeasure. The city is in chaos, the watch is overwhelmed, and order needs to be restored before too long. The characters may be coerced by city officials to act as intermediaries with the leaders of the rioting group or may be trying to lay low until things settle down.

WHO

This table serves to help determine who an employer may be or the identity the victim in need of the heroes' help.

The table provides the base pay being offered to the heroes, if being hired. Heroes wishing to haggle may make a Persuasion roll, doubling the amount with a success, and tripling with a raise. A 1 on the skill die, regardless of the Wild Die means the employer took offense in some manner. He may try to renege on the deal, lead the characters astray to avoid having to pay, or offer half the amount—whatever he chooses to do, it should come at the most inopportune time for the heroes.

The base pay modifier may also be used as a reward offered by those rescued or assisted by the rogues, without hiring them.

WHO TABLE

d20	Result
1–2	Foreigner
3–5	Ordinary Person
6–8	Friend or Lover
9–11	Guild
12	Rival/Foe
13	Mysterious Figure
14	Religious Figure
15–16	Wizard
17–18	Noble
19	Official
20	Special

Foreigner: Someone from beyond the city of Lankhmar (even possibly beyond Nehwon) is involved. They may be a barbarian hailing from the Cold Wastes, or a ghoul. They often have little in the way of monetary payment, but are willing to find a suitable means of compensation. The task they are seeking help with often is what has brought them to the city, whether it be seeking someone or looking for revenge. **Base Pay:** 10 gold rilks or favor (treat as a one-time use of the Connections Edge).

Friend or Lover: The person is someone close to one of the heroes, be it a childhood friend or an intimate lover. Whoever she is, she is now in trouble and require the hero's help. Failing or refusing to help, may turn the person into a villainous enemy depending on the outcome of the plot. **Base Pay:** None, it is assumed the hero assists out of obligation rather than coin.

Guild: A guild is involved in the plot. The involvement could be as large as the whole guild or a mere member depending on the events that are transpiring. **Base Pay:** 30 gold rilks.

Mysterious Figure: The mysterious benefactor never lets the party know who he is or what he represents. He works through a series of intermediaries and cut-outs, making it difficult to learn who he is. The upside is he is willing to pay decently for their services. If required roll again on this table to determine who the benefactor really is, and note it is possible to have multiple Mysterious

Figures in between, creating a complex web of intrigue. Tracking down the patron requires a Streetwise (at –6 to –8) and a week of time. **Base Pay:** 30 gold rilks.

Noble: The ranges of nobles in Lankhmar are as myriad as there are gods. They all have one thing in common though, they wish to maintain their position and reputation, and preferably without having to get their hands dirty. The noble has the connections and money to deal with those who try to cheat her or renege on the job. **Base Pay:** 40 gold rilks or favor (treat as a one use of the Connections Edge).

Official: A city official is involved, whether it be a lowly clerk in a lost dusty office, to the commander of the North Barracks the person is operating with the power of her position. She may be operating with authority or on her own accord. **Base Pay:** 35 gold rilks, or none relying on the character's patriotism

Ordinary Person: Nothing more than an average citizen of Lankhmar. Somehow they are caught up in something bigger than themselves and they need help resolving it. **Base Pay:** 10 gold rilks in goods or services.

Religious Figure: There are a myriad of religions and deities worshiped across Nehwon. In Lankhmar churches rise and fall on the Street of Gods. One of the faiths needs the assistance of the characters. The position of the church on the Street of Gods determines its influence and prestige, however, the faith is often lead by a charismatic figure. **Base Pay:** 25 gold rilks.

Rival/Foe: A known rival or foe of the heroes begrudgingly needs the cutpurses' help. The rival sets aside any differences for the course of the adventure—however; when the job is complete it is up to the Game Master if the foe keeps true to his word. **Base Pay:** 20 gold rilks.

Special: This is someone out of the ordinary, be it a rat from Lankhmar Below, to the mysterious wizards Sheelba or Ningauble, to the Overlord himself. More often than not, it is expected of the heroes to take the job without pay and there is little choice and the inability to refuse. **Base Pay:** Game Master's discretion.

Wizard: This is a practitioner of the arts, be it white or black magic or an elemental and range from hedge mages to powerful sorcerers. Most are associated with the Sorcerers' Guild, but there are still those that operate independently. One of them needs the heroes' assistance. **Base Pay:** 20 gold rilks.

OPPOSITION

Roll on the **Opposition Table** to find out who forms the heroes' main opponents, if applicable. Not all adventures require a roll on this table. The strength of the perceived opposition affects the base pay an employer is offering, the Pay Modifier is applied to any generated Base Pay.

Note: The opposition number assumes a Novice group of characters and should be changed to match the current heroes' Rank and abilities as seen fit by the Game Master.

OPPOSITION TABLE

d20	Result
1-3	Cultist
4-5	Mercenaries
6-9	Brigands/Gang
10-12	Rogues
13-14	Guild
15	Sorcerer
16-17	Noble
18	Creature
19	Special
20	Not as it Seems

Brigands/Gang: Within an urban area this is a gang of thugs who control a section of town through violence and other means, in rural areas treat as brigands. In either case the group is made up of 6 plus 1 per hero members lead by a Wild Card leader. **Pay Modifier:** ×1.

Creature: A creature is plaguing the area, or the target of the parties' task. The creature may be operating independently or being directed by a person or a group. **Pay Modifier:** ×1-3 depending on the creature.

