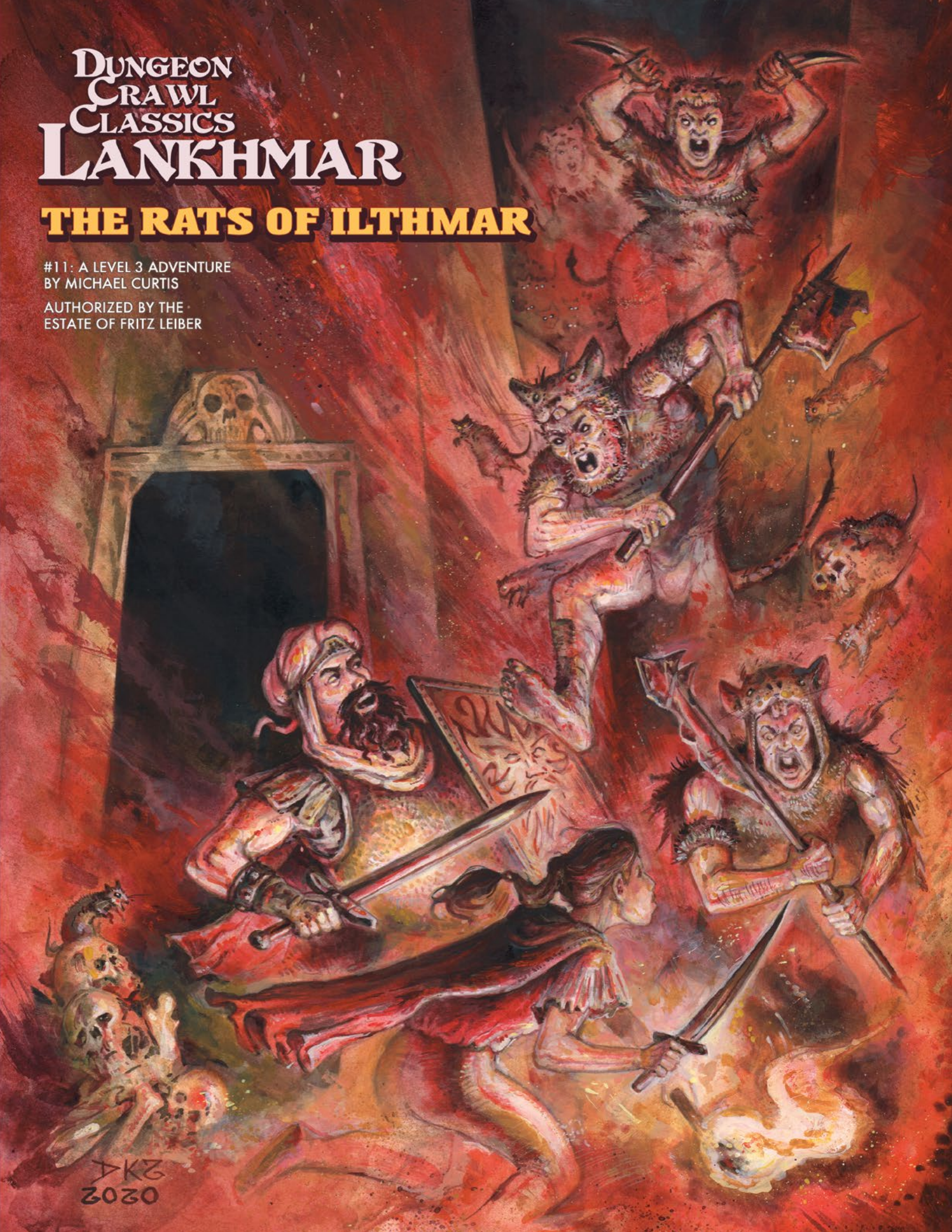


DUNGEON CRAWL CLASSICS LANKHMAR

THE RATS OF ILTHMAR

#11: A LEVEL 3 ADVENTURE
BY MICHAEL CURTIS

AUTHORIZED BY THE
ESTATE OF FRITZ LEIBER



DKZ
2020

THE RATS OF ILTHMAR

A LEVEL 3 ADVENTURE

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You know who you are.

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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 Rats of Ilthmar is a Dungeon Crawl Classics Lankhmar adventure intended for six 3rd-level characters. Tips are provided, however, for scaling the adventure down to a smaller group. This scenario sees the adventurers infiltrating a temple to the Rat God in the city of Ilthmar to recover a sacred relic before it can be used against the neighboring city of Lankhmar. Stealth and diversionary tactics are the keys to getting past the first half of the adventure, so hopefully the players will take a cue from Fafhrd and the Gray Mouser when they pay a visit to the temple. *The Rats of Ilthmar* was written to be completed in a single session within a DCC Lankhmar campaign and also makes for a perfect convention or one-shot game.

ADVENTURE ORIGINS



The Rats of Lankhmar was originally written as a special adventure for the winners of the Lankhmar Trivia Contest (see Appendix B) held in 2015 and played for the first time at Gen Con Indy that same year. Since then, the adventure has been run a few times at game conventions, but this is the first time it appears in print. Now, DCC Lankhmar fans around the world can ply their wits against the priests of the Rat God.

BACKGROUND



A reliquary of a respected saint, a holy man who lived his life in service of the Rat God, has recently been discovered in the Eastern Lands. When the saint was martyred for spreading the Doctrine of Vermin into the lands of the King-of-Kings, his followers managed to preserve his left hand and encase it in a coffer adorned with gold and jewels. The reliquary was lost for centuries and only came to light again a few months ago. Now, after much wheeling and dealing (and a few knives in the back), the *Hand of St. Heveskin* — as the relic is known to the Rat Sect — has returned home to Ilthmar with malicious intent planned for it.

Spies of the Overlord positioned in Ilthmar have discovered that the reliquary containing the *Hand of St. Heveskin* is ultimately bound for Lankhmar. Once in the City of the Black Toga, the artifact is to be delivered into the hands of an unknown noble family believed to secretly venerate the Rat God and serve the rulers of Ilthmar. The Overlord suspects the relic will be used to decimate the city's grain stores and infest it with vermin, weakening Lankhmar with starvation and

pestilence. To prevent this, the Overlord dispatches a squad of specially-selected adventurers to Ilthmar to steal the relic from the Rat Temple before it can be delivered to Lankhmar. The adventure begins with the PCs outside the Rat Temple on the night before it is believed to depart the city. They have until dawn to recover it.

STARTING THE ADVENTURE



The judge should find any excuse for the PCs to be chosen by the Overlord of Lankhmar to serve as his agents in recovering the *Hand of St. Heveskin*. If the characters have gotten in hot water with the law in Lankhmar, an envoy of the Overlord might approach them with an offer of clemency if they perform a small service for Lankhmar's potentate. Characters with ties to nobility or the law in Lankhmar might find themselves recommended by their contacts to the Overlord if they've proven themselves useful in dealing with other shadowy problems in the City of the Black Toga. If no reason can be concocted for the PCs to be in the Overlord's employ, alternate figures of power in Lankhmar can be substituted. The Thieves' Guild, for example, might want to acquire the Hand for their own nefarious purposes (or as a gift to the Overlord for another century's worth of unimpeded plundering of the city), or a powerful wizard or merchant might desire it for a curio. The adventure, however, assumes the party is in the Overlord's employ.

Judge's Note: The identity of the Overlord is left vague so that the judge can use or introduce whichever ruler of Lankhmar is currently in power within their campaign.

The party is sent to Ilthmar at their employer's expense, arriving there via ship. A run-in with a small dragon while sailing from Lankhmar to Ilthmar has delayed the vessel (the judge can either describe the encounter or play out the combat as the dragon mistakes the ship for a potential mate and damages it). The party arrives on the Day of the Rat in the late afternoon, giving them scant time to plan their heist. They have little problem locating the main Temple of the Rat God, however, and the adventure begins with them just outside the tabernacle.

Read the following to the players as the adventure begins:

You never expected to be working for the Overlord of Lankhmar, but when his underlings came calling with offers of a generous reward for a single night's task, it was difficult to rebuff them. That decision led you here.

You stand in the filthy alley in the dirty city of Ilthmar. The soiled, baked brick buildings around you cast shadows into the narrow thoroughfare, obscuring you from the early evening foot traffic just beyond the alley mouth. Everywhere you look, rats peer down at you, motionless observers of stone and paint that seem to decorate every structure in the trash-strewn city. As the sun sinks into the harbor beyond the buildings before you, you reflect on the task ahead of you:

The Overlord's spies in Ilthmar informed him that a lost relic sacred to the Rat God had recently been discovered in the Eastern Lands

and had been returned to the City of the Rat and Shark. This relic, the left hand of some obscure saint beloved by the Rat Sect, is said to have the power to rot grain and summon gnawing vermin. Further rumors emerged that an unidentified noble of Lankhmar was in league with the Rat God's followers to bring the relic to the City of the Black Toga. Once in his (or her) possession, they'd use the relic to devastate the metropolis' grain stores and drive the price of wheat up to astronomical heights. It is your job to prevent this from happening.

