

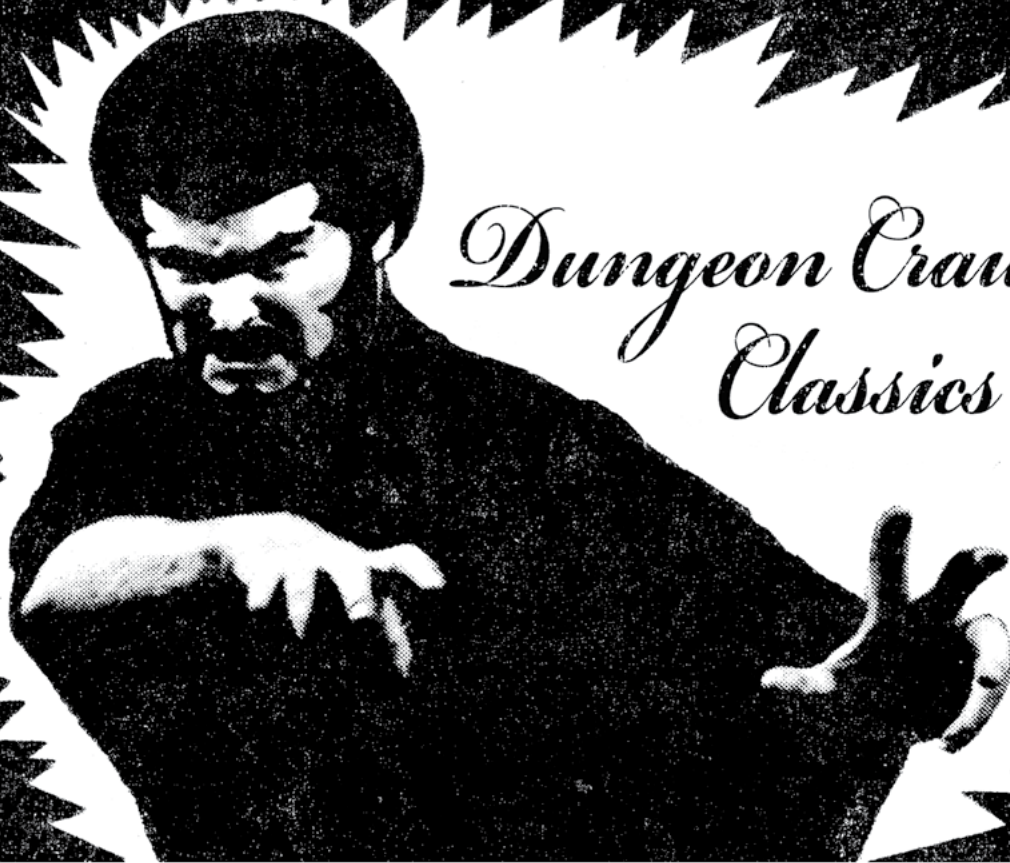
DUNGEON
CRAWL
CLASSICS
LANKHMAR

**THE FENCE'S
FORTUITOUS
FOLLY**

#2: A LEVEL 2 ADVENTURE
BY DANIEL J. BISHOP

AUTHORIZED BY THE
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THE FENCE'S FORTUITOUS FOLLY

A LEVEL 2 LANKHMAR ADVENTURE



INTRODUCTION



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!

The Fence's Fortuitous Folly is a 2nd-level adventure for DCC RPG Lankhmar, designed to be played with a small group (2 to 3 players). However, the adventure contains information for running the adventure with larger groups (4 to 6 players), allowing for enjoyment regardless of group size. *The Fence's Fortuitous Folly* is not tied into events in Fritz Leiber's stories, and can therefore be run at any point during Fafhrd and the Gray Mouser's timeline. The adventure was written to challenge a group containing at least one warrior and one thief, but sorcerous characters will not find the adventure without interest!

In this adventure, the PCs are offloading their most recent score in the pawnshop of Rooga the Fence, who has a penchant for unusual items. While the PCs are in the shop, a pair of silver-plated hands, rumored to have the power to lead to a treasure of great value, animates. The hands lead the PCs on a chase into the slums of Lankhmar, ending at the burned-out lot where a sorcerer once lived. Exploring the vaults below, the PCs discover that the un-dead sorcerer has designs not only on walking again among the living—but of using a PC's body to do so!



BACKGROUND



Twisted Monbada was born with a knotted spine in the poorest part of Ilthmar. Most children with such a deformity in that city would have been given to the sharks, but Monbada's parents fled to Lankhmar. There the child thrived despite his disability. His parents became devotees of Crooked Issek, thinking that the minor god had touched their son in his mother's womb. Monbada studied the liturgies of his parents' religion, but as time passed he grew jealous of the straight-backed bodies of other men. The call of dark sorcery enticed him with promises of an unblemished body, straight and strong. He began the series of experiments that would lead to his death.

Monbada used his position among Crooked Issek's faithful to recruit seven acolytes. Believing that Monbada would share Crooked Issek's "blessing" with them, the seven allowed the sorcerer to repeat experiments first conducted on rats, strays, and waifs of Lankhmar's slums.

However, Twisted Monbada's experiments had been noticed. Not every child wandering Lankhmar's slums is unwanted, and urchins were missed. With Monbada's success nearly accomplished, the mob turned upon his home. It was burned to the ground. The wizard and six of his seven apprentices were slain. The seventh apprentice, arriving late for his part in Monbada's final transformation, could do nothing but watch as the building burned.

Even this was not the end. Monbada's spirit, as twisted now as his form, lingered on. With his last living apprentice, he concocted a plan to restore everything he had lost.

ADVENTURE START



The Fence's Fortuitous Folly can be run as a one-shot adventure without difficulties. If the judge wishes to run the adventure as part of an ongoing campaign, there are advantages to introducing Rooga the Fence as early as possible. The judge is encouraged to offer Rooga as a potential Trusted Contact or Minor Ally, using those benisons. If the players are already aware of Rooga, and the PCs have previously examined some of his wares, the introduction to the adventure will seem less forced.

The judge must also supply some pretext for visiting Rooga. This may be a treasure obtained in some previous adventure, it may be the spoils of a randomly-picked pocket, or it may have come into the PCs' possession in some other way.

Read or paraphrase the following:

The lamps still burn in the pawnshop of fat, jolly Rooga. Rooga may tip the scales on a transaction from time to time, but he is interested in strange things and objects d'art, and Rooga has the skill for turning a blind eye to where those objects were found, or who owned them last. As the pawnshop is still open, you might be able to turn some of the more esoteric items you've recovered into hard coin...which is far easier to buy drink with, in any case.

PART ONE: THE RUNAWAY COLLECTION

Rooga's dusty shop is well-lit by candle lanterns, but even these cannot dispel the shadows that linger around his shelves and cabinets. Here, odd bits are pawned by the desperate, but even odder are the pieces in Rooga's special collection — objects which others might fear to deal with. Rooga's wiry thug, Bullarro, sits silent guard on a stool in the corner, but he tips you a slight nod. Fat Rooga beams at you, and ushers you into his shop.

Rooga's pawnshop is located a short distant north of the Plaza of Dark Delights, and close to some of Lankhmar's less desirable tenements. The judge can, of course, place the shop anywhere in Lankhmar, as required by the needs of his campaign. The PC's initial neighborhood is a very good choice.

