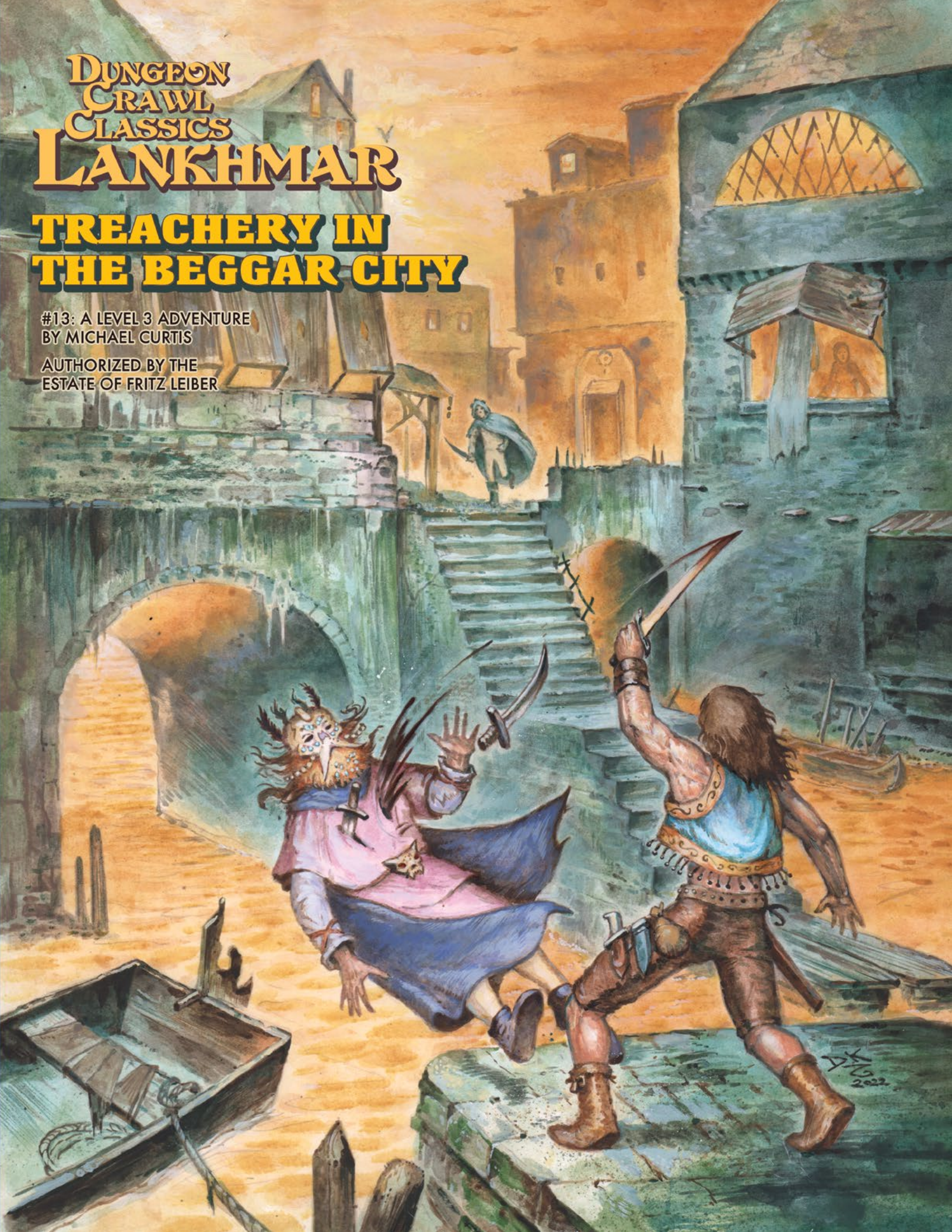


DUNGEON CRAWL CLASSICS LANKHMAR

TREACHERY IN THE BEGGAR CITY

#13: A LEVEL 3 ADVENTURE
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A LEVEL 2 ADVENTURE

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Welcome to the fantastic world of Nehwon, home to the crime-ridden metropolis of Lankhmar, the City of the Black Toga, and residence of its questionable heroes, Fafhrd and the Gray Mouser! Based on the legendary works of Fritz Leiber, DCC Lankhmar allows judges and players to experience their own adventures in Nehwon, ones to rival the tales of Fafhrd and Gray Mouser. If you've ever dreamed of dueling in the foggy alleys behind Cheap Street, negotiating with supernatural mentors for scraps of forgotten lore, or merely trying to survive one more night in the criminal underworld, DCC Lankhmar is for you!

Treachery in the Beggar City is a DCC Lankhmar adventure designed for three to four 3rd-level characters. This adventure takes the party from the smoke-filled alleys of the City of the Black Toga to the crumbling metropolis of Tovilyis, also known as the "Beggar City." There they find themselves in competition to plunder the hidden vault of one of the city's ancient rulers, a trap-filled and now submerged treasury hidden under the city. Can they pilfer the Doge's forgotten riches before their rivals or will they join the bloated corpses in the Beggar City's many canals?

BACKGROUND

A century ago, the Doge of Tovilyis waged war against the Land of Lankhmar. Drunk on power, the Doge believed that the then-powerful merchant state of Tovilyis was destined to become the predominant power in Nehwon. The Doge's forces were crushed by those of the City of the Black Toga and Tovilyis became an occupied city, one wholly dependent on Lankhmar's generosity.

Before the Lankhmart occupation arrived, however, the Doge hid away much of his wealth in a secret vault. Among the more tangible riches contained therein, a hoard of gold and jewels, were the Scrolls of Night. These documents contained dark secrets about the nobles of Tovilyis, information gathered by the Doge's spies and used as blackmail and leverage against the city's nobility to maintain his power. Every noble in Tovilyis both feared and desired the Scrolls of Night, dreaming of being free from the Doge's influence and using them to further their own political agendas in the halls of power.

Unfortunately for the Doge, he was captured by Lankhmart forces when they arrived in the city, betrayed by one of his own councilors. The Doge died without revealing the location of his hoard of secrets and both his riches and the Scrolls of Night were believed lost forever.

Recently, a woman named Fremma Inkfingers came across a crumbling map among a stash of sodden books in an abandoned building in Tovilyis. The books were the property of one of the Doge's servants who secretly discovered the Doge's plans to hide away his treasures. The servant intended to plunder his master's hoard, but the servant too fell into Lankhmart hands and perished alongside the man he intended to rob.

Fremma recognized the value of the map but had no desire to try and profit from it directly. She correctly believed the

nobles would prefer to kill anyone with even the slightest hint of the treasure house's location rather than deal fairly with them. Fremma sent out several surreptitious messages to parties outside Tovilyis, believing them less likely to slit her throat outright. Yet, Fremma hedged her bets even further by making a copy of the map and hiding it with a trusted friend.

News of the map's existence was delivered to a powerful ally of the party's acquaintance and the PCs soon found themselves bound for Tovilyis with orders to acquire the map and recover an item of value from the vault before anyone else learned of its existence. Unfortunately for both Fremma and the PCs, one of her messages was intercepted by the Villu Scelsi, one of Tovilyis' noble families. Villu Scelsi intends to plunder the vault first and acquire the Scrolls of Night, making them the predominant noble house in the Beggar City. To this end, they've hired a group of killers known as the Deathmasks to deal with Fremma (and anyone else who gets in their way) and recover the map. The hired killers strike just as the party arrives to collect the map for themselves...

STARTING THE ADVENTURE

The adventure begins *in media res* with the PCs about to meet Fremma Inkfingers at the Wet Market, Tovilyis' curious floating marketplace. The circumstances which led the party to this place and time are largely left to the judge, but some suggestions include:

- One of the party's patrons want to acquire an object believed to have been in the old Doge's possession and likely hidden away in his secret vault. The PCs are tasked with recovering it and sent to meet Fremma.
- The Thieves' Guild of Lankhmar wants their cut of the Doge's hoard and doesn't trust the local chapter house to deliver the goods. The PCs are hired to oversee the plundering of the vault and make sure that the Thieves' House in Lankhmar gets their rightful share of the loot. The PCs are promised a small (25%) finder's fee.
- The PCs came across one of Fremma's messages (likely by robbing or killing the person it was intended for) and decide to claim the map for themselves.
- Fremma contacted the PCs directly, either because they've had dealings previously (the judge should introduce Fremma in a previous adventure to lay the groundwork for this one) or the PCs have unbeknownst to them helped someone Fremma thinks highly of and made them worthy of contacting.

Treachery in the Beggar City starts with the assumption that the party is already in Tovilyis. This is likely due to the circumstances above, but if the judge needs a reason for the adventurers to be in the Beggar City, it should be an easy matter. As 3rd-level characters, it's highly likely the PCs have made some enemies and a prolonged vacation out of sight in Tovilyis makes for a great reason for the group to leave Lankhmar for newer—or at least less immediately hostile—territory.

Read or paraphrase the following to begin the adventure:

Tovilyis the Beggar City! Once a powerful merchant city-state on the coast of the Sea of the East, it is now a place of stinking canals, sinking buildings, and petty noble families engaged in political one-upsmanship (and the occasional assassination) to fill their decadent lives. Although an occupied vassal of Lankhmar, Tovilyis is many weeks southeast of the City of the Black Toga and the perfect place for those who've made enemies in the City of Seven-score Thousand Smokes to lay low, away from the eyes of their foes. The political and social rivalries between Tovilyis' noble houses, the villus [pronounced VILL-oos] means there's always some petty lordling in need of sellswords and sorcery-for-hire.

It has recently come to your attention that a scholar named Fremma Inkfingers discovered an ancient map among old books dating back to the time before Tovilyis became an occupied city. A century ago, the Doge of Tovilyis dared to try and usurp Lankhmar's position of power in Nehwon, but his forces were crushed and the Doge was executed for daring to oppose Lankhmar. Prior to the Doge's death, however, it is said he secreted away much of his wealth to protect it from being plundered by Lankhmar troops. Among that wealth was a collection of incriminating information he used as leverage against the villus of the city: a collection called the Scrolls of Night. The map discovered by Fremma purportedly leads to the Doge's secret vault. Fremma has reached out to parties outside of Tovilyis with offers to sell the map, fearing that any of the Beggar City's noble families would kill her rather than pay to acquire it.

You have traveled to Tovilyis to purchase the map from Fremma for the price of 500 gold rilks. Although the sum is high, the vault

WHAT DO I KNOW ABOUT TOVILYIS?

If the judge is running this adventure as a one-shot or part of an episodic campaign where the PCs find themselves in new locales at the start of each adventure, the players may rightly want to know what they've learned of their current location in their travels. After reading the above text, the judge can have each PC make either an Intelligence or Personality check and consult the rumor tables on pp. 30-31 to determine this information. Once that's resolved and the party knows more about the city in which the adventure occurs, begin the adventure proper with Part One.

itself is believed to hold a vast sum of wealth in addition to the political clout the Scrolls of Night would grant their owner. Now it's just a matter of acquiring the map from Fremma and locating the Doge's lost vault for plundering.

If the party has been sent to acquire the map by a patron or other party, they've been given the 500 gold rilks to pay for Fremma for it. A party seeking to acquire the map for themselves will either have to pay from their own pockets or otherwise meet Fremma's prices (which the judge can adjust as needed).

PART ONE: MAP MAYHEM

Read or paraphrase the following:

The sun is high and the day is warm in Tovilyis as you approach the Wet Market, the site of your meeting with Fremma. Tovilyis is built along the marshy coast of the Sea of the East and crisscrossed by a vast network of canals and lagoons – water-filled plazas set around the city. At one such lagoon is the Wet Market, a curious bazaar comprised of numerous small boats, skiffs, and the city's canoe-like boats called canalets temporarily lashed together into a floating market. Surrounding the Wet Market are rows of stone and brick buildings, many connected by bridges or timber walkways stretching over the canals. Most of the buildings are in poor condition and not a few of them are slowly sinking into the soft soil upon which the city was built. Scaffolding supports some of the most decrepit structures, preventing their imminent collapse.

Stepping onto the floating mass of boats, you slowly work your way deeper into the flotilla, walking carefully to avoid upsetting any of the skiffs or sending their wares – everything from livestock to groceries to ceramic pots – overboard. The market is crowded, but you soon make out a young, dusky-skinned woman with black hair holding a blue sun parasol: the sign Fremma told you she carries so you'd identify her in the packed market. She's only about forty feet away from you among the mass of shoppers when suddenly four masked figures appear behind Fremma. You see the flash of steel in the sunlight, a spray of crimson, and Fremma falls bleeding into the bottom of a shocked merchant's canalet. One of the figures cuts a leather satchel from Fremma's side and the quartet of masked assailants dives into the crowd to make their escape.

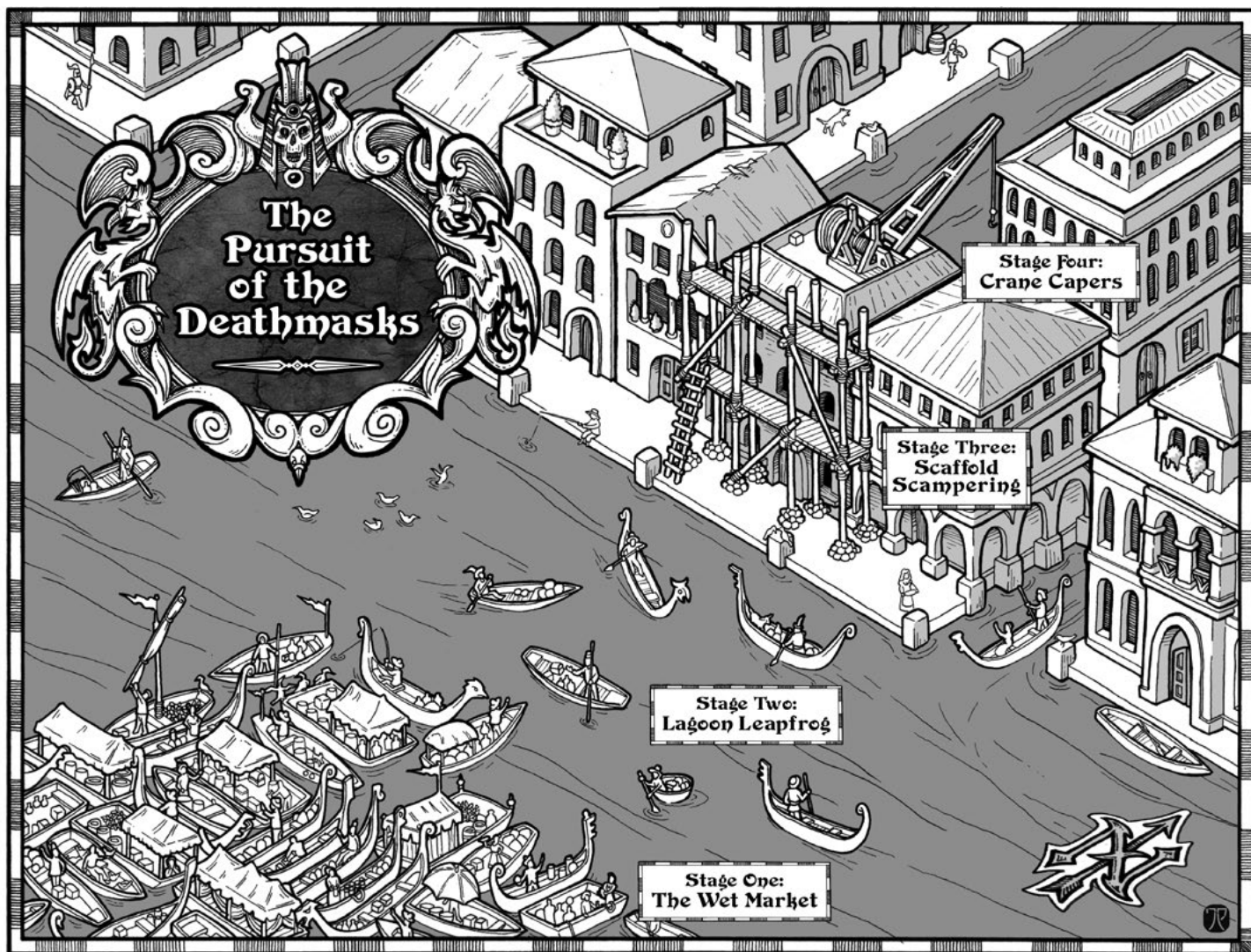
What do you do?

THE DEATHMASKS

The four masked killers are members of the Deathmasks, Tovilyis' version of the Slayers' Brotherhood. They've been hired by Villu Scelsi to acquire Fremma's map and prevent her from revealing anything she might know about the vault's location to the other noble houses. The Deathmasks are efficient killers and formidable opponents. They are also under the sorcerous protection of a wizard aligned with their organization and enjoy resistance to spells. Luckily, they're being paid to return the map and are more interested in fleeing the site of the attack than fighting any would-be heroes. Succeeding in their mission is of the utmost priority and individual Deathmasks will sacrifice themselves to allow the map-carrying member of their party to escape. Their stats are as follows:

Deathmasks (4): Init +4; Atk short sword +2 melee (1d6+1) or Mingol bow +3 ranged (1d6+1); AC 14; HD 5d10; hp 30 each; MV 30'; Act 1d20; SP spell resistance (see below); SV Fort +4, Ref +8, Will +3; AL N; Crit III/d10.

Prior to being sent out, the four killers were presented with enchanted amulets designed to reduce the effect of spells directed at them. Each amulet provides gradually diminishing protection against spells targeting an individual Deathmask or the group. The first time a spell is successfully cast at the Deathmasks, modify its spell check result by -20. If this reduction results in the spell not succeeding, the spell fails to affect the target(s), but the caster doesn't lose it for the day,



WHAT ABOUT FREMMA?