Thanks to the not-so-tender administrations of the Overlord's black-masked torturers, a Rat God priest provided pertinent information regarding the relic. It is set to be shipped to Lankhmar under heavy

guard on the morrow, leaving you just tonight to acquire it. If it is anywhere in the Rat Temple, it is likely secured in the catacombs beneath the fane. It is your mission to enter the temple, locate the catacombs, acquire the relic – said to be a coffer large enough to fit a man's hand and decorated with gold and jewels – and get it out of Ilthmar and into the Overlord's hands.

The priest revealed that tonight, the evening of the Day of the Rat, is sacred to the Rat God. A high rite is to be conducted in the main tabernacle and the upper temple is likely to be crowded with worshippers. You will have to tread carefully lest you bring the entire wrath of the Rat God's faithful down upon you!

PART ONE: GETTING INTO THE TEMPLE

The party can see the following from outside the temple:

The Temple of the Rat is a large structure close to the docks of Ilthmar Harbor. Its central sanctuary rises two stories above the ground, while a smaller wing measuring a single story extends off from the main temple. A 12'-tall wall appears to encompass a courtyard or garden along the temple's northeastern side.

A broad plaza with a public well lies in front of the temple. The plaza sees steady traffic of Ilthmarts coming to draw water or simply passing through the plaza on other business. The sun is setting, however, and as night falls, so will the amount of foot traffic.

As you observe the plaza and temple, you see worshippers arriving at the temple. They come in small groups or in pairs. These people largely appear to be of two types. The first are clothed adherents dressed in robes seemingly made from woven rat hair. Each is bare-foot and carries a slender, willow-wand whip. The second appear to be church officials, likely deacons or underpriests. These individuals wear rat masks and carry larger, more substantial ceremonial whips, but are otherwise unclothed.

Give the players the handout map provided at the back of the adventure which illustrates the neighborhood immediately around the Temple of the Rat God. Allow them time to ask questions and discuss ways of entering the temple. While the players may potentially come up with astounding ideas, some of the more likely ones are covered below.

SCALING THE TEMPLE OR THE COURTYARD WALL

Climbing the walls of either the temple or the courtyard requires a DC 10 Strength or Climb Sheer Surfaces check. Anyone attempting to shinny across a horizontally-thrown rope (say, from a neighboring building) must succeed on a DC 12 Agility or Climb Sheer Surfaces check.

There are two roof windows atop the temple. One window is directly over the main tabernacle (area 1-1), which would be a bad way to enter and almost certainly noticed by the congregation in that area (but if the PCs pull it off, make sure to award them even more fleeting Luck than usual!). The second leads to area 1-2 in the temple's wing.

The roof windows are locked and must either be broken open with a DC 15 Strength check or finessed with a DC 10 Pick Lock check.

ENTRY THROUGH THE COURTYARD

The courtyard behind the temple (area 1-8) is vacant of priests during the rite. The walls can be climbed as noted above. There is also a locked rear gate which can be opened with a DC 16 Strength or DC 15 Pick Lock check. However, while there are no priests in the courtyard, it is not completely unprotected. Consult the description of area 1-8 for more details.

MASQUERADE

Masquerading as a worshipper or rat priest is a possible stratagem. Clusters of people are arriving at the Rat Temple as the sun goes down and some stragglers arrive after the rites begin. As noted above, there are two types of attendees: worshippers and rat underpriests.

The clothed adherents travel in groups of 2d4 and come along roughly once a minute until the rites begin. The last group arrives 10 minutes after sunset. Unless neutralized quickly, however, they yell for aid. Each round they sound an alarm, they have a 50% chance of summoning help from (roll 1d6): (1-4) the Rat Temple; or (5-6) a squad of Ilthmar constables (stats as City Watch Constable, see *Lankhmar: City of the Black Toga*, p. 36).

Rat Temple Worshipper: Init -2; Atk willow-wand whip -1 melee (1d3-1); AC 9; HD 1d4; hp 2 each; MV 30'; Act 1d20; SP none; SV Fort -1, Ref -1, Will -1; AL N.

The Rat God underpriests travel either alone or in pairs (roll 1d2 to determine the number in any given group) and arrive every five minutes until the sun goes down. All are present in the tabernacle after sundown and no more come to the temple once the rites begin. Like the worshippers, the naked masked priests yell for aid as noted above unless neutralized swiftly.

Rat Underpriest: Init -1; Atk ceremonial whip +1 melee (1d3); AC 11; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP patron die (d10) which can be used for attacks and saving throws; SV Fort +1, Ref +0, Will +2; AL N.

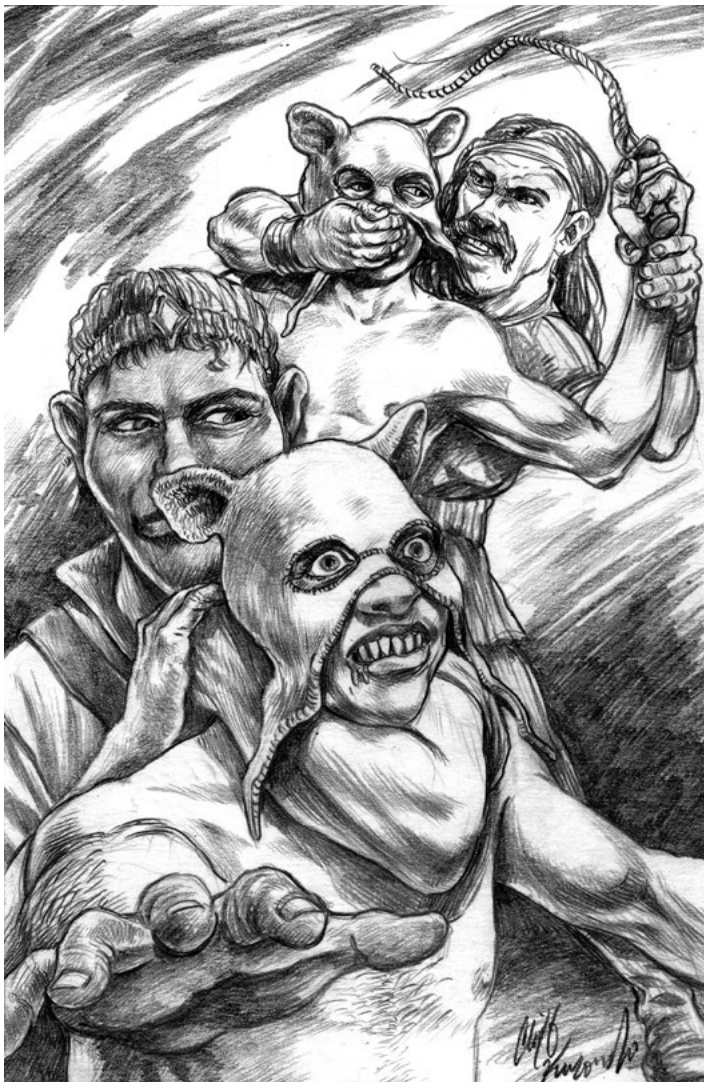
PCs disguised as underpriests automatically avoid detection and can mix freely with the worshippers in the main tabernacle. PCs dressed as worshippers must make a DC 5 Personality check to act appropriately. If a PC's disguise isn't 100% correct (wearing shoes, for example), the DC is increased to 10. Failing the check attracts the attention of the temple guards who will likely only try to eject the interloper unless violence ensues.

FRUITLESS AVENUES

The well in front of the temple is simply that and has no connections to the catacombs beneath the tabernacle. There are also no connections between the temple and its catacombs and the harbor. Anyone paddling around the harbor looking for secret sluiceways or smuggler's tunnels will likely run into one or more of the harbor sharks that prowl Ilthmar's waters (see *Judge's Guide to Nehwon*, p. 99).

OPTIONAL: PUTTING THE "SNEAKY" IN SNEAKING ABOUT

During the ceremony in the main tabernacle (area 1-1), the rear rooms of the temple are largely empty – but the PCs need not know that! Have them make a number of Luck, Agility, and Sneak Silently checks, and appear to keep track of any failures. Chuckle occasionally. Ratchet up the tension.



THE TEMPLE OF THE RAT GOD

Area 1-1—Main Tabernacle: A roughly 70'-wide by 70'-deep room with a 25'-high ceiling lies behind the temple's main doors. A quartet of pillars, each inscribed with relief carvings of rats stacked atop each other, supports the roof, which sports a mural of a great naked man with a rat's head. The smell of pungent incense fills the chamber and it is far warmer in here than outside. At the far end of the room is a semi-circular dais where a large marble idol depicting a man with a rat's head and tail stands. Eighty or more people crowd the room, swaying to the sound of cymbals and drums. Most of the people here are wearing rat-hair robes, but rat-masked temple guards in armor and bearing ceremonial claws stand along the perimeter of the fane. A half-dozen naked, masked priests lead the rites.

If the party enters after the rite's begins and they are dressed as either worshippers or underpriests, they are overlooked by the temple's congregation as they're swept up in the rite. If they enter before sunset, however, they need to succeed in Personality checks (as noted above) to pull off their deception.