Cultist: Be it a new and rising faith on the Street of the Gods or a darker cult of Hate or followers of the Rat god these folk are the main opposition of the party. The current cult is made of 4 plus 1 per hero cultists lead by a strong and charismatic Wild Card leader with at least the Priest Edge. **Pay Modifier:** ×1.

Guild: One of the guilds is involved. The involvement may be direct, or they may have been hired at the behest of someone else—as often is the case with the Extortionists' Guild or Slayers' Brotherhood. The opposition is formed of 2 plus 1 per hero guild members. **Pay Modifier:** ×2.

Mercenaries: This is a band of 2 plus 1 per hero mercenaries, lead by a Wild Card leader who possessing two to three Leadership Edges. The mercenaries may be affiliated with a particular patron or group, or just operating on their own accord. **Pay Modifier:** ×2.

Noble: Working from his place of influence and power a noble forms the group's opposition. Rarely does the noble get directly involved, rather he prefers to work through intermediaries and underlings. When confronted directly the noble has 2 plus 1 per hero guards at the ready. **Pay Modifier:** ×3

Not as it Seems: The information the heroes have about the opposition is incorrect. Roll again twice on this table rerolling any results of 20. The first roll indicates the strength and opposition the patron or heroes believe they are facing. As such pay modifiers from this result are used. The second roll provides the actual strength and opposition the cutpurses face.

Rogues: The opposition the heroes are up against is a group of 1 per hero thieves. Whether they are operating with the Thieves' Guild's blessing or not is left to the Game Master. To up the options a bit the group may be led by a master thief. **Pay Modifier:** ×2.

Sorcerer: A black wizard or practitioner of elemental magic is the main antagonist. She may be working alone or is using others as proxies for her machinations. In the

latter case roll again on this table to see who is supporting her. **Pay Modifier:** $\times 2-3$.

Special: The opposition of the tale is someone or something unique. It could be a small band of invisibles from Stardock, a ranging band of Sigmoryians, a gang of Nehwon Ghouls, or a contingent of rats from Lankhmar Below. Normally this is a small forward exploratory group consisting of 2 plus 1 per hero members, before a larger contingent arrives. **Pay Modifier:** $\times 2-4$ Game Master's discretion.

TWISTS AND TURNS

Swords and Sorcery adventures rarely run as smoothly as the heroes would like. These are also the things that make one adventure different than another of the same type.

TWISTS AND TURNS TABLE

d20	Result
1-3	Natural Hazard
4-5	Led Astray
6-7	Not the Only Ones
8-9	Not What it Seems
10	Unexpected Foe
11	Unexpected Ally
12-13	Tag Along
14-15	Double Cross
16-17	False Information
18	Shock Revelation
19	Discovery
20	Ghostly Visitations

Discovery: Maybe the heroes find a document revealing the villain's plan or discover an ancient map, which leads to another adventure. For those with mundane goals, maybe a cache of valuable resources is uncovered.

Double-Crossed: At some point, a key figure in the adventure switches side. This can work either for or against the heroes.

False Information: An important detail the heroes were given or learned is blatantly wrong. This may be a purposeful deception, or a bad coincidence, the choice is left up to the Game Master.

Ghostly Visitation: Choose a random player character. The hero is haunted by the ghost of a relative or former associate for the adventure's duration. Maybe the ghost provides cryptic clues or hints.

Led Astray: The heroes find or are offered the services of a guide, but unfortunately, he seems to lead them into one spot of trouble after another. Whether he is incompetent or has evil intentions is up to the Game Master.

Natural Hazard: At some point during the adventure, the characters are hampered by the forces of nature. This could be a severe storm, dense smog, a landslide, or blizzard.

Not What it Seems: The "trouble" is actually in need of help, while the real threat is from another source, usually the individual who hired the heroes!

Not the Only Ones: Another group has been hired to do the same job, or just happens to be looking for the same thing. They are approximately the same level of experience and martial prowess as the heroes, and might be as on the side of right as the group is. If thwarted, they can become recurring villains in the campaign.

Shock Revelation: Something important is revealed during the adventure. Such revelations do not have to be bad—perhaps an Extra declares his undying love for a hero or maybe the heroes discover some clue to a grain merchant's secret deal with the Rats Below to disrupt the flow of grain into the city causing havoc in Lankhmar.

Tag Along: Someone tags along with the heroes whether they like it or not. It could be their patron who wants to make sure the heroes do the job right, or a young kid who aspires to be just like one of the heroes. No amount of dissuading cause the person to leave instead it just strengthens their resolve to stick around.

Unexpected Ally: Maybe the natives rise up against the villain and join the heroes, or perhaps the old man they met earlier in the adventure turns out to be a retired bravo who just can't sit back and watch the villain get away with his foul plot. Either way, someone comes to the heroes' aid at a crucial moment.

Unexpected Foe: Maybe the villain is actually someone the heroes weren't expecting ("It's my sister!"), extra henchmen join the battle at a crucial time, or a harmless looking animal turns out to be a vicious beast.

EXAMPLE ADVENTURE

Robert has just completed the Eyes of Gono'mosh adventure and is looking for a new tale for his group. The players have indicated they are not sure what they would like to do either, so Robert decides to use the Adventure Generator for inspiration.

He starts by rolling on the Adventure Type and gets a 3—Caught Up in Events. He feels the heroes' actions in the previous adventures probably have stirred up enough trouble; it won't be difficult to devise something, so he continues. Rolling on the **Event Table** he rolls a 15—Witness. Stuck for ideas, he decides to roll on the **Freelance Table** to determine what the characters witness, the result is 2—Escort. The ideas start to flow, he decides someone is being escorted through the city and the footpads catch sight of it. To see whom the person is he rolls on the **Who Table**, getting a 12—Foe/Rival.