Rooga is loud and full of cheer. His "interesting pieces" are his pride and joy. While the PCs conduct business with him, he cannot help but draw their attention to various items. If the judge is able to establish Rooga before this adventure, he may even draw their attention to the silver hands.

Several items from Rooga's pawnshop are described below. Most are just rubbish — Rooga has no sorcerous powers, and goes by how the item "feels" to him. The PCs may well be able to get a good price for otherwise worthless junk from the fence. If they maintain a good relationship with him, though, he may be able to procure unusual items for them, help them offload magical loot, and supply the occasional adventure hook or bit of lore.

Rooga employs a thug to keep away the riffraff, and educate the foolish. His real protection is in the percentage he pays the Thieves' Guild, and with his business relationships with those individuals who have a clandestine interest in his more esoteric wares. PCs who seek to rob the fence discover themselves initiating several potential adventures with far-ranging adversaries for years to come.

Some items in Rooga's pawnshop:

- **Silver-plated hands:** A pair of skeletal hands, the bones plated with silver and held together with copper wires threaded through tiny holes drilled into the small bones. *"They are said to be the preserved hands of a sorcerer. I got them from a merchant. Down on his luck, he said, and never could get them to do aught, but the hands are said to be a key to buried treasure. You can have them both for fifteen gold rilks."*
- **Scrimshaw owl:** An owl, roughly carved from a leviathan's tooth. *"That was carved by a Sea Mingol whose ship went down on the Frozen Sea. A charm against rough water, I believe, though it did him little good. Five bronze agols seems fair."*
- **Brass lamp:** A battered old brass oil lamp. *"From far Quar-mall, where it lit the halls of the great magicians. It is said that it can burn forever, given the right fuel. Three iron tiks, and it's yours! Finding the proper oil to make it more than an ordinary lamp might be an adventure, though."*
- **Armillary sphere:** A gear-driven device of wood and bronze, with hand cranks that set the device to the proper hour, day, and year. *"As you can see, there is an imminent conjugation between green Akul and the Whale Star. The device*

is valued at 150 gold rilks, but for you, I could let it go for 125. Perhaps 120?"

- **Bejeweled hookah:** A water pipe made of brass and blown glass, with cheap filigree made to look like gold, rubbed bare in places. It is covered with an intricate pattern of paste gems, of which about one-tenth are missing. *"This? A gem-covered hookah bought from a trader in the Plaza of Dark Delights. I was...um...somewhat distracted at the time of the transaction. Five smerduks, and it is yours!"*

Rooga the Fence: Init -2; Atk dagger +1 melee (1d4); AC 8; HD 3d6+3; hp 13; MV 25'; Act 1d20; SV Fort +2, Ref -2, Will +3; AL L. (If Rooga joins the chase, he has a +0 Strength modifier and a -2 modifier to Agility. Because of his slower movement, Rooga rolls 1d6 on Chase Turns [see Part Two].)

Bullarro the Thug: Init +1; Atk club +3 melee (1d4+2); AC 11; HD 3d8+3; hp 20; MV 30'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL N. (If Bullarro joins the chase, he has a +2 Strength modifier and a +1 modifier to Agility.)

Event: A Sudden Dash for Freedom! At some point during the PCs' time in Rooga's shop, the silver-plated hands animate and escape the shop. Read or paraphrase the following:

There is a sudden clatter from the overlaid shelves. The silver hands are moving! Dancing spider-like on their fingers, the agile hands leap towards a narrow gap between shuttered windows, and are gone! Rooga gasps, clutching his chest. "The treasure," he whispers. "A fortune..." and then, voice rising to an excited shout, "Follow those hands!"

If the PCs do not immediately leave, Bullarro the Thug does. Rooga may as well, if the judge desires, although Rooga takes a -2 penalty to his first Chase Turn as he pushes the PCs out and locks the shop. *"What good is the chance for a treasure if you're burgled while you're out, hmm?"*

The judge may use Bullarro as a rival, an aide, or allow him to be lost in the chase, as required.



PART TWO: FOLLOW THOSE HANDS!

Outside the shop, the nimble hands are already disappearing down the street. Despite the growing night fog, you can still see them glinting silver, reflecting the light of candle and torch, as they speed away.

This part of the adventure is essentially a chase, wherein the PCs pursue the silver hands through the streets of Lankhmar. This is run with a combination of rolls and encounters, both of which include chances for player decisions to shape events. Note that this system differs from the one described in *Masks of Lankhmar*, and is designed to meet the needs of this particular adventure.

Photocopy or print the **Follow Those Hands!** chase tracker to keep track of what is happening in this section. Regardless of how long each Chase Turn lasts, the difference between each participant indicates how many rounds it would take to reach the next closest participant if they stop running (for example, if combat occurs). In this case, the distance to the character behind the stopped character *decreases*, and the distance to the first character ahead increases, by 1 per round.

Each player can place a die onto the tracker, with the upraised number representing the distance between him and the character immediately ahead of him. Alternatively, poker chips or similar markers can be used, which have the advantage of being easily moved as positions change during the chase.

No mini-game is compelling if there is no prize to be won. The judge should announce that the character(s) in the lead at the end of the chase will each gain 1 point of permanent Luck. This Luck comes from any characters that fall out of the chase, if possible.

Rolls

- For each Chase Turn, every player rolls 1d7 + Agility modifier, except as noted below. The silver hands roll 1d4+4. The results determine the roller's position in the chase. Remember that the actual tally doesn't matter; only the difference between one position on the tracker and the next.
- If a character has a reduced move for some reason, such as armor, they roll 1d6 (or 1d5 for heavy armor) + Agility modifier.
- The hands start with a score of 3, putting them automatically ahead of the PCs at the start of the chase.
- So long as any two beings (PCs or hands) are within 5 points of each other, they are in visual contact.
- Between 6 and 10 points, they have lost sight of each other, but can attempt to make a reasonable guess as to which direction the other has gone. They roll at -1d for each Chase Turn they are within this range.
- A character that falls 11 points or more behind is lost, with no clear idea where those ahead of him have gone. At this range, the character cannot hear compatriots calling from ahead.
- A character cannot get closer to the hands than 0 (extra points are lost), but a character at 0 can attempt to grab a hand (AC 16) if he so desires. It is assumed that the PCs wish to follow the silver hands to the "great buried treasure", but there is no reason a PC cannot grab a hand, and

then let it go again when her companions catch up to her! (Encounter 5, below, offers an exception to this rule.)

- For the chase only: Award 1 point of fleeting Luck for every natural 7 rolled to determine position, and take back fleeting Luck if a natural 1 is rolled. In this case, Luck is only taken back from the player who rolled the 1 (as opposed to the general rule, where fleeting Luck is taken back from all characters).

Example: Wiggin, Flim, and Nemia are all chasing the silver hands. Wiggin rolls a 1. The judge takes any fleeting Luck Wiggin may have accumulated. Flim rolls a 5, and Nemia rolls a 7, but has a +1 bonus for Agility, so has 8 (and also gains 1 point of fleeting Luck). The silver hands roll 4 + 4 = 8. Because they started at 3, the silver hands are at a total of 11.

Nemia is only 3 points away from the hands, and can see them easily. Flim is 6 points away from the hands (and thus cannot see them), but can see Nemia at only 3 points away. Because he can see Nemia, Flim can follow her to stay in the chase. Wiggin is 4 points behind Flim, and follows him.