A PC who checks Fremma finds she's grievously wounded and blood is spurting from her severed carotid artery. Spending a round to staunch the wound allows the PC to make a DC 16 Intelligence check (+1d bonus if they have the Healer benison). If the PC applies a magical unguent as part of the first aid, the check automatically succeeds. Spellcasters pausing to check on Fremma can also make a spell check. On a result of 16+, they feel the tingle of magic in the air, but cannot pinpoint the source. This is due to the events being observed by Villu Scelsi's house sorcerer. This divination may or may not have effects on the course of the adventure (see Interlude: The Iron Frog).

If the healing check fails or the PCs don't attempt one, Fremma still lives long enough to weakly cough through bloodstained lips, "Hyllyp. Find Hyllyp at the Iron Frog. Tell him I gave you this." She shoves a simple brass ring adorned with emerald flecks into one of the PC's hands. This bauble (worth 15 gold rilks) allows the PCs to gain a copy of the vault map should they fail to catch the Deathmasks, allowing them to continue the adventure.

If Fremma is saved, she won't mention Hyllyp or give the PCs the ring unless the Deathmasks have escaped with the map. She doesn't want to drag her friend Hyllyp into danger unless she has to.

Saving Fremma's life earns the party the Minor Ally benison in the form of Fremma. Fremma is unlikely to remain in Tovilyis for long and may be encountered elsewhere at the judge's discretion, allowing the PCs to benefit from this benison in unexpected places.

gain corruption, misfire, or otherwise suffer detrimental consequences. Their magic simply washes over the Deathmasks without effect. The second time a spell targets the Deathmasks, modify a successful spell check by -10, and the third time they're the target of a successful spell, modify the check by -5. Subsequent spells are resolved normally with no spell check reduction. These amulets can be found and looted if the Deathmasks are searched, and will protect the wearer. The judge should note the current state of each amulet's protective power if the PCs acquire them, applying the benefits of each appropriately until they lose their power.

The Deathmasks are consummate professional assassins and will not reveal any information if captured. Even magical compulsion such as *charm person* only compels them to say they were employed through normal guild channels, meaning that they were never personally told who hired them to steal the satchel.

THE PURSUIT

The Deathmasks attempt to escape with the stolen map via an acrobatic flight across the Wet Market, up one of the scaffoldings supporting a crumbling building, swinging across to another building, then losing themselves in the city's back alleyways. The PCs will have to pursue and overcome them to regain the map. If they fail to do so, they can still proceed with the adventure, but with consequences later in the scenario.

The chase involves four stages. Each stage is a challenge the PCs must overcome to continue pursuit of the Deathmasks. A PC who fails a challenge can opt to continue to try and overcome it or drop out of the chase. Until a PC succeeds in a stage's challenge, they cannot advance to the next one. In addition, Deathmasks will occasionally stop to hamper pursuit. If a PC engages in combat with a Deathmask, they cannot advance to the next stage until that adversary is defeated. However, other PCs may choose to continue pursuit while one or more of their fellow party members battles the Deathmask so long as they overcome the stage's challenges.

STAGE ONE: THE WET MARKET

The crowded bazaar of gently bobbing boats in the middle of the lagoon makes it difficult to see where the four assassins are fleeing to. Only by noticing where sellers are being jostled and the occasional splash of a shoved buyer into the canal's waters tells you the masked figures are heading towards the far end of the Wet Market, away from the nearest dock.

The crowded Wet Market and the unstable footing makes pursuit difficult. Any character wanting to chase the Deathmasks must succeed on a DC 13 Strength or Agility check to push through or dodge around the market's crowd. This roll suffers a -1d penalty if the PCs want to chase the Deathmasks without disturbing the market's sellers and buyers. If they don't mind shoving people into the canal or causing some poor merchant's entire inventory to fall into the drink, they can make their check without penalty, but any success causes mayhem as people and goods fall into the water. This might have ramifications later in the adventure.

The judge should award fleeting Luck and a +1d bonus to these checks if the PCs come up with appropriately swash-buckling antics to pursue the Deathmasks, such as pole-vaulting over the crowd or a heavier character using a canalet as a teeter-totter to launch a lighter PC up over the heads of Wet Market customers.

If a PC wishes to shoot a missile weapon or cast a spell that requires them to be able to see the Deathmasks, they must first succeed on a DC 16 Luck check. If they do, they catch a glimpse of one of the assailants. Ranged attacks suffer a -2d penalty to attack rolls and a missed shot automatically strikes a bystander, killing them outright if the attack does 3 or more points of damage. Spells suffer no penalty to their spell check, but see the note above about the Deathmasks' magic protection. Also, note that area of effect spells will undoubtedly harm bystanders, killing them if they suffer 3 hp of damage or more.

Any PC who succeeds in their ability check makes it through the Wet Market to reach the edge of the flotilla facing the center of the lagoon. They can then proceed to stage two of the chase.

STAGE TWO: LAGOON LEAPFROG

The waters beyond the Wet Market are busy with traffic. Small skiffs and canalets move people and cargo across the lagoon bound for tributary canals feeding into the broad stretch of open water. The masked figures leap from one boat to another, almost capsizing one, as they make their way towards the edge of the lagoon. There, a set of brick stairs leads from the water up to the stone quay that lines the lagoon's perimeter.

Following in the Deathmasks' footsteps requires the PCs to succeed on three DC 12 Agility checks as they leap from one surprised boater's craft to the next. Failing any of the three indicates the character has fallen into the canal's filthy waters and unless immediately pulled out is left behind in the chase (successful PCs proceed on to stage three). PCs who plunge into the canal must also succeed on a DC 7 Fortitude save or contract what is known as "canal ague" as described in the Tovilyis: The Beggar City chapter below.

PCs can make missile attacks and cast spells at the Deathmasks if they choose to remain on the Wet Market, or pause in their pursuit to take steady aim after successfully landing on a boat. These attacks are considered to be at a range of 50' (penalties might apply) and missed shots have a 50% chance of striking innocent boaters or people strolling along the quay. These bystanders may be killed as described above.

Characters capable of flight or otherwise crossing water automatically succeed on this stage's challenges. The party might also wish to commandeer a boat by either throwing its captain overboard (DC 12 Strength check), threatening them (DC 10 Personality check), or simply bribing them. This allows them to automatically succeed as well.

The Deathmasks notice they're being pursued at this point if not already aware of it. Once they reach the shore, one of them takes up position on either the stairs leading up from the water or on the quay itself to prevent the PCs from following the rest of the group. The masked killer must be dealt with by at least one of the PCs for the rest to continue the chase.

STAGE THREE: SCAFFOLD SCAMPERING

Having made it to the stone quay that lines the lagoon, you see the assailants are halfway up the timber scaffolding that supports a decaying brick building. They're almost to the top, so you'll have to act fast before they get away.

Climbing up the scaffolding quickly requires a DC 12 Strength or Climb Sheer Surfaces check to climb one of the scaffolding's three stories. A successful check means the PC has climbed one story (taking 1 round to do so). Flight and levitation allow the PCs to bypass the need to make the



check entirely. Failing a check simply means the PC makes no progress that round unless they fail with a natural 1. In this case, they fall from the timber framework and take 1d6 damage per story fallen. Three successful checks are needed to overcome this challenge and keep up with the Deathmasks.

One of the hired killers stops when the group reaches the top (30' up). He remains behind while the rest continue their escape. The Deathmask begins hurling bricks down at the PCs, making one ranged attack with a +3 bonus each round. A brick does 1d4 damage. On a critical hit, a struck PC must succeed on a Fortitude save (DC 10 + damage from the brick) or be knocked off the scaffolding, plummeting to the ground and taking falling damage as well.

Unless taken out by spells or ranged weapons, the Deathmask will have to be confronted in melee combat once one or more PCs reaches the top. The Deathmask automatically gets a free strike against the first PC climbing onto the top of the scaffolding with a +1d bonus to hit. The target also loses any Agility benefit to AC due to their precarious position against this strike. If the PC survives, combat continues normally.

STAGE FOUR: CRANE CAPERS

Atop the crumbling building you've just climbed are piles of bricks and timbers, clearly intended to help shore up and repair the failing structure. At the far end of the forty-foot-square flat roof is a simple crane comprised of stout wood beams, a winch, and ropes, used to haul materials up from the ground below. As you watch, your quarry leaps out into open air, grabbing one of the ropes dangling from the crane's arm and swings across towards a building at the far side.

If the PCs are still in pursuit and two Deathmasks remain, one stays behind to delay them while the last one escapes with the satchel. He must be defeated before the PCs can follow the final fleeing assailant.

It takes one round for the swinging Deathmask to cross the gap on the rope and reach the far building. This allows for any PC not engaged with the remaining Deathmask to cast spells or make ranged attacks against the map-carrying Deathmask. These attacks have a +1d bonus due to the swinging Deathmask's limited ability to dodge. Killing the Deathmask causes his body to fall to the street below, where the map can easily be recovered.

Cunning warriors can attempt to shoot the winch on the crane or sever the rope with a Mighty Deed of Arms. Treat both targets as AC 12. If the mighty deed succeeds, the winch is unlocked or the rope snaps, and the unlucky Deathmask falls to the street below and is killed. This mighty deed can only be attempted on the round the Deathmask is swinging across the gap. Once on the far side, he's safely on solid ground and 30' away from the opposite rooftop.

When the last Deathmask is on the far roof, the PCs have two rounds to defeat him. If they fail to do so, he disappears down a roof-window into the bowels of the building and loses pursuit in the twisting interior and winding streets of the city. The PCs have lost the map.

There are a total of three ropes and pulleys attached the crane's arm. Each Deathmask swinging across to the opposite roof uses one of them. A PC can follow if one or more ropes remain by succeeding on a DC 11 Strength or Climb Sheer Surfaces check. The distance is too far to leap, but if

one of the timbers is used as a pole vault, a character can cross the gap with a DC 15 Strength check. Failing at either of these attempts results in a 30' fall to the street and 3d6 damage to the unlucky characters.

INTERLUDE: THE IRON FROG

The party might wish to locate the Iron Frog to find Hyllyp, the figure Fremma mentioned. What they find there depends on if they recovered the vault map from the Deathmasks or not. If they haven't recovered it, they find all is well at the Iron Frog. If they are in possession of it, they are about to discover that Villu Scelsi has also learned a copy exists via magical scrying of the attack on Fremma and has sent agents to claim it for themselves.

Locating the Iron Frog is simple. Asking residents of the city soon gets the party directions to the tavern, a semi-seedy establishment not far from the Wet Market. Read or paraphrase the following when the party arrives at the tavern:

A brick two-story building extends partially out over one of To-vilyis' many canals, its front door accessible by a rusting iron bridge. The metal scrollwork was once beautiful, but is now flaking and pitted. A wooden placard bearing an equally rusting iron plate fashioned in the form of a squatting frog hangs above the door.

If the PCs don't possess the map, read the following when they enter:

A cramped, smoky common room occupied by only a handful of tired-looking laborers lies beyond the front door. A battered countertop rests near the eastern wall and a pyramid of six ale kegs stands behind the bar. A plump, mustachioed man is behind the counter, pulling an empty keg off the top of the pyramid and wrestling a full one into place.

The innkeeper is Hyllyp and, while he won't initially admit to knowing Fremma or possessing anything of hers, showing him her ring produces a different response. He excuses himself, steps into a back room, then returns some moments later with a new-looking piece of parchment. Penned in fresh ink on the sheet is a copy of the vault map. Hyllyp hands it over to the PCs, inquiring about Fremma, seeking to learn if she's okay. He's devastated if he learns she's been slain and asks the party to see to those responsible for her death. He owed her a great deal in life and would like to see her slaying avenged. If the PCs need a place to rest, Hyllyp offers them free use of the guest rooms at the back of the Iron Frog for as long as they need to plan their next move.

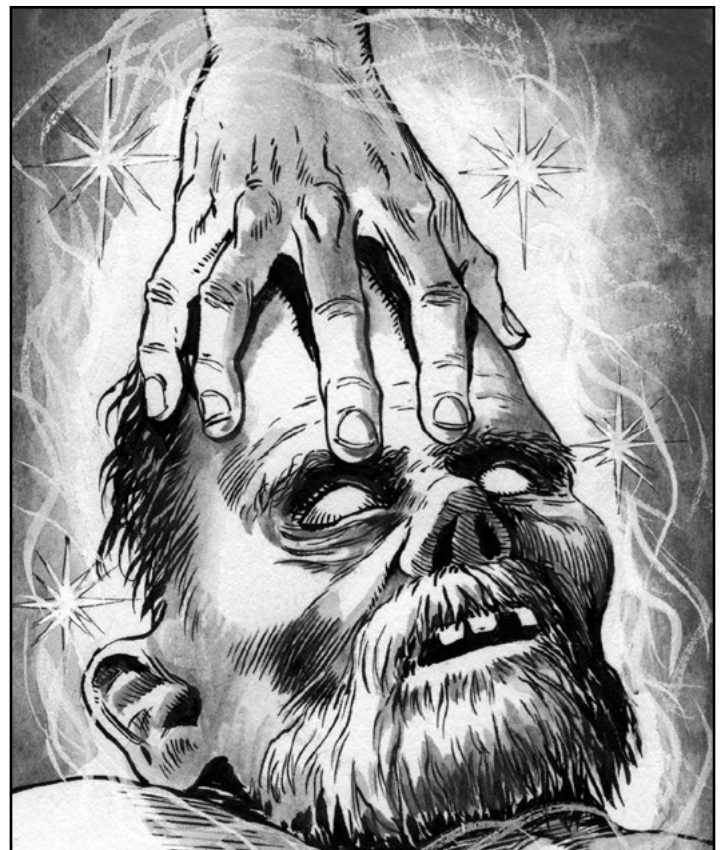
If the PCs have recovered the map, but are investigating the Iron Frog due to Fremma's dying words, they find the tavern in a different state:

The smell of spilled blood mixes with the scent of wood smoke in common room of the tavern. Two tables have been overturned and chairs are scattered like autumn leaves. The body of a plump, mustachioed man is sprawled across the bar countertop. The corpse is mutilated, showing clear signs he was tortured before dying.

The body is Hyllyp's. The innkeeper was slain by members of the Villu Scelsi house guard dispatched to recover the map in wake of the Deathmasks' failure. They arrived not long before the party, torturing Hyllyp until he revealed the location of the copy. Hyllyp was then killed and the map taken. These same servants of Villu Scelsi are now headed to the vault and will arrive before the party does. The effects of Villu Scelsi beating the party to the vault are described below.

If the party is able to speak with Hyllyp's corpse via magic, they discover a party of armed men, led by a red-haired woman and dressed in Villu Scelsi livery, were responsible for his demise. They also have a copy of the vault map and are undoubtedly on their way to loot the treasure house. Hyllyp's spirit demands revenge and asks the party to slay his killers.

A search of the Iron Frog discovers two additional bits of information. First, the cash box is empty, perhaps to make this look like the work of common thieves instead of one of To-vilyis' noble families. Secondly, a concealed niche is found open in the wall of the storeroom behind the bar. Inside is an empty leather scroll case large enough to contain a map. Someone clearly knows where to look and might already be on their way to the vault!





PART TWO: THE SINKING VAULT

With a map now in their possession, the party can deduce the location of the Doge's secret vault. Disguised as an abandoned building, the vault has remained unnoticed for a century.

If the PCs defeated the Deathmasks and didn't take a side trip to the Iron Frog, they will be the first to arrive at the vault. If they had to recover the map's copy from Hyllyp at the tavern, went there despite having the original map, or delayed their investigation of the vault by more than a couple of hours, the forces of Villu Scelsi have reached the vault first and are already inside when the party arrives. Use the appropriate descriptions below depending on whether the party arrives first or last at the site.

THE UPPER VAULT BUILDING

A four-story stone and brick building stands at the end of an indistinct side street at the edge of the city. Fetid marshes and the lapping waves of the Sea of the East surround the structure's base and the building shows signs of structural damage. The entire lowest story is partially submerged as a result of the building's slow sinking into the soft soil.

This is the home of the Doge's hidden treasure. The hiding place was well chosen for its unassuming appearance and distance from any place of importance in the city. It was the last place a vengeful Lankhmar or greedy thieves would

think to search and it has kept its secret riches for 100 years.

Read or paraphrase the following when the party arrives at the building:

A four-story building huddles at the edge of the city, protruding from the rank salt marshes and the lapping waves of the Sea of the East like a stubborn thumb of stone. The stone and brick building shows sign of age and neglect: cracks run up and down its walls and the ground floor is sinking beneath the waves. Abandoned sea bird nests crown the building like shoddy wreaths of victory. Only a bricked-over window on the third floor seem to lend entry inside. A rickety, weatherworn wooden walkway extends out to the building's upper floor.

The walkway is safe to cross (although it groans threateningly). The water below appears 5' deep or more and is in constant motion from the sea's breakers rushing ashore.

If the party arrives first, they discover a single bricked-up window facing the walkway. This can easily be broken open with brute force (no roll required). This takes 10 minutes, but allows the party entrance into the upper building.

If the party is second to arrive, upon reaching the building, it is evident that the window was recently unbricked: broken bricks and chunks of mortar litter the walkway beneath the window. Someone has beaten them to the vault!

Area 1-1—Vault Entrance: *A large open room appears to occupy half the upper floor of the building. Brick columns rise like lonely tree trunks to support the ceiling. A door stands partially ajar in a wall at the far side of the room.*

Despite the building's age, the interior is in good condition and the floor supports the weight of the PCs easily. A section of the floor is trapped, however, and may have been triggered by the Villu Scelsi agents if they arrived first. If the party is second to arrive, add the following as well:

In the center of the room, between the open window and the door, a six-foot-square square hole is present in the wooden floor.