Things are starting to take shape; the heroes are witness to a Foe/Rival being escorted. Figuring he wants to create a bit of moral dilemma for the characters' he decides the rival isn't being escorted by choice, so he rolls a 17 on the **Opposition Table** with a result of 17—a Noble. The result throws a slight twist he was not expecting, but Robert knows he can work with this.

From a past adventure, the heroes had worked with a freelance thief, Katarina, who betrayed them in the end, stealing the item the group was hired to recover, and leaving one of the heroes for dead. Robert, figures this is the perfect person for the moment. Not wishing to put too much effort into events which do not matter, he decides the thief was caught by the noble and his men-at-arms. They are now escorting her towards the Thieves' Guild, knowing what justice they dispense for freelance thieves, especially female ones.

Wishing to spice up things just a bit more, Robert makes on final roll on the **Twists and Turns Table** getting a 15—Double Cross, a perfect twist for his idea! He roughly plans out the adventure.

The heroes, while tending to their business in the city, spot a large contingent of heavily armed men being led by a noble, with a prisoner in tow—a former compatriot Katrina, who betrayed them before. As the prisoner passes by, she surreptitiously signals for help. Knowing his group, he decides to play upon the characters' Hindrances and past run ins with Katrina to get them involved.

What he doesn't reveal, is Katrina is in league with the noble, who believes the party stole valuable items from him (a lie Katrina spun to avoid the truth about her involvement coming to light). Katrina and the noble formed a plan to use her as bait to lure the heroes out for captured.

Whether the heroes plan to save her for altruistic reasons or for revenge, they should be surprised when the damsel switches sides to capture the group. However, the encounter plays out, Robert has enough to start a good session or two of gaming.

"The legends, I think, told that the men of far Simorgya were mighty magicians, claiming power over wind and waves and the creatures below."

—The Sunken Land

CHAPTER FIVE: SAVAGE TALES

GHOSTS

The characters are asked to help solve a series of hauntings that are tormenting merchants where the heroes often do business.

BACKGROUND

Recently, a number of business establishments have suffered from hauntings. The ghosts aren't necessarily dangerous, but they are pranksters who bring ill luck to whomever they decide to torment. Things get tipped over and broken, people trip, objects fly across the room on their own, and so forth. In addition to being unnerving and annoying, the ghosts are driving away customers.

One solution has been to hire Nerkutia, a self-proclaimed ghost hunter and expert at banishing these irritating spirits. For a fee, she comes in and cleanses an establishment, driving out the ghosts and putting up a protective ward to keep them from returning. She has been very successful thus far; in fact, her record is spotless. Every place that has suffered an

invasion of the poltergeists and hired her to get rid of them has gotten their money's worth.

Now, a place the characters frequent has become the target of these pesky ghosts. The proprietor, being slightly less superstitious than most, thinks something else is going on, that Nerkutia is not quite what she seems. The shop owner (or tavern keeper, or stable master; any business the characters frequent regularly) has asked the heroes to investigate and see if there's some secret to Nerkutia's success.

THE TRUTH

There are no ghosts. Nerkutia is working with a pair of invisibles from Stardock to run this con all over Lankhmar, and they are making coffers full of gold rilk through their trickery. The invisibles are a brother and sister, Hygel and Imara, who left their isolated home and came to Lankhmar to "see the big city and have some fun." They fell in with Nerkutia after watching her run some other cons and taking great delight in it. So far, they haven't been caught, but perhaps the heroes can figure out their secret and put a stop to their games.

They run the scam in a similar fashion each time. First, the invisibles surreptitiously enter an establishment and lurk in an out-

of-the-way corner or under a table. Then, when they see an opportunity, they cause a disturbance. Perhaps they tip a full tankard of wine over or knock a platter of food off balance. Or maybe they tip a chair just enough to trip someone walking past it. Once the deed is done, the invisible silently darts to another part of the room and waits to do it again. After two or three such capers, the siblings clear out for a time to let the people simmer down and drop their guard, then they come back and do it all over again.

Hygel and Imara think this is great fun, and Nerkutia pockets a lot of coin by coming in to “save the day.” She usually waits a few days before showing up, stating that she had heard some of the establishment’s customers gossiping about the ghosts and would be happy to perform a magical check for the proprietor, free of charge. She mimes a few magic spells and chants a bunch of nonsense (Nerkutia has no actual ability in magic) and then proclaims that yes, indeed, there are ghosts in the place. She claims it’s going to be particularly difficult to root them out, but she is willing to try for just a few rilks.

Most of the proprietors fall for the scam and pay her, at which point she pretends to perform a bunch more magical mumbo-jumbo and “cleans” the place, locking the banished ghosts out for good. A few proprietors are reluctant to pay, or think the price is too steep. Nerkutia never pushes; she simply shrugs and lets the shopkeeper know that she is always available, and suggests that the ghosts might be angry now that she has detected them, so beware. Then the invisibles go wild, smashing and breaking as much as they can get away with.

DETECTING THE GHOSTS

More than one merchant has tried to call Nerkutia’s bluff by bringing in another sorcerer or necromancer to try to detect the ghosts. Because the invisibles are not spirits, the challengers fail to catch them (in fact, the invisibles, not being magical at all, can escape notice from things like *detect arcana*,

which tends to stump these magicians, who see everything unexplainable in eldritch terms).