On the next Chase Turn, Wiggin rolls a 5, Flim rolls a 3, Nemia rolls a 4 (3, +1 Agility bonus), and the judge rolls a 7 (3+4) for

LOSING THE CHASE

Some players may be so unlucky as to lose sight of the hands altogether, or be so unadventurous as to not follow them in the first place. Be of good hope! All is not lost.

- If only one PC sees where the hands race off to, she can then gather the other PCs, regroup, and explore the Twisted Vault.
- If the PCs all lose sight of the hands, move immediately to Encounter 5, below, for a final chance to catch them.
- If Encounter 5 is unsuccessful, the judge is encouraged to move on to other happenstances in the City of Sevenscore Thousand Smokes, perhaps running a separate adventure before the PCs hear an old beggar tell about seeing the silver hands disappear into a hole in a vacant lot. The beggar, for a few coins or drinks, can direct them to the entrance of the Twisted Vault. This will also work if the PCs never joined the chase.
- If the PCs capture the silver hands and do not release them, they become inanimate with the dawn. In this case, they can eventually discover the Twisted Vault—seemingly by chance, as they cross a vacant lot, or they can hear rumors of a buried treasure in the Silver Eel.

The important thing for the judge to remember is that failing the chase should matter. The resulting delay in resolving the adventure allows the players an "A-ha!" moment when they realize that the Twisted Vault is related to the first part of the adventure.



the hands. The previous total of 11, plus the 7 just rolled, puts the hands at 18. Nemia's earlier roll of 8, plus her new roll of 4, puts her at 12. The hands are now 6 away from Nemia, but Nemia burns one point of fleeting Luck to stay within visual range (easy come, easy go!). Flim was narrowing the gap between himself and Nemia, until she burned Luck, but he can still see her, maintaining a distance of 4 points. Wiggin narrows the gap so that he is only 2 points behind his comrade-in-arms.

If Flim stops to fight for a round, he will be 5 away from Nemia and 1 away from Wiggin.

CHASE TURNS & ENCOUNTERS

The chase lasts for a total of 10 Chase Turns, with an encounter occurring after every second Chase Turn (as indicated on the tracker). Every encounter starts with the leader (the PC closest to the hands), the last PC, or a random PC. If the vagaries of the race designate the same PC for most of the encounters, the judge may select another PC instead. The judge should award a point or two of fleeting Luck for entertaining resolutions to these encounters.

Encounter 1 – Collision (First PC): *You can see the hands dancing in the thin night fog ahead, silver reflecting linkboy's torches and candlelight escaping shuttered windows. Your focus is so keen that you don't even see the man lurch out of a doorway until you have collided with him, and he is down in a welter of limbs.*

The PC can stop and apologize, taking 1 round to do so. If he makes a DC 20 Personality check, his apology is accepted. Each additional round spent helping the man up, brushing him off, etc., decreases the DC by 5. Failure (or not even trying) gives the PC an enemy. The PC rolls a Luck check, gaining the Minor Foe doom if it succeeds...or the Major Foe doom if the Luck check fails.

The judge should determine who this man is, based upon the needs of his campaign. By default, he is a drunken merchant's son named Gavor, who is something of a rake (see Bandit, DCC RPG p. 432).

Encounter 2 – A Cry for Help (Random PC): *As you pelt past an alleyway, you hear a frightened woman cry for help. The sound lasts only a fraction of a second before being cut short.*

Three thieves, one female, play a classic con, hoping to lure victims into the alleyway. They flee immediately if one is slain or a second PC arrives.

Thieves (3): Init +1; Atk dagger +2 melee (1d4); AC 12; HD 1d6+1; hp 5 each; MV 30'; Act 1d20; SV Fort +0, Ref +2, Will +1; AL N.

Encounter 3 – Elderly Gentleman (First PC): *An elderly gentleman lurches out of the shadows, clutching at you. "Did you see them? Did you see the hands?" he cries as he grabs you. You cannot help but notice that his full pouch clinks with a goodly amount of metal, and that his clothing shows signs of prosperity, even if he is hunched and bent with age.*

The old man is Punkaro the silversmith, last apprentice of Monbada. It takes one round to attempt to cut his purse (DC 10 Pick Pocket check), and at the same time Punkaro places a *silver talisman of Crooked Issek* in the PC's pocket. It requires a DC 15 Luck check to notice this second transaction. The talisman is worth 1 g.r.

Punkaro's purse contains 53 iron tiks, 27 silver smerduks, and a *silver talisman of Crooked Issek*. This is a small rectangular piece of silver, not much larger than a smerduk, with a hole at the top for a thong or chain. The talisman shows a relief image of a man upon the rack, his back twisted and broken.

See **Part Four** for more information on Punkaro.

Encounter 4 – Fortune Favors the Bold (Random PC): *A knot of people, late-night revelers carrying pots of beer and hollering old songs at a frightful volume, spill out of a tavern and into your path. They might slow you down, but there is a stack of barrels, a low awning, and a chance that bold action could speed your way. Of course, if you fail, it will slow you even more.*

The PC must choose one of the following:

- Take a -1d penalty on the next Chase Turn as he makes his way safely past the revelers.
- Try to plow through the revelers; a DC 10 Strength check eliminates the penalty, but failure stops the character for 1d3 rounds, causing a penalty to his next Chase Turn roll equal to the number of rounds the character is stopped for.
- Run up the barrels (DC 10 Strength check), across the awning (DC 10 Agility check), and then leap down into the street (DC 10 Reflex save). Deed dice and thieves' Climb Sheer Surfaces bonuses apply to all of these rolls. If any of these fail, the PC misses his next Chase Turn roll. If they

all succeed, his next Chase Turn roll is automatically maximized, and he gains 1 point of fleeting Luck. Each natural 20 on these checks indicates an additional point of fleeting Luck, as normal.

Encounter 5 – Which Way? (Last PC): *Your comrades are disappearing ahead of you (or already gone!) and the hands are nowhere in sight. Still, you think you've figured out where they're going. You could take a chance, nip through side streets, and get ahead of everyone!*

The PC may make a DC 10 Intelligence check. If he succeeds, he rolls 1d14 and adds it to his current total. Characters with the Urban Affinity benison may roll 1d24 for the Intelligence check; if successful, they roll 1d16 to determine extra points. If he manages to be the lead PC by as a result of this roll, award 1 point of fleeting Luck. In either case, this is an extra chance for the last PC to catch up; no one else (PC, NPC, or hands) rolls.

After the final encounter, the silver hands reach the vaults beneath the burned-out remains of Twisted Monbada's home. Proceed to **Part Three**.



PART THREE: WITHIN THE TWISTED VAULT

The chase ends in a burned-out lot, vacant except for the detritus of the fire that reduced whatever once stood here decades ago to charred beams and rubble, their story half-erased by time. The silver hands slip into what appears, at first, to be merely a large rat-hole, but which investigation shows is a blocked stairwell that could be cleared with the work of an hour or so.

Once the PCs clear the passage, they see a narrow, twisting staircase that leads down into whatever cellars or basements the old building had. One or more locals pass by as the PCs work, giving a sign against evil. If questioned, they do not know what happened here exactly – it was some forty years ago when the old place burned down. All they know is that their grandparents call it a place accursed.