If the trap door hasn't been activated, it can be detected with a DC 13 Find Trap check. If the trap door isn't noticed and is walked upon, the person doing so must succeed on a DC 15 Reflex save or take 3d8 damage from the fall and the spikes. The pit trap can be rearmed with a successful DC 10 Disable Trap check and 10 minutes of work. If the PCs decide to rearm the pit, the judge should remember this even if the players do not, which could result in unforeseen consequences when the party leaves the vault!

Once the trap door is sprung, anyone looking down it sees the following:

A pair of hinged doors hang down on either side of the pit's open mouth. Eight feet below the pit's mouth is a thicket of rusting metal spikes, each three feet long. Open space is visible around the thicket of spikes and you can see a door set in a northern wall on the floor beneath you.

If the party arrived second to the vault, add the following:

The lifeless eyes of a young man dressed in scarlet and blue stare blindly up at you. The man's body is impaled on a half-dozen of the spikes, a pool of still-fresh blood visible beneath the corpse.

The trap was triggered by one of the Villu Scelsi house guard when they entered the vault. His corpse will hopefully serve as a warning to the party to keep their wits about them and proceed cautiously.

Descending to investigate the corpse or the surrounding room is easily accomplished with a rope or other means of controlled descent. Anyone trying to get down there by sheer bodily athletics must succeed on a DC 5 Agility check. A failure means they misjudge their target and instead hit the spikes, suffering 1d8 damage. Once down in the chamber below, consult area 1-4 for additional details.

The door leading to area 1-2 no longer closes properly due to exposure to the damp sea air and will always swing ajar unless secured in some manner.

Area 1-2—Swinging Staircase: *A short flight of wooden stairs leads down to a lower floor. The walls are decorated with fading and flaking murals depicting pastoral scenes of verdant wheat fields being tended by handsome young men and women. A simple rusting chandelier, bereft of candles, hangs on a chain above the stair halfway down its ten-foot length.*

The stairs are trapped and anyone walking down them causes the middle section to snap open and drop them into

a 3'-deep pit lined with spikes. This causes 2d6 damage, and any result of a 6 on a damage die indicates the unfortunate soul has broken one leg from the sharp, unexpected drop.

The trap can be detected with a DC 10 Find Trap check. Tapping the stairs with a probe allows the person doing so to make a Luck check. On a success, they hear a hollow sound when tapping the central section of the stairs, but this pressure is not enough to activate the trap.

The trap can be disarmed by wedging the sides of the opening section with spikes or shims and making a successful DC 11 Disable Trap check. A DC 12 Strength check (modified by armor) allows a PC to leap over the trapped section, but they must also succeed on a DC 10 Reflex save or take 1d3 damage from a bad fall at the bottom of the stairs.

Anyone testing the chandelier discovers it is securely anchored to the ceiling despite its aged appearance. If the party is second to arrive, examining the chandelier also allows for a DC 8 Intelligence check. On a success, they notice that the dust on the decoration has been disturbed recently, as if someone grasped the chandelier's arms.

The chandelier can be used to safely swing over the trapped section of stairs, something the Villu Scelsi house guard discovered and used to avoid the trap. The PCs can do so as well, allowing them to safely bypass the trap in either direction without the need to make any skill or ability checks.

There is a secret door leading to area 1-3 near the bottom of the trapped stairs. It can be discovered with a DC 13 Intelligence check and opened by pressing a hidden catch at the top of the door.

Note: If the party doesn't discover the secret door or enter area 1-3 from area 1-4, the judge can have the guardians in area 1-3 emerge to attack the PCs. There's a lot of traps to be dealt with in the vault and some players might relish a stand-up fight to break up the tension. This is especially recommended if the party arrived at the vault first and won't be encountering the Villu Scelsi troops in area 1-6.

Area 1-3—Restless Guardians: *The smell of redolent spices and old death fills the dusty air of this unlit chamber. A door is visible in the right-hand wall of this L-shaped room. Standing motionless in the middle of the room are four statues of warriors, each buried beneath a blanket of gray dust.*

These four "statues" are actually un-dead guardians, unfortunate members of the Doge's house guard who found themselves volunteered to help protect the lord's riches beyond death. Their souls have been imprisoned within their desiccated corpses by sachets of magical herbs crammed in their mouths. These cloth balls are the source of the spicy odor.

If anyone enters the room or the guardians are interfered with, they all start moving, shaking off the centuries of dust to slay the intruders. Lacking the Doge's means of controlling these un-dead guards (now long lost), the PCs must either destroy them or free their imprisoned souls to defeat them.

Un-dead guards (4): Init -2; Atk short sword +2 melee (1d6+1) or slam +3 melee (1d4+1); AC 13; HD 4d6; hp 20



each; MV 20'; Act 1d20; SP half damage from non-magical attacks, un-dead traits, choking dust cloud; SV Fort +4, Ref -3, Will +3; AL C; Crit U/d8.

Dried, rotted flesh is stretched tight across the bones of these once-living men. Their ashen pallor is further accented by thick layers of dust encrusted over their shambling bodies. A tangerine-sized cloth wad is crammed into each of the creature's mouths.

Striking the un-dead guards in melee combat causes a cloud of dust to erupt around the creature. Anyone striking a guard must succeed on a DC 10 Fortitude save or suffer a cumulative -1 penalty to all rolls as they choke on the dust. Fire and cold-based attacks don't produce choking dust and *gust of wind* or a similar spell can disperse the dust, removing all penalties. An affected character can also spend 10 minutes clearing their lungs after the fight is over, negating the penalty.

The guards can be turned as unholy or defeated by being reduced to zero hit points. Alternately, removing the spiced sachet from their mouths causes their imprisoned soul to immediately flee in a spray of golden light. This can be done if the guard is first immobilized (such as by grappling) or as a precision shot *Mighty Deed of Arms*. If the guard's soul is free, it immediately becomes an ordinary corpse and presents no further threat to the party.

Each corpse is dressed in ancient leather armor and bears a rusting short sword. They carry no treasure.

The doors lead to areas 1-2 and 1-4. The door to 1-2 is an ordinary, unconcealed door from this side and can be opened without difficulty.

Area 1-4—The Pit Trap: Bare stone walls line this chamber. The sole decoration in this chamber is a mass of rusting spikes embedded point-upwards in the floor.

If the party is second to arrive, add the following:

The corpse of an unfortunate soldier is impaled on the spikes, a pool of blood and a short sword lying on the ground beneath it.

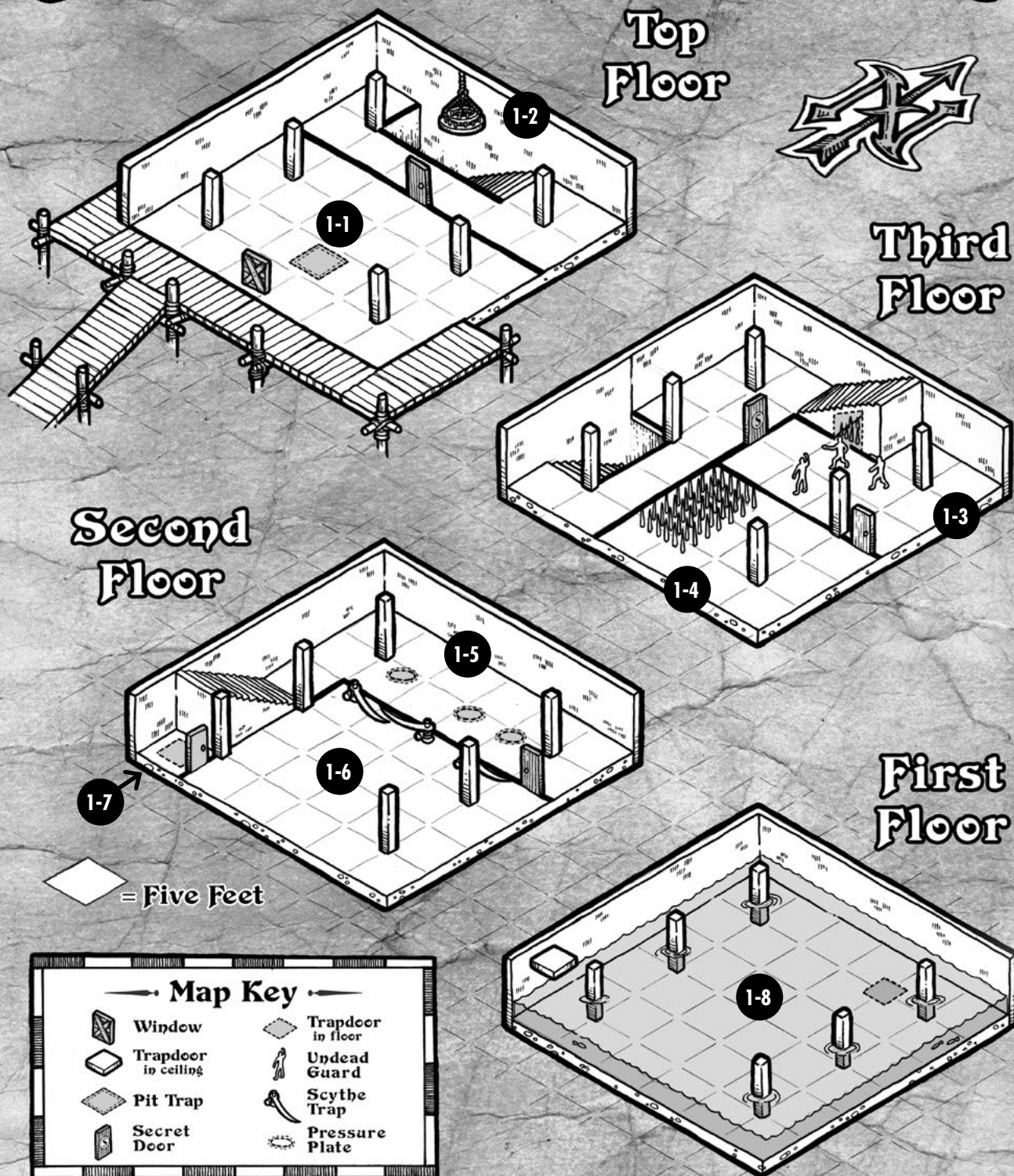
The body is dressed in the colors of Villu Scelsi and wears leather armor dyed in scarlet and blue. A short sword lies on the floor underneath the body. On the corpse's belt hang a dagger and a pouch containing 11 brass lempits, 8 silver bezants, and a piece of chewing resin.

Aside from the door to area 1-3, this room is otherwise empty.

Area 1-5—Illustrated Advice: A corridor runs east to west here, with a door in the south wall visible at the end of it. The stone walls are adorned with faded and flaking murals depicting a flight of mallards descending upon a reed-lined pond. Hunters armed with slings are visible hiding among the reeds.

This corridor is trapped with a trio of scything blades concealed in the walls at the 3'-high level. Triggers set in the floor activate the blades in order as each is stepped upon (see map for trigger locations). The presence of the floor trig-

Map 1 The Sunken Vault



gers or the thin slots containing the blades can be noticed with a DC 13 Find Trap check.

If the PCs are second to arrive, anyone investigating the floor and succeeding on a DC 13 Intelligence check notices that the dust has been disturbed more so here than elsewhere as if someone had swept a line down the center of the corridor.

The murals are a subtle hint for bypassing the traps. Anyone crawling or “ducking” down the corridor will activate the traps, but suffer no harm as the blades pass overhead. The traps reset after pressure is removed from their triggers, leaving no evidence of their presence. The cleared section of the floor was made when the Villu Scelsi soldiers crawled down the middle of it.

Anyone walking down the corridor or placing more than 50 pounds of weight on the triggers (simply tapping the ground with a pole is insufficient) causes a trap to activate. Anyone in the path of the blade must make a Reflex save or suffer 2d6 damage. The DC for this save is 15 if the victim doesn’t expect the trap (usually the first time this happens), but only DC 11 if they’re aware of the trap’s presence and can prepare themselves to react.

Disabling each of the three traps requires snipping the spring-loaded trigger on each blade and a successful DC 12 Disable Traps check. A natural 1 triggers the trap, inflicting full damage with no chance to save to the unfortunate thief attempting to disarm it.

Setting off a trap, either intentionally or otherwise, alerts the guards in area 1-6 (if they’re present) that intruders are nearby, making it impossible to surprise them.

Area 1-6—Mechanism Room: *The smell of ancient oil and grease wars with the odor of dust in this dimly-lit room. A trio of mechanisms comprised of springs, gears, and counterweights stand along the north wall of the room. A razor-sharp curved blade is attached to each and extends out parallel to the floor at waist height. Another door is set in the southwest corner of the room.*

If the PCs are second to arrive, add the following: *You catch the glimpse of shadowy figures moving towards you in the light of a single, dim lantern resting on the floor in the southwest corner.*

The mechanism power the traps in area 1-5. They pose no threat to the PCs once in this room and can be deactivated with a couple of minutes of work, no roll necessary.

If the PCs were beaten to the vault, the shadowy figures are a squad of house guards left behind by Settilina, the house guard’s red-haired captain, to deal with anyone following her down into the vault. One of them is a minor sorcerer as well as a trained warrior, and they are led by a veteran serjeant.

Serjeant Wurrell: Init +4; Atk spear +3 melee (1d8) or dagger +3 melee (1d4); AC 15; HD 3d12; hp 20; MV 25’; Act 1d20; SP riposte (gets 1 free attack each round against a foe who attempted to strike him in melee combat but missed); SV Fort +4, Ref +2, Will +2; AL N; Crit III/d8.

Yeben the Mystic: Init +2; Atk short sword +2 melee (1d6)

or dagger +2 melee (1d4); AC 13; HD 3d6; hp 12; MV 30’; Act 1d20; SP spellcasting (can cast *enlarge*, *magic missile*, and *shatter* each 1/day with spell check result of 18); SV Fort +2, Ref +2, Will +3; AL N; Crit III/d8.

House guards (2): Init +1; Atk short sword +1 melee (1d6) or dagger +1 melee (1d4); AC 12; HD 1d8; hp 6 each; MV 30’; Act 1d20; SV Fort +2, Ref +2, Will +3; AL N; Crit III/d6.

Tactics: Serjeant Wurrell engages the most formidable looking opponent at the start of combat, while the house guards challenge other targets. Yeben will *enlarge* either Serjeant Wurrell or himself (in that order of preference) as his first action, then attempt to *shatter* Serjeant Wurrell’s opponent’s weapon or shield. He’ll then engage in combat or use *magic missile* as necessary. Yeben can engage in spell duels if he can counter with one of his three known spells. Roll 1d20+1 for his spell checks in that case.

Each of the men wears the scarlet and blue of Villu Scelsi, and carry 2d6 brass lempits and 3d4 silver bezants. Serjeant Wurrell carries an additional 25 silver bezants, 10 gold kulpats, and a silver ring (25 g.r. value).

Area 1-7—Downward Climb: *The smell of mud and salt water is strong in this small room. The room contains a trapdoor in the floor and an aged ladder leading down to a lower level. The odor of mud and brine rises from the trapdoor.*

The ladder is safe to climb despite its appearance and leads directly down to the now-inundated ground floor of the building.

If the party is second to arrive here, anyone listening and succeeding on a Luck check hears the sound of people talking coming from below along with the sound of lapping waves. A successful DC 10 Agility or Hide in Shadows check allows someone to spy on the action from the top of the ladder without being noticed.

Area 1-8—Ground Floor: *The lowest floor of the building is waist-deep in seawater flowing through the building from numerous cracks in the foundation and walls. This area is comprised of a single thirty-foot-square room with brick columns supporting the ceiling.*

If the party is second to reach the vault, add the following:

Flickering torches throw weird shadows and turn the roiling seawater black as ink. Near the opposite corner of the room stands a group of figures: a red-haired woman dressed in ringmail and holding torch and sword; a trio of nervous-looking guardsmen, similarly armed; and a hatchet-faced man with a forked beard dyed blue and wearing black robes embroidered with silver glyphs.

If the PCs are observing this scene unnoticed, read the following as well.

The robed man blows into a conch shell and the water near the group suddenly rises up in a stout pillar like a whirling waterspout, revealing a dry stone floor beneath it—and a large stone and iron hatch bound with chains and set into the ground. The water continues to spin in place, and no further water flows into the dried section of floor.

Once the waterspout is formed, revealing the vault door in the floor, Settilina (the woman and captain in charge) orders the house guards to start breaking open the door using mattocks, prybars, and a pickaxe. The vault will only remain dry for three hours, so they must work fast.

Breaking open the stone hatch takes 15 minutes with three people working on it with tools (Xokta is saving his *knock* spell in case more formidable doors are encountered below). If the PCs continue to observe, have the character with the worst Luck make a Luck check every five minutes. On a failed check, Settilina or one of her troops detects the presence of the party (either catching sight of them spying on the group or overhearing a noise made by the unlucky PC). Work immediately stops and she orders the house guards to investigate and/or attack the party.

House guards (3): Init +1; Atk short sword +1 melee (1d6) or dagger +1 melee (1d4); AC 13; HD 2d8; hp 12 each; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +3; AL N; Crit III/d6.

Xokta Bluebeard: Init +2; Atk mace +2 melee (1d4) or spell; AC 11; HD 3d6; hp 15; MV 30'; Act 1d20; SP spellcasting (+5 to spell checks: *color spray*, *detect magic*, *force manipulation*, *magic shield*, *knock*, *spider web*), *conch of the Sea King*; SV Fort +1, Ref +3, Will +4; AL N; Crit III/d6.