Nerkutia never gloats or taunts these rival spellcasters. She simply acknowledges that her talents are uniquely suited for chasing ghosts away and moves on. Thus far, no one has figured out what is truly happening. Perhaps the characters can have better luck doing so. Once they begin investigating, though, the “ghosts” are likely to begin haunting them, too. The only way to stop them is to figure out who they really are and catch them.

AFTERMATH

If the characters somehow figure out the truth, Hygel and Imara demand to be freed, as they are “nobly born and not subject to Lankhmar’s laws” (at least in their minds). Nerkutia tries to use her wiles and Persuasion to convince whoever has caught her that it was just an innocent game and she could make it worthwhile for them to let her go. If possible, the invisibles use their stealth to get away. If there is an opportunity, they will help free Nerkutia, but not at risk to themselves. If the three do manage to escape, they vanish to another part of the city to come up with some other scheme for the future.

HEROES AND VILLAINS

NERKUTIA

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Notice d10, Persuasion d12, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident

Edges: Charismatic, Elan

Gear: Dagger (Str+d4).

HYGEL AND IMARA

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d8, Stealth d12

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant, Outsider

Edges: Great Luck

Special Abilities:

- **Invisible:** Hygel and Imara are invisible. Attacks against them—assuming someone even knows they are present—are made at -6. Items picked up by either one remains visible.
- **See Invisible:** Hygel and Imara have the natural ability to see invisible creatures and people.

THE SETUP

The characters are offered an opportunity to break into a noble's house and steal his collection of scrimshaw sculptures.

BACKGROUND

A well-equipped and well-trained crew of thieves is hitting noble houses, procuring valuable artwork, jewelry, and other rare goods. No one is certain how they know where to hit, but they always make off with a terrific haul. The nobles who are getting robbed are furious, because they pay their protection money to the Thieves' Guild and expect to be left alone for that expense.

The thefts are not sanctioned by the guild, and the guildmaster and his immediate subordinates have been trying to figure out who is behind it to no avail. What they don't know is that Lebthas, one of the guild's lieutenants who has knowledge of which nobles are supposed to be protected from theft, is actually behind the break-ins. He is working with Krustam Fingol, the head of House Fingol, a merchant family that runs a lot of shipping business in Lankhmar's port.

Krustam is a portly man who plays the jovial buffoon, as if he's everyone's funny friend, and thus gets invited to all of the upper-crust parties in Lankhmar. He uses these opportunities to case his hosts' estates, figuring out the details of the best way to get in, where the guards are stationed, and so forth. He's received a good amount of coaching from Lebthas on what to look

for, and they've made a tidy profit with the arrangement.

Now, however, the guild is planning a set-up to catch the thieves who are violating guild law. They have pieced together that the break-ins occur shortly after a host holds a party, so they guess the thieves have a member of Lankhmar's elite attending those soirées working with them. They have intimidated Lord Jaisk Malthot, who pays them to leave his wealth alone, into hosting a party and making a point of exhibiting his rare scrimshaw sculpture collection as an enticement to the thieves. They expect the bait will be too tempting for the thieves to resist, and will have a trap in place to catch them when they try to swipe the goods.

Fortunately for Lebthas, he is high enough up in the Thieves' Guild chain of command that he is aware of the trap. Realizing that the guild is getting a bit too close, he has decided it's time for his crew to take a break. He doesn't just want to avoid getting caught, though; he wants to set up some patsies to take the fall and convince the guild that the renegade thieves are out of the picture. Then, when the whole affair has been forgotten, they can begin again, perhaps with a new inside informant.

Lebthas and his band need someone competent, but ignorant of what's about to befall them. The adventure works best if there is some tenuous connection to the characters—perhaps an old "friend" who holds an unknown grudge, or a rival the characters have been annoying for a while with their successes. There should be someone who would like to get the characters out of the way and so encourage Lebthas to target them.

THE JOB

Use the following below, whether the characters learn about the job from a confidant or just happen to "overhear" another crew discussing it in their cups at a tavern somewhere.

"It should be pretty easy. This high-up Lord Malthot has a nice collection of carved

whalebones just sitting in his house. He has a room just for them and everything. And, the best part is, he'll be away for a few days, traveling. I hear the guards are lumps who don't much care, because Malthot scrimps on the rilks.

"The room where the carvings are kept is on the top floor of the west wing of his estate. The only tricky part is getting from the property wall to the house, because he has some big cats roaming in the gardens for protection. But once past that, getting up to the balcony should be a cinch. In and out, smoother than the Overlord's behind. I even know a buyer who wants the carvings... Burby, who runs the curio shop on Cheap Street. Says he'll buy the whole lot, no questions asked."

Let the players investigate the particulars of the job however they like. Here's what they can find out.

Guards: There are three jaguars brought in from the jungles of Klesh that roam the gardens and will be free day or night. Human guards also walk the grounds, with a regular patrol passing any particular point every six minutes. Inside, there are guards at each ground-level door, and one walking inside on each floor. The room where the scrimshaw is on display gets visited by a guard every 10 minutes. If any of them notices thieves, he blows a whistle to summon others.

- **Jaguars (3):** See page 65.
- **House Guards (8):** Use the Guard profile in *Lankhmar: City of Thieves*. The guards carry crossbows (Range 15/30/60, Damage 2d6, AP 2).

Burby: Burby, the proprietor of the curio shop and the supposed fence, is on the Thieves' Guild's payroll and is in on the trap. He has instructions to agree to buy the stolen goods for 75% of their value, no questions asked, just as described. He has run the shop for a long time and has a reputation for buying stolen property, a front that the Thieves' Guild uses to ferret out non-members breaking their rules.