There are six priests, 10 temple guards, and 60 worshippers present during the ceremony. The rite begins at sundown and lasts for some time. The ritual may still be underway when the party acquires the Hand and attempts to escape the temple (see Part Three for more details).

Rat God Priests (6): Init -1; Atk ceremonial whip +1 melee (1d3); AC 11; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP patron die (d10) which can be used for attacks and saving throws; SV Fort +1, Ref +0, Will +2; AL N.

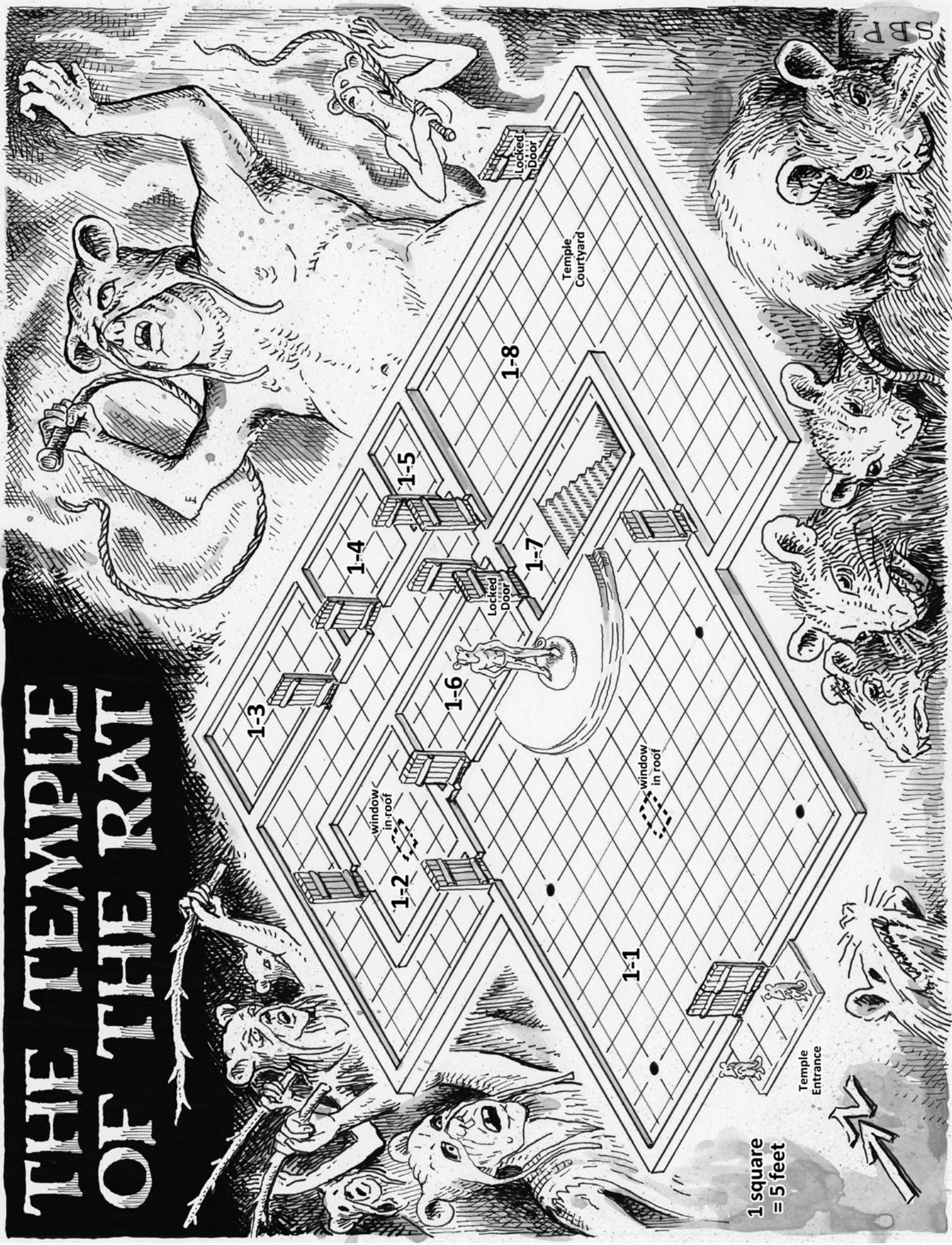
Temple Guards (10): Init +2; Atk ceremonial claws +3 melee (1d6 plus disease); AC 14; HD 2d8; hp 10 each; MV 25'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage); SV Fort +1, Ref +2, Will +2; AL N.

Common Worshippers (60): Init -2; Atk willow-wand whip -1 melee (1d3-1); AC 9; HD 1d4; hp 2 each; MV 30'; Act 1d20; SP none; SV Fort -1, Ref -1, Will -1; AL N.

There are three doors aside from the main entrance which exit this area. One leads to the courtyard outside (area 1-8), another to the robing room (area 1-6), and the third to the outer wing (door in west wall). The PCs can depart by either the door to the outer wing or the courtyard without attracting attention to themselves. Anyone attempting to go through the door to area 1-6 must do so in complete view of the entire congregation and priesthood, and will be intercepted by the temple guards if dressed as worshippers. If the party is masquerading as underpriests, there is a 75% chance the priests on the dais will notice this as unusual and covertly summon four temple guards to investigate. The guards follow the party after making their way through the crowd, entering area 1-6 two rounds later. The priests carry on the ritual and do not follow up with the guards' investigation.

Area 1-2—Underpriest Quarters: Four shabby cots with blankets and a low table holding a small iron idol of a crouching, naked, rat-headed and -tailed man seem to be the only furnishings

THE TEMPLE OF THE RAT



1 square = 5 feet



in this room. Simple robes and other clothes hang from pegs driven into the walls. A roof window, used for both ventilation and light, is set into the ceiling 10' overhead. The room appears otherwise empty.

Although the four underpriests are absent, there is a trio of giant rats sleeping beneath the beds. They are disturbed by anyone dropping into the room from the roof window or by thieves searching this room.

Giant Rats (3): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 5 each; MV 30' or climb 20'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N.

Alternate Encounter for Smaller Groups: There is only one giant rat, but it has 8 hit points.

The iron idol is simply symbolic and has no special properties. The clothes are ordinary, but a search of them discovers a small pouch containing 11 copper "sharks" and 6 silver "rats" — Ilthmar-minted coins equal to Lankhmarian copper pennies and silver smerduks.

Area 1-3—Priest's Quarters: A pair of well-made beds with thick stuffed mattresses are present in this room, each rumpled and a bit soiled. Two wooden wardrobes stand facing one another across the room. In the center of the north wall is a writing desk covered with scribe supplies and a pair of small tomes.

This room is empty while the rite in area 1-1 is underway. At other times, 1d2 Rat God priests may be found here, resting or studying.

The wardrobe holds simple dressing robes and other light clothing worn when not performing religious duties.

The writing table has ordinary writing supplies (parchment, quills, ink, etc.) and two holy texts dedicated to the veneration of the Rat God. They outline proper ceremonies, prayers, and the like. Inside one of the texts is a folded piece of paper. This is a letter written in a complex code known only to the Rat God priests and other high-ranking members of the sect. It can be understood with a *comprehend languages* spell or a successful DC 15 Read Languages check by a thief.

The letter reads:

Hail thee by the Glory of the Hairless Tail, Brothers!

The Hand of St. Heveskin has been recovered and should be in your possession shortly. Guard it well until the morning after the Day of the Rat. Sister Sorcerer Illiska will arrive with her berserks to collect the relic and transport it to our ally in that City of Foul Smokes. There they shall meet at the Rats' Nest as always. Do not fail the Great Rat! You know the consequences that await those who do.

Yours in the Fraternity of Whiskers,

Barakka, Fourth Pope of Vermin

A note written in Ilthmarish and clearly by another hand is scrawled below the body of the letter. It reads: *Put the Hand in the Chamber of Tails. Instruct the guards on the use of the finger cymbals when placing it there. They know of its other defenses.*

The names are meaningless to anyone outside of the Rat

Cult, but anyone familiar with the seedy side of Lankhmar can identify the Rats' Nest as a dive tavern in the city's northeastern vicinity. This fact might be useful to the judge if she wishes to expand upon the machinations of the Rat God in Lankhmar after this adventure is completed.

Area 1-4—High Priest's Quarters: A large bed occupies this room, wide enough to accommodate several occupants at once. The stone floor is covered with a thick plush rug of crimson, and the air is heavy with exotic perfumes. Lit candelabras provide light. A large writing desk stands against the east wall. Standing at attention around the desk are men dressed in leather armor and wearing leather hoods fashioned to resemble the heads of rats. Claw-like blades protrude from between their fingers.

The high priest keeps the key to access the *Hand of St. Heveskin* in his private quarters and has deployed four temple guards to protect it while the ritual in area 1-1 is underway. The temple guards immediately attack anyone besides the high priest who enters the room.

Temple Guards (4): Init +2; Atk ceremonial claws +3 melee (1d6+1 plus disease); AC 14; HD 2d8; hp 15 each; MV 25'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage); SV Fort +1, Ref +2, Will +2; AL N.

Alternate Encounter for Smaller Groups: Reduce the number of temple guards to two.