Xokta Bluebeard came into the service of Villu Scelsi after fleeing Quarmall a decade ago. He is still held in some suspicion, especially by the noble house's head sorcerer. Xokta obeys Settilina's commands without question, hoping to prove himself and eventually ascend to a position of prominence in the house. He smells vaguely of mushrooms and blood.

To aid this infiltration of the vault, Xokta has been given the *conch of the Sea King*, a potent magical item that allows the one blowing it to command the very waves of Nehwon one time. He will do this to drain the flooded vault if and when Settilina commands. If slain, the first person sounding the conch invokes its power (no spell check required), accomplishing the same effect and allowing the PCs to enter the secret treasury (area 2-1).

Settilina, Captain of Villu Scelsi: Init +3; Atk longsword +4 melee (1d8+2) or flail +4 melee (1d6+2); AC 15; HD 5d12; hp 40; MV 25'; Act 2d20; SP critical threat range 19-20, disarm (DC 15 Reflex save or weapon lands 1d20' away, feint (DC 13 Intelligence check or gains +1d bonus on next attack and damage roll); SV Fort +5, Ref +2, Will +3; AL N; Crit III/d10.

The bastard offspring of one of Villu Scelsi, Settilina has served the noble house her entire life, unaware of her true parentage, but suspecting much. This has left her with conflicting feelings towards Villu Scelsi, but she realizes she has little hope of surviving outside the villu's protection given the enemies she's made among the other noble houses. Settilina is determined to bring the Scrolls of Night back to her masters, and is willing to undertake unusual steps to do so—steps such as allying herself with Villu Scelsi's enemies if need be. See below for more details.

If the PCs arrive in the vault first, they find the ground floor unoccupied and no sign of the entrance. Searching the entire area eventually allows them to (literally) stumble upon the entrance. As they do so, Settilina, Xokta, and the three house guards arrive, descending down the ladder into the chamber. Settilina commands the house guards to attack the party while she and Xokta hang back. Xokta will cast *magic shield* on himself if the opportunity presents itself, but will otherwise wait for Settilina's orders. Settilina and Xokta will fight to defend themselves, but once all three of the house guards are killed or incapacitated, she holds up a hand and shouts, "HOLD!" Then allow the event below to play out.

EVENT: LET'S TALK THIS OUT!

If the PCs defeat the house guards and prove themselves a distinct threat, she calls for peace and parley. Settilina hasn't survived service among the backbiting nobles of Tovilyis without learning to save her own skin. If the PCs agree, she makes the following proposal:

You've trounced my men and made it past the traps above, so you're both clever and dangerous. But I have something you lack: the means to reach the Doge's treasure. As you can see, this building and the vault beneath it is awash, and unless you can hold your breath like a porpoise, you've no hope in getting the treasure. I might be loyal to Lord and Lady Scelsi, but that loyalty is not without measure. I prefer to keep myself out of Death's frigid grasp. Let's see if we can work out a way we can all walk out of here alive and with something to bring back to those we draw pay from, shall we?

If asked what she has to allow the group to reach the treasure, she either gestures to the spinning whirlwind of water or Xokta if he's not yet employed the *conch*. "I can keep the vault dry or flood it just as easily. Can you say the same?"

If asked what she's after, she states bluntly that her masters desire the Scrolls of Night. All other goals are secondary. She doesn't care if the party claims the rest of the treasure, so long as she walks away with the Scrolls.

Anyone using ESP or similar means to determine if Settilina is speaking the truth discerns that the first statement is mostly true, but there's some falsehood to it. (Settilina knows the *conch* only works once and once employed there's a finite time to plunder the treasury and claim the Scrolls. She will not reveal this to the party unless it means the difference between success and failure.) The second statement is also true. For the moment, Settilina does care only about recovering the Scrolls to please her masters, but she might later decide that killing the PCs and claiming the treasure as well would be to her and Villu Scelsi's benefit. But that's not yet in her thoughts.

The PCs are free to bargain with Settilina or fight her. If they press the attack, resolve the combat normally. Both she and Xokta will fight to their fullest to save their own lives. Note that Xokta has some useful spells and would be a boon to the party, but he and they have yet to discover that. Let the rat-snake dice fall where they may if the party wants to fight instead of cooperate.

CONCH OF THE SEA KING

This enchanted item bears the blessing of the Sea King and can be used to control water. It appears to be a large conch shell engraved with runes that flow like water across its outer shell. Its most powerful magic, the ability to command a vast volume of water and have it perform the user's bidding for 1 hour per CL, can only be used once. Xokta does so to drain the vault. Once this power is exhausted, further uses are resolved using the following table.

When blown, the one sounding the conch must make a spell check as if casting a spell (spellburn is not allowed, but Luck is). The results of the spell check determine the conch's effects.

Spell Check

Result Conch of the Sea King Effect

1	The Sea King is displeased and the sounder of the horn gains a random Sea King patron taint (see <i>The Patrons of Lankhmar</i> , pp. 15-16). This also counts as a result of 2-15 for determining the number of unsuccessful uses remaining in the horn.
2-15	No effect. If this result ever occurs three times for the conch, regardless of the creature winding it, the conch shatters into pieces the third time and the one blowing it suffers the effects as if rolling a natural 1 above.
16-20	The blower of the horn produces a blast of salt water 30' long and 10' wide. Any creature in this path suffers 2d8 damage and must succeed on a Strength check vs. the spell check result or be knocked prone.
21-25	The horn's owner can command a volume of water equal to 100 gallons per CL/HD to do their bidding. The water flows against gravity, forms columns, lifts them up like a watery elevator, or similar results. The water doesn't cause damage, but can be used to drown opponents if commanded to encircle them. Escaping from the water requires the target to succeed on a Strength check vs. the spell check, allowing them to swim to the surface. The duration of the watery command is 2d3+CL/HD rounds.
26-30	An 8 HD water elemental appears and serves the horn's blower for 1 turn per CL/HD, then returns to the sea.
31+	The horn's blower summons the Sea King himself to their current location. There'd better be a good reason to call the Potentate of Oceans away from his wives. If not, the powerful entity will confiscate the conch at the very least, but more likely drag the instrument's owner back to his briny abode...without the benefit of any ability to breathe underwater.

PART THREE: THE DOGE'S TREASURY



he actual vault lies beneath the building, a secretly constructed series of catacombs erected before the city began to subside into the marshy ground. They've since flooded, making them even more difficult to loot — unless magic is employed to temporarily drain the chambers.

All the following descriptions assume that the catacombs are currently dry. If the PCs attempt to explore the flooded vault, the judge will have to adapt the descriptions and challenges accordingly, and barring magical means of breathing underwater, the party may very well fail in breaching the treasury.

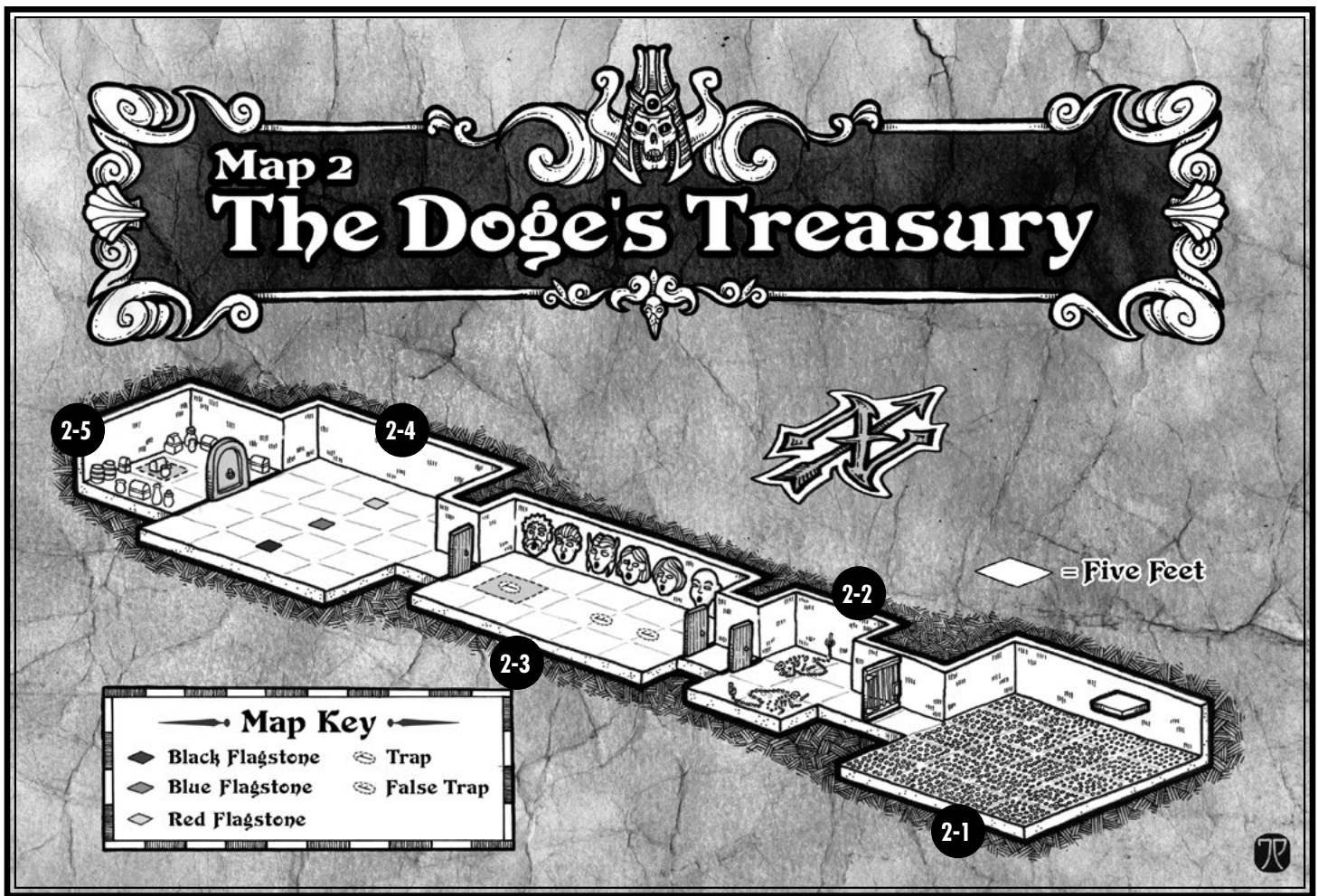
Area 2-1—Entrance: *The floor to this chamber lies ten feet below the ceiling entrance. The room appears empty of contents, its sole ornamentation the floor itself which appears to be decorated with thousands of copper coins embedded into the stone. The entire floor is speckled with shining burnished circles. A rusty iron gate is set into a five-foot-deep undecorated alcove. It leads out of the chamber through the west wall.*

The coins on the floor bear an electrical enchantment that is

delivered by coming into contact with any two of the copper coins (which complete the circuit). Simply touching the floor inflicts 3d6 damage (DC 14 Fort save for half). This damage is doubled if the room is flooded and contact with the floor is made. The coins are suspiciously clean and untarnished despite being under brackish water for decades (a side effect of the enchantment they bear). Cautious players might indeed take this as a sign to proceed carefully.

The floor cannot be disarmed, but the trap can be temporarily neutralized for 1d10 rounds with a *dispel magic* spell check of 24+. The trap can be bypassed by creating a pathway of non-conductive materials from below the ceiling entrance to the gate. Wooden shields, leather cloaks and armor, coils of rope, etc., can all be used to this effect.

The gate itself isn't electrified, so it's also possible to hook a rope to the open bars with a grappling hook (treat as a ranged attack against DC 12) or for a nimble thief to climb down and around (DC 15 Climb Sheer Surfaces check) and secure a line there to safely descend and avoid the coin-studded floor.



The gate isn't locked, but is rusted shut and requires a DC 14 Strength check to open. It can also be dismantled with tools and 20 minutes of work, but anyone doing so must succeed on a Luck check or inadvertently make contact with the floor at some point during the dismantling process.

Area 2-2—Dead Leopards: A plain stone chamber lies beyond the iron gate. A pair of rusting chains hang from staples set into opposite walls. A narrow iron-bound and waterlogged door leads out of the room across from the entrance. The floor is littered with yellowed bones, which appear to be those of large cats.

This chamber once housed a pair of watch-leopards to help protect the vault. The Doge's plan was that they'd be cared for by the same trusted underling who planned to rob his master. The servant was purposely allowing the animals to perish, but his capture and execution would have sealed their fate in any case. The watch-leopards perished and their corpses were rendered to bones by the waters of the Sea of the East once the vault flooded. They pose no threat to the PCs.

Anyone searching the bones can make a Luck check. On a success, they might notice a rotted leather collar mixed among the bones. A brass lozenge is stitched onto the leather and bears the symbol of a clenched fist grasping a multifaceted jewel: the symbol of the old Doge (Settilina can identify this, as can non-Tovilyans succeeding on a DC 15 Intelligence check). There are a total of two collars present. If more than two characters search the bones, the one who suc-

ceeded on their Luck check by the highest margin discovers them. If nobody thinks to search the bones, Settilina notices one of the collars and picks it up when people's attentions are elsewhere. She suspects it might be useful, but doesn't know its properties.

The lozenges radiate magic if detected for. Anyone carrying one of these lozenges will not be attacked by the demonic mind in area 2-4 and can safely cross the electrified floor in area 2-1. They have no benefit outside of the vault and have a monetary value of 1 gold rilk if sold.

The door leading to area 2-3 is waterlogged and requires a DC 15 Strength check to pull open. It can also be broken down with tools, axes, and other implements with 30 minutes of work.

Area 2-3—The Trapped Trap: Another stone chamber stands before you, but this one is strangely decorated. Along the north and south walls, each staggered so that they're not directly facing one another, are lines of human visages. Each measure three feet high and two feet wide and depict men and women. The faces of each are pursed as if blowing or whistling. There are six faces in total. A rusted iron door is set in the wall on the far side of the room.

This room is trapped, but is designed to make would-be robbers focus on a false danger and ignore the real one. The faces pose no danger, but suggest they might deliver poisonous gas or shoot missiles from their mouths. The real danger lies under the intruders' feet.

A DC 10 Intelligence or Find Trap check made in conjunction with a search of the floor notices a pair of pressure plates set into the stonework (see map for location). These can be “disarmed” with a DC 10 Agility or Disable Trap check. This in fact does nothing as the pressure plates are connected to nothing.

The real trap is the floor itself, which is designed to clap together like the jaws of a bear trap, crushing anyone standing atop the trapped section when it triggers. The pressure plate for this trap is located nearly at the other end of the room, requiring a DC 25 Find Trap check to notice if searching from a position near the entrance. If a thief looks for traps when halfway or further into the room, the DC is reduced to 15, but only a master (or paranoid) thief would think to check for traps twice on the same floor.

The trap cannot be disarmed as the mechanism that operates it is located beneath the floor itself. However, anyone searching the lintel above the entranceway who succeeds on a DC 14 Intelligence check finds a hidden compartment containing a rusted lever. A DC 15 Strength check can throw this lever, which disarms the floor trap until the lever is put back into position.

Anyone atop the trapped section of floor when it triggers must make a DC 15 Reflex save. On a failed save, they suffer 2d6 damage from the crushing floor plates springing upwards and clapping together. If the victim takes 12 damage, they suffer a randomly determined broken bone as well (assuming they’re still alive). Victims are also pinned until they or another character succeeds on a DC 15 Strength check to escape the trap’s vise-like grip. Pinned characters take 1d4 damage from the crushing floor plates until they are freed.

If the faces are examined in close proximity, it is noticed that each has a cavity beyond its pursed lips. Reaching into these cavities finds them empty, possessing neither missile-firing mechanism nor poison gas-dispensing bladder: a sign that smart players might take to deduce not is all as it seems here.

Note that if Settilina ends up fleeing from the party after the events following the opening of area 2-5, she might pause to reactivate the trap if the lever has been discovered and the trap temporarily disarmed.

Area 2-4—Urgaan of Angarngi’s Legacy: *This room is like the rest: made of stone blocks and lacking much decoration. The only items of note in this room are three discolored squares on the floor – one black veined with green, another a mottled red and white, and the last a blue marble – and the massive iron door set into the opposite wall. A door worthy of the treasure vault of the Overlord of Lankhmar...and perhaps the Doge of Tovilyis.*

When the Doge designed his treasure vault, he and his architects delved into forgotten fragments of lore, pulling designs from the master trap makers of the Eastern Lands and the foul necromancy of black-garbed sorcerers alike. In one such crumbling tome, the Doge discovered the writings and magical techniques of Urgaan of Angarngi (see “The Jewels in the Forest” by Fritz Leiber). The Doge has his trusted sorcerer conjure up a demon from outside Nehwon’s world bubble and imprison its otherworldly mind in a gemstone matrix

hidden within his treasure house. Although of lesser potency than Urgaan’s treasure house, the vault of the Doge can protect its wealth against robbers who make it this far inside.

The demon imprisoned in the vault can cause the stonework in this room to come to life, striking like serpents to hammer foes into pulp. It can sense the presence of anyone within the walls of this chamber, regardless of stealth, magical invisibility, or other means to hide themselves from sight. Due to its stone “body,” the demon is impossible to defeat by brute force. Some magical spells might reduce its efficacy, but only by disassembling the gem matrix that imprisons its demonic intellect can it be sent back to its original plane of existence and rendered inert.