- **Burby:** Use the Tradesman profile in *Lankhmar: City of Thieves*. Burby has Notice d8 and Streetwise d8.

THE TRAP

The Thieves' Guild have a team hiding and waiting for the characters to break in. It consists of a band of thieves accompanied by a black magician named Ruko who is well versed in using magic to cloak and spring traps. The thieves plan to capture anyone leaving the estate alive so they can be questioned and dealt with appropriately.

✦ **Ruko:** See page 90.

- **Thieves (1 per hero):** Use the Thief profile in *Lankhmar: City of Thieves*.

AFTERMATH

If the characters get caught, then they are hauled before the Thieves' Guild to answer for their crimes. They are questioned, with the interrogators demanding repeatedly to know which noble is their inside man, before being locked up to await execution. Leaving them to figure out their own method of escape.

If they manage to overpower the ambush team and ask their own questions, Ruko and the thieves can only tell them the guild is aware of their freelancing and have annoyed the guild long enough. In short the guild is no longer allow them to continue flaunting guild law.

If the heroes take the goods to Burby, he stalls them, saying he needs to collect the payment he owes them and to come back later. During this time Burby informs the guild of the characters' activity. How the guild response is left up to the Game Master. They may attack the heroes in the street, follow them, or just make a note of their appearances and bide their time.

Hopefully, however, the heroes convince the Thieves' Guild of their innocence. It's now up to them to find the informant and track down Fingol and then Lebthas. Their only reward is the gratitude of the Thieves' Guild...a priceless connection.

HEROES AND VILLAINS

RUKO

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Black Magic d10, Fighting d4, Intimidation d6, Notice d8

Cha: -3; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy (Minor), Mean, Physical Corruption (-1), Phobia (Minor—Water)

Edges: Arcane Background (Black Magic), Guild Member (Sorcerers' Guild), New Powers, Sorcerer, Strong Caster

Powers: Barrier, confusion, darksight, detect/conceal arcana, entangle, intangibility, mind reading, obscure, slow, slumber.

Gear: Dagger (Str+d4), Components.

TREASURE HOUSE OF URGAAN OF ANGARNGI

One of the legends of Nehwon concerns a vault of unimaginable riches hoarded by an ancient architect (one with some knowledge of sorcery), one Urgaan of Angarngi. There are many rumors about such a place, and many folk consider it simply a story to fool gullible treasure-seekers. However, the story is all too real. Urgaan of Angarngi's treasure house exists, but it is far more than a simple repository of riches. Instead, it is a most insidious trap intended to slay all who enter it.

To act as a lure for his sinister creation, Urgaan distributed a number of different taunting messages throughout Nehwon. Some of these notes ended up tucked away in the libraries of rich and powerful men (such as Lord Rannarsh). Others—encapsulated in copper cylinders—were sold into the hands of adventurers and robbers alike. The messages from this long-dead architect described the treasures secreted within his cunningly-wrought vault and nearly dared anyone to try and claim these riches for themselves. The notes provided directions which lead one a day's journey past the village of Soreev, into the wild forest beyond. There, in

*Let kings stack their treasure houses
ceiling-high, and merchants burst
their vaults with hoarded coin, and
fools envy them. I have a treasure
that out values theirs.*

*A diamond as big as a man's skull.
Twelve rubies each as big as the skull
of a cat. Seventeen emeralds each
as big as the skull of a mole. And
certain rods of crystal and bars of
orichalcum. Let Overlords swagger
jewel-bedecked and queens load
themselves with gems, and fools
adore them. I have a treasure that
will outlast theirs. A treasure house
have I built for it in the far southern
forest, where the two hills hump
double, like sleeping camels, a day's
ride beyond the village of Soreev.*

*A great treasure house with a
high tower, fit for a king's dwelling
— yet no king may dwell there.
Immediately below the keystone of
the chief dome my treasure lies hid,
eternal as the glittering stars. It will
outlast me and my name, I, Urgaan
of Angarngi. It is my hold on the
future. Let fools seek it. They shall
win it not.*

*For although my treasure house be
empty as air,*

*no deadly creature in rocky lair,
no sentinel outside anywhere,
no pitfall, poison, trap, or snare,
above and below the whole place
bare,*

*of demon or devil not a hair,
no serpent lethal-fanged yet fair,
no skull with mortal eye a-glare...
yet have I left a guardian there.*

*Let the wise read this riddle and
forbear.*

a valley, lay Urgaan's treasure house—and the waiting death lurking for many an adventurer.

THE REGION AND THE PEASANT'S DWELLING

Surrounding the treasure house of Urgaan of Angarngi are three relevant areas. The first, of course, is the treasure house itself, described in its own section (see page 93). The second is the valley itself, tucked away between a pair of long, distinctly humped hills. The valley is shallow, long, and narrow, thickly wooded with maple and oak trees with the exception of a clearing in the center. The Game Master should consider the terrain for Notice rolls. Typically, sight-based Notice rolls made inside the valley (but not in or near the treasure house or the peasant's dwelling) suffer a -2 penalty due to the concealing trees. With a successful Notice check, the hero notices something dark and square above the treeline deep in the valley. A raise means the hero can make out the tower on the House of Angarngi.

The third relevant area is the cleared region around a small peasant farm in the valley's center:

PEASANT FARM

A few more turns brought them into the clearing they had spied. In line with their surmise, it proved to contain a peasant's cottage—a neat little low-eaved house of weathered wood, situated in the midst of an acre of grain. To one side was a bean patch; to the other, a woodpile which almost dwarfed the house.