The writing desk contains typical scribe supplies and religious tracts and texts. In addition, there is an iron key and a pair of finger cymbals lying atop the desk. The key opens the locked door to area 1-7 and the finger cymbals are useful in acquiring the *Hand of St. Heveskin* (see area 2-14).

Inside the desk is a secret compartment which is noticed by anyone searching the desk and succeeding on a DC 15 Intelligence check. The compartment, which opens by sliding back the back of one drawer, contains a plain brass key. This key opens the cage in area 2-14 without activating the cage's defensive enchantment.

The room contains well-made non-ecclesiastical clothing and other personal belongings, but nothing else of value.

Area 1-5—Ecclesiastical Storage: This small cramped room is lined with shelves holding a number of boxes, sacks, rolled cloth, and similar apparently mundane supplies.

The shelves in this storeroom contain boxes of candles, incense cones, prayer rugs, etc. A cursory search of the room reveals nothing of interest. However, if the party thoroughly searches the shelves and succeeds on a DC 11 Luck check, they discover a small open box on a top shelf. The box is filled with straw, and tucked into this padding are four glass vials containing clear liquid. This liquid is the tears of giant rats and has been specially consecrated by the priests. Each vial affects the un-dead as holy water (1d8 damage) and will immediately remove paralysis caused by the bite of the sacred gnawers (see area 2-12).

Area 1-6—Robing Room: A few old rat-hair robes hang on pegs pounded into the walls of this chamber. Many of the pegs are bare, however, as if the robes that once hung there are now in use.

The sound of clashing cymbals and screeched prayers can be heard beyond a door in the south wall. A door in the east wall has a sizable padlock securing it.

Religious garments are stored here when ceremonies are not underway. Most of the vestments are now being worn by the attendees in area 1-1.

The door to area 1-7 is locked. It can be opened with the key found in area 1-4 or by a successful DC 11 Pick Lock check. It can also be broken open with a DC 15 Strength check made by a person wielding a weapon or tool, but unless steps are made to obscure the illicit entry, a broken door or lock is noticed once the ritual comes to an end, and the party may have difficulty leaving the temple undetected (see Part Three below).

Area 1-7—Catacomb Entrance: *A set of wide stairs plunges down into darkness through the floor of this room. Each of the steps bears carvings of rats descending down them as if daring you to follow them. The air here smells faintly of must and decay.*

The stairs descend 60' down below the earth, turning and dog-legging several times before terminating in the Rat Temple catacombs (see Part Two).

Area 1-8—Temple Courtyard: *Behind the walls and gate surrounding this portion of the temple is a bare courtyard covered in ancient, cracked flagstones. Rank weeds grow from the breaks in the stones and the courtyard is home to several mounds of trash. Old bones, ragged cloth, broken furniture, and other discarded odds and ends are heaped about haphazardly. Two doors are visible in the side of the temple: one at the west end of the courtyard and the other near the southern end.*

The Rat priests purposely fill the courtyard with trash to provide homes for the eight giant rats who dwell here and help guard the property from intruders. The giant rats emerge to attack anyone entering the courtyard not dressed as a Rat priest.

Giant Rats (8): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 5 each; MV 30' or climb 20'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N.

Alternate Encounter for Smaller Groups: Reduce the number of giant rats to four.

PART TWO: THE RAT TEMPLE CATACOMBS



he subterranean passages and chambers under the Rat Temple serve as crypts for the holiest of priests and worshippers—as well as places to bury things and secrets the Rat Sect doesn't want seeing the light of day. The catacombs are quite extensive, extending far beyond the precincts of the Rat Temple. However, their depth under the earth and the secretive nature of the Rat God's priests means they bear no other entrances than the one inside the temple proper.

The walls, floors, and ceilings are made of ancient stone, often covered in weird pale moss and lichen. Light is entirely absent down here. The entire area stinks of mildew, decay, stagnant water, and death.

Area 2-1—Central Corridor: *The stairs from the Rat Temple terminate in the eastern wall of a long hall measuring 20' wide and running north-south. Vaulted arches, many draped with crumbling ancient cobwebs, support the 15'-high ceiling. The floor is made from old, uneven stones, and the occasional odd bone or fallen piece of arch is scattered upon them.*

This area is normally unoccupied, but a terrible, unnatural guardian exists in the catacombs. When PCs first explore this area—as well as each time they return here—there is a 1-in-6 chance the catacomb guardian appears. It manifests 1d6×10 feet away from the party then advances towards them. In life, the catacomb guardian was a priest of the Rat God who was either blessed or cursed with the task of defending the catacombs from blasphemers. He underwent horrible torture to bind his spirit to the catacombs and his

body was mutilated while still living. Now he exists as an un-dead spirit with a terrifying visage.

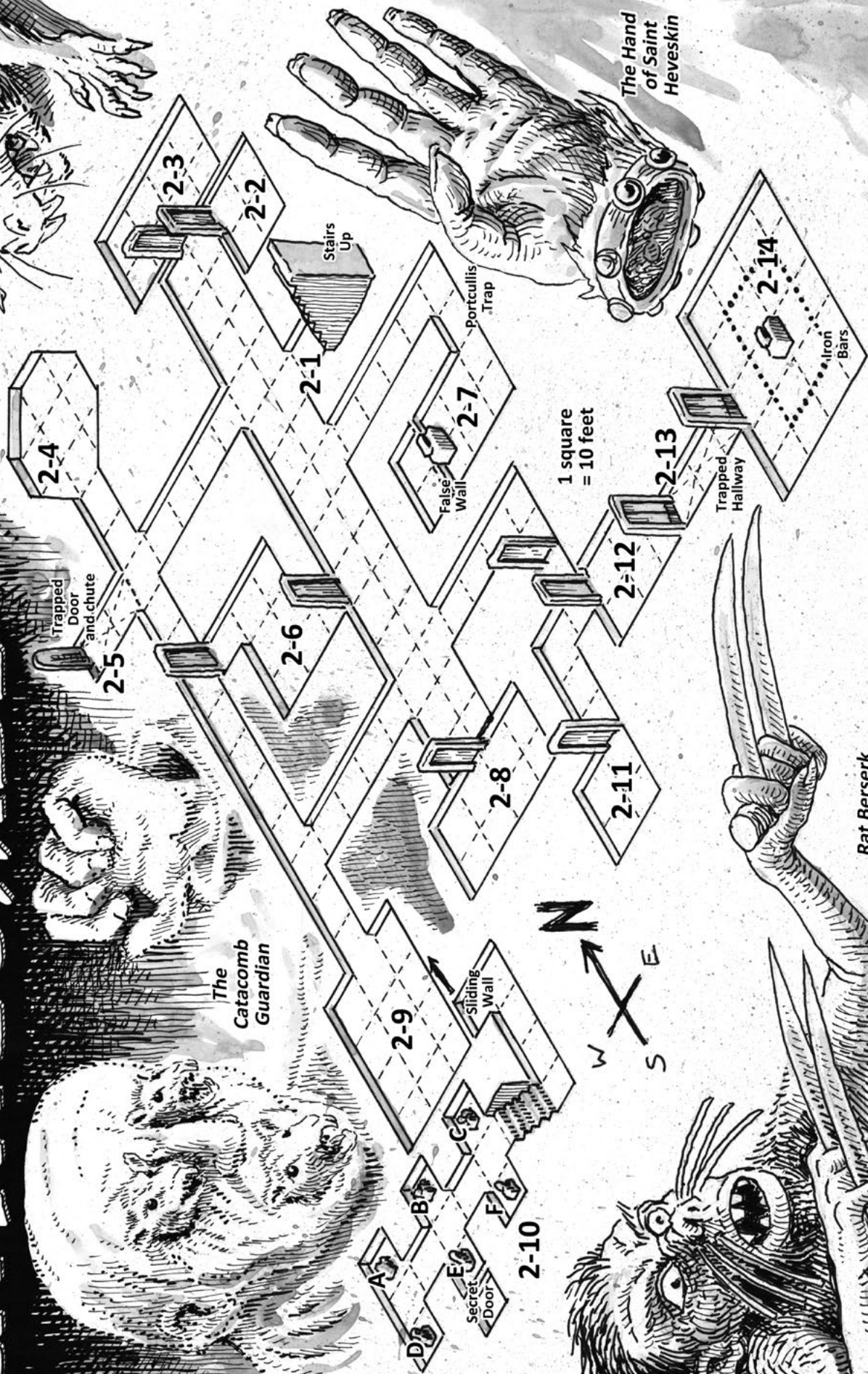
Catacomb Guardian: Init +2; Atk rat bites +3 melee (1d6+1 plus disease) or horrid wail (DC 10 Will save or unconscious, -1 Personality, hair turns white); AC 11; HD 2d12+4; hp 24; MV fly 30'; Act 1d20; SP magical disease (DC 12 Fort save or lose -1 Stamina/day), immune to non-magical or non-silver weapons; SV Fort +2, Ref +4, Will +4; AL C.

The faintly glowing figure of a human male with a shaved head and a body wrapped in tattered priest's robes suddenly manifests from thin air. The severed heads of rats are sewn into his eye sockets and mouth, and they chitter like nails on slate as he drifts through the darkness toward you.