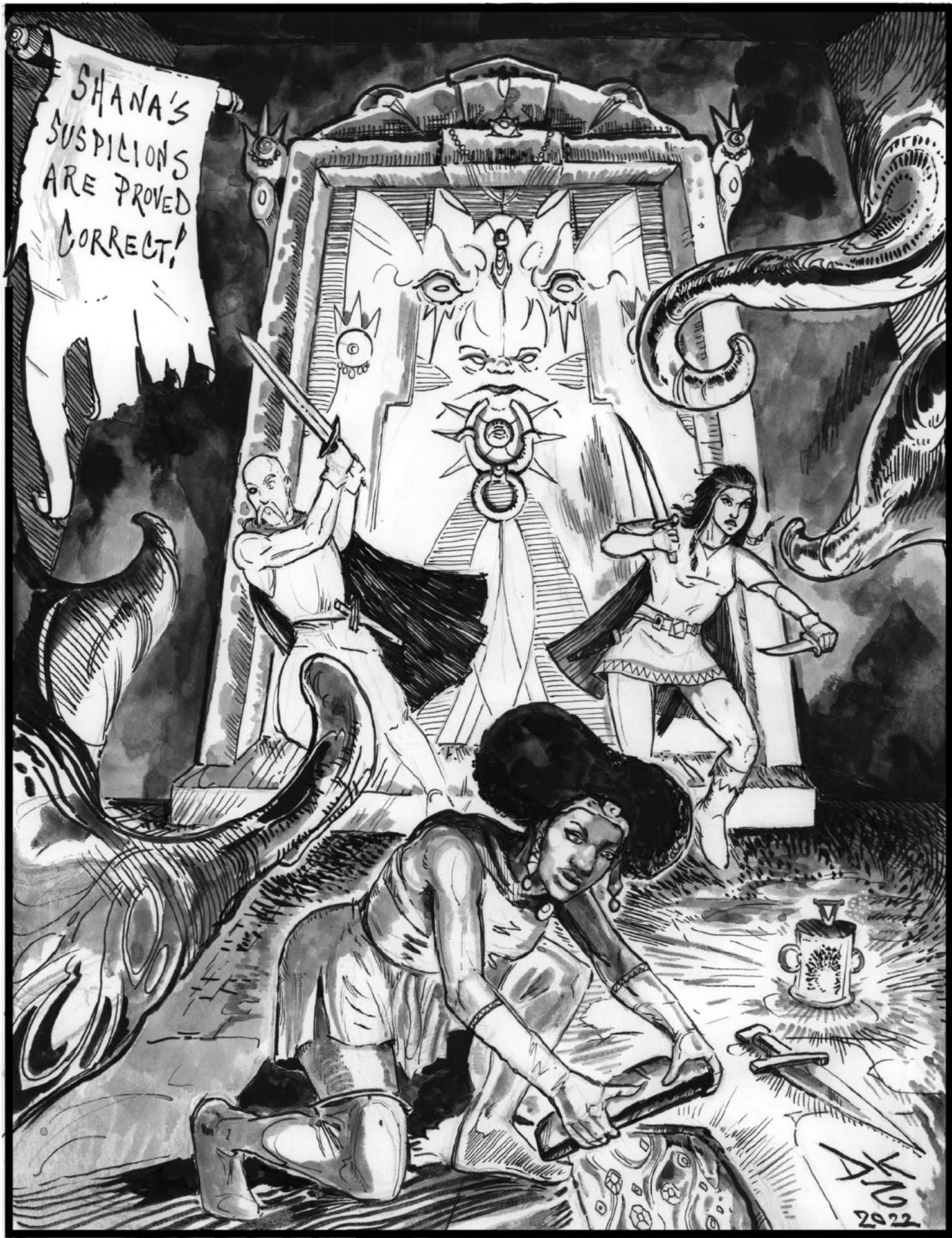
The demon stirs from its long semi-slumber once more than two people enter this chamber. Anyone present or who enters the room after the demon awakens must make a DC 14 Will save or experience an overwhelming sense of terror as if some dread god is about to strike them dead and they cannot escape this fate. While under the effects of this dread, they suffer a -1d penalty to all rolls. The dread lasts for 1d3 rounds, after which the PC can attempt a new Will save (DC now 12) to shake off the effects. If failed, the dread continues for another 1d3 rounds, after which another DC 12 Will save can be made. This process continues until the character succeeds or the demon is dispersed.

Once stirred, the demon attacks each round by causing a section of the floor, ceiling, or wall to come alive, striking like a snake made of flowing stonework. The demon has a +5 initiative bonus and can make three automatic attacks per round. The target of an attack must succeed on a DC 12 Reflex save or take 1d6 damage from the blow. If the target is attempting to pry up one of the flagstones (see below) and takes damage, they must then succeed on a Fortitude save (DC 10 plus the amount of damage taken) or be stunned for 1 round. The demon will focus at least one attack each round on anyone trying to reach its gemstone matrix.

Anyone inspecting the flagstones can easily see they’re cemented in place differently than the other parts of the floor, suggesting they might cover something of interest or value. Until the right stone is pried up and the demon’s mind exposed, there’s little the party can do to combat this living trap, but they can try to protect themselves or limit the demon’s actions. Any character choosing to not do anything but wait to react to one of the room’s living stone attacks gains a +1d bonus to their Reflex save if they’re targeted by the demon.

If the PCs are stuck for ideas of what they might be facing or how to deal with it, the judge can use Settilina to provide suggestions. Some of Xokta Bluebeard’s spells can also help counteract the demon’s attacks as described below.

Creatively-used spells can also reduce the number of attacks the demon can make each round by interfering with sections of the stonework. The judge will likely have to adjudicate how effective some spellcasting works to inhibit the demon, but the following examples will prove useful as guidance:



- A character who is *enlarged* with a spell check of 24+ can keep in check a section of the room by brute force, holding down the floor, walls, or ceiling.
- *Force manipulation* with a spell check of 24+ can be used to create magical shelters from the demon's attacks.
- *Ward portal* with a spell check of 20+ prevents a portion of the stonework from moving.
- *Shatter* with a spell check of 22+ destroys some of the stone, limiting the area the demon can animate.
- *Spider web* with a result of 22+ entangles a section of floor, wall, or ceiling, preventing it from attacking.

Any spell or other cunning idea that prevents a portion of the room's stonework from being used by the demon as a weapon reduces the number of attacks it can make each round by 1. If reduced to zero attacks, the demon can do nothing but wail eerily in frustration as the PCs work to disassemble it.

The demon's mind is contained within a collection of gemstones hidden beneath the mottled red and white flagstone (the rightmost one). Accessing it is not easy, however. Each of the three flagstones is held in place by a tarlike substance that feels all too much like the flesh of a corpse to anyone touching it. Prying out the gummy material and lifting the covering flagstone requires two successful DC 13 Strength checks. A *knock* spell can cause one, two, or even all three flagstones to fly open with appropriate spell check results. If *ESP* is cast, the caster can instantly determine under which of the three flagstones the demon's brain is located rather than choose a flagstone randomly and hope for the best.

Successfully lifting the red and white flagstone reveals a cavity nearly filled to the brim with a substance resembling black mercury (the other two flagstone have empty cavities under them). Seven gemstones connected by crystal rods form a spider web-shaped pattern floating atop the ebony liquid. Shattering the rods, either by physical attack (treat as AC 14 and having 4 hp) or via the *shatter* spell, causes the demon's mind to be freed from the matrix and return, howling, to its original sphere of existence. The room immediately becomes inert and no longer attacks. A *banish* spell cast upon the gem matrix with a high enough spell check also instantly sends the demon away and ends the room's threat. Once exposed, the demon's mind is susceptible to mind-affecting spells but enjoys a +8 bonus to Will saves.

If the PCs try to grab one or more of the gemstones before the demonic mind is dispatched, they must make a DC 13 Agility check to grab the stones bobbing in the slick, black liquid. If successful, they grab a gem, but doing so causes the demon to go mad and attack in a berserk fashion. It immediately gains six attacks that round (minus any reductions due to spells or clever thinking) and strikes at everyone in the room. The Reflex DC to avoid these attacks is increased to 16. After 1d3 rounds of berserk attacks, the demon is freed from its crystal prison and the room becomes harmless.

The gemstones are worth 100 gold rills each, but they feel greasy to the touch as if tainted by evil. The PCs must succeed on a DC 15 Personality check to convince any potential buyer to overlook this foulness and agree to purchase them.

The iron vault door is locked, rusted, and well-constructed. A DC 18 Pick Lock check is required to open it, a DC 25 Strength check can break it down, and any successful casting of *knock* opens the vault door with ease. If all these attempts fail, two hours' worth of chiseling and breaking the surrounding stonework will weaken the door's supports enough that it can be opened, but the judge should remember that waters of the vault are only held back for so long.

Area 2-5—The Treasury: *Beyond the rusted vault door is a small chamber. Piled along the walls are coffers, chests, barrels, and sacks – all showing signs of great decay from long immersion underwater. Ruined tapestries, what were once fine garments and furs, and leather scroll cases are even worse for wear. Amongst the decay and ruin, however, is the glitter of gold and the sparkle of gemstones.*

Behold the Doge's treasure vault, much dilapidated, but still filled with treasures. One last trap remains to defend the coins and jewels of the dead Doge, once which might not be discovered until it is too late.

A portion of the floor upon which the treasure is situated is a pressure plate. If more than 10 pounds of valuables are removed from the plate, the trap is activated and the room floods with toxic gas. Creatures inside the room and within 10' of the doorway must succeed on a DC 11 Fortitude save or suffer 2d8 damage from poison. The gas has lost some of its potency over the years, as demonstrated by the lower DC and damage range.

Noticing the pressure plate or the gas-dispensing holes set in the corners of the ceiling requires a DC 15 Find Trap check. Disarming the trap can be done by keeping pressure on the plate, stuffing the holes, or wedging the plate in place, all of which require a DC 12 Disable Trap check.

The treasury contains 30,000 silver bezants, 5,000 gold kul-pats, and 100 platinum-gilded pearl fezks. There are three silver caskets (50 g.r. value each) containing 50 g.r. value in gemstones, twenty-five 100 g.r. gemstones, and ten 500 g.r. value gemstones. A lead coffer sealed with black wax and marked with a seal showing a clenched fist grasping a multifaceted jewel looks almost out of place among the other glittering treasures. The coffer isn't trapped; if opened, it is revealed to hold nine ivory scroll cases (50 g.r. value each) also sealed in wax. These are the Scrolls of Night. In addition, if the PCs were sent to recover another specific item of value for their patron or other higher up, that is present here as well, along with anything else the judge wishes to introduce.

The Scrolls are written in an ancient form of Tovilyian, a secret tongue maintained by the villus for official messages and records. None of the PCs will be fluent in it, but Settulina and Xokta will recognize it and enough words to confirm the Scrolls' identity.

EVENT: TRUST OR TREACHERY?

If Settilina has survived this long, she weighs her chances at acquiring the Scrolls of Night for her masters, not entirely trusting the party to keep their end of the bargain. If the party is in poor enough shape she believes she can defeat them in battle, she won't hesitate to attack them, especially if Xokta still lives as well.

If they still pose a formidable threat, Settilina indulges in diplomacy to achieve her goal. The rest of the treasure means little to her master (but she'll gladly accept a portion of it to set aside for her old age if offered). The Scrolls of Night are her utmost goal. She'll bargain to acquire those, attempting to persuade the PCs that they, as outsiders, will be hard-pressed to take advantage of the knowledge the Scrolls contain. Even selling them is a sure way to get themselves killed by every noble villu in Tovilyis. And besides, didn't she act honorably to help acquire them? If the party gives her the Scrolls, she'll thank them and wish them well in the Beggar City, then depart without even reactivating the trap in area 2-3 or causing the vault to flood again (which she can't, although that might be a concern for the PCs).

Should the PCs not be willing to part with the Scrolls, Settilina bides her time until she can snatch them up and make a break for the vault's exit. She'll reactivate the trap in area 2-3, cut any lines leading up to the ground level in area 2-1, sacrifice Xokta as a delaying measure, or do anything else she can to escape with the Scrolls. If the opportunity never arises and the party gets away with the Scrolls, she'll waste no time hunting them down in the city and outside its borders, backed by a new cadre of Villu Scelsi house troops and possibly the noble's pet sorcerer as well. The PCs are certain to encounter her again, either in Tovilyis or even in a smoke-choked alley back in Lankhmar. Settilina won't cease to try to acquire the Scrolls as long as she still breathes.

On the other hand, if the alliance ends with both Settilina and the party getting what they desire, she might become an ongoing "frenemy" with the party, especially if they remain in Tovilyis. The judge is encouraged to use her as a foil, an ally, or even a potential romantic interest in the campaign as is fitting.

ENDING THE ADVENTURE



he party, having survived the traps and guardians of the Doge's treasure vault, might find themselves with a sizable amount of treasure. It will take some doing to loot fully. Multiple trips might be required, and remember that the *conch of the Sea King* only keeps the waters

back for a few hours (minus the time it took to reach the treasure vault). The PCs should act quickly to take only the choicest pieces and remove them before the vault is inundated again. This will likely mean only a portion of the wealth can be acquired. However, the judge should be fair in allowing a good plan to pull as much as possible from the treasure hoard to succeed. The traps that guarded it were dangerous and the PCs should be rewarded for their actions.

Speaking of which, their actions might also come back to haunt them. If the party demonstrated a cavalier attitude to life and livelihood during the pursuit of the Deathmasks in Part One (pushing buyers and sellers into the canal at the Wet Market, showing disregard for bystanders' safety by firing missile weapons and casting spells into crowds, etc.), the Lankhmart occupational forces are looking for them. With no lack of witnesses, descriptions of the party have been passed around and all of the city's armed guards are on the lookout for them. Unless the party takes measures to sneak out of the city with their newly acquired loot, they'll run into a Lankhmart patrol sooner or later. This patrol consists of six guardsmen led by a lieutenant.



Luckily—or perhaps unfortunately—the Lankhmart troops in Tovilyis are a crooked lot and can likely be bribed if offered 100 gold kulpats (or more) to look the other way. However, the Lankhmarts are also greedy and offering a sizable bribe is 50% likely to just encourage the patrol to try and kill the PCs outright for “resisting arrest” and taking all their treasure.

Lankhmart Guardsmen (6): Init +2; Atk spear +3 melee (1d8) or shortbow +3 ranged (1d6); AC 14; HD 2d8; hp 10 each; MV 25'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +1; AL varies; Crit III/d8.

Lankhmart Lieutenant: Init +3; Atk longsword +4 melee (1d8+3) or short sword +3 melee (1d6+2); AC 15; HD 3d12; hp 30, MV 30'; Act 1d20; SP summon reinforcements (2d4 guardsmen arrive in 1d3+1 rounds); SV Fort +3, Ref +2, Will +2; AL N; Crit III/d8.

If the party survives an encounter with the Lankhmart patrol or avoids them entirely, they then have free reign to enjoy their spoils. Whether that be in Tovilyis or elsewhere, the adventurers have a vast sum of newly acquired wealth to splurge with, pay off debts, bribe officials, or outfit themselves for their next adventure. If they ended the adventure with the Scrolls of Night, they may be tempted to try and utilize them to their own benefit, either by selling them to one of the villus of Tovilyis or perhaps even using them as leverage to set themselves up with a minor noble title in the city! The consequences of these actions are left to the judge to determine, but they certainly won't be boring. Whether one dwells in Lankhmar, Tovilyis, or some other teeming, stinking metropolis in Nehwon, there's always someone waiting to prey upon you and turn your good fortune into theirs. Such is life in a DCC Lankhmar campaign!

TOVILYIS: THE BEGGAR CITY



ovilyis is a coastal city perched upon the marshy coast of the Sea of the East. To its west rise the Mountains of Hunger and it lies south of the Lakes of Pleea. Once a grand city, rich with trade goods and ruled a dynasty of powerful doges, Tovilyis is now a shadow of its former glory. It decays and slowly sinks into the waters of the Sea of the East, its vast canal system no longer alive with bustling commerce. Tovilyis is known widely as “the Beggar City,” but this was not always the case.

A HISTORY OF TOVILYIS



ive centuries ago, Tovilyis was the most powerful city on the Sea of the East. Its shipyards produced fleets of trading coasters which plied the waters, bringing trade to other ports along both coasts of the Sea of the East. The flags of Tovilyis and its merchant-lords were known in Kokgnab, Klesh, Quarmall, and Lankhmar, all of whom contributed their own share of far-off goods to the city’s bustling marketplaces. Only the unpredictable nature of the Sinking Land and the wild currents of the equatorial sea prevented Tovilyis from expanding its empire beyond the eastern waters.

Tovilyis was (and is) ruled by the Doge, greatest of the city’s merchant-lords. Beneath him were a half-hundred noble families, or *villus*, who schemed among themselves for power and the best commercial alliances. Although the Doge’s rule was not hereditary, the Villu Scelsi held the most commercial and political influence among the rival villus and few could contest their claim whenever an old Doge died and a new potentate had to be chosen.

Over time, Villu Scelsi and its line of doges chaffed at Tovilyis’ parochialism. They had conquered the Eastern Sea, true, but the City of Lankhmar was the real power in the land of Lankhmar. So long as the City of the Black Toga stood unopposed, Tovilyis would always remain in its shadow.

A handful of historians who’ve studied the rise and fall of Tovilyis have opined several causes for what was soon to come. Some say the Villu Scelsi had declined into madness brought about by noble inbreeding. Others believe outside agitators, perhaps from subterranean Quarmall, coerced the Doge into action. What can be certain, however, is that a century ago the Doge declared war on Lankhmar, seeking to conquer its lands and capital, and claim it as a vassal city.

Despite Tovilyis’ immense navy, an army of mercenaries purchased with its deep coffers, and the backing of a sorcerous cabal, the outcome of the war was decided before Tovilyian forces came within sight of the City of Lankhmar. An unexpected rising of the Sinking Land forced the Tovilyian troops to come ashore much farther south than planned. There, they found Lankhmart forces waiting them, alerted by the Overlord’s network of spies and wizards. The battle

was fierce and the beaches turned crimson with Tovilyian blood. When the Sinking Land slipped beneath the waves once more, Lankhmart ships swung south into the Sea of the East in a chancy move that caught Tovilyis’ navy by surprise. It’s said that more than 500 ships, mostly from Tovilyis, burned to the waterline that day, effectively crushing the merchant city’s military power in a single bold stroke.