—*Jewels in the Forest*

This tiny farm is pleasant enough, and it is home to a family of farmers who settled in the region more than sixty years ago. The first farmer was Agin, now an aged and nearly-senile grandfather. The true patriarch of the family is Brom, a wiry old man with browned skin and a homespun tunic. The other members of the family include Brontis, Brom's son and a strapping, muscular lad of twenty summers, Mother Ayla—Brom's wife, an older woman who

Mine is a secret treasure. Orichalcum have I, and crystal, and blood-red amber. Rubies and emeralds that demons would war for, and a diamond as big as the skull of a man. Yet none have seen them save I. I, Urgaan of Angarngi, scorn the flattery and the envy of fools. A fittingly lonely treasure house have I built for my jewels. There, hidden under the keystone, they may dream unperturbed until earth and sky wear away. A day's ride beyond the village of Soreev, in the valley of the two double-humped hills, lies that house, trebly-domed and single-towered. It is empty. Any fool may enter. Let him. I care not.

cooks and cleans in the cottage—and little Kaillie, a girl roughly twelve years of age. While Brom and his family are not particularly welcoming to strangers (his initial reaction is Uncooperative, see the **Reaction Table** in *Savage Worlds*), the peasants are willing to extend a little hospitality with a successful Persuasion roll, offering food and a place to stay for the night.

The farm itself is only a few minutes' walk from the treasure house, but Brom and his family do not know much of the place and have never been inside. For most of the family, the treasure house is simply an old, haunted place not good for anything. Hence, they simply avoid it. Little Kaillie is the only exception.

This daring, bold young girl has made a game of testing the treasure house's boundaries. Kaillie is curious of strangers, and it is likely she follows any characters who choose to explore the treasure house after visiting the peasant's dwelling. A successful Persuasion roll can convince this young girl to explain more about the treasure house.

Kaillie explains she watches the house from the edge of the forest quite often, but she insists on never going close. She

OTHER TREASURE HUNTERS

At the Game Master's discretion, other adventurers and looters may already be in the valley, seeking the treasure house for themselves. Urgaan of Angarngi spread his messages far and wide, seeking to bring as many treasure-seekers as possible into his carefully-designed trap. Typically, the other folk who come looking for the treasure house are bravos, hired men, or bandits. Below is a set of statistics for the treasure-hunters hired by Lord Rannarsh in his bid to acquire the fabled treasure—these men were dispatched quickly by Fafhrd and the Gray Mouser during their own adventure in the valley.

- **Lord Rannarsh's Men (4 plus 1 per hero):** Use the Guard profile from *Lankhmar: City of Thieves*.

ARVLAN OF ANGARNGI

There is another man who seeks the treasure house of Urgaan of Angarngi, but not to plunder it. This man is Arvlan, a descendant of Urgaan and a priest of the Great God. Arvlan has studied his ancestor's evil schemes extensively, and he firmly believes his faith in the Great God—and the favor of that deity—will surely destroy the treasure house and end his family's dark legacy once and for all.

Arvlan informs the heroes he knows why they have come; to plunder the treasure house. He says others have tried this in the past, but none have succeeded. He himself has no interest in the treasure, having spent forty years as a penitent devoted to the Great God. He considers wealth to be a corrupting temptation, and explains his purpose in the valley is to rid the world of a dire evil.

If the characters encounter Arvlan and inquire what he knows of the treasure house and its creator, he is somewhat

vague on the details. He knows the treasure house is, in a way, alive and malevolent. However, he does not know all the myriad ways it can destroy intruders, nor does he know any truths about the treasures inside. If the heroes succeed on a Persuasion check, he is a font of information about Urgaan of Angarngi.

Arvlan tells the heroes his ancestor was a cunning and wicked man. Urgaan was considered the most skillful architect in all of Lankhmar, wise in the ways of stone and greatly learned in geometrical lore. However, Arvlan explains, Urgaan scorned the Great God and hungered for inhuman powers. According to Arvlan, his ancestor trafficked with demons and bargained with them for an unnatural treasure. However, in winning his desire, Urgaan sealed his doom, for he lost any ability to enjoy life. Urgaan could feel nothing, no pleasure or hunger, and thus had no use for the treasure he had worked so hard to acquire. Arvlan believes Urgaan hid his treasure in such a way that it would wreak havoc on the world, a spiteful gesture meant to draw others to the treasure house and harm them as vengeance for the punishment he earned from his own evil deeds.

- **Arvlan of Angarngi:** See page 7.

ARVLAN'S FATE

If he is not dissuaded by the heroes, Arvlan intends to enter the treasure house and confront the "beast" at its heart. However, the favor of the gods is a fickle thing, and—without any intervention from the group—Arvlan is swiftly crushed to death by the house. Once Arvlan's plans are made clear, any character with Knowledge (Religion) may make a roll; on a success, the character is aware the priest's intentions are likely to fail.

compares the region around the house to a magic circle she must never cross. Kallie believes the House is home to a fearsome gray giant, a guardian who wields a stone club the size of a tree. She says the giant is murderously aggressive, but only against those who get close to the treasure house.

On a Raise, Kallie continues to describe a game she plays with the giant, coming up to the "magic circle" and pretending to cross it. She says she feels as if she is watched, as if the "giant" knows when she is about to cross and follows her, studying her through the tiny windows. When she gets very close to the edge of the circle, she says the giant gnashes his teeth, like rocks rubbing rocks, making the house shake. When this occurs, she runs away.

Agin, the grandfather, is also aware there is something very wrong with the treasure house. He calls it a "beast," and admires anyone foolish or brave enough to confront it.