The guardian prefers to attack young women or dark-haired men if they are present. Otherwise, he attacks the party member with the worst current Luck (remember to include fleeting Luck in the characters' totals). The disease inflicted by the rat head bites is magical in nature and requires a concoction of potent medicines brewed by either a witch or sorcerer. Natural healing has no effect on the disease. This cure costs a minimum of 100 gold rilks, but the preparer may be willing to make a trade for services rendered if the judge wishes to use curing the illness as a plot hook for a follow-up adventure.

Those subject to his wail must make a DC 10 Will save or fall unconscious for 1d6 turns. In addition, their hair turns stark white and they lose 1 point of Personality. Anyone succeeding on their Will save is immune to further wails by the

THE RAT TEMPLE CATACOMBS



catacomb guardian. An unconscious character can be awoken by another character taking a round to shake them back to their senses.

Alternate Encounter for Smaller Groups: Remove the catacomb guardian's immunity to non-magical weapons and reduce its hit points to 18.

Area 2-2—Berserks' Quarters: *This 20'-square room appears to be some sort of trash midden. It lacks any decoration and contains a half-dozen man-sized mounds of straw, scraps of cloth, and horsehair. Several feral-looking, humanoid creatures move in the darkness of the room.*

The room is the home of six rat berserks devoted servants of the Rat God who've undergone elective surgery, mental conditioning, and a regular diet of psychoactive drugs that have brainwashed them into crazed warriors who believe they are monstrous rats.

Rat Berserks (6): Init +3; Atk steel claws +3 melee (1d6+2 plus disease); AC 13; HD 2d8+4; hp 16 each; MV 30' or climb 20'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage), immune to mind-affecting spells and fear effects; SV Fort +5, Ref +2, Will +0; AL C.

Upon examination of one of these creatures:

This thing once was a man, but has been transformed into something else. Thin wires pierce its nose horizontally, looking like the whiskers of a rodent. Its jaw has been broken and reset to heal improperly, giving its face an extended mouth. Patches of gray and brown fur have been sewn to its body, making it more hirsute, and a "tail" of leather cord has been sewn under its skin above its tail bone. A pair of steel blades protrude from a short bar gripped in its hands and extend from between its fingers like claws.

Alternate Encounter for Smaller Groups: Reduce the number of rat berserks to three.

The room holds little besides moldy foodstuffs (grain, cheese, and meat) and bowls of water. In one nest is a small bone idol of the Rat God (10 s.s. value).

Area 2-3—Men's Mortuary Chamber: *The odor of death and sharp-smelling chemicals fills this room. A broad table, its surface stained by gruesome fluids, dominates the center of the room. Niches and nooks in the walls contain ceramic jars, rolls of gauzy linen, strange iron tools, and similar implements of the funereal arts. A pair of half-finished coffins lean against the west wall.*

This chamber is a mortuary, one reserved for male priests. Jars of various preservative chemicals, funeral supplies, mortuary tools, gauzes, and shrouds are present in the room. There is no treasure or danger here.

Area 2-4—Rat Pit: *An octagonal chamber rests at the end of this corridor. Its walls are pitted with numerous small niches the size of a human forearm. Each of these cavities contains a small stone idol depicting a crouching human form with a rat's head and tail. The idols all face the center of the room which contains a metal frame similar to torturer's rack. Iron cuffs for restraining a human-sized occupant are visible at each corner of the frame. A large stone plug with an iron pull ring lies beneath the frame,*

ringed by a dirty purple rug.

The stone plug is large and thick. Anyone attempting to listen to hear if there's anything beneath it must succeed on a Luck check using a d30. A success detects squeaking and LOTS of tiny feet scratching on stone.

Lifting the stone plug requires a DC 18 Strength check. Removing the stopper unleashes three rat swarms from the shallow pit beneath it into the room. One swarm emerges from the pit each round the stopper is removed until all three swarms have emerged. If a fresh corpse is strapped to the frame, the rats devour this morsel; otherwise they turn their attentions to any other occupants in the room.

Rat Swarm (3): Init +4; Atk swarming bite +1 melee (1 plus disease); AC 9; HD 4d8; hp 20 each; MV 40' or climb 20'; Act special; SP bite all targets in a 20' square area, disease (DC 7 Fort save or additional 1d3 damage), half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N.

Alternate Encounter for Smaller Groups: There is only a single rat swarm in the pit.

The 5'-deep pit beneath the plug is filled with gnawed bones and nothing else. The stone idols are crudely made and worthless.

Area 2-5—False Door: *A stone door with its face decorated with geometric designs of inlaid ivory and precious stones stands at the end of this short hallway.*

This door is a false door that triggers a trap (DC 15 Find Trap check to detect). Trying to open it results in the floor dropping down at a 45° angle and a section of the ceiling springing open to release a large rounded rock into the passage. All creatures in the 20'-long stretch of corridor in front of the door must make a DC 14 Ref save to leap to safety. Anyone failing the save tumbles down the slope into a 10' square cubby with the stone right behind them. Injuries occur (2d10 damage; DC 10 Fort save for half damage).

The inlaid ivory and jewels are only polished bone and colored glass. A DC 12 Intelligence check identifies it for what it is, but the appraiser must be adjacent to the door to identify its true composition.

Area 2-6—Crypt: *This chamber contains ten stone sarcophagi placed evenly about the verge of the room. Each stands upright and bears some sort of sigil or badge upon its lid. The room is dusty and appears undisturbed.*

The sigils on the sarcophagi lids depict a sword, a sheaf of wheat, and a crouching rat. A successful DC 15 Intelligence check identifies the sigil as the badge of the Beloved of the Rat God—honored worshippers of the Rat God (those who had the Rat God as a patron, in DCC Lankhmar game terms).

Amongst the mummified, ancient corpses in the sarcophagi are a gold bracelet worth 50 gold rilks and an electrum tiara with platinum filigree worth 100 gold rilks. There is a progressive 1-in-10 chance a treasure is found in each searched sarcophagus (1-in-10 on the first search, 2-in-10 on the next, 3-in-10 on the third, etc.). Each time the caskets are searched,



roll 1d6. On a 1, the catacomb guardian appears (if not already encountered and defeated in area 2-1) and attacks anyone disturbing the Beloved of the Rat God.

Area 2-7—False Reliquary: *This chamber appears to be empty aside from a stone table resting at the western end of the room. Atop the table is a steel box with a substantial padlock on it. The box is large enough to contain a coffer or perhaps a reliquary...or nothing at all. There is a faint smell of rot in the air.*

This room is a trap—a diversion set up by the Rat priests to punish anyone attempting to steal the Hand. The western wall of the room is a false wall designed to collapse, releasing the un-dead guardians lurking between it and the real wall of the room.

There are two traps to be detected here. A successful DC 15 Find Trap check made at the entrance of the room discovers a section of the ceiling is fake and covers a hanging portcullis ready to drop and seal the room. Deactivating the portcullis requires a DC 15 Disable Trap check or some way to prevent the portcullis from falling (a number of poles or spears propped beneath it, for example). Unless noticed and detected, the portcullis trap activates when the room's other trap is triggered.

The steel box on the table rests atop a pressure plate (requiring a DC 20 Find Trap check to detect, due to being completely covered by the box). Shifting the box even slightly, such as to open it, causes the false wall of the room to collapse in a rain of falling brick and dust and the portcullis to drop, barring exit from the room. It may be lifted with a DC 22 Strength check. Up to three individuals can work together to lift it, adding +2 or their Strength modifier (whichever is greater) to the check. The portcullis also automatically rises 30 minutes after it drops to allow the Rat priests to remove any bodies left behind.

Once the wall collapses, a quartet of rat wights emerges from the dust cloud and attacks anyone in the room. They pursue fleeing prey if the characters manage to open the portcullis or are otherwise not trapped with the un-dead.

Rat Wights (4): Init +1; Atk bite +3 melee (1d6) or claw +2 melee (1d4 plus life-drain); AC 13; HD 2d6+2; hp 14 each; MV 30' or climb 20'; Act 1d20; SP life-drain (DC 10 Will save or lose 1d4 XP), un-dead traits (immune to critical hits, disease, and poison; unaffected by *sleep*, *charm person*, or *paralysis* spells, other mental effects or cold damage), infravision 100'; SV Fort +1, Ref +1, Will +0; AL C.

A large rat the size of a great hound emerges from the dust cloud left by the fallen wall. Its fur is patchy and its exposed skin is gray and rotting. Icy-blue lights burn in the rat's sockets where its eyes once were. A somehow evil chill seems to radiate from its body.

Alternate Encounter for Smaller Groups: Reduce the number of rat wights to two.

The lock on the steel box is difficult (DC 20 Pick Lock check) and the box holds only sand.

Area 2-8—Women's Mortuary Chamber: *The odor of death and sharp-smelling chemicals fills this chamber. A broad table, its surface stained by gruesome fluids, dominates the center of the room. Niches and nooks in the walls contain ceramic jars, rolls of gauzy linen, strange iron tools, and similar implements of the funereal arts. Something clatters to the ground in the gloom...*

A group of rat berserks are skulking in the darkness, nosing about the contents of the room. They surprise the party if the PC with the highest Luck fails a Luck check.