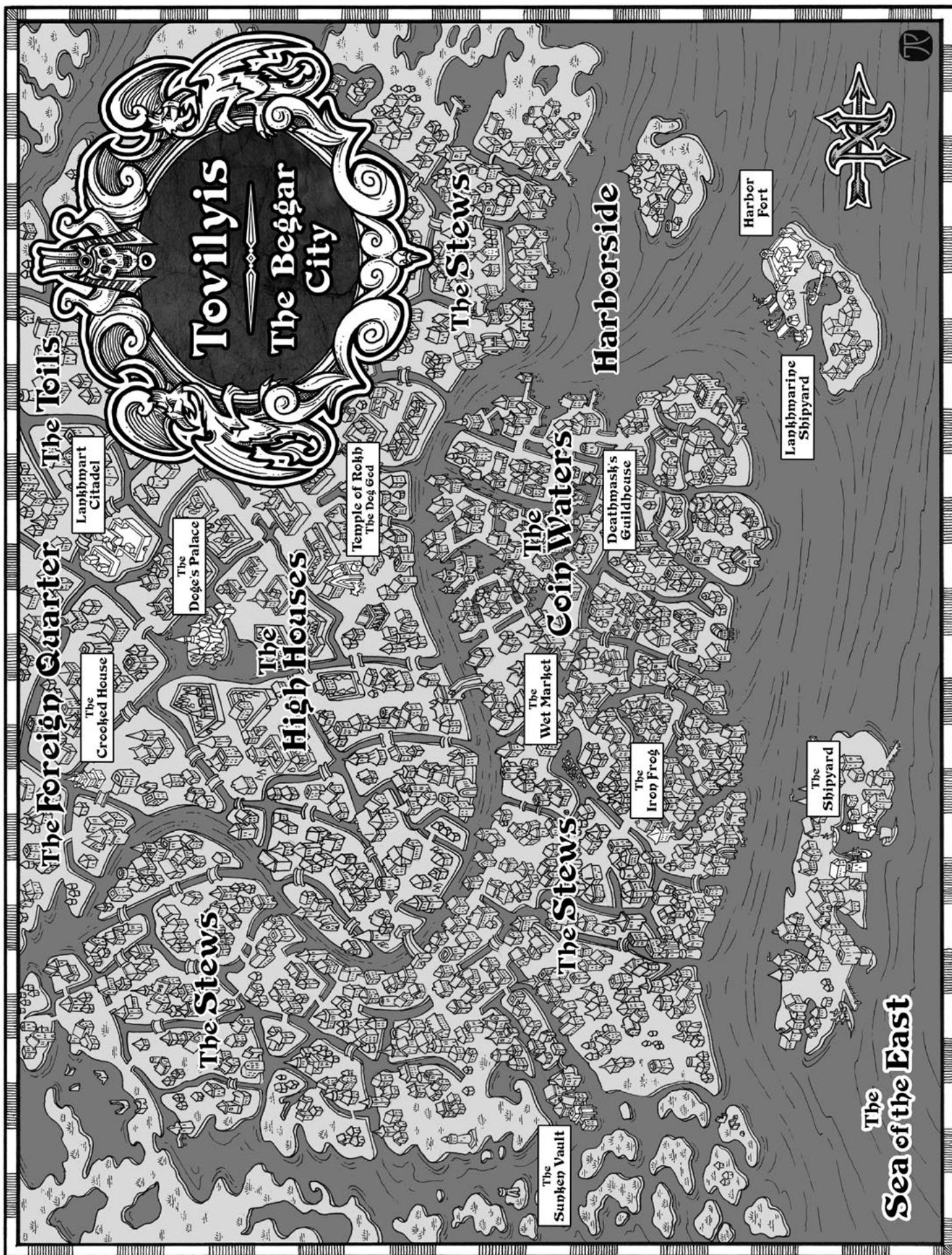
Lankhmar wasted no time in making Tovilyis an example to those who would challenge its majesty and power. Tovilyis became an occupied city, home to a garrison of Lankhmart troops and military overlords. The city, which once ruled the sea, was forced to burn all but two of its shipyards. All merchants were required to pay a new tax, the monies of which ended up in the Overlord of Lankhmar’s coffers. Even Tovilyis’ grain fields were destroyed and the occupied city was now required to buy its grain from Lankhmar the Imperishable. Tovilyis had become the Beggar City, surviving only on what Lankhmar allowed them to have.

Today, Tovilyis remains an occupied city, but has largely been allowed to self-govern. The noble villus—those who didn’t flee the city before the Lankhmarts arrived—have clung fiercely to whatever vestiges of power they could. Lankhmar has even allowed them to appoint a Doge again after a century of submission, although neither the Doge nor the villus have any real influence beyond the city’s environs. With no external power to vie for, the nobility of Tovilyis has turned inward; scheming, rivalry, petty feuds, and the occasional assassination are now the all-consuming pastime of the villus.

While the nobles scheme and intrigue, the occupying forces of Lankhmar face their own decline. Once, the Lankhmarts were lords of the city, but as other concerns have occupied the Overlord’s attention, garrison duty in Tovilyis has become a punishment detail. Disciplinary cases, minor noble sons who can’t afford the proper bribes to be stationed elsewhere, and other less savory members of the City of the Black Toga’s military find themselves serving in Tovilyis. They, in turn, take out their displeasure on one another—or, more often, the common people of the Beggar City.

Tovilyis finds itself a place where no one cares beyond their own self-interests. The city’s infrastructure is succumbing to a slow collapse as those assigned to see to its caretaking direct their time and power elsewhere. The city is literally sinking, but so long as noble ankles stay dry, it’s no concern of the villus or the occupying Lankhmarts who are counting the days until they can leave this festering place.

The Beggar City has become a place where few people willingly travel to and far fewer get the opportunity to leave. However, Tovilyis has become a sanctuary for those looking to escape trouble in Lankhmar, Ilthmar, or even the cities of the Eastern Lands. A few half-mad or inspired geniuses of trade have taken up residence in the city, seeking opportuni-



The
Sea of the East

ties among the decay to line their own purses. Mix in spies and slavers from Quarmall, emissaries from Klesh, and agents and provocateurs from Kokgnab with the constant schemes of Tovilyis' villus and it's no surprise that life is anything but boring in the Beggar City.

OVERVIEW OF TOVILYIS



ovilyis is built on the western shore of the Sea of the East. Much of the city is perched atop several islands at the mouth of a tidal estuary. A network of canals serves as approximately half of the city's thoroughfares. In its heyday, these canals were filled with traffic as small ships and locally-crafted boats known as *canalets* came and went. Now, the canals are stinking rivers filled with trash, sewage, and rotting corpses—both animal and human. The foundations of the oldest buildings are sinking into the marshy earth and several city blocks are now partially underwater. Where the old streets and bridges have failed, new ways to get about the city have sprung up. Timber walkways leading between buildings are a common sight. Rope bridges, scaffolding, and even zip lines extend from the upper stories and roofs, creating a spider's web of tertiary thoroughfares across Tovilyis. For those who know the city's unofficial byways, it's possible to go from one end of Tovilyis to the other without fear of dampening their feet.

The buildings of Tovilyis—those that remain standing—are largely built of stone quarried from the foothills of the Mountains of Hunger. This sturdy construction allowed them to survive the fierce storms that sometimes blow in from the Sea of the East and stand on solid foundations in the soft soil. Roofs are slightly sloped or flat, with slate and ceramic tiles being the norm. Tovilyis was once renowned for its glasswork and remnants of this past industry survive as stained-glass windows in temples and the lavish homes of the villus.

In the sections of the city where the ground has subsided, the lower floors of some buildings are either awash with knee-deep water or completely submerged. Once, before the city's nobles became utterly obsessed with their own infighting and vendettas, the worst of these compromised buildings would be bricked up to prevent squatters from further damaging the structures. That seldom occurs these days, but there remain several dozen sealed-up buildings around the city. What secrets might still lie in their rotting interiors?

THE CANALS

Tovilyis is mostly built across a multitude of small islands rising from an expanse of coastal marshes and tidal estuaries. Over time, the city grew and the islands became crowded with buildings. The narrow creeks and broader rivers turned into thoroughfares as the Tovilyian citizenry moved from crowded island to island on canoe-like boats, the predecessors of the city's now-famed *canalets*. As the city increased in size, these islands vanished under brick and stone, and the creeks and rivers were shored up to create a network of canals crisscrossing the city. Even today, the canals serve as the predominant means to travel outside of one's own small neighborhood, despite the addition of

paved streets and a multitude of timber walkways both at the waterline and above it.

The canals average about six feet in depth, but some of the larger lagoons where several canals come together can be twice that deep. As one can expect for a waterway surrounded tens of thousands of people, the canals are filthy with trash, human waste, offal, dead fish, and the far-too-common corpse.

Anyone falling into the canals must succeed on a DC 7 Fortitude save or contract what is known as "canal ague." This illness manifests 24 to 48 hours after exposure, resulting in a loss of 1 point of Stamina and Agility damage each day for 1d3+1 days. At the end of this period, the sick individual can attempt a new saving throw, shaking off the disease with a success. Otherwise, they remain ill for another 1d3+1 days before finally recovering. Any creature who has suffered the effects of canal ague and recuperated enjoys a +1d bonus on any future saving throws against the disease.

LAW AND ORDER

Tovilyis is under the control of the City of Lankhmar, occupied by Lankhmart forces for daring to challenge its supremacy a century ago. Due to this occupation, Tovilyis is allowed no standing army or navy and even a city watch is prohibited by the terms of the Beggar City's surrender. All matters pertaining to the defense of the city and maintaining the civic peace are in the hands of Lankhmar's occupational forces.

Given that the Lankhmart troops stationed in Tovilyis are either disciplinary cases, those lacking the funds to bribe themselves into better assignments, or are too dim-witted to realize they've been sent to a rustic backwater, the enforcement of law and order is highly subjective. Some of the Lankhmart troops just want to serve out their tour of duty and get back to the City of Sevenscore Thousand Smokes. Others are crooked and out to make a profit, forcing those wronged to pay them a bribe in order to intervene (and also accepting bribes to look the other way when a crime occurs). Businesses that can afford to do so pay tithes to the Thieves' Guild in the Crooked House and maintain private security to protect their businesses and homes rather than rely on the official forces of law and order. Citizens lacking the money or means to defend themselves must rely on Fate and Chance to get by.

Although law enforcement is handled by the Lankhmart troops, the occupiers generally leave the judgment of any criminals they manage to arrest to the Tovilyians. Minor nobles and well-to-do merchants gather once a week in the city court to hear pleas by those arrested. Judgment is usually swift and court days are filled with both those awaiting their fate and curious onlookers seeking entertainment.

Any PC arrested in Tovilyis will be held at the Lankhmart Citadel in the Foreign Quarter for 1d7 days. After that time, assuming nobody bribes the Lankhmart officers to release them or stages a breakout, they'll be brought to court in the High Houses. Trial and sentencing are resolved using the same rules as detailed in *Lankhmar: City of the Black Toga*.

NOBLE VILLUS OF TOVILYIS

The noble families of Tovilyis are known as the *villus* ("VILL-oos"), the plural of *villu*, which is the Tovilyian term for a grand home or manor. There was once more than 50 noble villus in the city, but time and the ongoing downturn of Tovilyis' fortunes have whittled that down to a mere 20. The six most influential and wealthiest families are Villu Scelsi, Villu Morro, Villu Ottogo, Villu Cuvee, Villu Vendram, and Villu Xulian. Each of these villus have allies among the less powerful noble families, but few friends. Each lesser villu would betray their betters in a heartbeat if it meant they could rise in the ranks.

The current Doge is Salmuz Morro, officially "Doge Morro III of Tovilyis and Custodian of the Sea of the East and its Environs." Despite the lofty pretensions of the title, the Doge rules solely at the indulgence of the Lankhmart occupiers. Doge Morro III spends most of her days like the rest of her extended noble kinfolk and rivals: engaged in either petty intrigues or physical decadence.

Outwardly, relations between the villus are cordial and the year is marked with many social functions, balls, salons, concerts, and similar events where the families intermingle. Marriage between families, even rival ones, is common, both to prevent the stagnation of bloodlines and to seal allegiances.

Privately, however, the villus of Tovilyis have nothing but loathing for one another. In their petty world, with nothing else to occupy their time but the decay of the city, there is no greater triumph than to see a rival laid low—especially if it can be done subtly. A cutting bon mot at a ball is just as preferable as an assassin's blade, perhaps even more so as the former is witnessed by many.

CITY NEIGHBORHOODS

Tovilyis can be roughly portioned into six neighborhoods possessing common elements. Borders of each neighborhood are nebulous and only by watching buildings and their functions change slowly can an outsider distinguish they're leaving one area for another. Natives, however, clearly know where one section of the city ends and another begins.

These six neighborhoods are known as the Coin Waters, the Foreign Quarter (also called the Occupiers' District), Harborside, the High Houses, the Stews, and the Toils. For the judge's convenience, a map of Tovilyis is provided. It must be noted, however, that the map represents the city in broad terms, depicting city blocks and only major streets and canals. It should be assumed that there are countless smaller side streets and lesser canals running throughout Tovilyis which are not indicated on the map. This provides the judge with great leeway to add to or alter the layout of the Beggar City as they desire.



THE COIN WATERS

Although there are solid streets in the Coin Waters, canals and walkways constructed above the waterline are the predominate means of getting about the district. Lining the watery thoroughfares are many shops, warehouses, taverns, and pleasure palaces, all of which have entrances convenient to boaters and pedestrians alike.

As its name suggests, the Coin Waters neighborhood is the city's primary business district. Merchants, guild masters, minor nobles, and the criminal demimonde all call this place home, profiting off the exchange of goods and services, legal or otherwise. The broader canals are lined by the largest, most successful businesses, while the (literal) backwater streets are home to either starting or failing businesses, or those serving a highly specialized clientele. Not a few self-proclaimed "masters of Eastern sorcery" and "cunning men and women" practice—or at least profess to practice—the magical arts in crumbling shops on some narrow canal flowing through the Coin Waters.

Citizens and visitors with money to burn flock to the Coin Waters once the sun goes down. Many taverns, casinos, bordellos, fighting societies, and other entertainments await them along the main canals and backwaters. Floating barges adorned with colored lanterns drift down the larger water streets, the sound of music and laughter coming from those aboard it echoing off the closed shops.

The Lankhmart patrols keep better order in the Coin Waters than elsewhere in the city and it's common to see guardsmen moving about the neighborhood either on foot or in patrol boats. After dark, the number and regularity of the patrols diminishes, so many of the businesses employ hired guards and other security precautions to protect their property and clientele. Out-of-work adventurers with formidable physiques or who demonstrate keen fighting skills can find employment working for any one of the neighborhood's flesh palaces or taverns.

The Thieves' Guild keeps a heavy hand in all Coin Waters affairs, taking a cut from every business they can. Larcenous-minded individuals who target a Coin Waters business for robbery quickly discover this. It may also be the last thing they ever learn this side of the Shadowland.

THE FOREIGN QUARTER

This neighborhood was once considered part of the High Houses district, but the arrival of the Lankhmart occupational forces changed that. The Lankhmarts took possession of one of the noble villas as well as surrounding buildings, and turned it into a fortified citadel near the city's heart of power and influence. This neighborhood is politely known as the Foreign Quarter, but most native Tovilyians call it "the Occupiers' District."

While the Lankhmar Citadel, barracks, armories, and other buildings and businesses that cater to the occupational forces fill most structures in this neighborhood, the Lankhmarts' presence has drawn representatives of other nations and

cultures to this part of the city. Dark-skinned visitors from Klesh stroll the streets dressed in brightly-colored clothes, hooded agents from Quarmall slip down darkened allies to attend secret meetings, and vice peddlers from Kokgnab cater to the demands of bored Lankhmart soldiers in backstreet pleasure dens.

The Foreign Quarter is also the location of the Lankhmar Thieves' Guild's chapter house, although on the edge farthest from the High Houses. The chapter house, known by guild members as the Crooked Manor (a title based on its curious, lopsided architecture rather than the nature of its business), oversees the majority of criminal activity in the city. Unlike the Lankhmar Thieves' Guild, the Tovilyian chapter doesn't have quite the same iron grip over the criminal underworld. Freelancing thieves are tolerated much more in Tovilyis than in Lankhmar, simply because it's impossible for the guild to enforce absolute control. So long as freelancers avoid businesses and individuals not directly under the protection of the Thieves' Guild, they can engage in crime without fear of repercussions. However, those that can afford to pay protection are often the only ones worth stealing from, making it almost a requirement to risk the Guild's ire if one wishes to be a wealthy thief in Tovilyis.

HARBORSIDE

This neighborhood runs adjacent to Tovilyis' harbor and was once the site of numerous shipyards. When Tovilyis dominated sea-going trade on the Sea of the East, the sound of shipbuilding seldom ceased in Harborside as workers struggled to keep up with the demand. The warehouses and custom houses were constantly at work shipping and receiving cargos from around Nehwon.

Those days have long since passed, however, and Harborside has become as rundown as the rest of the city. Empty warehouses line the docks and crumbling inns have become tenements for the destitute. Only two of the shipyards remain in business, both located on islands just offshore. One of those is under the direct control of the Lankhmar navy and its Lankhmarines. Ship traffic is a tenth of what it once was. Lankhmar grain ships are the most common sight in the harbor, delivering the wheat Tovilyis is forced to buy from the City of the Black Toga as one of the terms of its surrender. Among these black-sailed ships are a smattering of vessels bearing the lateen sails of the Eastern Lands or the curious high-stern junks of Kokgnab who still find markets for their wares in the Beggar City.