THE TREASURE HOUSE

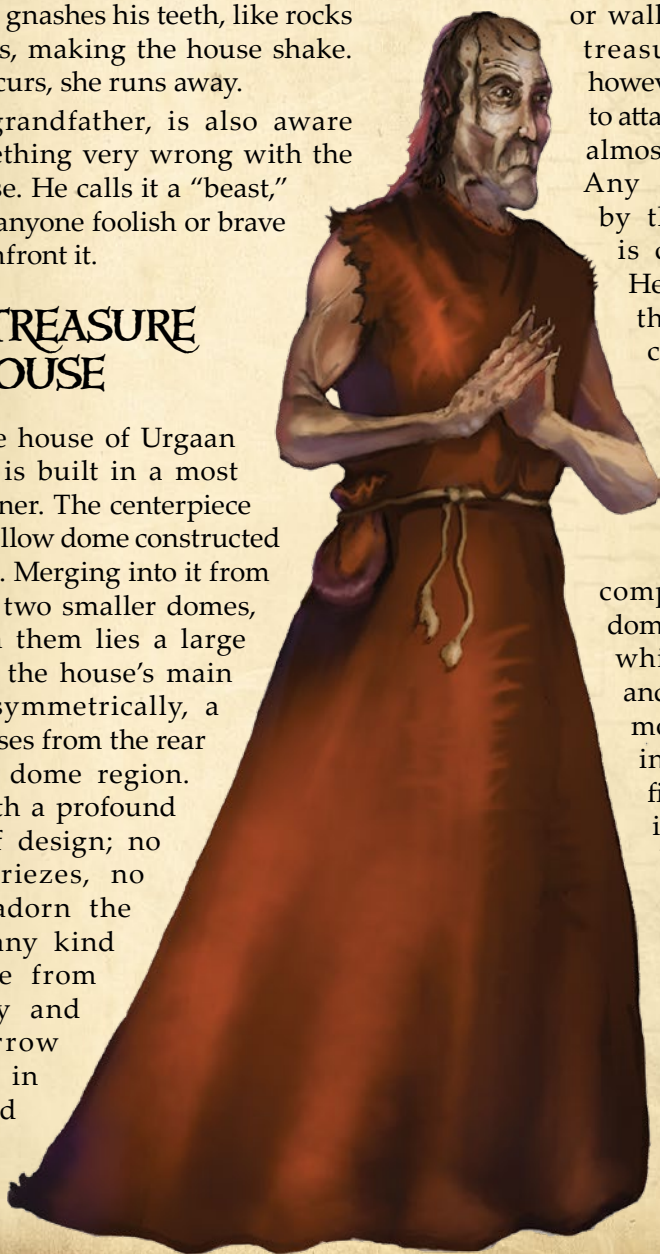
The treasure house of Urgaan of Angarngi is built in a most unusual manner. The centerpiece is a broad, shallow dome constructed in an octagon. Merging into it from the front are two smaller domes, and between them lies a large square door; the house's main entrance. Asymmetrically, a large tower rises from the rear of the main dome region. It is built with a profound simplicity of design; no pillars or friezes, no ornaments adorn the exterior of any kind at all. Aside from the doorway and a few, narrow windows set in unexpected locations, the house

appears to be a compact mass of closely-joined dark gray stones, more like a fortress than a home.

The major secret of Urgaan's creation is the treasure house is, in many ways, a living creature. The guardian of the treasure is the vault built around it, a being of living stone with a hateful, cruel mind. The treasure house has many abilities and features outlined in this section. Typically, the house seems to enjoy toying with intruders before destroying them utterly. It accomplishes this by attacking with its Fear ability and then crushing its prey with either roof, doorway, window,

or wall (see below). If the treasure is disturbed, however, the house begins to attack intruders fiercely, almost in a berserk rage. Any damage inflicted by the treasure house is considered from a Heavy Weapon, due to the treasure house's construction.

From the outside, the treasure house has an unusual design. It is a simple structure (described above), composed of a large dome, two smaller ones which merge into it, and a cylindrical tower more than forty feet in height. One of the first signs something is amiss is there are bleached bones visible in the house's doorway. A careful examination of these bones suggests the victim was crushed to death by some immensely heavy weight.



Inside, the treasure house presents a relatively innocuous appearance. Surprisingly, the house's interior is bare of any furnishings, as simply adorned as its outside walls. The main dome is a large, low room with naught else to see besides square doorways leading into the smaller domes, a long hallway to the rear, and a staircase coiling upwards to the top floor of the main dome itself.

However, there are more signs of dead treasure-seekers inside. The Game Master is encouraged to present crumbling skeletons and broken skulls—or even fresher corpses—in a clear sign to all entering this house it is very, very dangerous indeed. Venturing up the stairs causes the treasure house to unleash one of its curious abilities. The house uses the *fear* power against everyone inside of it, with a Spellcasting skill of d8. This ability manifests as a creeping terror stretching over the affected intruders, as if they had walked into the jaws of a sleeping serpent or if some massive, implacable hand were reaching out for them, bit by bit, moment by moment.

The true heart of “the great beast” which is the treasure house lies up the stairs in the second part of the main dome. There lies a stone about two feet square, jutting out slightly from the rest. On this is boldly engraved (in antique Lankhmartian hieroglyphs), “Here rests the treasure of Urgaan of Angarngi.” This stone block contains the jewels mentioned in Urgaan's messages. To reach them, characters must break open the stone (a task typically requiring tools such as a mallet and chisel). The Game Master can ask for any appropriate skill, such as Knowledge (Masonry) or Repair. A Strength roll can also be appropriate.