If Rooga or Bullarro were part of the chase, this is where they part company with the PCs. Rooga, after all, has his shop to maintain, and Bullarro is really his guard, not an adventurer.

Common Features: The area within the vaults is completely dark, and the PCs have no light except that which they bring themselves. The staircases and passages connecting the vaults are all narrow enough that PCs must travel in single file. There are no truly straight lines anywhere – although cut from stone and lined with brick, the vaults have almost an organic feel to their construction.

There are rat holes everywhere. The PCs should hear scurrings and squeakings, and catch glimpses of black bodies and red eyes. These rats are large, but not uncommonly so. They are not hostile, and retreat if attacked.

Secret Doors: The various secret doors are all difficult to locate (DC 15 Intelligence check), but once located, they are easy enough to open. The skeletal acolytes (see below) know every secret door, and can use the passages to move swiftly throughout the complex.

The encounter area descriptions assume that the PCs follow the main passages from area 1 to area 7. The judge will have to modify these descriptions if the PCs use the secret passages themselves. Note that the use of these secret passages can greatly affect the outcome of the adventure (see **Part Four**, starting on page 12, for details).

Skeletal Acolytes: Twisted Monbada had seven acolytes. Six of them were killed. One was used to create the silver-plated hands, and does not animate. Another (Punkaro, see **Encounter 3** on page 5) became a silversmith and plated the hands for his now un-dead master. The other five remain in the vaults, protecting Monbada's un-dead remains. Specific locations for each of these acolytes is given in the encounter areas, below, but they are fully mobile, and will shift locations to their best advantage, as determined by the judge.

Skeletal acolytes appear to be fire-blackened skeletons showing signs of spinal deformity. Their eyes glow with a lambent green light. On any successful attack, the victim must succeed in a DC 10 Will save or take 1d3 points of temporary Agility damage, as he feels as though his spinal column is being warped. This effect is illusory, and disappears as soon as the last skeletal acolyte is slain.

Further, for each acolyte slain, each remaining acolyte gains +6 hit points as they draw in the fallen acolyte's un-dead essence.

The last surviving skeletal acolyte will therefore gain a +24 total bonus to hit points. This essence looks like a dark smoke that leaves the fallen skeletal form; this smoke can be seen to flow into any other skeletal acolytes present.

Finally, the skeletal acolytes can cast a harmful spell 3 times per day each, with a range of 30'. The spell takes the form of a damp silver mist congealing around its target, who must succeed in a DC 10 Fort save or suffer 1d5 damage. The skeleton casting the spell chants in a dry, whispery voice. Anyone carrying a *silver talisman of Crooked Issek* is immune. The judge should call for a save anyway, until the players discover this immunity.

Skeletal Acolytes (5): Init +1; Atk claw +2 melee (1d3 plus Agility drain) or harmful spell; AC 9; HD 1d12; hp 6 each; MV 30'; Act 1d20; SP un-dead traits, Agility drain, increase hit points of survivors when slain, harmful spell, half damage from piercing and slashing weapons; SV Fort +1, Ref +1, Will +1; AL C.

Alternate Encounter for Larger Group: Give each skeletal acolyte 3 additional hit points for every 2 additional PCs. These additional hit points *do* transfer to the remaining skeletal acolytes when one is slain.

ENCOUNTER AREAS

Area 1 – Entry Chamber: *Clearing the rubble reveals at last a worn and fire-blackened narrow stone stairway which twists its way into the darkness. After about 40', the stairs give way to an oval vault, about 50' wide and 30' deep. Another passage leads out from the far wall. The air is dry and dusty, smelling of decaying brick and rat droppings. Nothing is straight or level here – not walls, ceiling, or even floor – although the walls are lined with old bricks that have seemingly kept out the damp. It is clear that rain has washed down the stairs over the years, bringing with it mud and other detritus.*

Characters examining the dried mud and dust on the floor can clearly see the tracks where the silver hands passed; these tracks lead straight to area 8, where the hands are now in repose. There are also the tracks and droppings of many rats throughout the complex.

Examining the material washed down the stairs allows a PC to make a Luck check. If successful, he finds a *silver talisman of Crooked Issek* (worth 1 g.r.). The judge should keep track of whoever carries such a talisman.

Area 2 – Shrine of Crooked Issek: *The passage leads to another, slightly larger ovoid room, with another dark and narrow archway leading on into the gloom. To both the left and right are nearly identical carved wooden statues of a man on a torturer's rack, his back twisted and bent under the strain of his ordeal. Each of the statues is slightly different, but in both the sculptor has attempted to capture the sublime ecstasy of intense pain, and gloried in the changes wrought on the subject's body. Each is slightly larger than life.*

These are both images of Crooked Issek, one of the many lesser Isseks who has been worshipped in Lankhmar (along with Issek of the Jug, Jugged Issek, and others). Both statues show signs of mold and decay. Tiny beetles have wormed into their wooden flesh. The eastward Issek looks upward, as if to find release from the ceiling. The westward Issek looks towards the forward passage to the north.

Anyone examining these statues while carrying a *silver talisman of Crooked Issek* discovers the talisman (if they hadn't already) as it warms to an almost painful temperature.

Checking the talisman(s) shows that they all represent the "looking up" version of Crooked Issek. Perhaps the westward Issek turned his head after he was carved?

Area 3 — Ancient Workroom: *Steps in the passage lead down to another, somewhat larger, almost kidney-shaped chamber. The air is slightly damper here, and condensation makes the brick walls seem to perspire. To the right, you can see an array of ancient, poorly-crafted wooden tables, still littered with old and misshapen glassware — beakers, alembics, retorts — seemingly the workshop of one engaged in occult arts. Numerous haphazard wooden cages with rusted iron bars line the curved eastward wall behind the tables. Whatever creatures once inhabited them were long ago reduced to bones and bits of hair and fur.*

Most of the cages are empty, held shut by simple latches outside the cages. The creatures once imprisoned here were intended for Monbada's experiments — the remains are those of rats, cats, dogs, and one street urchin. In this last cage there is a smattering of 7 iron tiki and a set of thieves' picks that availed their owner not at all.

Among the bottles and glassware on the worktables, there is a bottle of red Ilthmar wine (worth 15 g.r.) and a gold bowl covered in dust (worth 25 g.r.). Several other wine bottles are tossed onto the floor of the western part of the room; some of them have shattered, leaving shards of glass behind. The strong red wine here can be used as four draughts of restorative, with a +3 bonus to his hit die roll (see *Compendium of Secret Knowledge*, p. 33).

A sheaf of moldy notes on one of the worktables holds the secrets to a random 1st-level spell (or one of the judge's choice).

A skeletal acolyte lurks unmoving behind the secret door. When the party moves out of this room, it opens the secret door and follows them silently to area 4. If the PCs remain silent in this room for more than a minute, the skeletal acolyte may be fooled into opening the secret door.

Skeletal Acolyte: Init +1; Atk claw +2 melee (1d3 plus Agility drain) or harmful spell; AC 9; HD 1d12; hp 6; MV 30'; Act 1d20; SP un-dead traits, Agility drain (DC 10 Will save or temporarily lose 1d3 Agility), increase hit points of survivors when slain, harmful spell (3/day, 30' range, DC 10 Fort save or 1d5 damage), half damage from piercing and slashing weapons; SV Fort +1, Ref +1, Will +1; AL C.