The Lankhmar-controlled shipyard is noticeable by its well-maintained appearance as well as the harbor fortress that overlooks it. Even to the casual observer, there is a level of order and professionalism visible among the building, docks, and in the motions of the Lankhmarts stationed there that is not present elsewhere in the city. The Lankhmarines are proud of their reputation as formidable soldiers and sailors and maintain their discipline even in far-off Tovilyis. The Lankhmarines look upon their land-locked brethren with disdain, seeing them as the worst Lankhmar's military has to offer and bringing down the reputation of the Great-

est City in Nehwon as a result. The Lankhmarines compensate for the rest of the occupational forces' slipshod behavior by diligently patrolling the harbor and the waters around Tovilyis, crushing pirates and smugglers wherever they are encountered.

This hasn't prevented a smuggling ring known as the Red Gulls from operating out of Harborside, however. This group brings in and exports goods prohibited by the occupational forces, such as illicitly grown grain, as well as more ordinary higher tariffed goods.

THE HIGH HOUSES

This neighborhood is the city's noble district, named so because this area covers the highest and largest of the original islands upon which Tovilyis was built. There are also far more streets and open-air plazas in this part of the city, situated well away from the reeking canals. As such, the manors and villas that fill this neighborhood have suffered the least from the city's slow subsidence into the sea. However, the Lankhmar occupation and the villus' diminished roles in city politics have had their own effects on this neighborhood. The manor houses show the same signs of neglect that afflict the rest of the city. As the villus' coffers continue to be drained by their endless feuds and vendettas, the maintenance of their manor houses suffers accordingly. Many of the lesser noble families live in near squalor in once-opulent homes.

Despite the balmy weather and sunny southern skies, there is an air of the Gothic around the High Houses and anyone digging too deep into the villus' histories will uncover no lack of secrets, scandals, and other events the nobles dare not bring to light. It was this legacy of secret doings and nefarious deeds that allowed the old Doge to control the rival villus, employing the Scrolls of Night as a potent weapon of blackmail.

In addition to the noble villas, the High House is also home to the city's civic buildings. The Doge's Palace, the court, records-house, city armory (completely under Lankhmart control), and the Temple of Rokh can be found in this neighborhood.

THE STEWS

This term refers to a number of neighborhoods around Tovilyis, rather than a single large one. The Stews are the city's poorest districts, home to the destitute, the mad, the sick, and those who prey upon them. While the entire city has an air of decay and decrepitude, nowhere else in the city is that evident more than in one of the Stews. Here, buildings are awash with water or have collapsed entirely, turning canals into dead ends. Poorly made barges bob on the canals, home to a score of beggars living inches above the disease-carrying polluted waters. The air often echoes with the sound of a walkway or balcony collapsing, sending the masses living on it plunging into the waters below.

Outsiders who visit one of the city's Stews had best be able to defend themselves—or at least look like they can—if they

wish to avoid the gangs who claim these neighborhoods as their own private fiefdoms. These gangs usually dwell in fortified crumbling tenements near the heart of the neighborhood and demand tribute as if they were Mingol warlords. Some of the more successful gangs maintain small armadas of skiffs and canalets, using them to embark on raids into other districts or engage in piracy in the city's backwater canals.

The Stews are often the targets of outsider priests who come to Tovilyis to spread the word of their faith. Some of these missionaries arrive with good intentions; others are merely would-be cult of personality leaders looking to shear their flocks of anything they can. The Stews' residents, desperate for any hope in the dismay of their lives, often don't care so long as they get a dry patch of ground to sleep on and a meal twice a day. Adventurers who delve too deeply into the nocturnal goings-on in the Stews might discover any manner of strange cults or violent sects at work in the dimly-lit city tenements.

THE TOILS

This district is largely home to craftsmen, laborers, and others who earn enough at their daily tasks to avoid living in the Stews. Journeymen carpenters rub shoulders with dockworkers and butchers in the streets and shops during daylight hours. After dark, thieves, alley-bashers, and the occasional Lankhmar patrol are likely to be encountered.

Although the Guilds in Tovilyis are nowhere near as politically powerful as those of Lankhmar, they do hold great sway in the Toils. Guild membership is required by any who practice a craft and wish to sell their wares in the city, but membership has its privileges. Each guild pays a portion of its yearly income to the Thieves' Guild, protecting their members from extortion and burglary. One's rank in a guild also affects their social standing in the neighborhood. With the villus paying less and less attention to the daily goings-on in the city, loose coalitions of craftsmen often fill the void to make sure the needs of their neighborhood are attended to. High-ranking guild members usually form the ranks of these coalitions, earning them the respect (and often bribes) of their constituents.

Buildings in the Toils show signs of the ongoing neglect and decay that is evident across the city. However, with both a wealth of trained craftsmen and residents willing to act for their own benefit, many of the buildings show signs of repair and reinforcement. Some speculate that the Toils will eventually draw the attention—and then the residency—of the noble villus once the High Houses are completely awash. Should that ever occur, the nobles might find themselves in for a hard fight as the Toils' residents act to protect their neighborhood from noble gentrification.

BEYOND THE CITY LIMITS

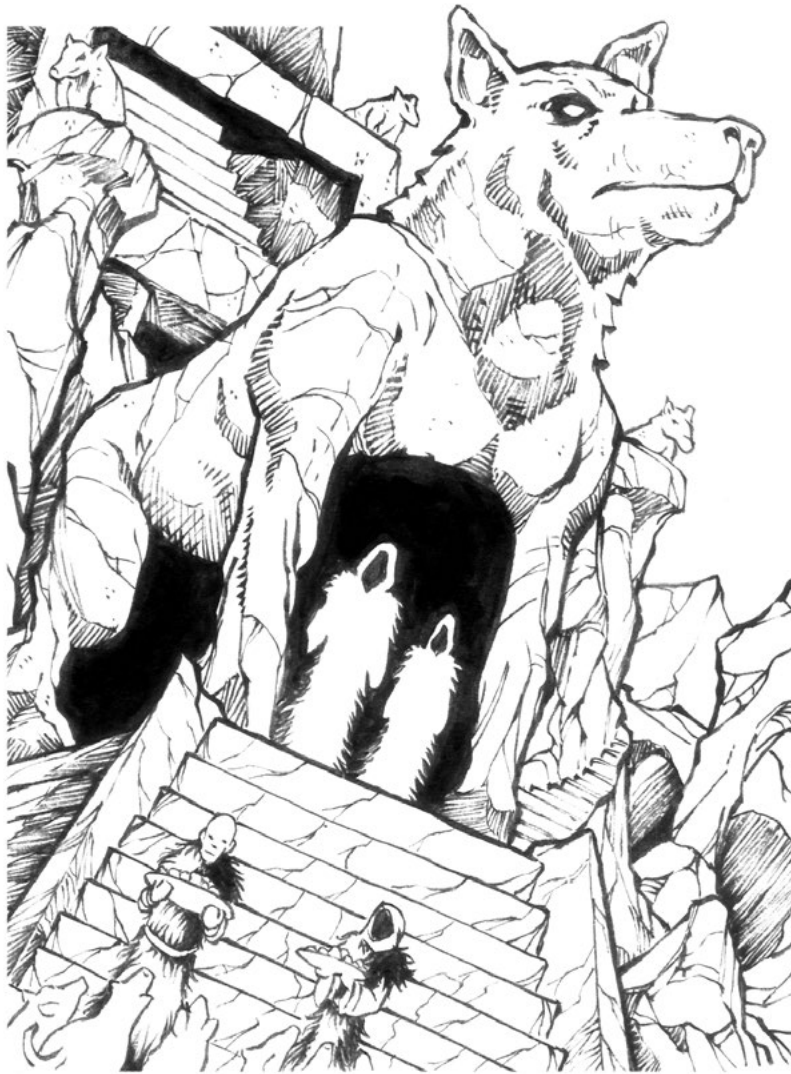
Immediately outside of Tovilyis is an expanse of marshes and tidal estuaries which protect the city from landward attack better than any wall could. Beyond this inundated area, where the land rises once more, stand the city's grain fields.

However, due to the terms of the Lankhmart occupation, Tovilyis is required to import 50% of their annual grain needs from the City of the Black Toga, a fact that delights Lankhmar's grain merchants. Outsiders approaching the city from inland pass many fields gone fallow and now overgrown by small trees. The cottages of abandoned farmhouses are visible among the encroaching forests, and some of these are used by bandits or occupied by fouler things that prey on travelers. The Lankhmart patrols seldom venture out of sight of the city itself, making these far-flung farmsteads the perfect hideout for those seeking to lay low from enemies inside the city gates.

To the northwest of Tovilyis, visible from the High Houses, are the city's grain silos. Built inland to protect them from the marshy soil and strong storms blowing off the sea, a score of stone towers protected by a 20'-high wall is where the city stores its wheat surplus. The silos are protected by Lankhmart troops and the walled enclosure is capable of withstanding a prolonged siege. However, should an army ever again threaten Tovilyis, there's much debate as to whether the silos could be emptied and grain brought within the city to feed its inhabitants during a long siege. There's a common rumor that the villus have secret storehouses within their own walls should an invasion ever occur. Secret tunnels lead to these hidden silos according to rumors, providing the nobles the means to both keep them stored and to sell off the occasional extra grain to the Red Gulls for sale outside the city. If these rumors are true, a larcenous-minded person might find an easy way to breach a noble manor's defenses using one of these secret passages.

LANDMARKS OF TOVILYIS

Tovilyis is an old city and spent much to adorn itself in grandeur during the years it claimed dominance over the Sea of the East. Many of these grand public and private works still stand, albeit in much poorer condition. The rare visitor to Tovilyis quickly identifies these landmarks as they make



navigating the winding canals, narrow streets, and spider web of improvised bridges easier.

THE CROOKED HOUSE

This five-story building appears to have been designed by a mad architect. The upper floors extend out precariously over the lower ones, garret turrets rise above the roofline, and the entire building seems constructed from the cast-off materials from a hundred other construction projects. The building is always brightly lit at night and the odor of incense burned to combat the stink of the city's waterways drifts on the air surrounding it. Most visitors to the Foreign Quarter think it merely a curiosity. Native Tovilyians and those whose business involves the city's criminal underworld know the truth:

this is the local headquarters of Lankhmar's Thieves' Guild, an organization that has its larcenous fingers in cities across Nehwon.

Like Thieves' House in Lankhmar, the Crooked House is always open; those who seek the guild's indulgences enter through one door, while those who have membership come and go by another. Unlike the mother guild, the local branch of the Thieves' Guild lacks the same solid control over the underworld and often resorts to measures the Guild wouldn't allow at home. Women, for example, are allowed membership in the Tovilyian branch of the Thieves' Guild, with the unspoken understanding that that membership doesn't extend outside the city. Despite this, there are whispered rumors among the criminal brotherhood that some "sister thieves" excelled at the criminal arts to such a degree they were promoted to the upper ranks of the Guild. These extraordinary thieves were brought to serve in the Lankhmar Thieves' House with the agreement that they hide their gender from the lesser ranks of the organization. For judges and players looking to run a thief-centric campaign in DCC Lankhmar while adhering to the canon established by Fritz Leiber, these rumors make a nice loophole to include female thieves into the mix without having to deal with the misogyny of the Thieves' Guild — unless one wants to.

THE DEATHMASKS' GUILD HOUSE

This unassuming stone building is located down an equally unobtrusive side street. Narrow windows seem to squint down from its three stories. Its only adornment is a featureless wooden mask affixed above the front door.

This is the headquarters of the Deathmasks, a guild of hired killers some say splintered off from Lankhmar's Slayers' Brotherhood long, long ago. The guild is one of the richest in Tovilyis, but does not possess – nor seek – political power and influence. The Deathmasks claim that taking sides is bad for business and they'll work for anyone capable of meeting their fees.

As the name suggests, the guild works masked, with each member handcrafting their own false visage upon completing their apprenticeship. They improve on their masks as they gain experience and prestige in the guild, and those in the know about the guild's practices can tell the lethality of a hired killer by the quality of their mask.

THE DOGE'S PALACE

Once the greatest building in the city, the Doge's Palace is made of imported marble from the Eastern Lands that seems to glow with a ruddy light at sunset. It rests upon its own private island, surrounded by a wide canal and accessed only by a single stone bridge. Five slender towers rise from the palace, the highest being the centermost, which rises nearly 100' above the city. A small garden with tiny woodland shares the palace's island and it was once a place of respite from the bustling city. Now, however, the canal around the palace reeks and only when large braziers of pungent herbs are burned to drive away the stink do the Doge and her family dare to relax in this oasis of nature.

LANKHMART CITADEL

This fortress was once the manor of a now-vanished villu, but little of that form and function remain. Over a century of Lankhmart occupation, the manor has been expanded and fortified into a citadel. Neighboring buildings have been claimed by the citadel and turned into walled compounds that serve as barracks for the occupying troops. Unlike the rest of Tovilyis, the neighborhood around the citadel is well-lit at night by cressets and torches, its cobblestone ringing to the sound of Lankhmart patrols and the baying of their attack hounds.

During the daylight hours, nobles and merchants come and go, usually to pay their monthly "taxes" to the garrison, which are little more than bribes to keep the Lankhmart forces from intervening in their lives. Less fortunate individuals are also encountered at the citadel, usually to plead for leniency for one of their kin who now occupy the citadel's prison.

TEMPLE OF ROKH

Packs of stray street dogs run the streets around this three-story square building fashioned of brown and tan stone. Dog-headed gargoyles line the roof, and entrance is gained

by passing beneath the legs of a 20'-tall dog statue that stands at watch before the temple. This fane is dedicated to Rokh the Dog God, long considered the protector of Tovilyis and her ships. The temple is always active, its priests dressed in dog hair robes going about their rites and rituals, caring for the stray dogs of the city, and tending to the needs of the destitute populace that walk on two legs.

THE WET MARKET

In one of the city's grand lagoons where several canals merge, perhaps the second strangest market in Nehwon can be found: the Wet Market.

This market appears each morning and vanishes at nightfall, its sellers and wares varying from each manifestation to the next. Each dawn, vendors with products to sell paddle their canalets, rafts, skiffs, and barges to the lagoon, mooring them together to create a wide marketplace. An unwritten pecking order determines where each vendor might take their place in the Wet Market, with long established and influential merchants occupying the verge of the flotilla, making them the easiest to access from the surrounding bulkheads and docks. Lesser merchants must be content with occupying the center of the Wet Market, where only the truly committed to visiting the bazaar's entire sellers are likely to find them.

MONEY IN TOVILYIS

While coinage from any land is accepted in Tovilyis, the city minted its own coins during its heyday. These remain in circulation and are the second most widely encountered coin after the Lankhmar currency.

Tovilyis coins consist of the brass lempit, the silver bezant, the gold kulpat, and the rare platinum-gilded pearl fezk. For simplicity's sake, assume the brass lempit is equal to the bronze agol, the silver bezant equivalent to the silver smerduk, and the gold kulpat of equal value to the gold rilik. It takes three platinum-gilded pearl fezks, however, to equal one diamond-in-amber glulditch.

PLACE OF ORIGIN: TOVILYIS

Tovilyis is rumored to be the birthplace of that infamous rogue, the Gray Mouser (although he disputes that claim). It stands to reason that other adventurers in a DCC Lankhmar campaign were also born in the Beggar City. This might especially be the case if the players lose one or more PCs while trying to breach the Doge's treasure vault in the preceding adventure. This section provides rules and new benisons and dooms for creating a character from Tovilyis.

If the judge wishes to include Tovilyis as a possible place of origin, refer to Table 1-1: Character's Place of Origin on p. 4 of the *Compendium of Secret Knowledge* (found in the DCC Lankhmar boxed set) and treat any result of 5 as Tovilyis. The judge can, of course, create their own version of Table 1-1 to adjust the probabilities of where a new DCC Lankhmar PC was born.

BENISONS AND DOOMS

Use the following table when determining the benisons and dooms of a Tovilyis-born PC. Any benison or doom present on the table but not described below can be found in the *Compendium of Secret Knowledge* from the DCC Lankhmar boxed set.

Table 1-7: Tovilyis

Roll d20	Benisons	Roll d20	Dooms
1 or less	Trusted Contact (1 Luck)	1 or less	Distinctive Appearance
2	Waterwise* (1 Luck)	2	Poverty-Stricken
3	Knows a Secret (1 Luck)	3	Owe a Minor Favor
4	Stored Goods (1 Luck)	4	Enmity of Dogs*
5	Canal-Dipped* (1 Luck)	5	Illiterate
6	Roof-Runner* (2 Luck)	6	Bad Reputation in Certain Circles
7	Ally, Minor (2 Luck)	7	Minor Foe
8	Noble Birth (2 Luck)	8	In Debt
9	Engineering Knowledge* (2)	9	Blackmailed
10	Ally, Major (3 Luck)	10	Quisling*
11	Spell-Resistant Amulet* (3 Luck)	11	Owe a Major Favor
12	False Identity* (3 Luck)	12	Major Foe
13	Tough (3 Luck)	13	Bounty Warrant*
14	Split Soul Hero (4 Luck)	14	Magically Corrupted
15	Two-Weapon Fighter (4 Luck)	15	Hindered
16	Agent of a Supernatural Entity (4 Luck)	16	Tainted Bloodline
17	Martial Training (5 Luck)	17	Cursed
18	Former Wizard's Pupil (5 Luck)	18	Geased
19	Deathmask Apprenticeship* (5 Luck)	19	Hatred of a Supernatural Entity
20+	Skilled in the Criminal Arts (5 Luck)	20+	Wanted by the Thieves' Guild

NEW BENISONS AND DOOMS

Bounty Warrant: Someone has it out for you, enough so that there's a price on your head. While not severe enough to draw the attention of the Slayers' Brotherhood or the Deathmasks, there's enough desperate souls out there looking to collect it. There is a 1 in 6 chance each adventure (or time period agreed upon with the judge) that 1d3 bounty hunters seek you out, looking to collect. The judge rolls 1d4: (1) they're lower level than you; (2-3) they're equivalent to your level; (4) they're higher level. This doom can be resolved if you can figure out who put the bounty on you and deal with that person, one way or another.