Rat Berserks (4): Init +3; Atk steel claws +3 melee (1d6+2 plus disease); AC 13; HD 2d8+4; hp 16 each; MV 30' or climb 20'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage), immune to mind-affecting spells & fear effects; SV Fort +5, Ref +2, Will +0; AL C.

Alternate Encounter for Smaller Groups: Reduce the number of rat berserks to two.

One of the bottles in the niches contains rare spices from the Eastern Lands used in anointing the women's corpses before wrapping them in burial shrouds. This pungent spice is worth 50 gold rilks.

Area 2-9—Secluded Meeting Room: *This chamber contains four long stone tables set in a rectangular formation. Each of the tables is flanked by wooden chairs, allowing for nearly sixty people to occupy this room. Tattered and dusty tapestries depicting rats cavorting and strange rites of the Rat God being performed hang on the walls. The room otherwise appears empty.*

In days long ago, the Rat priests would gather here for their most secret meetings. The wide-spread acceptance of the Rat Sect in Ilthmar no longer requires such clandestine conclaves and the room has been unused for decades.

Behind one tapestry in the southeast corner of the room is a shifting wall that obscures a secret corridor. Anyone looking behind this tapestry is allowed a DC 10 Intelligence check to notice one of the stone blocks in the wall seems to be partially protruding from the rest. Pushing the block causes the shifting wall to open, revealing the passage.

Area 2-10—The Gallery of Rats: *A long corridor runs east-west at the base of a 10' flight of stairs, flanked by six 10'-square alcoves, three to the north and three to the south. Each of the alcoves contains a wooden statue depicting men, rats, and rat-men. The corridor terminates in a dead end.*

This gallery represents the sacred connection between man and rat and was often visited as a place of reflection by the ancient priests of the Rat God. Its existence has fallen out of mind of the current priests and it remains unknown even to

them. The gallery serves another purpose: to safeguard the treasure of a larcenous high priest who hid his pilfered loot here long ago.

Each of the alcoves contains a single statue depicting a human, a monstrous-sized rat, or a human-rat hybrid. These are positioned as follows:

- A. Human statue
- B. Human statue
- C. Monstrous rat statue
- D. Hybrid statue
- E. Monstrous rat statue
- F. Hybrid statue

The statues stand on wheeled bases and can be moved by anyone with a Strength of 11 or better (weaker PCs must make a DC 10 Strength check to push them). Rearranging the statues so they depict the transformation of man into rat and rat into man opens the secret door behind alcove E. This is the proper sequence to unlock the compartment:

- A. Monstrous rat statue
- B. Hybrid statue
- C. Human statue
- D. Monstrous rat statue
- E. Hybrid statue
- F. Human statue

This secret vault contains a strongbox holding 500 gold “fins” (Ilthmarish coins equivalent to gold rilks) and 2,000 silver “rats” (equal to silver smerduks), and a set of silk and jewel-adorned Rat God priest robes worth 500 g.r.

If any single statue is rearranged more than three times, the room suddenly fills with a magical gas. All within the room must make a DC 15 Fortitude save. Anyone failing the save develops rat-like features (a severe underbite, elongated ears, an extended nose with small whiskers, patches of dirty gray fur growing places it shouldn’t, etc.). The afflicted individuals permanently lose 2 points of Personality and anyone who worships the Rat God immediately identifies them as a defiler of holy sanctums sacred to their god. They react according to their position in life. For example, an innkeeper or shop owner might refuse them service, while a devout warrior might seek to slay them for their crimes.

The features can be removed and the Personality loss restored by receiving a *remove curse* spell. Treat this as a moderate curse. Alternately, a powerful patron might be able to restore the afflicted individual’s true form, but will probably require a service, perhaps even necessitating the character becomes their agent to do so.

Area 2-11—Slimy Sarcophagi: *This 20'-square chamber holds a half-dozen stone sarcophagi, each open with their lids – some of them broken – lying on the floor near them. The floor is slick with moisture, as if some subterranean water source is slowly leaking into the room.*

A nearby wizard has been conducting a number of experiments in his laboratory and discarding the byproducts of his research into the city’s harbor. One of those byproducts has managed to slither through the hidden grottos and crevices beneath the city and found its way into the catacombs. It is slowly devouring the mummified dead, tearing open sarcophagi with its pseudopods to access the preserved organic treats inside.

Anyone examining the contents of the sarcophagi notice they contain only strangely warped and melted bones as if each has been dipped in acid or other caustic solutions. One of the sarcophagi contains the slimy intruder who attacks anyone looking inside it. It also emerges to feed if the party remains in the room for more than a few minutes.

Primordial Slime (1): Init (always last); Atk pseudopod +4 melee (1d4 plus 1 point of Stamina); AC 10; HD 3d8; hp 15; MV 5' or climb 5'; Act 1d20; SP protoplasmic breakdown (contact with slime inflicts -1 Stamina), half damage from slicing and piercing weapons, sensitive to light (drawn to light sources); SV Fort +6, Ref -8, Will -6; AL N.

Alternate Encounter for Smaller Groups: No change.

The stripped corpses have no treasure. What little is present was destroyed by the slime.

Area 2-12—Crypt: *The walls of this 20'-square room contain a number of burial niches in rows of three. Each of the niches contains a wooden coffin of somewhat recent fabrication. Some of the niches also hold small clay vases containing faded flowers. The coffins, despite their new construction, are splintered in places and have large holes seemingly gnawed into their wood.*

The Rat Sect uses this crypt to entomb more recently deceased adherents of the faith. These selected worshippers in turn help sustain the sacred gnawers of the catacombs—a unique type of giant rat that transforms the profane flesh of the dead into the sacred sacraments of the Rat God by devouring them. A pack of five sacred gnawers is currently here, hidden inside the gnawed-open caskets. They emerge if living creatures enter and will attack anyone not dressed as a Rat priest.

Sacred Gnawers (5): Init +1; Atk bite +2 melee (1d6 plus poison); AC 13; HD 2d6+2; hp 12 each; MV 30' or climb 20'; Act 1d20; SP paralyzing poison (DC 10 Fort save or paralyzed for 1d6 turns), infravision 60', stealthy (+5 bonus to stealth-related checks); SV Fort +1, Ref +2, Will +0; AL C.

A monstrous ebony rat with glowing red eyes and a mouth filled with teeth dripping a phlegm-like ichor emerges from the gnawed sides of the coffin. It seems to appraise you with almost human-like cunning.

Alternate Encounter for Smaller Groups: Reduce the amount of sacred gnawers to three.

A search of these recently-interred caskets allows for a DC 10 Intelligence check. On a success, the searchers discover one mummified corpse has a gold medallion bearing the image of the Rat God inscribed upon it. It is worth 200 g.r., but also bears a powerful curse against plundering. Anyone

stealing the medallion from the corpse is marked for vengeance by the Rat God. One week after the jewelry is looted, a rat swarm (see DCC RPG core rulebook p. 424) appears in the possessor of the medallion's quarters 1 hour after midnight and attacks the owner. This occurs even if the owner of the medallion wasn't the looter. The party may hear of the gruesome fate that befell a friendly fence if they pawned the jewelry, leading them to wonder if such a demise awaits them.

The medallion bears an aura of evil, if *detect evil* is cast. A *remove curse* spell with a spell check of 27 or better negates the Rat God's curse and the medallion may be kept or sold without ill consequences.

Area 2-13—Trapped Corridor: Read the below as the party approaches the western doors of this area:

A pair of wooden double doors stands at the end of a short passageway. The doors are closed but do not appear to be locked. At the bottom of both doors are hinged bronze sheets measuring 2' square. Inscribed into the bronze sheeting are images of rats bearing a shrouded figure in what appears to be a funeral procession.

The bronze sheets swing in both directions, allowing the rats in area 2-14 to come and go throughout the catacombs. These small swinging doors can be opened with light pressure and small or slender PCs can even crawl through them without incident. The corridor beyond is unlit, however, and anyone looking through the swinging doors sees only darkness.

The double doors are indeed unlocked and open with a slight groaning of rusted hinges. Once opened—and if the party is bearing light sources—they see the following:

An empty corridor runs approximately 30' east-west from the double doors, terminating in an identical set of doors, complete with bronze sheeting, at the far end.

The corridor is trapped. A pressure plate is set into the floor 15' down the passage. The pressure plate can be detected with a DC 15 Find Trap check. Anyone examining the 15'-high ceiling and succeeding on either a DC 10 Find Trap or DC 14 Intelligence check notices that there appears to be a stone-colored fabric covering the corridor's ceiling.

If the pressure plate is triggered by a creature of more than 100 lbs. stepping on it, a pair of pendulum blades is activated. The swinging blades burst through the fabric hiding them and slice down the center of the corridor. Anyone within a 10' square of the pressure plate must make two DC 10 Ref saves or take 1d8+1 points of damage for each failed save as the blades dice them. The pendulum blades continue to swing for 1 minute before losing momentum. Anyone passing through the center part of the passage while the pendulums are active must make Reflex saves as above. Once the blades stop swinging, the corridor can be crossed without difficulty.