Alternate Encounter for Larger Group: Give the skeletal acolyte 3 additional hit points for every 2 additional PCs; all hit points transfer to the other skeletal acolytes when this one is slain.

Area 4 — Early Victims: *The passage enters another semi-oval chamber. The floor to the right has been gouged into a round but shallow pit, perhaps 5' deep. The pit is strewn with bones and semi-complete skeletons — those of various small animals common to Lankhmar, as well as some remains which appear to be human. Another passage leads onward before you. To the right, on the far side of the pit, stairs descend beyond an archway to the north.*

Getting into the pit is very simple; getting out requires a DC 10 Strength or Agility check and the use of an action die. Examin-

ing the bones shows that all are rat-gnawed, and all have spinal malformations to some degree, with the upper (newer) bones showing the greatest malformations. A wizard making a DC 15 Intelligence check can determine that these malformations were caused by magic.

After the party has had a chance to (potentially) jump into the pit, skeletal acolytes silently enter the chamber — one each from the northeast and southeast passages (area 5 and 3), possibly gaining surprise. On the third round of combat, or on the combat round after the first skeletal acolyte falls, a third skeletal acolyte lurking behind the secret door opens the door and enters the room. If the PCs are fully distracted by the previous two acolytes, it may be able to gain a free attack due to surprise.

Note that PCs in the pit can either attack with ranged weapons or spells, or take the time to exit the pit. The skeletal acolytes do not enter the pit themselves under any circumstances.

The secret door to this room is protected by a trap. If the wrong catch is pressed, it breaks a tiny vial of poison gas (diffused essence of the Purple Lotus of Klesh) that fills a 20' radius. All within this area take 1d3 damage and must succeed in a DC 15 Fort save or also take 1d4 points of temporary Stamina damage. The trap requires a DC 12 Find Trap check to locate, and a DC 10 Disable Trap check thereafter can locate the actual catch.

Skeletal Acolytes (2 or 3): Init +1; Atk claw +2 melee (1d3 plus Agility drain) or harmful spell; AC 9; HD 1d12; hp 6 each; MV 30'; Act 1d20; SP un-dead traits, Agility drain (DC 10 Will save or temporarily lose 1d3 Agility), increase hit points of survivors when slain, harmful spell (3/day, 30' range, DC 10 Fort save or 1d5 damage), half damage from piercing and slashing weapons; SV Fort +1, Ref +1, Will +1; AL C.

Hit points are expected starting hit points, and assume that the skeletal acolyte from behind the secret door in area 3 has not yet been encountered and slain. If that skeletal acolyte was destroyed, the remaining 2 acolytes here have 12 hp each. Remember that when any skeletal acolyte falls, its companions immediately gain 6 hp.

Alternate Encounter for Larger Group: Give each skeletal acolyte 3 additional hit points for every 2 additional PCs; all hit points transfer to remaining skeletal acolytes when one is slain.

Area 5 — Moldering Library: *The steep, worn stairs lead down into a chamber about 30' across and 20' deep, with another archway leading to more steps downward in the northwest corner. Rats scurry away from your light as you reach the bottom of the stairs, and you cannot escape the uncanny feeling that these rats were studying the esoteric books and papers strewn about the chamber.*

Fallen shelves, collapsed tables, and the ruins of a chair show that this was once a library, but damp, mold, and rat droppings have destroyed much of what was once here. The old volumes collapse with any rough handling — some with any handling at all. Pages are stuck together, their contents occluded with smut and strange growths. Nonetheless, diligent searching uncovers three scrolls which may yet be of value:

The first offers some details of the religion of Crooked Issek, including mention of His prophet who bears His gift, and the prophet's father, "the stonemason." The reader can glean that Crooked Issek was martyred in Ilthmar, where the misshapen — by birth or by accident — are sacrificed to the Shark God.



The second scroll is signed by “Monbada, Prophet of Issek” and contains the spell *choking cloud*. This spell is cast using 1d20+3 for the spell check, regardless of who reads it, and failure automatically results in Nehwonian Major Corruption (see *Compendium of Secret Knowledge*, p. 19).” When the spell is cast, the scroll disintegrates into the spell effect. A wizard can determine that the scroll is black magic with a DC 10 Intelligence check, but cannot determine what the effects of failure will be without magic or long study.

The third scroll is the deed to the vacant lot above the entrance to Monbada’s vaults—a thing of great potential value, should the Overlord choose to honor it. Dealing with the Thieves’ Guild, agents of the Overlord, superstitious neighbors who believe the ground is accursed, and other interested parties could springboard several adventures if the PCs decide to build here. No monetary value is set on this deed; it is not easy to find a buyer who would pay what the PCs might ask. Worse, it is not unknown for Lankhmarts to simply build without ownership or permission, or even steal a house and move it to whatever open place might be large enough to hold it. Profiting from this scroll may be as simple as the judge desires, or as complicated as his fiendish imagination allows.

Otherwise, the damaged papers show research into the nature of spinal malformation, both related to creating it and curing it. There are some references, though few, about brain transplants and moving the soul from one body to another. These papers all collapse upon examination, and become useless.

Area 6 — Work Chamber: *This damp chamber contains several rotting worktables that still have skeletal remains strapped to them with thick leather thongs. A large rack, its wooden parts covered in fungus and its metal gears frozen with rust, stands in the north corner. To the south, broad steps lead downward. Two sets of steps lead upward from here—one to the southeast, and the other to the southwest. There is a vaguely sweetish smell to the air, which seems to be wafting upward from the broad southern steps.*

Runnels were carved into the tables, and examining them makes it clear that some fluid was collected from those strapped down here—the base of the skull and the lower back were the points of collection. Examining the skeletons shows that the spine was drilled into here, and the bones themselves are dry. What the fluid was is no longer clear.

The sweet smell in the room has attracted large, fat flies, and this has in turn attracted a number of pale spiders who spin thin cobwebs throughout the chamber, which the characters are unlikely to notice until they brush into them. The spiders are harmless.

Area 7 — Primordial Gelatinosa: *The broad steps lead directly down into a room perhaps 25’ square, filled with a shimmering pool of yellowish sweet-smelling viscid fluid. The pool is translucent and appears to be only 1½ or 2 feet deep. This is clearly what drew the flies, for they buzz thickly over it.*

Observation can reveal that any flies touching the fluid are dead...indeed, rapidly dissolving. This pool is an enormous primordial ooze composed of cerebral-spinal fluid and the gelatinous substantia gelatinosa, neuroglia tissue from the spinal column. Unlike other primeval slimes characters may encounter, the primordial gelatinosa contains a large amount of nerve tissue, and is both intelligent and fast. If disturbed in any way, it can pursue characters until slain. It contains a central ganglia; the final blow against the creature destroys this, rendering the ooze into an inanimate, mildly acidic soup.

The primordial gelatinosa hates Monbada and his acolytes; it will attack them in preference to all others. It can interpret vibrations in the air through the infinitesimal ripples sounds cause, and can understand speech. It can cause itself to vibrate, creating a hollow, echoing whisper through which it can communicate. If given the slightest cause to do so, it will attempt to communicate with PCs, seeking the whereabouts of Monbada, who created it. It can describe its creation from drained cerebral-spinal fluid in painful detail, and knows that Monbada was trying to cure his own spinal deformity.