Canal-dipped: Exposure to the filthy waters of Tovilyis has provided you with impressive resistance against diseases and infection. You always have a +1d bonus when making Fortitude saves against such hazards.

Deathmask Apprenticeship: This is both a benison and a doom, and anyone rolling this result as a benison automatically receives it as a doom as well, foregoing the need to roll randomly for one. You've received training at the hands of the Deathmasks, honing you into an efficient killer. If a warrior, your deed die is automatically increased by +1d each

level (for example, at 1st level, you have a d4 deed die instead of d3). If you choose a class other than warrior, you can choose one of the following weapons: shortbow, short sword, longsword, dagger, mace, spear, or crossbow. When using that weapon, your critical threat range is increased by 1 (usually making it 19-20) and all critical hits with that weapon are resolved using Crit Table III as if you were a warrior.

The downside of this apprenticeship is that you didn't complete your training and are not a member of the Deathmasks. The group has little love for outsiders who know their secret arts and wishes you dead. At the start of each adventure, the judge makes a secret Luck check for your character. On a failed check, the Deathmasks make an attempt on your life at some point during the adventure, assuming it doesn't stretch the bounds of believability. The further away from Tovilyis your character is, the less likely these assassination attempts occur. Outside of Tovilyis, the judge should roll a d24 when making the Luck check. If the PC is in extremely remote parts of Nehwon (Rime Isle or Sarheenmar, for example), the check should be made using a d30. If the character is somewhere so far removed from spying eyes (such as the Shadowland or atop Stardock), the judge can forego the

Luck check entirely. However, such a decision is always at the discretion of the judge and the player should never know if their PC is in danger of running into some vengeful Deathmasks during their exploits.

Engineering Knowledge: Growing up in a city that is slowly collapsing around you and is filled with improvised bridges and walkways has taught you to evaluate the structural integrity of constructions and architecture. You add your level to any ability or skill check relating to constructed objects and buildings. This includes spotting secret doors, locating large-scale traps like covered pit traps, and determining whether a building or other object is in danger of failing. At the judge's discretion, you might enjoy a +1d bonus to attacks and damage rolls when fighting animated objects such as living statues, golems, and the like.

Enmity of Dogs: For some reason, be it natural or supernatural, dogs and other canines have an active dislike of you. This trait is highly noticeable in Tovilyis, a city that venerates the dog as loyal protector. Domesticated dogs growl and snap at your presence, making you noticeable to all around (you suffer a -2d penalty on stealth attempts when canines are near). Wild canines, such as feral dogs, wolves, and coyotes, will attack you if they sense your presence, lunging at you in preference to other targets. Anyone trying to track you with bloodhounds or similar hunting dogs enjoys a +1d bonus to any rolls related to following your trail.

False Identity: Growing up in an occupied city has made you paranoid and you've taken pains to establish a secondary identity. You have everything you need to masquerade in this role (clothes, makeup, wigs, papers, seals, etc.). While not perfect, it would take a DC 17 Intelligence check for the average person to realize you're not what you seem. You can adopt this identity to deal with others, lay low from pursuit, or otherwise pass yourself off as someone else. This benison can be lost if it ever comes to light that you're pretending to be someone else and this fact becomes well-known.

Quisling: The citizens of Tovilyis see you as a collaborator with the Lankmart occupational forces, either for actual reasons or due to a misunderstanding. All Personality-related checks with native Tovilyians suffer a -2d penalty when in the city and a -1d penalty in other lands when encountering Beggar City natives. It is possible to remove this doom, but likely only by acquiring the Major Foe (Lankmart Occupational Forces) doom in its place or by taking other steps to prove you're no friend of the City of the Black Toga.

Roof-Runner: You spent most of your formative years crossing the canal-filled city by leaping from rooftop to rooftop, negotiating rickety walkways and crumbling ledges, and swinging from clotheslines. You gain a +1d bonus on any Agility check or Reflex save pertaining to acrobatics, balance, or leaping.



Spell-Resistant Amulet: You've acquired one of the amulets used by the Deathmasks to protect themselves from baleful spells. When worn around the neck, this amulet provides gradually diminishing protection against spells targeting you. The first time a spell a spell is successfully cast at you, modify its spell check result by -20. If this reduction results in the spell not succeeding, the spell fails to affect you—but the caster doesn't lose it for the day, gain corruption, misfire, or otherwise suffer detrimental consequences. Their magic simply washes over you without effect. The second time a spell targets you, modify a successful spell check by -10, and the third time you're the target of a successful spell, modify the spell check by -5. Subsequent spells are resolved normally with no spell check reduction. This protection only works when the amulet is worn, so it is possible to "save it for a rainy day" by carrying it in a pouch or other place and only donning it when you want its protection.

Waterwise: You possess a complete mental map of all the canals in Tovilyis. You never get lost in the city so long as you're traveling by water. If being pursued or pursuing someone traveling via the canals, you gain a +1d bonus to all applicable checks. This benison might grant other minor benefits, such as always being able to find a canalet for hire when in a hurry, at the judge's discretion.

KNOWLEDGE OF TOVILYIS

The following information can be learned about Tovilyis prior to or after their arrival in the Beggar City. A PC makes either an Intelligence or Personality check, the results of which are applied to the class-specific tables below. The character knows both the result rolled and all results for lower ability check results.

The following information can be learned without the need to make any die roll as it is common knowledge in the Land of Lankhmar and the surrounding environs.

1. Tovilyis is a coastal city on the western shore of the Sea of the East. Long ago, it was a mercantile and military power, but an ill-conceived campaign to conquer Lankhmar failed miserably and they've been under Lankhmar's thumb for a century.
2. Sanctions against Tovilyis in the wake of the failed war broke the city's power, making it dependent on Lankhmar's largesse. This earned the once-proud city the ignoble nickname of "The Beggar City."
3. Tovilyis is theoretically ruled by the Doge, the greatest of the city's merchant-lords. In addition to the Doge, a city has a number of noble families. Each of these families, or *villus* ("VILL-oos"), possess little real power and instead spend their time competing with one another for social prestige and engaging in one-upmanship. The true rulers of Tovilyis are the Lankhmart occupational forces.
4. Tovilyis was founded on a number of islands along the marshy coast, and more than half its streets are actually canals. Due to neglect, parts of Tovilyis are literally sinking into the sea as building foundations crumble.

Table 2-1: Thief Rumors

Ability Check Result	Rumor Known
1-4	Tovilyis is a "free city" when it comes to crime. No organized guild exists in the Beggar City and freelancers are welcome to practice their craft without fear of retribution. (False)
5-9	Tovilyis is occupied by more than just Lankhmar's military. The Thieves' Guild of Lankhmar also operates in the Beggar City, albeit without the same iron grip as in the City of the Black Toga. Freelancing is no less tolerated in Tovilyis than in Lankhmar, but the reduced number of Guild thieves makes it harder to enforce this ruling.
10-14	The Thieves' Guild of Tovilyis operates out of a building called the Crooked House, named for its curious architecture rather than its occupants' professions. The Crooked House is located in the Foreign Quarter.

15-19	There is a network of smugglers operating out of the Harborside section of the city, under the noses of the Lankhmart navy that patrols the city waters. This group is called the Red Gulls and has connections with ports along both coasts of the Sea of the East. Anyone looking to get something in or out of Tovilyis without the Lankhmarts' knowledge should find a member of the Red Gulls.
20+	Rumors persist that the old Doge who sought to conquer Lankhmar hid a great portion of his wealth before Lankhmart forces arrived to occupy the city. When the Doge was put to death, the secret location of his treasure perished with him.

Table 2-2: Warrior Rumors

Ability Check Result	Rumor Known
1-4	The Lankhmart occupational forces run the city with an iron fist. Only the best troops Lankhmar can spare are sent to Tovilyis to keep its citizenry in line. (False)
5-9	Tovilyis is occupied by Lankhmart troops, but these are largely disciplinary cases, those who can't afford to bribe themselves into better assignments, or those who have no ability to affect their station. As a result, the Lankhmart occupation is fairly inept or has little concern about maintaining discipline.
10-14	The city's harbor and outer waters are patrolled by a squadron of Lankhmarines. Unlike their land-locked brothers-in-arms, the Lankhmarines take their role in Tovilyis with utmost sincerity and are unwilling to tarnish their reputation. This leads to occasional bad blood between the two branches of Lankhmar's occupational forces.
15-19	Tovilyis is home to a group similar to Lankhmar's Slayers' Brotherhood. This organization is known as the Deathmasks and operates as muscle-for-hire, mercenary soldiers, and outright assassins. They keep their identities secret behind ornate masks which give them their name. It is said that the more ornate and ostentatious the mask, the deadlier the killer behind it.
20+	Secret fighting societies are said to exist in the Beggar City. War-masters from Quarmall, Klesh, Kokgnab, and the Eastern Lands teach worthy students in the ways of exotic weaponry. The fighting clubs on the Coin Waters are said to be a good starting point for locating members of these secretive schools.

Table 2-3: Wizard Rumors

Ability Check Result	Rumor Known
1-4	There are no wizards or sorcerers in Tovilyis. Between the Lankhmart occupational forces and the populace's superstitions, no magician would dare dwell inside the city. (False)
5-9	The sorcerers of Tovilyis tend to be of lesser power. No guild of wizards exists in Tovilyis, unlike Lankhmar. Those who do practice the magical arts with any acumen tend to find employment working for one of the noble villus. There are a number of self-proclaimed witches and alley sorcerers around the city, however. Some can even perform a spell or two.
10-14	Tovilyis is rumored to be rife with strange cults and curious sects that spring up among the more destitute of the city's residents. With their city failing and their occupiers heedless of their needs, Tovilyis' poor seek comfort and aid wherever they can find it – even in the arms of some dread god or demon.
15-19	Some unknown source has mastered the art of making amulets that protect their wearers from magic. It is said that a group of elite hired killers in the city regularly makes use of these charms when engaging in their murders. Who makes these amulets and what is required to fashion them is unknown.
20+	There is a secret market for exotic and rare substances in Tovilyis. This clandestine marketplace offers spices and rare herbs from the southern lands, including strange narcotics from Kokgnab, jungle flowers that grow only in Klesh, and the subterranean brews made in the underworld city of Quarmall. Seek out this market in Harborside.

CAROUSING IN TOVILYIS

Adventurers in DCC Lankhmar know how important a good carouse can be. A night on the town can help regain Luck and heal wounds – but may also lead to less fortunate circumstances. The DCC Lankhmar boxed set contains a table suitable for carousing in Lankhmar, and that chart can be used in other lands as well. However, different cultures allow for unusual happenings and a drink-happy adventurer in a strange land might find themselves facing unique ramifications for their actions. The following table is designed for use when carousing in the Beggar City and reflects some of the distinct quirks and qualities of the canaled city.

Table 2-4: Carousing in Tovilyis Results

Roll	Luck Points Recovered	Carousing Consequences
1	1d3	Miraculously – boringly – you begin the adventure unscathed.
2	1d4	You awaken with a plumper coin purse than you went out on the town with. Unfortunately, someone has swindled you and 2d20 of your largest denomination coins have been replaced with painted lead. Even a child can tell they're fake, so you can't even pass them off to the unwitting. How in the name of Mog did you fall for this ruse?
3	1d5	You wake up hanging from a rickety walkway above one of the city's canals. Coarse rope binds your limbs and you can only wriggle free with a DC 15 Strength or Agility check. If you fail by more than 5 points, the walkway breaks and you fall into the canal, risking canal ague. Bystanders laugh at your predicament but someone might haul you out before you drown.
4	1d6	Congratulations! You now own a Lankhmart soldier's uniform, consisting of a black tabard, an iron helm, and browned iron cuirass (AC +6). How you acquired it is uncertain. You have a dim memory of a fight and now sport a black eye, but everything else is a blur.
5	2d3	You acquire a pack of 1d4+1 loyal street dogs that have taken you as their new master. These are not trained war dogs and cannot be commanded to attack, but will leap to your defense if you're threatened. The priesthood of Rokh may see this as a sign of divine favor and might react accordingly if they learn about it. Street dog: Init +1; Atk bite +1 melee (1d3); AC 11; HD 1d6; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will +1; AL N; Crit M/d6.
6	1d7	You gain 1d3 tattoos done in the style of the Eastern Lands. These fresh body decorations depict (roll 1d8 for each): (1) a veil-wearing harem girl; (2) a message in one of the Eastern tongues you can't quite decipher; (3) an ominous-looking eyeball; (4) a grain barge being attacked by a leviathan; (5) a man or a woman's name (50/50 chance); (6) something that looks like a map if you squint; (7) a tiger; (8) a strange symbol you don't recognize (but someone else might).

7	1d8	You now own a canalet of your very own. How you acquired it and whether anyone will come looking for it is uncertain.
8	2d4	You've lost your favorite weapon somehow during the course of the night. If you go back to the last place you remember, maybe someone there will know what happened to it.
9	1d10	You find yourself in a hidden squat located inside one of the city's abandoned buildings. The other residents (2d12 peasants) have accepted you as one of their own and you now have a safe, secret place to stay in Tovilyis. If you use this secret domicile when laying low (see p. 85 of the <i>Judge's Guide to Nehwon</i>), you enjoy a -1d bonus when making Luck checks to see if the heat has died down.
10	2d5	You made a connection with Tovilyis' underworld market, the place where smuggled spices and rare herbs are traded. You know that if you go to the salt market near the waterfront and ask for the "waterline salt," someone will eventually direct you to where and when the market is meeting that week.
11	1d12	You've been press-ganged to serve as a rower aboard one of the Lankhmarine galleys that patrol the harbor. You awaken with a splitting headache and find yourself chained to one of the oars (DC 10 Pick Lock check to open). You bear only simple sailor's garb and one small item of your choice if you succeed on a Luck check. Do you know how to swim?
12	3d4	You've acquired a strange brass idol depicting (roll 1d7): (1) a squid-headed man; (2) a fearsome djinn; (3) a six-armed monkey; (4) a spider with a human face; (5) a one-eyed, bearded old man; (6) a behemoth; (7) a two-headed toad. So long as you have this idol in your possession, you are the plaything of the gods. You start each adventure session with 1d4 points of fleeting Luck. However, you (and all your allies) lose all fleeting Luck whenever you roll a natural 1 or 2. The idol can only be given away to someone who accepts it freely; otherwise, it reappears among your possessions 1d24 hours after you rid yourself of it.



13	2d6	You become bosom pals with (roll 1d10): (1) a minor noble ne'er-do-well; (2) a member of the Thieves' Guild; (3) a Lankhmart soldier; (4) a priest of Rokh; (5) a Deathmask; (6) a Wet Market merchant; (7) a Lankhmarine; (8) a Red Gull smuggler; (9) a beggar; (10) a weird cult priest. Whenever you are in Tovilyis, you can call upon their aid as if you possess the Major Ally benison.
14	1d14	You awaken inside the secret grain silo of a villu's manor. As you try to ease your throbbing headache among the sacks and amphorae of wheat, you realize that not only don't you remember how you got it, but that there's sure to be a large number of people outside the secret door who would rather you not know about their hidden grain supply. How are you going to get out in one piece?
15	2d7	You've lost all your money, clothes, and possessions. And there's a pack of mongrel street dogs after you (see result 5 for stats). Roll for initiative!
16	3d5	You've gained a valuable-looking dagger during the night. Decorated with gold wire and semi-precious stones (50 g.r. value), it is certainly the work of some master crafter. While toying with it, the pommel stone comes loose, revealing a silver key hidden inside the hilt. If there's a key, there must be a lock somewhere...
17	1d16	Was it something you said? You never should have insulted that small man at the tavern, the one with the strange eyes and occult symbols burned into his forehead. When you weren't looking, he poisoned your drink and the toxin is now coursing through your veins! If you don't find an antidote by sundown, you've seen your last day on Nehwon!
18	2d8	Apparently, the Lankhmart patrols sometimes do perform their job. Otherwise you'd never be chained in the Lankhmart Citadel awaiting trial for a number of charges. You've got 1d7 days until you're hauled before the court to answer for your crimes. Will your friends get you out before then? Do they even know where you are?
19	3d6	You're now a minor Tovilyian noble by marriage, seemingly having gotten involved in a whirlwind romance with a scion of one of the minor villus of the city. You gain all the advantages of the Noble Birth benison so long as you remained married. Unfortunately, the rest of your betrothed's family isn't exactly welcoming and you also gain the Major Foe doom in the guise of the rest of your extended family by marriage. Good luck!
20	1d20	You've offended the Dog God in the course of your carousing and you now possess the head of a canine. You cannot produce any sound other than those of a dog (making spellcasting impossible), but can hear and smell better than a human (+1d bonus to ability checks related to those senses). To regain your normal appearance, you must either undergo a quest to appease Rokh or find a spellcaster capable of casting <i>remove curse</i> with a spell check of at least 24 (allowing you a Will save vs. DC 25). A spell check of 27+ removes the curse automatically. They will undoubtedly require a large payment for daring to intervene in the ways of the divine.

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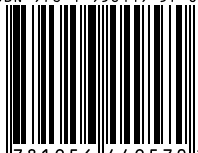
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