Area 2-14—The True Reliquary: *A tremendous chamber measuring perhaps 40' deep and 50' wide lies behind the second set of double doors. In the center of the room is a steel cage with bars running from floor to ceiling and measuring 30' wide by 20' deep.*

Resting atop a stone plinth in the middle of cage is a closed steel box the length of a human arm and half as high. Three larger iron chests, each locked, lie on the floor around the plinth. A single door with a stout lock is set into the north side of the cage. The floor of the chamber is littered with old bones and torn funeral shrouds. Moving about the litter are a number of humongous rats.

The giant rats are trained to attack anyone entering this room who isn't playing the finger cymbals (see area 1-4). They immediately rush the party unless one of them is producing music on the small percussion instruments.

Giant Rats (12): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; hp 6 each; MV 30' or climb 20'; Act 1d20; SP disease (DC 9 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL N.

Alternate Encounter for Smaller Groups: Reduce the number of giant rats to six.

In addition to the rats, the cage itself is enchanted (and radiates magic if detected for). Anyone attempting to pick the cage door (DC 18 Pick Lock check) rather than use the proper key found in area 1-4 causes 1d3 of the bars to animate, attacking the would-be lockpicker and anyone close to them like a metal octopus. The bars can reach up to 10' away and do not attack the giant rats. More of the cage bars animate if others come to aid those already under attack or make a new attempt to pick the lock. Casting *dispel magic* with a spell check of 18 or better causes any active cage bars to become inanimate and prevents the cage from animating other bars for 1 hour.

Animated Cage Bar Tentacle (up to 6): Init -2; Atk tentacle +2 melee (1 plus 1d4 each round); AC 15; HD 1d10; hp 6 each; MV 0'; Act 1d20 per bar; SP constrict (anyone struck by a tentacle suffers 1d4 damage each round until the grip is broken by destroying the tentacle or making a DC 15 Strength check), immune to critical hits and mind-affecting spells, half damage from slashing and piercing attacks; SV Fort +2, Ref +1, Will Immune.; AL N.

Once one or more of the cage bars animates, a PC can attempt to slip through the gaps of the cage with a DC 10 Agility check. If failed, he automatically is struck by a tentacle if one is not already constricting an opponent.

The box atop the plinth is unlocked but is bolted to the stone pedestal. This box contains a gold and bejeweled coffer worth 300 gold rilks. The coffer holds the *Hand of St. Heveskin* (see Appendix A).

The iron boxes contain the temple's treasury and the keys to each are always in the possession of the high priest, never leaving his side. The locks can be picked with a DC 15 Pick Lock check or bashed open with a DC 20 Strength check. The boxes contain:

- Box 1: 5,000 iron "teeth," Ilthmar-minted coins equivalent to Lankhmarian iron tiks
- Box 2: 2,000 copper "sharks" (as in area 1-3)
- Box 3: 2,500 silver "rats" (as in area 1-3) and 500 gold "fins" (as in area 2-10)



MULLEN



PART THREE: THE ESCAPE!



nce the PCs have acquired the *Hand of St. Heveskin*, they must still escape the temple with the relic. Assuming they've already defeated the catacomb guardian or do not encounter it as they return to the stairs leading up to the temple, they depart the catacombs without incident.

Have each PC make a Luck check as they ascend the stairs. If more than half the party fails, the ritual in area 1-1 is concluding and they return to the surface to find the temple a much more active place. If half or more of the party succeeds on their Luck checks, the rite is still underway and it's much easier for the PCs to escape the temple unnoticed.

In the event the rite is finished, the priests and the temple guards are once again moving about the building. For each area the party enters, aside from areas 1-7 and 1-8, there is a 50% chance they encounter 1d3+1 temple guards or 1d4+1 priests (50/50 chance of either group). Unless neutralized in a single combat round, these individuals send up an alarm, summoning a group of six temple guards and four priests in 1d4+1 rounds (see area 1-1 for stats). The servants of the Rat God fight to slay the intruders and lay down their lives to prevent the party from escaping the temple alive.

Alternate Encounter for Smaller Groups: Determine the number of guards or priests as normal, then divide by 2, rounding up. Summoned reinforcements are also halved.

If it is obvious that the door to area 1-7 has been bypassed by unauthorized individuals and the rite is finished, the party encounters a group of four temple guards and three priests preparing to descend into the catacombs and seek out the intruders when the party returns to area 1-7. If combat with these priests and guards lasts longer than four rounds, they call for reinforcements as described above.

Alternate Encounter for Smaller Groups: There are three temple guards and two priests preparing to descend into the catacombs.

Once outside, the party can escape in whatever manner they devise. This is simply accomplished if they are unpursued by the Rat God's adherents. However, if the party is being chased, they might have to fight a running battle through the streets of Ilthmar to lose their pursuers.

A party that leaves by the back gate in area 1-8 or otherwise can see behind the Rat Temple notices the following:

A sleek, black-hulled vessel is moored at the pier closest to the Rat Temple. Burning lamps along the dock show a small group of sailors preparing the ship for departure. Overseeing the sailors at their task is an obvious priest of the Rat God along with a handful of guards. A brass plaque at the bow of the ship proclaims the small boat to be the Sea Rat.

The boat is docked northwest of the temple, as shown on the handout. The Rat God cult planned to send the Hand to Lankhmar by sea aboard this ship, and the vessel is almost ready for departure. The priest overseeing preparations is awaiting the arrival of Sister Sorcerer Illiska and her rat berserks (as mentioned in the letter found in area 1-3), but they have yet to reach the docks. This is the perfect opportunity for a little grand theft ship by a party desperate to escape pursuit or get the Hand immediately out of the city.

Temple Guards (4): Init +2; Atk ceremonial claws +3 melee (1d6+1 plus disease); AC 14; HD 2d8; hp 15 each; MV 25'; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +1, Ref +2, Will +2; AL N.

Rat God Priest: Init -1; Atk ceremonial whip +1 melee (1d3); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SP patron die (d10)

which can be used for attacks and saving throws; SV Fort +1, Ref +0, Will +2; AL N.

If anyone goes in the drink, remember the harbor is infested with sharks and they will quickly investigate any splashing or blood in the waters (see *Judge's Guide to Nehwon*, p. 99 for Ilthmar Harbor Shark stats).

There are only a half-dozen sailors aboard and they are hired hands. They do not aid the priest or guards if they are attacked and comply with any threats or commands to sail the *Sea Rat* out of Ilthmar. If paid at the journey's completion, they promise to forget all about the PCs or where the *Sea Rat* travelled to. If the characters either agree to hire the sailors on a permanent basis (or murder them and dump their bodies), the party gains the Owns a Ship benison collectively. Mistreatment or failure to meet their obligations to the crew results in both the loss of the *Sea Rat* and this benison.

Sea Rat Sailor (6): Init +1; Atk club +1 melee (1d4) or spear +1 melee (1d6) or crossbow +2 ranged (1d6); AC 12; HD 1d8; MV 30'; Act 1d20; SP seafarer (adds +3 bonus to any ability or skill check related to the ship or oceangoing); SV Fort +1, Ref +1, Will +0; AL varies.

ENDING THE ADVENTURE



Escaping Ilthmar with the *Hand of St. Heveskin* and returning it to the Overlord (or whomever else requested it) means a successful caper by the party. The Overlord is gruffly grateful as befits an autocrat: pleased his desires were catered to, but expecting that to happen in any event.

In return for acquiring the Hand and preventing it from being employed against the city, the Overlord is prepared to reward each of the party with any one of the following gifts:

- Immediate dismissal of any warrants, outstanding sentences of punishment, and/or otherwise wiping the character's history of legal indiscretions clean. This does not provide any protection or make the character immune to prosecution from future offenses, but is enough to keep the constables off the character's back until such time as they draw more attention to themselves.
- A minor title roughly equivalent to a knighthood. The character is given a formal title of little import (Watcher of Pigeons, Overseer of Cobblestones, Sentinel of Marsh Gate Cressets and Torches, etc.). This comes with all the proper documentation and seals to prove their title, a 100 g.r. per year salary paid when the title is first awarded and on the first day of the new year, and the Good Reputation in Certain Circles (Minor Nobles) benison. This title can be stripped at the Overlord's discretion.
- A flat 500 gold rilk payment.
- A single major boon or favor to be awarded at a later date. The Overlord agrees to aid the character in the future so long as the request is reasonable and causes no

long-term damage to either Lankhmar or the Overlord (judge's discretion). Note, however, that the Overlord has not made it this far by indebting himself to underlings. If the character doesn't request a boon within a short time of it being promised, the Overlord may take steps to put the character in a position where his aid is required, allowing the debt to be repaid in a manner beneficial to the potentate.

If the characters were working for an individual or organization other than the Overlord, the rewards will be similar in nature. The Thieves' Guild, for example, might be willing to forgive any bounties on the characters' heads or grant them official freelance thief status, allowing them to commit crimes in the city without fear of Guild vendettas. The Grain Guild might award them honorary guild master ranks, providing benefits similar to a minor title.