It is possible to make an alliance with the creature, and the creature will act in good faith so long as Monbada exists. There is a good deal of rat, cat, and other nerve tissue in the primordial gelatinosa. It does not care for humanity at all, and once Monbada is dead, it will turn on its erstwhile allies.

Primordial Gelatinosa: Init +6; Atk pseudopod +4 melee (1d4); AC 10; HD 10d8; hp 30; MV 20’ or climb 20’; Act 6d20; SP half damage from slicing and piercing weapons; SV Fort +6, Ref +3, Will +3; AL C.



Alternate Encounter for Larger Group: Give the primordial gelatinosa an additional 6 hit points per 2 extra characters, and one additional action die per 4 extra characters.

Area 8 — Last Resting Place of the Silver Hands:

The passage leads into a new, kidney-shaped chamber, with yet another passage leading out opposite. The center of this chamber is dominated with an oblong stone, upon which rests a skeleton, its silver-plated hands folded in repose across its stony breast.

The silver-plated hands, if the PCs recovered them, are now worth ten times their original price, and Rooga will pay 150 gold rils for them on the spot. He already has a buyer lined up... The hands do not reanimate if taken.

Carved into the stone over the skeletal head are the words: "Missif – He Served His Master Well". The skeleton's spine is malformed.

A skeletal acolyte lurks behind the secret door. After the PCs leave this room, or if they are silent for a minute or longer, it opens the secret door to pursue them.

Skeletal Acolyte: Init +1; Atk claw +2 melee (1d3 plus Agility drain) or harmful spell; AC 9; HD 1d12; hp 24*; MV 30'; Act 1d20; SP un-dead traits, Agility drain (DC 10 Will save or temporarily lose 1d3 Agility), increase hit points of survivors when slain, harmful spell (3/day, 30' range, DC 10 Fort save or 1d5 damage), half damage from piercing and slashing weapons; SV Fort +1, Ref +1, Will +1; AL C.

*Hit points assume that the three skeletal acolytes in areas 3 and 4 have been slain. If not, reduce hit points by 6 for any additional remaining skeletal acolyte.

Alternate Encounter for Larger Group: Give the skeletal acolyte 3 additional hit points for every 2 additional PCs; all hit points transfer to remaining skeletal acolytes when this one is slain.

Area 9 — Parental Crypt: *This is a somewhat larger, kidney-shaped chamber, dominated to the south by two large wooden sarcophagi. Each is carved with a figure on the lid – one of a matronly-looking woman, the other of a thin and balding man. A passage leads further west, opposite that of the entrance. To the right, worn stairs lead downward beyond a stone archway.*

These are the final resting places of Monbada's parents. Their names, Ossef and Iva, are carved above the figures. Images of rats and sharks have been carved around the wooden figures, hinting at their Ilthmart origin. Both of the sarcophagi are locked, although the locks can be smashed open with a DC 10 Strength check using a blunt weapon (or crowbar, etc.). The locks can also be opened with a DC 15 Pick Lock check. Each of the sarcophagi is trapped.

Ossef's sarcophagus is equipped with a spring-loaded scything blade, which slices outward when the lid is open, unless a cache is triggered (DC 15 Find Trap check to locate the trap, DC 10 Disable Trap check to disarm it).

Iva's sarcophagus has a needle in the lock, which thrusts outward if the wrong key is inserted or picking the lock fails. The needle is coated with a purple-black tarry poison, concentrated from the Purple Lotus of Klesh. This does 1d6 damage, and requires a DC 20 Fort save to avoid an additional 2d3 temporary

Stamina damage. It requires a DC 10 Find Trap check to locate the trap, and a DC 15 Disable Trap check to disarm it.

There is a skeletal acolyte behind the secret door. If the sarcophagi are molested in any way, it enters the room (along with the acolyte from area 8, if not slain) and attacks. Otherwise, it waits for the PCs to depart, and then joins its brother and any remaining skeletal acolytes to prevent retreat from area 10.

Skeletal Acolyte: Init +1; Atk claw +2 melee (1d3 plus Agility drain) or harmful spell; AC 9; HD 1d12; hp 30*; MV 30'; Act 1d20; SP un-dead traits, Agility drain (DC 10 Will save or temporarily lose 1d3 Agility), increase hit points of survivors when slain, harmful spell (3/day, 30' range, DC 10 Fort save or 1d5 damage), half damage from piercing and slashing weapons; SV Fort +1, Ref +1, Will +1; AL C.

*Hit points assume that the other four skeletal acolytes (see areas 3, 4, and 8) have been slain. If not, reduce hit points by 6 for any additional remaining skeletal acolyte.

Alternate Encounter for Larger Group: Give the skeletal acolyte 3 additional hit points for every 2 additional PCs; all hit points transfer to the remaining skeletal acolytes when this one is slain.

Iva's remains still wear a necklace from Ilthmar: pearls interposed with shark's teeth on a strand of silver, worth 100 g.r. A dozen rings, each worth 2d10 g.r., are scattered around her finger bones—these are mostly silver with cheap gemstones. Ossef was buried with a number of worn, unremarkable stonemason's tools.

Area 10 — Chamber of Transformation: *The series of vaults ends in another kidney-shaped room, from which no other exit is visible. The floor, ceiling, and walls of this chamber are all covered with arcane symbols and mystic glyphs, although nothing more is visible besides the ever-present cobwebs, dust, and rat-holes...unless that is truly the glint of a few gold coins scattered along the far wall.*

If the PCs have not yet uncovered area 11, move directly to Part Four, below.

If the PCs have discovered area 11, the judge will have to extrapolate from the information found in **Part Four**.

Entering this room causes any *silver talismans* of Crooked Issek to become warm to the touch. Only characters carrying such a talisman are affected by Monbada's transference attack (see Part Four). The talismans are also strangely sticky within this chamber, and adhere to clothing, bags, pouches, and skin. Ridding oneself of a talisman requires using an action die to make a successful DC 15 Luck check. Leaving this chamber will also work!

The secret door separating this room from area 11 is protected by a trap. If the wrong catch is pressed, it breaks a tiny vial of poison gas (diffused essence of the Purple Lotus of Klesh, as in area 4), filling a 20' radius. All within this area take 1d3 damage and must succeed in a DC 15 Fort save or also take 1d4 points of temporary Stamina damage. Locating the trap requires a DC 12 Find Trap check, and a DC 10 Disable Trap check thereafter can locate the correct catch.

Area 11 — The Pit of Monbada: *The uneven passage leads to a brick-lined cyst in the stone, some 30' in diameter. Four sealed iron urns are spaced around the walls.*

If the PCs manage to use the secret passage to enter this chamber, they may encounter Twisted Monbada here, lying in a dream of un-death while waiting for his plans to come to fruition. If the PCs overcome the trap on the secret door, they gain a surprise round on their foe.

The secret door entering this room from the southeast is protected by a trap. If triggered, a tiny vial of poison gas (diffused essence of the Purple Lotus of Klesh) is broken, filling a 20' radius. All within this area take 1d3 damage and must succeed in a DC 15 Fort save or also take 1d4 points of temporary Stamina damage. The trap requires a DC 12 Find Trap check to locate, and a DC 10 Disable Trap check thereafter can locate the correct catch.

The sealed urns are Monbada's reserved funds, intended to be spent when the un-dead cultist reenters society in a new body.