The stone block is difficult to break open, but not impossible—the stone has Toughness 10 (see **Breaking Things** in *Savage Worlds*). Perhaps the first clue the house is not what it seems comes at this moment, for the stones are joined by some dark, viscous matter—similar to blood—and there is a raw, organic stench in the air. The dark, tarry mixture comes away

in hard lumps and rubbery, gouged strips reminiscent of blubbery flesh.

Once opened, the characters can glimpse the treasures held within the stone: A jet-black liquid fills the cavity within to just below the surface of the opening. Heavy and metallic, it resembles mercury in its texture and viscosity. Resting atop the surface tension of this liquid are a number of gemstones of breathtaking beauty—and astonishing value.

The most prominent jewel is a titanic diamond, its surface cut with oddly angled facets. Around it are arranged two circles of smaller stones. The inner ring contains twelve blood-red rubies, while the outer ring is made up of seventeen emeralds. In between the gemstones and connecting them to each other in a bizarre pattern are thin, fragile-looking bars of crystal, amber, tourmaline, and the honey-pale rare metal of orichalcum. The rods gleam with a faint glow, while each of the gems bears a brighter gleam which reminds onlookers of refracted starlight.

A successful Notice check reveals the jet-black surface possesses a distorted reflection of the night sky, with visible stars and constellations recognizably native to Nehwon. On a Raise, the hero gets the feeling the strange arrangement of gems and liquid reminds him of a fluid pattern resembling an alien mind or a dreaming brain.

However, the jewels are, in fact, the treasure house's heart—meddling with these gems only causes the house to launch a savage assault against intruders. First, the diamond begins to fling itself at any targets within 4". This is accomplished using a Shooting d6. If the diamond rolls a 1 on this attack or leaves the interior of the treasure house, it bursts into a puff of iridescent dust and is destroyed. A successful hit inflicts 2d4 bludgeoning damage. The diamond exhibits a frightening intelligence, bounding viciously at opponents. At the Game Master's discretion, the diamond may target held items (such as potions or lamps) in an attempt to spread further chaos.

Next, the windows and doors of the treasure house begin to clash violently, irising open and shut or gnashing like a hungry maw. Anyone caught inside these portals when they crash shut suffers 3d10 bludgeoning damage. To avoid being crushed, a character must succeed at an Agility roll at -4. Success means the character has passed through this portal and is either in another room or outside the treasure house.

Thirdly, the house attempts to crush intruders with its ceiling, walls, and floor. This is accomplished with a Fighting d10. Anyone struck by the house in this manner suffers 3d10 bludgeoning damage. The house's final means of attack is also its most fearsome; the tower actually *bends*, flailing at its target like an enormous stone club. The tower strikes with a Fighting d8, and inflicts 4d10 bludgeoning damage on anyone it strikes. The treasure house does not suffer any multi-action penalty for attacking all intruders at once.

DESTROYING THE TREASURE HOUSE

As a large construction of stone, the treasure house is not easily harmed. It is immune to most normal weapons and spells. At the Game Master's discretion, Heavy Weapons such as siege weapons or a spell with the appropriate trappings, such as acid, may be able to destroy parts of the house (or in extreme cases, have a chance to kill it outright). This is generally only be accomplished with a very clever plan and magical resources—it is up to the Game Master to decide how effective the characters can be when trying to eliminate a living stone structure!

However, to end the treasure house's menace once and for all, there is only one certain method: the jewels making up the creature's mind must be destroyed. It is possible the diamond may destroy itself while attacking intruders, but the heroes may also attempt to destroy the other jewels inside the vault. The Game Master should consider any reasonable approach,

such as smashing the jewels with a heavy hammer or using a chisel to fracture one. If any of the treasure is destroyed, the house begins to go absolutely berserk. It attacks randomly, striking twice each round at a -2 penalty to its Fighting rolls, flailing at any target within reach—especially inside the tower.

After two rounds, the house shudders, every part of it trembling. The house rears up like a leviathan in its death throes, the two smaller domes ripped burdensomely from the ground and flailed like limbs. The tower spasms, and the main dome collapses in on itself with an almost organic deflation. Lastly, the tower smashes to the ground as the entire house fractures apart, leaking a tarry black liquid from every crack. A few random whorls of air sparkle with iridescence, the only remains of the jewels which had remained inside. The treasure house of Urgaan of Angarngi has been slain.

AFTERMATH

Once the treasure house lies in rubble, the heroes can attempt to salvage any of the treasures it once concealed within. However, none of the jewels survived the house's destruction. The only consolation for treasure-seekers may be the belongings of other looters who previously attempted to claim the house's riches.

Brom and his family are quietly pleased with the destruction of the treasure house. Little Kaillie in particular wants to hear every detail of the heroes' adventure, and the characters all receive a warm welcome (and a hearty slap on the back) from Brontis. If Arvlan of Angarngi survived, the priest thanks the heroes profusely—it is likely the characters have earned a lifelong friend. It is even possible Arvlan may show up again in their future in an attempt to pay them back for helping him achieve his goal—after all, having helped destroy one evil, why not seek to defeat others? The group can leave the valley behind knowing they have accomplished something good here, even if the treasure turned out to be as much of a lie as the house built to guard it.

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HEROES ARE DEFINED BY THEIR ADVERSARIES AND AIDED BY THEIR ALLIES. THE TRICK IN LANKHMAR IS KNOWING ONE FROM THE OTHER.

Work with Alyx the Picklock to thwart the nefarious plans of wizard Lord Quarmal and pocket a few valuables along the way.

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