A party that chooses not to deliver the *Hand of St. Heveskin* to their employer gains a useful magical item—but far too many enemies. So long as they have it, not only will the Rat Sect seek them and the relic out, but the Overlord (or whomever else hired the party) will not stop looking for the PCs until the object is recovered and they are harshly punished for breaking the deal.

Successful completion of this adventure may leave the party with powerful allies, wealth, or position, but potentially with the Rat Sect looking for revenge if they ever learn the identity of those who spirited away the *Hand of St. Heveskin* on their most holy of nights. Such are the consequences, however, of living lives of adventure in Nehwon, home of *Dungeon Crawl Classics Lankhmar!*



The
Temple

APPENDIX A: NEW MAGICAL ITEM

THE HAND OF ST. HEVESKIN

Saint Heveskin was a devout priest of the Rat God sent into the Eastern deserts a century ago to spread the Doctrine of Vermin to the lavish cities of the King of Kings. He met his demise there, martyred in the service of his deity, but his loyal followers made off with Heveskin's left hand before the body was burned as an offering to the strange Eastern Gods. The Temple of the Rat elevated Heveskin to sainthood for his efforts and horrible demise. It's said that his hand is imbued with the Rat God's power and the main temple in Ilthmar has long sought this relic, hoping to recover it.

The Hand is a mummified hand with its wrist wrapped in frayed brown silk. A bronze cuff adorned with red-orange topazes encircles the hand's wrist stump (300 g.r. value). When its powers are unused, the Hand's fingers are splayed, but curl into the palm when one or more effects have manifested.

Anyone bearing the *Hand of St. Heveskin* can call upon its power by thrusting the severed appendage forward and speaking the saint's name (which is also inscribed on the wrist cuff), causing one of five divinely-inspired phenomena to manifest. Each time the Hand is used, one finger of the appendage folds in until all five are clenched into a first. The Hand's power renews with the rising of the moon and the fingers become splayed once more, allowing its power to be used up to five more times that day.

If the Hand's bearer uses the relic and he is not a follower of the Rat God, a d6 is rolled and the table below determines the result. When the Hand is employed by one who venerates the Rat, the user chooses which effect occurs but also rolls 1d6. On a roll of a 1, the Hand's effect occurs at double strength for the faithful.

Rat-Snake dice should be rolled when using the *Hand of St. Heveskin* whenever possible. "Rat" results on these dice make it clear when the Rat God favors his adherents and when it punishes those audacious enough to steal a portion of his divine essence.

Roll	Effect
1	If the user is not an adherent of the Rat God, the deity is incensed at the bearer's audacity and inflicts 2d6 damage on the user. All 1s (or rats) on the damage dice are re-rolled, keeping the second result. If the user is a follower or agent of the Rat God, the chosen effect manifests at double power (save DCs are unaffected).
2	A ghostly rat head the size of a large man appears within 30' of the user. The head snaps at a single target (bite +5, 3d6 damage). The target also must make a DC 15 Fort save or suffer an additional 1d6 damage from disease.
3	1d3 rat swarms appear at the user's position and attack his enemies (see area 2-4 for stats). The swarms remain until dispersed or 2d6 rounds elapse.
4	The Hand instantly decays up to 1d6×100 pounds of grain, corn, rice or similar stored crops within 60', rotting the foodstuffs into a rancid mass. Rat God followers re-roll 1s when determining the amount of stored food affected, keeping the second roll.
5	The Hand <i>lays on hands</i> as a DCC RPG cleric using a d20 action die and adding +1d6 to its spell check (Rat God worshippers re-roll if the d6 result is a 1). The relic is considered chaotic for alignment purposes. If the spell check result is a natural 1, the user suffers 2d6 damage.
6	Gray beams streak from one finger, striking 1d6 targets within 90'. Each target must make a DC 12 Fort save or suffer 3d6 damage. Rat God worshippers can re-roll 1s both when determining the number of targets and damage suffered, keeping the second result.



APPENDIX B: LANKHMAR TRIVIA CONTEST

It is said that Srith of the Scrolls penned ten questions upon a piece of pristine behemoth parchment in the long ago days of Nehwon. These ten queries were devised to challenge those who sought out the secret Curtis Conventicle to be held at the time when the star Akul bedizens the Spire of Rhan in that strange metropolis known as Indianapolis, the City of Sevenscore Thousand Colts. The first halfscore of heroes who correctly answer these interrogations will be admitted to a secret conclave to test a special adventure set in Nehwon, one that shall appear within the pages of the forthcoming DCC RPG Lankhmar boxed set. The survival of these heroes is not guaranteed so scarelings should step aside and let only those with legend-breaking minds take this test!

Question #1: Who are Fafhrd's and the Gray Mouser's enigmatic mentors/wizards?

Question #2: What is the name of the tavern most commonly frequented by Fafhrd and the Gray Mouser?

Question #3: Fafhrd and the Gray Mouser found them-

selves pitted against one another in a duel in what subterranean city?

Question #4: What are the names of Gray Mouser's weapons?

Question #5: What was the first hardbound RPG supplement to include game stats for Fafhrd, the Gray Mouser, and other inhabitants of Nehwon?

Question #6: Who was Overlord of Lankhmar during the Rat Plague?

Question #7: What year was the first story featuring Fafhrd and the Gray Mouser published?

Question #8: Fafhrd and the Gray Mouser owe their literary origins to the real life friendship between Fritz Leiber and what other person?

Question #9: In what city does Duke Lithquill, otherwise known as "the Mad Duke," reside?

Question #10: Some claim that the Gray Mouser resembles two different gods. Who are these two deities?

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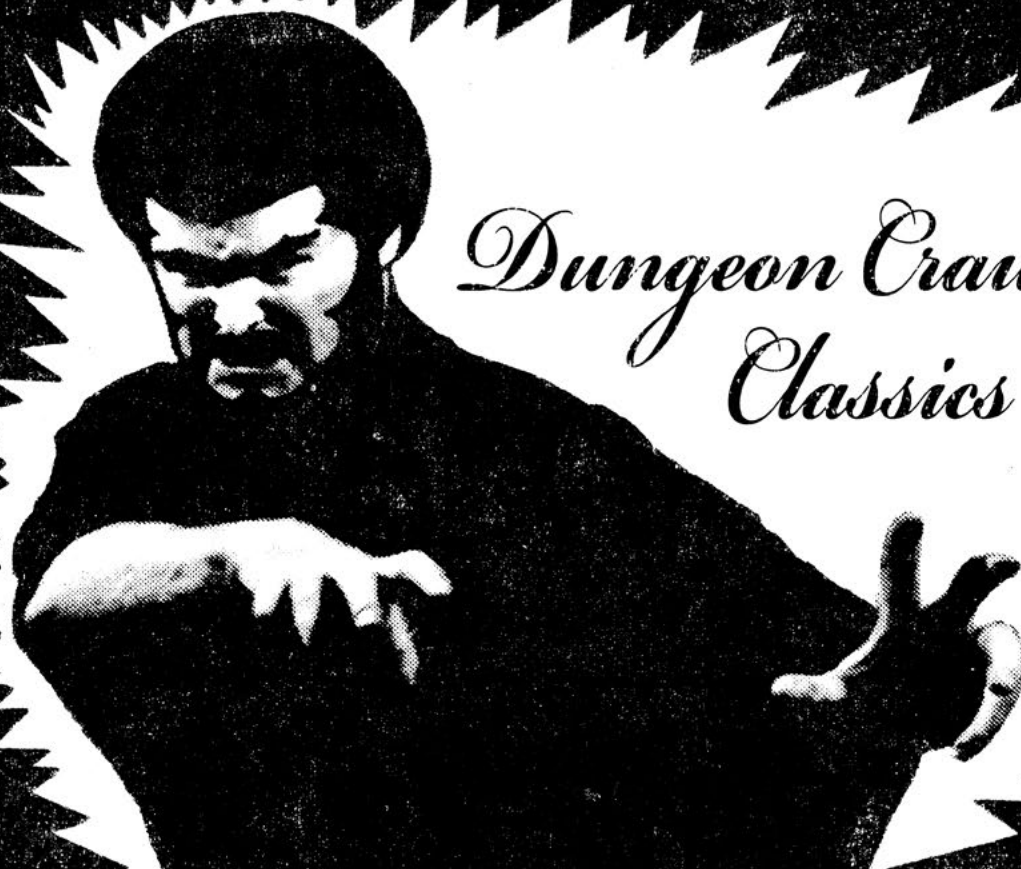
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ANSWERS:

(1) (Not to be shown obviously, but for grading purposes): Ninguable of the Seven Eyes and Sheelba of the Eye-less Face. In the event of a tie, those who answer with their full titles should be rewarded above those who simply reply "Ninguable" and "Sheelba." (2) The Silver Eel. (3) Quarreal (NOTE that "Quarreal" is the name of the city and "Quarreal" is the name of its lord. Only the first is technically correct). (4) Scalpel and Cat's Claw. (5) Deities & Demigods. (6) Overlord Glipkerio Kistomerces. (7) 1939 ("Two Sought Adventure" or "The Jewels in the Forest"). (8) Harry Otto Fischer. (9) Ool Hrusp. (10) Mog and Loki.



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