PART FOUR: MONBADA REVEALED

After the chase, Punkaro (see **Encounter 3** on page 5) makes his way to the vacant lot where Monbada's home was burnt to the ground. He waits until the PCs have uncovered the entrance to the vault, and then follows them in at a cautious pace. He does not reveal himself until the PCs reach area 10, although player decisions may force him to appear sooner (see sidebar below).

Read or paraphrase the following, referencing the PC involved in Encounter 3:

"Well done. Oh, well done." An elderly man stands in the hallway stands just outside the entrance to this chamber, wrapped against the cold and damp. With a start, [PC NAME] recognizes him as the old man he encountered whilst chasing the silver hands. "Now you are here, and my Master comes, and the trap is truly sprung. Did you imagine that poor wretch whose hands were plated in silver was my Master? Fools! Did you imagine he'd plated his hands himself?"

The characters have 2 rounds to deal with Punkaro and any remaining skeletal acolytes before the secret door to the southeast opens and Twisted Monbada emerges. Punkaro's harmful spell manifests as silver daggers which fly unerringly to their target (although a DC 10 Reflex save is allowed to reduce damage).

Punkaro: Init -1; Atk dagger +1 melee (1d4) or harmful spell; AC 9; HD 1d8; hp 7; MV 25'; Act 1d20; SP harmful spell 2/day (silver daggers, 2d5 damage, DC 10 Reflex save for half damage); SV Fort +1, Ref +0, Will +2; AL C.

The secret door to this room is protected by a trap (as in area 4). If the wrong catch is pressed, it breaks a tiny vial of poison gas (diffused essence of the Purple Lotus of Klesh) of that fills a 20' radius. All within this area take 1d3 damage and must succeed in a DC 15 Fort save or also take 1d4 points of temporary Stamina damage. The trap requires a DC 12 Find Trap check to locate, and a DC 10 Disable Trap check thereafter can locate the actual catch. Due to his un-dead nature, the poison cannot affect Monbada, and he will intentionally set off the trap as he opens the secret door.

A creature lurches through the purple vapors, its resinous flesh pulled tight against brown bones. The robes it wears are tattered, burned, and soiled from decades of waiting below Lankhmar's streets. It is twisted and hunched, a dead thing that walks with a black wooden

Each urn contains 250 silver smerduks, now blackened with age. The urns are rusted shut, and now take considerable effort to open (DC 10 Strength check).

The urn to the south is also trapped with a more powerful admixture of Purple Lotus, which is released when the urn is opened. The gas fills a 30' radius, causing 1d5 damage and 1d3 temporary Stamina damage. All affected must succeed in a DC 10 Fort save or also suffer 1 point of permanent Stamina damage. This urn is marked on the bottom with a triangular sigil, which can be discerned if the urns are closely examined. A DC 20 Find Trap or Intelligence check can detect the trap by a faint odor around the lid. There is no clear way to disarm the trap from outside the urn, but if it is immersed while opened the poison is harmless.

crutch. "At last," the creature sighs. "At last my new manifestation has arrived..."

Twisted Monbada can target any one character possessing a *talisman of Crooked Issek* with his possession power as a free action, once per round. If the character fails a Will save (DC 10), he is stunned and has his action die reduced to 1d16 until he succeeds (he may attempt this each round). A stunned character who is again targeted must succeed in a DC 15 Will save or be ejected from his body and unable to take any actions until he succeeds (checking each round); if he succeeds, he is automatically stunned and may make saves to regain his full action die starting the next round. If a character who has been ejected from his body is targeted, he must succeed in a DC 20 Will save, or Twisted Monbada's spirit leaves its un-dead shell and enters the new form. Monbada cannot have more than one body at a time; his previous un-dead form collapses and turns to rotting goo.

When Monbada gains a new body, it takes him a minimum of 1d5 rounds to gain full control of it. During this time, any physical action Monbada attempts is at a -1d penalty, and the body's original owner has a chance to regain partial or full control (see below). The new body has the PC's Strength, Stamina, and Agility, but has Monbada's Intelligence (16) and takes a -2 penalty to its existing Personality score. The new body uses the PC's hit points and combat abilities, and also has Monbada's spell usage.

A PC shunted from his body in this way finds himself in a gray netherworld. His original body appears like a bright beacon, but all else is colorless and dull. The character can attempt to take control of a portion of his body by making a contested Will save with Monbada. Monbada takes a -1 penalty to this save for each point of damage the body suffered in the *previous* round (which includes the round before Monbada took control). If the character beats Monbada's save, he can take control of an arm, the body's legs, or the body's voice. This grants the ability to attack, move, or communicate, respectively. If Monbada beats the PC's Will save by 5 or more, he can recover a function that the PC has taken over. Any round that the PC has partial control over the body does not count towards the number of rounds Monbada requires to take control.

For instance, Monbada possesses Wiggin's body. The judge rolls 1d5, and announces that Monbada can take permanent control of Wiggin's body in 3 rounds. Monbada wins the first contested Will save, and now has 2 rounds before Wiggin's body is his. The judge rotates the d5 from "3" to "2" to indicate this. In the previous round, though, Wiggin's body took 5 points of damage, lowering Monbada's Will save enough to allow the Wiggin to regain control of his body's speech (both to communicate with the other PCs, and to prevent Monbada from spellcasting.) The judge does not turn the d5. It will still require 2 rounds for Monbada to take control, after he has ejected the PC.

If Monbada succeeds in taking full control of the body, or if the body is slain, the PC is lost to the netherworld. Retrieving a PC lost in this way is beyond the scope of this adventure, but may involve a patron's aid to assault Monbada from that ghostly realm, cast him from the body, and restore the original PC. If the PC's body is slain, such a quest might involve finding a living body without a soul for the PC to occupy. There is no reason that a player cannot play his lost PC's ghostly form in such an adventure. Such a ghostly PC has no discernable Strength score (except where other ghostly creatures are concerned), does not recover hit points, and must take 1 hp damage to interact with the material world in any way (such as making an attack or communicating), unless magic (i.e., *consult spirit*) is involved. There are dangers in the netherworld as well; the PC may encounter ghostly hounds and similar creatures. If he is reduced to 0 hp, there is no body to recover, and the PC is lost forever.

Likewise, if a PC regains control of his body and casts Monbada out, Monbada is lost in the netherworld forever.

Twisted Monbada: Init +5; Atk crutch +3 melee (1d4) or spell; AC 13; HD 2d12; hp 20; MV 30'; Act 1d20+1d16; SP un-dead traits, possession, spells (+5 spell check: *charm person, chill touch, magic shield, sleep, mirror image*), death throes; SV Fort +5, Ref +4, Will +11; AL C.

As soon as Monbada enters the area, silent rats begin to appear from various holes. 2d6 rats enter the chamber from various holes. They are not aggressive towards the PCs, but watch Monbada hungrily. If the PCs appear to need the help, the judge may have a rat swarm (DCC RPG p. 424) attack Punkaro or any remaining skeletal acolytes. The rats can do nothing against Monbada directly until he reaches 0 hp.

Monbada wears a green jewel on a silver chain around his neck, inscribed with the image of Crooked Issek. When Monbada is down to 5 hp or less, the jewel is noticed by the PC with the highest Luck. Thereafter, a successful Mighty Deed to strike the jewel (AC 13) or reducing Monbada to 0 hp triggers Monbada's death throes. A non-warrior may attempt to strike the jewel, requiring a successful hit against AC 18. Read or paraphrase the following:

The green jewel shatters into a thousand pieces. The rats break their silence with squeals and squeaks like an army as it charges. And they do charge....streaming over and around you, the rats pour out of their holes by the hundreds...the thousands...descending upon the un-dead sorcerer and tearing away parts of his flesh. And yet that flesh continues to move as it is torn to pieces. The rats swiftly bear the undying parts into their holes until only one rat is left, a grizzled old veteran whose gray fur is crossed with the scars of a dozen fights or more. This last rat sits upon its haunches and addresses you in a high-pitched voice.

MONBADA AND PUNKARO

Monbada waits in area 11 until the PCs enter area 10. The presence of one or more *silver talismans of Crooked Issek* moving within that chamber cause him to stir. It takes 2 rounds for Twisted Monbada to traverse the corridor, open the secret door, and confront the PCs. If the PCs discover him still in area 11, they automatically gain surprise and Monbada is at -1d on all rolls for the next round. If the PCs encounter Monbada in the corridor, he is already awakened and no special benefits occur.

Punkaro does his best to avoid detection as he follows the PCs into Monbada's lair. If discovered sooner than expected by back-tracking PCs, he pretends to have followed them in order to discover what loot they may have uncovered. His garb (showing signs of prosperity) may cause players to doubt his story.

"His protection shattered, this sacrifice will at last be taken where it belongs. Our thanks to you, and the thanks of the Gods of Ilthmar."

With that, the rat departs down the nearest hole, leaving behind him the whisker of an enormous rat, and the tooth of a truly monstrous shark.

These are tokens of the Rat God and Shark God of Ilthmar. Each token allows the holder to gain a bonus to a single die roll of +1d7, but the token then crumbles into dust. If taken to Ilthmar, these tokens may prove valuable to the city's cults of the Rat and Shark Gods. At the very least, displaying them buys passage from the bandits who waylay travellers nearby. Within the city itself, they may be used to court favor with priests or nobles. This may suggest to some players an opportunity to pull off a daring robbery in one or both of the temples of Ilthmar's chief deities. A fortune awaits those who can pull it off. Death awaits those who try, but fail.

Unless previously stolen, Punkaro's purse still contains 53 iron tiks and 27 silver smerduks. Any silver daggers manifested by his spellcasting still exist, and fetch up to 15 gold rilks each. They have no other unusual property, unless the judge deems otherwise.





CONCLUSION

Surviving PCs who return to the pawn shop will discover a rapt audience in Rooga the Fence. When the players are finished with the telling, Rooga whispers, “Twisted Monbada.” And the story spills out. Or, at least, as much of the story as Rooga knows and the judge wishes to tell.

Rooga is certainly willing to help the PCs offload whatever choice treasures they do not wish to keep themselves. The PCs may hold the deed to the accursed lot where Monbada once

lived – using or disposing of this may be as simple or as complicated as the judge desires. The Overlord may have some need for the land, or a crooked official may have some task that needs doing in order to honor it.

The tokens of the Gods of Ilthmar may suggest a journey in the PCs’ near future.

In the world of Nehwon, wherever their paths may lead them, one thing is certain: adventure will follow!

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FOLLOW THOSE HANDS!

Chase Tracker

Last

Middle

First

Hands



Encounter 1: Collision



Encounter 2: A Cry for Help!



Encounter 3: Elderly Gentleman



Encounter 4: Fortune Favors the Bold

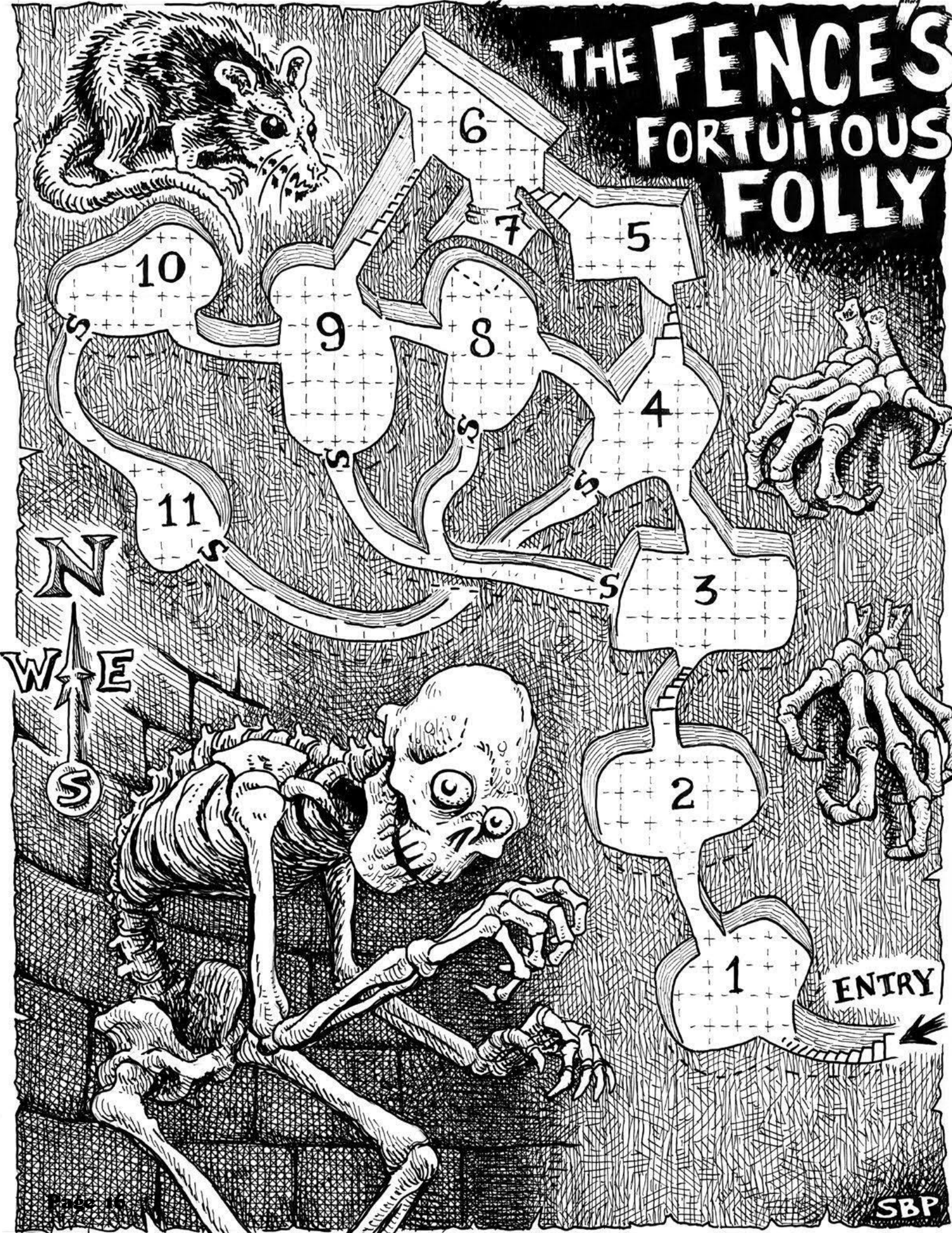


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